

# The Ork Army

## Ork Gruntz

Type	Speed	Agility	Shooting	Assault	Armour	Morale	Psy-Power
Grot	4	2	1	1	2	2	0
Boy	4	2	1	2	4	.+1	1
Skar-boy	4	2	1	3	4	.+1	1
Kommando	5	3	1	1	3	.+1	1
Ard Boy	4	2	1	2	6	.+1	1
Nob	4	2	1	3	5	.+2	2
Warboss	4	2	1	3	6	.+3	3

The morale of ork units is equal to the number of orks in the mob.

## Ork Gunz

Type	Range	Power	Rate of Fire	Accuracy	Special
Slugga	Short	2	0	0	One handed, may be kustomized
Choppa	PB	4	1	-.1	One handed, may be kustomized
Stabba	PB	3	1	0	One handed, may be kustomized
Stikkbombz: HE	Short	3	0	0	Area of Effect, grenade
Stikkbombz: AP	Short	5	0	-.1	grenade
Tankbusta bombz	PB	10	0	0	Area of Effect, grenade
Shoota	Medium	3	0	0	Two handed, may be kustomized
Big Shoota	Medium	4	2	0	Two handed, may be kustomized
Burna	Short/PB	.3/6	.2/0	+.1/0	Two modes, two handed, may be kustomized, ignores cover
Skorcha	Short	4	3	+.1	Two handed, may be kustomized, ignores cover
Rokkit Launcha	Medium	8	0	-.1	Two handed, may be kustomized
Kannon: HE	Long	4	2	0	Separate model
Kannon: AP	Long	8	0	0	Separate model
Zzap gun	Medium	2d6	0	+.1	Separate model
Lobba	Long	4	3	-.1	Separate model, Indirect Fire (no LOS)