



CODEX: ORKS

VERSION 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. Where existing passages of rules text are presented, new or revised sections are marked in red. Entries marked with **+** have been newly added or revised since the previous iteration of this document.

UPDATES & ERRATA

Page 107 – Gretchin, Thievin' Scavengers ability

Change to read:

'At the start of your **Movement** phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it (excluding Battle-shocked units). If one or more of those rolls is a 4+, you gain 1CP.'

+ Page 109 – Meganobz, Krumpin' Time ability

Change to read:

'During the battle round in which you call a Waaagh!, models in this unit have the Feel No Pain **5+** ability.'

Page 117 – Battlewagon, Transport section

Change to read:

'This model has a transport capacity of 22 **ORKS INFANTRY** models. If this model is equipped with a killkannon, it has a transport capacity of 12 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. **The GHAZGHKULL THRAKA model takes up the space of 15 models but can only embark within this model if this model is not equipped with an 'ard case, kannon, killkannon or zzap gun.'**

Page 132 – Stompa, Transport section

Change to read:

'This model has a transport capacity of 22 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. The **GHAZGHKULL THRAKA** model takes up the space of **15** models.'

FAQS

+ **Q:** *If a model has an ability that triggers when you call a Waaagh! and that model is embarked within a **TRANSPORT** when this happens (e.g. a Warboss' Da Biggest and da Best ability), does that ability take effect?*

A: No. Abilities do not take effect while units are embarked within **TRANSPORTS** unless they explicitly state otherwise.

Q: *When using the Conniving Runts Stratagem, to be able to make the Normal move as part of the Stratagem, do I need to roll a 4+ and have inflicted any mortal wounds?*

A: No.

Q: *In the Effect section of the Go Get 'Em! Stratagem there is an additional effect if my unit contains 10 or more models. When do I check if my unit has 10 or more models?*

A: This is checked after the attacking unit has shot.