

# ORK DEFFWATCH ARMY LIST

The following rules were developed for the Deffwatch narrative campaign. However, they have also been developed with the intent that the models can be used in regular games of Warhammer 40,000 8<sup>th</sup> Edition (with your opponent's permission of course). Both Power Rating and Points Costs have been included.

## KEYWORDS

All of the Deffwatch Orks are considered to be part of the **CLAN FACESTOMPA** faction, which is why you do not see them listed with the <CLAN> faction keyword.

## ABILITIES

The following abilities are common to several **DEFFWATCH** units:

**Deffwatch Resilience:** At the beginning of each friendly turn roll a D6. On a 4+ this model regains 1 wound that was lost earlier in the game. If a 6+ is rolled, this model regains D3 wounds instead.

### Ork Voice of Command

This unit may issue one order per turn at the start of the Shooting Phase. Orders may only be issues to Infantry units and Nazbog Gorrunt within 6" of this unit that have the **CLAN FACESTOMPA** keyword. If the unit has the **DEFFWATCH** keyword as well, then the range is increased to 24".

To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

## DUFFGRIM UGGROD'S ORDERS

### Waaagh!

The ordered unit can charge in this turn's Charge Phase even if it advanced this turn.

### Get Up There Now!

The ordered unit can immediately move as if it were the Movement Phase, including Advancing. This does not prevent the unit from shooting or charging, although they must still follow the normal rules for both.

### Dakka Dakka Dakka!

The ordered unit doubles the number of shots on all their Ranged weapons for the duration of this Shooting Phase, but suffers a -1 to all hit rolls this Shooting Phase.

### Bash 'Em in the 'Eads!

The ordered unit gains +1 attack for the rest of this turn. If the ordered unit is a **DEFFWATCH** unit, then increase this to +2 attacks instead.

## GRIMDUFF RODUGG'S ORDERS

### Waaagh! (*waaagh!*)

The ordered unit can charge in this turn's Charge Phase even if it advanced this turn. In addition, add 2 to the distance of the ordered units charge range.

### Get Up There Now (*move move!*)

The ordered unit can immediately move as if it were the Movement Phase, including Advancing, and gains a +3 bonus to its Move attribute while making this move. This does not prevent the unit from shooting or charging, although they must still follow the normal rules for both.

### Dakka Dakka Dakka (*dakka!*)

The ordered unit doubles the number of shots on all their Ranged weapons for the duration of this Shooting Phase.

### Bash 'Em in the 'Eads (*Get 'em Boyz!*)

The ordered unit gains +1 attack for the rest of this turn. If the ordered unit is a **DEFFWATCH** unit, then increase this to +2 attacks instead. In addition, Pile In and Consolidation moves are increased to 6" instead of 3" for this unit for this turn.

## POWER OF THE DEFFWATCH DISCIPLINE

Before the battle, generate the psychic powers for **PSYKERS** that can use powers from the Power of the Deffwatch Discipline using the table below.

POWER OF THE DEFFWATCH DISCIPLINE
PSYCHIC POWER
<p><b>'Eavy 'Eadbanger</b> <i>'Eavy 'Eadbanger</i> has a warp charge value of 7. If manifested, choose a visible enemy unit within 18". Roll a D6 for every model in the unit (up to 10 maximum) and compare it to the toughness of the unit. Every roll that is higher than the toughness of the unit inflicts 1 mortal wound on the unit. If a 10+ is rolled when manifesting this power then add 1 to each of the D6 results.</p>
<p><b>Gork (or Mork) Protects</b> <i>Gork (or Mork) Protects</i> has a warp charge value of 6. If manifested, select a friendly <b>ORK</b> unit within 18". That unit gains a 4+ invulnerable save. If a 10+ is rolled when manifesting this power then increase the invulnerable save to 3+.</p>
<p><b>Da Super Jump</b> <i>Da Super Jump</i> has a warp charge value of 7. If manifested, select a friendly <b>ORK</b> unit within 12" of the psykers. Remove this unit from the battlefield, and then set it up anywhere on the battlefield more than 9" from any enemy models. This unit counts as having moved for the purposes of any rules. If a 10+ is rolled when manifesting this power increase the range of the power to 24" and reduce the required minimum distance for placement to 3".</p>
<p><b>Dreaded Fury</b> <i>Dreaded Fury</i> has a warp charge value of 8. If manifested, each enemy unit within 6" of the Psyker suffers D3 mortal wounds (roll separately for each enemy unit). If a 10+ is rolled when manifesting this power then the range is increased to 12" and each enemy unit suffers D6 mortal wounds instead. When using this power any doubles rolled for the Psychic test will result in a Perils of the Warp.</p>
<p><b>Fury of the Waaagh!</b> <i>Fury of the Waaagh!</i> has a warp charge value of 7. If manifested, choose a friendly <b>ORK</b> unit within 12". That unit gains +1 Strength and +1 Attack until the beginning of the next friendly Psychic Phase. If a 10+ is rolled when manifesting this power then the unit gains +D3 Strength and +D3 Attacks instead.</p>

