

WARHAMMER 40,000 CODEX: ORKS

Official Update for 6th Edition, Version 1.4

—Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 47 – Stormboyz, Special Rules.

The 'Waaagh!' special rule should be deleted.

Page 48 – Deffkoptas, Special Rules.

The 'Waaagh!' special rule should be deleted.

Page 50 and 100 – Runtherds.

The special rules 'Waaagh!' and 'Mob Rule' should be deleted.

Page 60 and 96 – Wazdakka, Special Rules.

The 'Waaagh!' special rule should be deleted.

Page 96 – Wazdakka Gutsmek, Wargear.

Add

“• Dakkacannon”

Page 101 – Warbikers.

The wargear should be changed as follows:

- Choppa
- Slugga
- Warbike
- Twin-linked Dakkagun

Page 101 – Warbikers.

The Warbiker Nob's profile should be changed as follows:

WS	BS	S	T	W	I	A	Ld	Sv
4	2	4	4(5)	2	3	3	7	4+

Page 103 – Big Gunz.

The Runtherd's profile should be changed as follows:

WS	BS	S	T	W	I	A	Ld	Sv
4	2	3	4	1	2	2	7	6+

Page 103 – Looted Wagon, page reference

Change to “Page 54”

Page 104 – Dakkaguns.

The Dakkagun's profile should be changed as follows:

Range	Strength	AP	Type	Page
18”	5	5	Assault 3	46

AMENDMENTS

Note that this is an older Codex, written for a previous edition of the rules. You will therefore need to consult the Reference section of the *Warhammer 40,000* rulebook for an up to date list of *Unit Types* and *Vehicle Hull Points*. You'll also find that some of the weapons in this Codex are written out longhand, rather than using the weapon profile format in the *Warhammer 40,000* rulebook. Don't worry – these are functionally identical, unless noted otherwise in this document.

Two Toughness Values

Where a model has two Toughness values presented on its profile, one of which is presented in brackets, always use the bracketed value. Ignore the other value entirely.

Page 31 – Waaagh!, first paragraph.

Change the second and third sentences to “Once per game, the Ork player can declare a Waaagh! at the start of his Shooting phase. This may not normally be declared on the first game turn as a proper Waaagh! needs some momentum behind it.”

Page 31 – Ork Special Rules, Waaagh!

Change the last paragraph to read “If a unit rolls a 1 when running or charging while under the effects of the Waaagh! rule, the Orks start fighting before they get to the enemy and one model from that unit takes a single wound (though armour saves may be taken as normal). Note that this still applies, even if the Ork player uses the Fleet special rule to re-roll a dice that rolled a 1”.

Page 34 – Mekboyz, Mek’s Tools.

Change the second and third sentences to read “In each of your Shooting phases, instead of firing his weapons, a Mekboy may choose to repair a single friendly vehicle that he is in base contact with or embarked upon. Roll a D6 – if the result is a 4 or more, you may restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately”.

Page 34 – Mekboyz, Kustom Force Field.

Change the second sentence to read “A kustom force field gives all units within 6” of the Mek a cover save of 5+. Friendly vehicles within 6” are counted as being obscured and have a 5+ cover save”.

Page 37 – Weirdboy Psychic Powers, Zzap

Change the second sentence to “Choose an enemy unit that is not a Zooming Flyer or Swooping Flying Monstrous Creature, within range and line of sight.”

Page 41 – Trukks, Ramshackle.

Replace the first sentence with “If a Trukk suffers an Explodes result on the Vehicle Damage table or is Wrecked as a result of being reduced to 0 Hull Points, roll on the Ramshackle table below and apply the result instead of the usual effects”.

Page 42 – Tankbustas, Glory Hogs.

Change the second two sentences to read “They must always attempt to shoot at and/or charge an enemy vehicle if there is one in line of sight and range. If there is no visible vehicle target in range, the Tankbustas may select a target as normal.”

Page 42 – Tankbustas, Tankhammer.

Replace the second sentence with the following profile:

Range	S	AP	Type
-	10	-	Melee, Two-handed

Page 46 – Warbikes, Warbike.

Change the first sentence to read “Any model mounted on a Warbike changes their unit type to Bike, gains a 4+ armour save and has the Exhaust Cloud special rule”.

Page 48 – Bigbomm

Change the second sentence to “Centre the large blast template with the central hole on a model that the Deffkopta has passed over during its Movement or Shooting phase.”

Page 54 – Looted Wagons, Don’t Press Dat.

Change the fourth and fifth sentences to read “This can potentially mean that the Wagon Tank Shocks or Rams an enemy unit. Passengers may not disembark this turn apart from performing an emergency disembarkation in the event that the Wagon is Wrecked.”

Page 55 – Battlewagons, Deff Rolla.

Change the third sentence to read “Any Tank Shock or Ram made by a Battlewagon with a Deff Rolla causes D6 Strength 10 hits on the target unit.”

Page 56 – Flash Gitz, Gitfindas.

Replace this entry with “Flash Gitz’ shooting weapons have the Ignores Cover special rule”.

