

Orks Datasheets (v.1.0.1)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- When any Orks unit is charging, Critical hits in melee deal one extra hit (only original hits can be counted as Critical)
- Any Orks unit may shoot even after Advance move

Leaders

Nob On Smasha Squig (1 model) Move 20" Save 4+ Wounds 6 Morale 3+ Control 2

Unit abilities

- Mounted. Can't use Defensive stance. To indicate Stunned stance, remove the rider and place him nearby hunkered down, weapons down. The Move characteristic of a Stunned Nob on Smasha Squig unit is halved
- When taking a wound, roll one die. On a 5+ it is ignored

JOYTOY x WARHAMMER



JoyToy Orks Squighog Nob On Smasha Squig, 295pts

Ranged weapons	Range	Att	Sk	AP	Features
Slugga	24"	2	5+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Big Choppa	Melee	1	3+	-1	Each attack deals 3 damage, but only to one model
Smasha Squig Jaws	Melee	1	3+	-1	-

Infantry

Kommandos (4-6 models) Move 12" Save 5+ Wounds 1 Morale 3+ Control 1

Unit abilities

- Enemies get -1 to hit rolls when shooting at this unit from over 18" away
- Scout. This unit may be deployed after all other units, and may then move by up to 24", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units
- Enemy units cannot use the Overwatch Stratagem to shoot at this unit

JOYTOY x WARHAMMER



JoyToy Ork Kommandos Nob Nazbog, 105pts per model (unit superior)

Ranged weapons	Range	Att	Sk	AP	Features
Slugga	24"	2	5+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Power klaw	Melee	3	3+	-2	-

JOYTOY x WARHAMMER



JoyToy Ork Kommandos Dakka Boy Rotbilge, 90pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Speshul Kommando Shoota	36"	3	5+	0	When shooting at enemies within 24", unmodified rolls of 5-6 to hit deal one extra hit (only the original hit counts as a 5-6 or Critical)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

JOYTOY x WARHAMMER



JoyToy Ork Kommandos Snipa Boy Balrukk, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Speshul Kommando Shoota	36"	3	5+	0	When shooting at enemies within 24", unmodified rolls of 5-6 to hit deal one extra hit (only the original hit counts as a 5-6 or Critical)
Grenade	24"	X	5+	0	May only be used once, then remove the grenade token. X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

JOYTOY x WARHAMMER



JoyToy Ork Kommandos Dakka Boy Snarit, 75pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Slugga	24"	2	5+	0	-
Dynamite	24"	X	5+	0	May only be used once, then remove the dynamite token. X - is the number of models in the target unit, but maximum 3. Ignores cover
Melee weapons	Range	Att	Sk	AP	Features
Choppa	Melee	2	3+	-1	-

JoyToy Ork Kommandos Burna Boy Ragrob, 105pts per model



Ranged weapons	Range	Att	Sk	AP	Features
Burna	24"	X	2+	0	X - is the number of models in the target unit, but maximum 3. Ignores cover

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

JoyToy Ork Kommandos Comms Boy Wagzuk, 95pts per model



Ranged weapons	Range	Att	Sk	AP	Features
Shokka pistol	24"	3	4+	-1	-

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-