HQ	10 Power	BOSS NOB GRIMDUFF RODUGG (200 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
<b>Duffgrim Uggrod</b>	7"	2+	4+	5	6	6	4	8	4+	
Boss Nob Duffgrim Uggrod is a single model armed with a Power Klaw, a Kombi-weapon with Skorcha, and Stikkbombs. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Power Klaw	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.				
Kombi-Weapon with Skorcha	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls.									
- Shoota	18"	Assault 2	4	0	1	-				
- Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.				
Stikkbomb	6"	Grenade D6	3	0	1	-				
ABILITIES	<p><b>'Ere We Go, Mob Rule, Ork Voice of Command, Deffwatch Resilience</b></p> <p><b>Keepin' Order:</b> Roll a D6 for each model that flees from a <b>CLAN FACESTOMPA</b> unit that is within 3" of any friendly unit with this ability. On a 6, that model doesn't flee.</p> <p><b>Krushing Charge:</b> After completing a successful charge roll a D6. On a 4+ this model inflicts D3 mortal wounds on one enemy unit within 1" of this model.</p> <p><b>Mork's Champion:</b> Friendly <b>CLAN FACESTOMPA</b> units within 6" of this model can reroll hit rolls of 1 in the Shooting Phase. This range is increased to 18" for friendly <b>DEFFWATCH</b> models, as long as they can draw line of sight to this model.</p> <p><b>Cunnin' Leader:</b> When issuing orders this model may issue three orders per turn.</p> <p><b>Extra Cunnin':</b> When Grimduff Rodugg is your Warlord gain an extra 3 Command Points. Whenever you spend CP while Grimduff is alive roll a D6 for every CP spent. Gain 1 CP for every 5+ you roll. In Narrative Campaign missions where Grimduff Rodugg survives (even if he is Removed from Play) every Ork in his Kill Team gains an extra D3 XP.</p>									
SKILLS	<p><b>Primary:</b> Leader, Combat</p> <p><b>Secondary:</b> Toughness</p>									
FACTION KEYWORDS	ORK, CLAN FACESTOMPA, DEFFWATCH									
KEYWORDS	CHARACTER, INFANTRY, GRIMDUFF RODUGG, NOBZ									

HQ	7 Power	BIG MEK SKARBOG SKARGOG (140 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
Skarbog Skargog	6"	3+	4+	5	5	5	4	8	4+	
Spitta (Drone)	8"	6+	5+	4	4	3	1	6	4+	
Zappa (Drone)	8"	6+	5+	4	4	3	1	6	4+	
Skarbog Skargog is a single model armed with a Killsaw, Skarbog's Tools, and Stikkbombs. Only one of this unit can be included in your army. Skarbog is accompanied by Spitta (Drone) and Zappa (Drone). Spitta (Drone) is armed with two big shootas. Zappa (Drone) is armed with two Kustom Mega-Blastas and a Rokkit Launcha.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Killsaw	Melee	Melee		x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.			
Skarbog's Tools	Melee	Melee		+2	-1	2	When attacking <b>MONSTERS</b> or <b>VEHICLES</b> with this weapon, every hit roll of 4+ causes D3 mortal wounds in addition to any damage inflicted. Any hit rolls of 6+ cause 3 mortal wounds (instead of D3) in addition to any damage inflicted.			
Stikkbomb	6"	Grenade D6		3	0	1	-			
Big Shoota	36"	Assault 3		5	0	1	-			
Kustom Mega-Blasta	24"	Assault 1		8	-3	D3	On a hit roll of 1, the bearer suffers a mortal wound.			
Rokkit Launcha	24"	Assault 1		8	-2	3	-			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Big Mekaniak:</b> At the end of your Movement phase, this model can repair a single friendly <b>CLAN FACESTOMPA VEHICLE</b> (other than models that can <b>FLY</b>) within 3". That model regains D3 wounds lost earlier in the battle. A <b>VEHICLE</b> can only be repaired once each turn.</p> <p><b>Cybork Enhancements:</b> This model may reroll the D6 result when rolling for <b>Deffwatch Resilience</b>.</p> <p><b>Drone Controller:</b> Any of Skarbog's drones that are within 6" may use his BS instead of their own. In addition, Drones cannot be affected by Ork Orders in any way.</p> <p><b>Shield Drones:</b> If one of Skarbog's drones is within 6" of him, you can choose to allocate any wounds to the Drone instead of Skarbog. This is done before Armour Saves and Damage are rolled.</p> <p><b>Independent Drones:</b> Each drone is counted as its own unit.</p> <p><b>Kustom Telyporta:</b> At the end of any movement phase choose a friendly <b>CLAN FACESTOMPA ORK</b> unit within 6" of Skarbog Skargog. Remove that unit from the board, and then place them anywhere on the board that is more than 9" away from any enemy unit.</p>									
SKILLS	<p><b>Primary:</b> Big Mek</p> <p><b>Secondary:</b> Combat, Toughness</p>									
FACTION KEYWORDS	ORK, CLAN FACESTOMPA, DEFFWATCH									
KEYWORDS (SKARBOG)	CHARACTER, INFANTRY, BIG MEK, MEK, SKARBOG SKARGOG									
KEYWORDS (DRONES)	VEHICLE, SKARBOG'S DRONE, FLY									

**NOTE:** While we did use these rules in the campaign, I recommend changing Skarbog's Tools to only cause the mortal wounds on every **wound** roll of 4+, and not every **hit** roll of 4+.