Page 58 – Prophet of the Waaagh!, first paragraph

Change the second sentence to “Ghazghkull’s Waaagh! can be summoned at any time, but only once per game, and not on the first game turn.”

Page 58 – Ghazghkull Thraka, Prophet of the Waaagh!

Change the third paragraph to read “Furthermore, for the duration of the Waaagh!, all friendly Ork Infantry units automatically count as rolling a 6 if they Run, and models with the Slow and Purposeful special rule exchange it for Relentless instead. All non-fleeing friendly Ork units become Fearless for the duration of the Waaagh!”.

Page 61 – Old Zogwort, Nest of Vipers.

Change the first and second sentences to read “At the beginning of each Fight sub-phase, roll a D6 for Old Zogwort. The result is the number of additional Attacks that Old Zogwort gains this turn, resolved at Initiative Step 4. In addition Old Zogwort counts as being armed with a single close combat weapon which has the Poisoned (2+) special rule”.

Page 63 – Boss Zagstruck, Da Vulcha’s Klaws.

Ignore the words in brackets (regarding Furious Charge) altogether.

Page 63 – Boss Zagstrukk, Swoop Attack.

Change the second and third sentences to read “They may not shoot that turn, but to represent their swooping dive into the enemy ranks they may charge that turn (though they count as having used their rokkit packs to move that turn). If the Vulcha Squad successfully charges on the turn it Deep Strikes into play, remove D3 Stormboyz at the beginning of the Fight sub-phase as crash landing casualties”.

Page 89 – Ork Wargear, Big Choppa.

Replace the second and third sentences with the following profile:

Range	S	AP	Type
-	+2	-	Melee, Two-handed

Page 91 – Stikkbomb.

Change the second sentence to read “Stikkbombz count as assault grenades in all respects – refer to the *Warhammer 40,000* rulebook.”

Page 93 – Reinforced Ram.

Change the second sentence to read “A vehicle with a reinforced ram can Tank Shock and Ram, and treats its front armour as two higher than normal when resolving Death or Glory attacks (to a maximum of 14).”

Page 93 – Wreckin’ Ball.

Change the third sentence to read “A vehicle with a wreckin’ ball causes a Strength 9 hit upon one unengaged enemy unit within 2" of the wreckin’ ball at the beginning of the Fight sub-phase on a roll of a 4+”.

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Updated rules for the Ork Dakkajet, Burna-bommer and Blitzabommer can be found in the *Death From the Skies* compendium.

FAQs

Q. Are saves allowed against Wounds caused by rolling a ‘1’ for the ‘Waaagh!’ Fleet roll? Or by a bosspole’s re-roll? (p31)

A. Armour and invulnerable saves are allowed. These are just the same as Wounds suffered in close combat from a normal weapon (actually, a big green fist...).

Q. Can a Weirdboy’s Leadership be increased to more than 10 by the Mob Rule? (p31)

A. No, it can be increased, but only up to a maximum of 10.

Q: What cover save does kustom force field give to a vehicle within 6" of it? (p35)

A: 5+.

Q. If a shokk attack gun suffers an “Oops” result, does the opponent get to place the blast marker or just choose the target unit? (p35)

A. The opposing player gets to actually place the marker over the target unit of their choice.

Q. If a shokk attack gun suffers a “Gah” result, is the nearest unit targeted even if they are out of range or line of sight, fighting in close combat, etc? (p35)

A. Yes, the nearest unit is targeted no matter what.

Q. If a Mek enters combat due to a “Zoink” result, does the enemy unit immediately count as being locked in combat (i.e. no other Ork units may fire at them)? (p35)

A. Yes, the unit and the Mek are immediately locked in combat.

Q. Are models that are immune to instant death (such as those with Eternal Warrior) removed from the table when hit by a shokk attack gun that rolls a “Raargh” result? (p35)

A. Yes, unless they are gargantuan creatures or super-heavy vehicles (see the *Warhammer 40,000: Apocalypse* book).

Q. Which Weirdboy psychic power is a psychic shooting attack? (p37)

A. Frazzle and Zzap (though they include a few exceptions to the normal shooting rules, as specified in their description).

Q. Does a Weirdboy embarked on a vehicle still roll for his powers? If so, can you clarify what happens in all cases? (p37)

A. He still rolls for his powers and the effects are as follows:

- ‘Eadbanger: Causes a Strength 6 hit on the vehicle’s rear armour.
- Frazzle: Fired from the vehicle following the normal rules for passengers firing.
- Zzap: Fired from the vehicle following the normal rules for passengers firing.
- Warpath: Applies as normal to the embarked unit.
- ‘Ere we go: Applies as normal to the embarked unit. No effect on the vehicle.
- Waaagh! Applies as normal.

Q: If I roll a Kaboom! result on the Ramshackle table, is the Trukk removed and replaced with a similar sized area of difficult terrain after any surviving passengers have disembarked? (p41)

A: Yes.

Q. If a Trukk suffers a ‘Kareen!’ result, what happens if the random movement forces it into friendly models or off the table? (p41)

A. The vehicle stops as soon as it comes into contact with friendly models or the table’s edge.

Q: Can a unit of Tankbustas that start a turn within line of sight and/or charge range of a vehicle, move out of line of sight and/or assault range in the Movement phase in order to avoid firing or charging the vehicle? (p42)

A. Tankbustas are free to move as they please in the Movement phase. They are only bound by the 'Glory Hog' rule when shooting and during the Assault phase.