Heavy	10 Power	NAZBOG GORRUNT (200 POINTS)																								
NAME	M	WS	BS	S	T	W	A	LD	SV																	
<b>Nazbog Gorrunt</b>	7"	3+	4+	5	7	8	2	8	3+																	
Nazbog Gorrunt is a single model armed with four arm weapons (options below). Only one of this unit can be included in your army.																										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES																			
Dread Claw	Melee	Melee		X2	-3	3	Each time the bearer fights, it can make 1 additional attack with each dread claw it is equipped with.																			
Super Shokk Attack Gun	60"	Heavy D6		*	-3	D6	This weapon ignores the effects of cover. See the rules below for additional special rules.																			
Mega Hammer	Melee	Melee		X2	-4	D6	If a 6+ is rolled to wound then the target suffers D3 mortal wounds in addition to the normal damage.																			
Shoulder Rokkits	24"	Assault 1		8	-2	3	-																			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Kustom Power Field:</b> This model has a 5+ invulnerable save.</p> <p><b>Mega Shield (arm weapon):</b> When equipped with a Mega Shield Nazbog gains +1 to any save rolls.</p> <p><b>Super Shokk Attack Gun (counts as two arm weapons):</b> Before firing this weapon, but after choosing a target, roll 2D6 to determine the strength of the weapon. If any doubles or an 11 is rolled on the 2D6, consult the following table to determine its affects:</p> <table border="1"> <thead> <tr> <th>Roll</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>1,1</td> <td><b>Boom!</b> No shot is fired. Nazbog suffers D6 mortal wounds.</td> </tr> <tr> <td>2,2</td> <td><b>Oops!</b> Randomize between all units (friend or foe) on the board. The random unit is the target instead of the intended target. This unit does not have to be within range or line of sight of the gun.</td> </tr> <tr> <td>3,3</td> <td><b>Gah!</b> Resolve the shot against the nearest unit to the target, be it friend or foe, whether visible or not.</td> </tr> <tr> <td>4,4</td> <td><b>Splooosh!</b> Resolve the attack upon the target, but only inflict D3 attacks instead of D6, and only at AP -1 instead of AP -3.</td> </tr> <tr> <td>5,5</td> <td><b>Zoink!</b> No shot is fired. Immediately place Nazbog in base contact (or as close as possible) with the closest model, as close as possible to Nazbog's original position.</td> </tr> <tr> <td>5,6</td> <td><b>Bzzap!</b> Decrease the number of attacks this weapon has to 1, but increase the AP to -6 and the Damage to 2D6.</td> </tr> <tr> <td>6,6</td> <td><b>Krakoomb!</b> Increase the number of attacks this weapon has to 2D6, the AP to -6, and the Damage to 2D6.</td> </tr> </tbody> </table> <p><b>Stomp:</b> At the end of the Fight Phase Nazbog can make a special Stomp attack. Pick one <b>INFANTRY</b> or <b>BIKE</b> unit that is within 1" of Nazbog and roll a D6. If the result is 4+, the target unit suffers D3 mortal wounds.</p> <p><b>Krushing Charge:</b> After completing a successful charge roll a D6. On a 4+ this model inflicts D3 mortal wounds on one enemy unit within 1" of this model.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds and does not have a wound restored by any special skill or ability, roll a D6 before removing the model from the battlefield. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>										Roll	Result	1,1	<b>Boom!</b> No shot is fired. Nazbog suffers D6 mortal wounds.	2,2	<b>Oops!</b> Randomize between all units (friend or foe) on the board. The random unit is the target instead of the intended target. This unit does not have to be within range or line of sight of the gun.	3,3	<b>Gah!</b> Resolve the shot against the nearest unit to the target, be it friend or foe, whether visible or not.	4,4	<b>Splooosh!</b> Resolve the attack upon the target, but only inflict D3 attacks instead of D6, and only at AP -1 instead of AP -3.	5,5	<b>Zoink!</b> No shot is fired. Immediately place Nazbog in base contact (or as close as possible) with the closest model, as close as possible to Nazbog's original position.	5,6	<b>Bzzap!</b> Decrease the number of attacks this weapon has to 1, but increase the AP to -6 and the Damage to 2D6.	6,6	<b>Krakoomb!</b> Increase the number of attacks this weapon has to 2D6, the AP to -6, and the Damage to 2D6.
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SKILLS	<p><b>Primary:</b> Combat</p> <p><b>Secondary:</b> Toughness</p>																									
FACTION KEYWORDS	<b>ORK, CLAN FACESTOMPA, DEFFWATCH</b>																									
KEYWORDS	<b>CHARACTER, VEHICLE, DEFF DREAD</b>																									

Elite		5 Power		NOBORK "DA SNEAKY GIT" GRIMSKAB (100 POINTS)						
NAME	M	WS	BS	S	T	W	A	LD	SV	
<b>Nobork Grimskab</b>	7"	3+	4+	5	5	5	4	8	6+	
Nobork Grimskab is a single model armed with a Bear Trap Knife, a Slugga, Nobork's Killin' Stikk, and Stikkbombs. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Bear Trap Knife	Melee	Melee		User	-1	D3	If a 6 is rolled to wound then increase the AP of this weapon to -3 and the Damage of this weapon by 1 for that wound.			
Slugga	12"	Pistol 1		4	0	1	-			
Stikkbomb	6"	Grenade D6		3	0	1	-			
Nobork's Killin' Stikk	This weapon cannot be fired in Overwatch. When firing this weapon choose one of the profiles below:									
- Penetrator Round	48"	Heavy 1		10	-4	D6	Reroll failed wound rolls when targeting <b>VEHICLES</b> and <b>MONSTERS</b> .			
- Blasta Shot	48"	Heavy *		8	-2	2	When firing in this mode draw a straight line from Nobork Grimskab to any point 48". The first five models this passes over are automatically hit. The first model is hit at full strength, the second at -1 Strength, the third at -2 Strength, etc. If the round passes through terrain or a <b>VEHICLE</b> or <b>MONSTER</b> then it will not continue.			
- Explosive Round	48"	Heavy D6		6	-1	1	-			
<b>ABILITIES</b>	<b>'Ere We Go, Mob Rule, Deffwatch Resilience</b>									
	<b>Sneaky Git:</b> When this model is in cover, add 3 instead of 1 to saving throws for this model.									
	<b>Kunnin' Infiltrator:</b> During deployment, you may set up Nobork Grimskab in hiding instead of placing him on the battlefield. At the end of any of your Movement phases set him up anywhere on the battlefield that is more than 6" away from any enemy models. On a turn that Nobork Grimskab is set up this way his Bear Trap Knife's Damage is increased to D6 and all hit rolls get a +1 bonus.									
	<b>Fade to the Shadows:</b> If when moving in the Movement Phase Nobork Grimskab can get to a position where he is partially obscured from the viewpoint of every enemy model on the table he can choose to Fade to the Shadows and be placed back into hiding (see Kunnin' Infiltrator). He cannot return to the table on the same turn that he uses Fade to the Shadows.									
	<b>Terrifying Killer:</b> Enemy units that have taken damage from any of Nobork's attacks in a turn add 2 to any Morale tests taken in that turn. If Nobork arrived from hiding in the same turn then add 4 to the Morale test instead.									
	<b>Sniper:</b> When making shooting attacks Nobork Grimskab can target enemy <b>CHARACTERS</b> even if they aren't the closest visible enemy unit.									
<b>SKILLS</b>	<b>Primary:</b> Sneaky <b>Secondary:</b> Combat									
<b>FACTION KEYWORDS</b>	ORK, CLAN FACESTOMPA, DEFFWATCH									
<b>KEYWORDS</b>	CHARACTER, INFANTRY, KOMMANDO, NOBORK GRIMSKAB									

HQ	5 Power	MORGOG "HEAD-POPPA" SNAGAGROD (100 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
<b>Morgog Snagagrod</b>	6"	3+	4+	5	5	5	3	8	6+	
Morgog Snagagrod is a single model armed with a Weirdboy staff. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Weirdboy staff	Melee	Melee		+2	-1	D3	-			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Waaagh! Energy:</b> Add 1 to any Psychic test rolls made for this model for every 10 friendly <b>ORK</b> models within 10", or for every <b>DEFFWATCH</b> model within 10". However, if the total result of the test is 12+, this model immediately suffers Perils of the Warp exactly as if it had rolled a double 1 or a double 6.</p> <p><b>Warp Resilient:</b> Whenever this model loses a wound from Perils of the Warp, roll a D6. On a result of 4+ that wound is ignored.</p>									
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> psychic power and two other psychic powers from the Power of the Deffwatch discipline.									
SKILLS	<p><b>Primary:</b> Weirdboy</p> <p><b>Secondary:</b> Toughness</p>									
FACTION KEYWORDS	<b>ORK, CLAN FACESTOMPA, DEFFWATCH</b>									
KEYWORDS	<b>CHARACTER, INFANTRY, PSYKER, WEIRDBOY, MORGOG SNAGAGROD</b>									

HQ	10 Power	BOSS NOB DUFFGRIM UGGROD (200 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
Duffgrim Uggrod	6"	2+	4+	5	6	6	4	8	2+	
Boss Nob Duffgrim Uggrod is a single model armed with a Deffwatch Klaw, a Deffwatch Killsaw, and Stikkbombs. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Deffwatch Klaw	Melee	Melee		x2	-4	D6	When rolling damage for this weapon, rolls of 1 and 2 count as 3. When attacking with this weapon, you must subtract 1 from the hit roll.			
Deffwatch Killsaw	Melee	Melee		User	-3	2	Make 2 hit rolls for each attack made with this weapon, instead of 1.			
Stikkbomb	6"	Grenade	D6	3	0	1	-			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Ork Voice of Command, Deffwatch Resilience</b></p> <p><b>Keepin' Order:</b> Roll a D6 for each model that flees from a <b>CLAN FACESTOMPA</b> unit that is within 3" of any friendly unit with this ability. On a 6, that model doesn't flee.</p> <p><b>Kustom Mega Armour:</b> This model has a 5+ invulnerable save.</p> <p><b>Krushing Charge:</b> After completing a successful charge roll a D6. On a 4+ this model inflicts D3 mortal wounds on one enemy unit within 1" of this model.</p> <p><b>Gork's Champion:</b> Friendly <b>CLAN FACESTOMPA</b> units within 6" of this model can reroll hit rolls of 1 in the Fight Phase. This range is increased to 18" for friendly <b>DEFFWATCH</b> models, as long as they can draw line of sight to this model.</p> <p><b>Frontline Warrior:</b> When issuing orders this model may only issue the <b>Waaagh!</b> order in addition to the one other order it issues (which can also be the <b>Waaagh!</b> order).</p>									
SKILLS	<p><b>Primary:</b> Combat, Toughness</p> <p><b>Secondary:</b> Leader</p>									
FACTION KEYWORDS	ORK, CLAN FACESTOMPA, DEFFWATCH									
KEYWORDS	CHARACTER, INFANTRY, MEGA ARMOUR, DUFFGRIM UGGROD, NOBZ, MEGANOBZ									

Elite		5 Power		OGNOB ZOGSKAB (100 POINTS)						
NAME	M	WS	BS	S	T	W	A	LD	SV	
Ognob Zogskab	6"	3+	4+	5	5	5	3	8	4+	
Ognob Zogskab is a single model armed with a Kustom Snazzgun, and Stikkbombs. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Kustom Snazzgun	When attacking with this weapon, choose one of the profiles below:									
- Twin Rokkits	24"	Heavy 2	8	-2	3	-				
- Big Shoota	36"	Heavy 3	5	0	1	-				
- Gatlin' Gun	24"	Heavy 2D6	4	0	1	-				
Stikkbomb	6"	Grenade D6	3	0	1	-				
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Gun-crazy Showoff:</b> After this unit has shot in the Shooting phase, roll a d6. On a 6, all models in the unit must immediately shoot again, but can only target the nearest enemy unit.</p> <p><b>Flashiest Gitz:</b> You can re-roll hit rolls of 1 in the Shooting phase for friendly units of <b>FLASH GITZ</b> within 6" of this unit.</p> <p><b>Living Platform:</b> This unit can ignore any penalties for firing Heavy weapons when moving. Furthermore, this unit can Advance and still fire Heavy weapons, although at a -1 penalty to all hit rolls.</p> <p><b>Traca' Rounds:</b> When firing this unit can choose to fire the Big Shoota profile on the weapon first at an enemy unit, in addition to one other profile (all shots must be against the same enemy unit). If at least one shot from the Big Shoota profile hits first, then all other failed hit rolls from this model on the same enemy unit during this Shooting Phase can be re-rolled.</p> <p><b>Supa-charge:</b> This model can choose to fire all three weapon profiles at the same enemy unit (this combines with the <b>Traca' Rounds</b> ability). If it does so then roll a D6 after it finishes shooting all three weapon profiles. On a 4+ the gun overheats and cannot be fired until after the end of the next friendly Shooting Phase.</p>									
SKILLS	<p><b>Primary:</b> Flash Git</p> <p><b>Secondary:</b> Toughness</p>									
FACTION KEYWORDS	ORK, CLAN FACESTOMPA, DEFFWATCH									
KEYWORDS	CHARACTER, INFANTRY, FLASH GITZ, OGNOB ZOGSKAB									

Elite	5 Power	WAZGRUB SNOTGRIM (100 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
<b>Wazgrub Snotgrim</b>	12"	3+	4+	5	5	5	4	8	4+	
Wazgrub Snotgrim is a single model armed with a Buzz Choppa, a Slugga, and Stikkbombs. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Buzz Choppa	Melee	Melee		+2	-2	D3	-			
Slugga	12"	Pistol 1		4	0	1	-			
Stikkbomb	6"	Grenade D6		3	0	1	-			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Full Throttle:</b> Wazgrub Snotgrim can Advance and charge in the same turn, but if he does so using this rule, roll a D6 after any Overwatch has been resolved. On a roll of 1, he suffers a mortal wound.</p> <p><b>Turbo Boosters:</b> Wazgrub Snotgrim adds 3" to his Move characteristic when advancing.</p> <p><b>Krushing Charge:</b> After completing a successful charge roll a D6. On a 4+ this model inflicts D3 mortal wounds on one enemy unit within 1" of this model.</p> <p><b>Exemplary Stormboy:</b> Friendly <b>STORMBOY</b> units within 6" of this model at the beginning of the Movement Phase gain the <b>Turbo Boosters</b> ability. Friendly <b>STORMBOY</b> units within 6" of this model in the Fight Phase can re-roll hit rolls of 1.</p>									
SKILLS	<p><b>Primary:</b> Combat</p> <p><b>Secondary:</b> Toughness</p>									
FACTION KEYWORDS	ORK, CLAN FACESTOMPA, DEFFWATCH									
KEYWORDS	CHARACTER, INFANTRY, STORMBOY, JUMP PACK, FLY, WAZGRUB SNOTGRIM									

Elite	5 Power	DOK URTYURTY SHAKNOB (100 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
<b>Urturty Shaknob</b>	6"	3+	4+	5	5	5	4	8	4+	
Urturty Shaknob is a single model armed with a Syringe Gun, The Dok's Glove, and Stikkbombs. Only one of this unit can be included in your army.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Stikkbomb	6"	Grenade D6		3	0	1	-			
The Dok's Glove	Melee	Melee		User	-1	D3	Unless attacking <b>VEHICLES</b> , this weapon wounds on a 2+.			
Syringe Gun	18"	Assault 3		3	0	2	Unless attacking <b>VEHICLES</b> , this weapon wounds on a 2+. If a wound roll of 6+ is rolled and the target is not a <b>VEHICLE</b> then the target unit suffers 1 mortal wound in addition to the regular damage dealt.			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Urturty's Tools:</b> Roll a D6 each time a <b>CLAN FACESTOMPA INFANTRY</b> or <b>BIKER</b> unit loses a wound whilst within 6" of <b>URTYURTY</b>. On a 5 or a 6 that unit does not lose that wound.</p> <p><b>Syringe Gun:</b> At any point during the Movement Phase Urturty can use his Syringe Gun on a friendly visible <b>DEFFWATCH INFANTRY</b> or <b>BIKER</b> unit within 18", or against an enemy <b>INFANTRY</b> or <b>BIKER</b> unit within 18". If the unit is within 6" and is friendly then choose one special needle and apply its affects. Otherwise roll a D6. On a 4+ you can choose one special needle and apply its affects.</p> <p>- <b>Ealing Needle:</b> Roll a D6. If you roll a 1, the target suffers 1 mortal wound. Otherwise one model from the target unit regains D3 wounds lost earlier in the battle.</p> <p>- <b>Krazy Needle:</b> One model from the target unit gains +6" Movement, +2 Strength, +2 Toughness, and +2 to their attacks. However, at the beginning of the following friendly turn the target model suffers -4" Movement, -2 Strength, -2 Toughness, and -2 to their attacks. If another Krazy Needle is administered the effects are nullified (i.e. no bonuses or detriments, including the following turn) but the target model suffers D3-1 mortal wounds.</p> <p>- <b>Hallucination Needle:</b> Roll a D6 and apply the effect to the entire target unit. This does not work against models that a Gamemaster would determine (for example Necrons, or fully mechanical units). If you don't have a Gamemaster then it can work against anything that is not a <b>VEHICLE</b>. For particularly important units (e.g. enemy characters or bosses) a further D6 roll must be made that must roll higher than the toughness of the target (a 6 is an automatic success) for the effects to work.</p> <p><b>D6 Result</b></p> <p><b>1-2 Bugs! I Hate Bugs!</b> The unit cannot act in any phase except the Fight Phase until the beginning of Urturty's next turn.</p> <p><b>3-4 It's So Beautiful!</b> Until the beginning of Urturty's next turn the target unit suffers a -1 penalty to all hit rolls and Attack attributes (to a minimum of 1 Attack).</p> <p><b>5-6 You! You're a Traitor!</b> The target unit immediately shoots at the nearest visible friendly unit (even if they are within 1" of an enemy). The player controlling Urturty chooses the targets and weapons used.</p>									
SKILLS	<p><b>Primary:</b> Painboy</p> <p><b>Secondary:</b> Toughness</p>									
FACTION KEYWORDS	<b>ORK, CLAN FACESTOMPA, DEFFWATCH</b>									
KEYWORDS	<b>CHARACTER, INFANTRY, PAINBOY, DOK URTYURTY SHAKNOB</b>									

Elite	5 Power	ZODGOB DAKASNIK (100 POINTS)								
NAME	M	WS	BS	S	T	W	A	LD	SV	
Zodgob Dakasnik	6"	3+	4+	5	5	5	4	8	4+	
Bombfetcha	8"	4+	6+	4	4	3	3	6	6+	
Zodgob Dakasnik is a single model armed with Mines, a Rokkit-Propelled Hammer, and Lotsa Stikkbombs. Only one of this unit can be included in your army. Zodgob is accompanied by Bombfetcha.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rokkit-Propelled Hammer	When attacking with this weapon choose one of the profiles below. Only one profile may be used per Fight Phase.									
- Broad Swing	Melee	Melee		User	-1	1	Make 2 hit rolls for each attack made with this profile.			
- Overhead Swing	Melee	Melee		+3	-3	D3	If a 6+ is rolled for the wound roll, this attack inflicts D3 mortal wounds on the target (in addition to the normal damage), but Zodgob also suffers 1 mortal wound.			
Lotsa Stikkbombs	6"	Grenade	3D6	3	0	1	-			
ABILITIES	<p><b>'Ere We Go, Mob Rule, Deffwatch Resilience</b></p> <p><b>Big Game Hunter:</b> You can re-roll failed hit rolls and wound rolls for attacks made by this unit that target <b>VEHICLES</b> or <b>MONSTERS</b>.</p> <p><b>Deploy Mines:</b> At the end of any Movement Phase where Zodgob is not within 1" of an enemy unit Zodgob can deploy a mine. Place a mine within 3" of Zodgob.</p> <p><b>Detonate Mines:</b> At the beginning or ending of any phase Zodgob can elect to detonate any number of mines that he has deployed. All units (friend or foe) within D6" of any detonated mine suffer D6 mortal wounds. Roll separately for distance for each mine, and separately for mortal wounds for each unit. Any mines that are hit also detonate.</p> <p><b>Bombfetcha Mines:</b> Bombfetcha acts independently of Zodgob. At the beginning or ending of its Movement phase, if it is within 3" of Zodgob it can receive a mine. It can only carry one mine at a time. At the end of its Movement phase it can deploy this mine exactly as Zodgob would using the <b>Deploy Mines</b> special rule.</p> <p><b>Kinda Trained Squig:</b> Bombfetcha cannot be affected by Ork Orders in any way. When targeting Bombfetcha with shooting attacks, enemy units suffer a -2 penalty to hit rolls.</p> <p><b>Explosive Squig:</b> If Bombfetcha is carrying a mine and is reduced to 0 wounds roll a D6. On a 4+ all units within D6" suffer D6 mortal wounds, exactly as if the mine was triggered using the Detonate Mines special ability.</p> <p><b>Explosive:</b> If Zodgob is reduced to 0 wounds (and does not gain a wound from any special skills or abilities), roll a D6. On a 4+ all units within 6" suffer D6 mortal wounds. Furthermore, all mines are detonated when Zodgob is Removed from Play.</p>									
SKILLS	<p><b>Primary:</b> Demolitions</p> <p><b>Secondary:</b> Combat, Toughness</p>									
FACTION KEYWORDS	ORK, CLAN FACESTOMPA, DEFFWATCH									
KEYWORDS (ZODGOB)	CHARACTER, INFANTRY, TANKBUSTA, ZODGOB DAKASNIK									
KEYWORDS (SQUIG)	SQUIG, BOMBFETCHA									

PAINBOY SKILLS	
D6	SKILL
1	<b>'Ead Surgeon:</b> Increase the level of Da Stelf Kroozer's Medical Bays by 1. If they are already at maximum level, then count this skill as already acquired (i.e. roll it again).
2	<b>Improved Syringe Gun:</b> The Painboy can use its Syringe Gun twice per turn.
3	<b>High Pressure Valve:</b> Increase the range of the Syringe Gun (both the weapon and the ability) to 24" and the Urturty's Tools ability to 12".
4	<b>Super Syringe:</b> When using a 'Ealing Needle the Painboy can choose to use this skill. If he does so, then on a 1 D3 mortal wounds are dealt, otherwise D3+1 wounds are restored.
5	<b>Better Toxins:</b> Increase the AP of The Dok's Glove to -2 and the Damage to 3.
6	<b>Enhanced Resilience:</b> While this model is alive all DEFFWATCH models within 6" (or 12" if he also has the <b>High Pressure Valve</b> skill) can reroll their <b>Deffwatch Resilience</b> ability.

FLASH GIT SKILLS	
D6	SKILL
1	<b>Chain Attack.</b> If this model kills an enemy unit in the Shooting Phase, then after resolving all its shooting attacks it may immediately fire one of the profiles at another unit. This is before rolling the D6 when using the Supa Charge ability.
2	<b>Git Finda (weapon upgrade).</b> Add 6" to the range of all the profiles on the Kustom Snazzgun.
3	<b>Reloada (weapon upgrade).</b> You may reroll the D6 roll when determine if the Kustom Snazzgun overheats after using the Supa Charge ability.
4	<b>Ovacharge (weapon upgrade).</b> Add 1 to the AP value of all profiles on the Kustom Snazzgun.
5	<b>Explosive Ammunition (weapon upgrade).</b> Add 1 to the Damage value of all profiles on the Kustom Snazzgun.
6	<b>Giga Charge.</b> When rolling the D6 roll for determining if the Kustom Snazzgun overheats after using the Supa Charge ability, if you roll a 1, 2, or 3, then you can immediately fire again as if the model had another Shooting Phase, including using the Supa Charge ability again.

DEMOLITION SKILLS	
D6	SKILL
1	<b>Strong Arm:</b> Increase the range of the Lotsa Stikkbombs to double this model's Strength (this will change if this model's Strength increases). When deploying mines you can deploy them within 6" instead of 3". This does not affect Bombfetcha.
2	<b>I fink I got a few more!</b> When using the Lotsa Stikkbombs, this model can reroll any of the D6s when determining how many attacks it gets.
3	<b>Improved Stikkbombs:</b> Increase the Strength of the Lotsa Stikkbombs by 1, and the AP to -1.
4	<b>Killier Mines:</b> Zodgob can reroll the D6 results for both the distance and the number of mortal wounds for his mines.
5	<b>Directed Explosions:</b> Friendly units only ever suffer 1 mortal wound from each of Zodgob's mines.
6	<b>Well Trained Squig:</b> Bombfetcha can carry two mines instead of just one, but can still only deploy one at a time. When receiving a mine, Bombfetcha can receive two instead.

LEADER SKILLS	
D6	SKILL
1	<b>Large and in Charge.</b> This model may issue one additional order each turn. This stacks with other skills identical to this one.
2	<b>Large and in Charge.</b> This model may issue one additional order each turn. This stacks with other skills identical to this one.
3	<b>Do Watz I Sayz!</b> When issuing orders, ignore the restriction that a unit can only receive one order.
4	<b>Better Kkommunications.</b> Increase the range of issuing orders to 12" and to 36" to DEFFWATCH units.
5	<b>Team Wurk.</b> When issuing an order to a Deffwatch unit, all friendly Clan Facestompa Ork units within 6" of the target unit are affected by the same order, even if they were already given another order.
6	<b>Watch How It's Done Boyz!</b> When issuing orders to itself, the effects of the order are doubled.

COMBAT SKILLS	
D6	SKILL
1	<b>Rampage.</b> If there are at least 5 models engaged with this model during the Fight Phase then it gains D3 attacks. If there are at least 10 models engaged then it instead gains D6 attacks.
2	<b>Block.</b> Close Combat attacks against this model suffer a -1 penalty to their hit rolls.
3	<b>Counter Attack.</b> If an enemy unit completes a charge within 1" of this model then this model counts as charging during the Fight Phase.
4	<b>Waaagh!</b> This model gains +1 Attack when charging.
5	<b>Berserk Rampage.</b> When fighting in close combat, every hit roll of 6 allows the model to make another attack with the same weapon. These extra attacks CAN generate even more attacks.
6	<b>'Ere I Come!</b> This model adds 3" to the range of any charge moves.

TOUGHNESS SKILLS	
D6	SKILL
1	<b>I ain't feel nuffin'!</b> Whenever this model loses a wound roll a D6. On a roll of a 5 or 6 ignore that wound.
2	<b>Thick Skull.</b> Reduce the Strength of any attack against this model by 1.
3	<b>I ain't done wif ya!</b> If this model is reduced to 0 wounds roll a D6. On a 2+ this model can immediately make a Shooting Attack as if it were the Shooting Phase or a Close Combat Attack as if it were the Fight Phase before being Removed from Play. If a 6 is rolled then the model is not Removed from Play but instead immediately ignores the wound (this is in addition to other skills that ignore wounds, such as <b>I ain't feel nuffin'!</b> , although you must roll for the <b>I ain't feel nuffin'!</b> first). A model can only use this ability once per phase.
4	<b>Enhanced Resilience.</b> Add 1 to any rolls that this model makes when using the Deffwatch Resilience ability.
5	<b>True Grit.</b> Reduce the Damage of any attack made against this model by half (rounding up), to a minimum of 1.
6	<b>Hard as Nails.</b> If this model is Removed from Play then roll a D6. On a 4+ it does not have to roll on the Serious Injuries table.

BIG MEK SKILLS	
D6	SKILL
1	<b>Masta Fixa:</b> When repairing <b>VEHICLES</b> , the Mek restores an additional 1 wound.
2	<b>Masta Foreman:</b> Choose either Da Stelf Kroozer's Telyporta or its Think Tank. Increase the Level of that area by 1.
3	<b>Armourer:</b> The Mek's Kill Team gains access to 3 additional Command Points that can only be used to reroll failed hit rolls, wound rolls, Armour Saves, or Invulnerable Saves.
4	<b>Drone Overload:</b> Once per Shooting Phase the Mek can overload one of his drones that are within 3". That drone can fire twice.
5	<b>Drone Repair:</b> Instead of repairing a Vehicle the Mek can bring back one Drone that was destroyed earlier in the battle. It starts with D3 wounds when restored. Place the Drone in base contact (or as close as possible) to the Mek. This ability cannot be used if there is an enemy within 1" of the Mek.
6	<b>Enhanced Tools:</b> When attacking with Skarbog's Tools, remove the restriction of <b>MONSTERS</b> and <b>VEHICLES</b> from its ability (i.e. they can inflict Mortal Wounds on anything).

SNEAKY SKILLS	
D6	SKILL
1	<b>Supa Camoflauge.</b> When this model is receiving the benefits of cover, all hit rolls made by shooting attacks against it suffer a -1 penalty.
2	<b>Very Sneaky Git.</b> When this model is in cover add an additional 1 to its Armour Save. This stacks with the Sneaky Git ability.
3	<b>Boggadeeboo!</b> When declaring a charge, if this model is in cover in relation to a unit that it is charging that unit cannot fire Overwatch.
4	<b>Quick Gun Skillz.</b> This model can fire Nobork's Killin Stikk when firing Overwatch.
5	<b>Bendin' Bullets.</b> This model ignores the effects of cover when shooting.
6	<b>Mark.</b> When this model is deployed it can choose an enemy unit that it can see. That unit becomes Marked. When attacking a unit that is Marked this model can reroll hit rolls and wound rolls of 1. This model cannot choose another Mark until the current Marked unit is destroyed, after which he can only choose a new Mark when he is deployed again.

WEIRDBOY SKILLS	
D6	SKILL
1	<b>Learn a new power.</b> The Psyker knows one more power than usual. This stacks with other skills identical to this one.
2	<b>Learn a new power.</b> The Psyker knows one more power than usual. This stacks with other skills identical to this one.
3	<b>Learn a new power.</b> The Psyker knows one more power than usual. This stacks with other skills identical to this one.
4	<b>Feel Da Power!</b> Add 1 to all Psychic test and Deny the Witch Rolls made by this Psyker. This stacks with the Waaagh! Special ability, but does not cause Perils on a 12+ (e.g. if you roll a 10 and had this skill and +1 from the Waaagh! ability you would not suffer Perils of the Warp as the Waaagh! ability only brings your dice roll to 11, and then this skill brings it to 12).
5	<b>Psychic Rush.</b> The psyker can manifest one more Psychic Power and Deny the Witch one more time than usual per Psychic Phase. This stacks with other skills identical to this one.
6	<b>Psychic Discipline.</b> You may reroll one of the dice when making Psychic Tests, but not Deny the Witch tests.

## POST-GAME SEQUENCE

After each game perform the following actions:

1. For every model that was Removed from Play, roll on the Serious Injury table.
2. If a model survives, it gains D6 XP.
3. If a model was not Removed from Play, it can reroll the D6 from step 2.
4. Roll on the Upgrades table for each model that upgraded, choosing either the Stat increase or the Skill increase after rolling.

SERIOUS INJURIES	
D66	RESULT
11-16	<b>Grievous Wound:</b> The model receives a permanent Grievous Wound on its Datasheet. If it receives three Grievous Wounds then it is dead. Roll D3 more Serious Injuries. If further Grievous Wounds are rolled because of this, stop rolling any more injuries, even if there are more left from the D3.
21-22	<b>Chest Wound:</b> -1 Toughness
23-24	<b>Leg Wound:</b> -1 Movement
25-26	<b>Arm Wound:</b> -1 Strength
31-32	<b>Head Wound:</b> -1 BS and WS
33-36	<b>Old Battle Wound:</b> Roll a D6 for each Old Battle Wound at the start of every game. For each roll of 1 the model suffers a -1 penalty to all hit rolls.
41-56	<b>Full Recovery:</b> No ill effects.
61-63	<b>From your failures...:</b> Gain D6 XP
64-65	<b>You learn your greatest lessons:</b> Gain 2D6 XP
66	<b>Major Head Wound:</b> The Ork learns something new. Immediately roll on the Upgrade table.

EXPIENCE LEVELS			
XP	LEVEL	XP	LEVEL
0	1	160	9
10	2	210	10
20	3	270	11
35	4	340	12
50	5	420	13
70	6	500	14
90	7	600	15
120	8	700	16 (max)

UPGRADES		
2D6	STAT	SKILL
2	WS or BS (choose)	Primary or Secondary (choose)
3	S or T (choose)	Secondary
4	S	Secondary
5-6	W	Primary
7	S, T, W, or A (random)	Primary or Secondary (random)
8-9	A	Primary
10	T	Secondary
11	W or A (choose)	Secondary
12	WS or BS (choose)	Primary or Secondary (choose)

**Note:** If a model rolls a Stat upgrade that it cannot take because of the maximums (see table below) then it must instead choose a Skill. If it cannot choose a Skill because it already has all of them, then roll again on the table.

MAX STATS	
STAT	MAX
WS	1+
BS	3+
S	10
T	10
A	10
W	10 (14 for Deff Dread)

## DA STELF KROOZER

The Stelf Kroozer (i.e. the Deffwatch's base of operations) has several systems that can be upgraded by completing certain objectives in missions. Some of these systems have in-game effects, while others have effects that happen between games.

When a system is upgraded to a higher level it retains all the benefits of the lower levels as well.

DA STELF KROOZER SYSTEMS	
MEDICAL BAYS	
<b>Level 1</b>	Before going on a mission, roll a D6. If you roll a 3+ one Ork can remove one permanent Serious Injury, including Grievous Wounds.
<b>Level 2</b>	You may reroll one Serious Injury after each mission.
<b>Level 3</b>	Use Level 2 two times.
<b>Level 4</b>	Use Level 1 two times.
TELYPORTA	
<b>Level 1</b>	Once per mission you can bring in reinforcements. Choose one of the following units and place them so that they are all more than 9" away from enemy units, and so that they are all within line of sight of at least one friendly <b>DEFFWATCH</b> model that is already on the table: <ul style="list-style-type: none"> <li>• 5 Ork Boyz</li> <li>• 10 Gretchin</li> </ul>
<b>Level 2</b>	As Level 1, but add the following units to the list: <ul style="list-style-type: none"> <li>• 3 Burna Boyz</li> <li>• 3 Tankbustas and 1 Bomb Squig</li> </ul> This allows you to bring in a further squad of reinforcements, but you can only bring in one per turn.

<b>Level 3</b>	As Level 2, but add the following units to the list: <ul style="list-style-type: none"> <li>• 3 Kommandos</li> <li>• 5 Stormboyz</li> <li>• 10 Ork Boyz</li> </ul>
<b>Level 4</b>	As Level 2, but add the following units to the list: <ul style="list-style-type: none"> <li>• 3 Lootas</li> <li>• 3 Ork Bikers</li> </ul>
THE THINK TANK	
<b>Level 1</b>	No effect
<b>Level 2</b>	You may modify one dice roll by 1 when rolling on the Upgrades table. This can only be used once after every mission.
<b>Level 3</b>	When rolling for skills you may roll 1 extra dice (i.e. 3 dice for Primary, 2 dice for Secondary).
<b>Level 4</b>	As Level 2, but can be used twice after every mission.
KOMMAND CENTRE	
<b>Level 1</b>	Start every mission with 5 CP.
<b>Level 2</b>	Start every mission with 8 CP.
<b>Level 3</b>	Start every mission with 12 CP.
<b>Level 4</b>	Start every mission with 18 CP.