Q: Can a unit of Tankbustas choose to Run in the Shooting phase if there is a vehicle in line of sight but out of range of their weapons? (p42)

A: Yes.

Q: Can a Tankbusta unit release its Bomb Squigs first and then shoot later in the Shooting phase? Do they have to target an enemy unit that is attacked by a Bomb Squig? Do they then have to assault that vehicle? (p42)

A. Releasing Bomb Squigs is done at the same time as the unit's regular shooting. The target of released Squigs do not affect the mob's target for shooting and assaulting.

Q: Can a bomb squig target a Zooming Flyer if it's the nearest vehicle? (p42)

A: No.

Q: Can a Bomb Squig still be released if the unit is pinned or locked in combat? What if it is embarked on a vehicle? (p42)

A. Squigs may not be released if the unit is not allowed to shoot that turn. If the unit is embarked in a vehicle, they can be released as long as the releasing model would have been able to fire a normal weapon. This follows the normal rules for passengers shooting from vehicles.

Q: Do Bomb Squigs require line of sight and can they move through impassable terrain? Where is their range measured from? (p42)

A. No line of sight is required and they move freely regardless of any impediments. Range is measured from whichever model in the unit is declared to be releasing the Squig (or, in the case of embarked Tankbustas, from the vehicle if open-topped, or from a fire point if not open-topped).

Q: Can the release of bomb-squigs be performed during Overwatch shooting? (p42)

A: No.

Q: What type of power weapon is a burna in combat? (p45)

A: A burna is an unusual power weapon when used in close combat, therefore it is AP3.

Q: Can a burna be used to shoot in Overwatch and be used as a power weapon later in the same Assault phase? (p45)

A: No.

Q: Does the Ork's Ballistic Skill reduce the distance a bigbomm scatters? (p48)

A: No.

Q: Does a bigbomm count as a barrage weapon for working out the targets cover save? (p48)

A: Yes.

Q: Does each Zzap Gun roll separately for Strength or just once for the whole battery (i.e. unit)? If the result is above '10', is only a single crewman in the battery removed or one per gun? (p51)

A. One roll is made for the entire battery. If the result is above '10', a single crewman is removed from the whole battery.

Q: Is the roll for a Zzap Gun's Strength made before or after the target unit is chosen? (p51)

A. The roll is made after choosing a target unit, but before rolling to hit.

Q: If a Looted Wagon rolls a '1' for "Don't Press Dat" what happens if the forced movement takes them into friendly models, impassable terrain or off the table? (p54)

A. The vehicle stops as soon as it comes into contact with friendly models, impassable terrain or the table's edge.

Q: If a Looted Wagon rolls a '1' for "Don't Press Dat", but is unable to complete its move (or even to move at all) because it is blocked by something it cannot move through (friendly models, etc), does it still count as having moved for the purposes of shooting? (p54)

A. Yes, regardless of how far it actually moves, the Wagon always counts as having moved at cruising speed.

Q: If a Looted Wagon fails its Don't Press Dat roll it must move 'as far as possible'. Does this mean it has to move Flat Out? (p54)

A: No.

Q: How are the boomgun and other weapons mounted on a Looted Wagon? (p54)

A. Players are free to mount the weapons on their converted or scratch-built models however they see fit (i.e. in a turret, sponson, hull or otherwise), as long as this is absolutely clear by looking at the model.

Q: Does a unit that successfully stops a deff rolla-equipped Battlewagon's Tank Shock suffer any hits? (p55)

A. Yes, it does. In fact, it suffers 2D6 S10 hits!

Q: Can a deff rolla affect more than one enemy unit with a single Tank Shock move? (p55)

A. Yes, all of the units Tank Shocked are affected by the Deff Rolla (roll separately for each unit).

Q: Can you use the deff rolla when Ramming vehicles or does it only work when Tank Shocking non-vehicle units? (p55)

A: The deff rolla does indeed inflict D6 S10 hits against vehicles, as Ramming is just a type of Tank Shock.

Q: Is a deff rolla a weapon that can be destroyed by a Weapon Destroyed result on the damage table? (p55)

A: No.

Q: Can cover saves be taken against Wounds caused by a deff rolla? (p55)

A: Yes.

Q: What AP are the hits inflicted by the deff rolla? (p55)

A: AP-.

Q: Can Grotznik board a vehicle if doing so will get him closer to the nearest enemy than if he moved normally? (p59)

A: In the spirit of the rule, if embarking in a vehicle will not prevent him from charging that turn and will also get him closer to the nearest enemy than moving normally that turn, he may do that. Once aboard, the vehicle must always move in such a way as to move as fast as possible towards the closest enemy and allow Grotznik to disembark and charge the closest enemy as soon as possible.

Q: How many units in an army with Mad Dok Grotznik can be upgraded to have cybork bodies? Are there any restrictions (apart from non-vehicle) or can it even be Gretchin or Independent Characters? (p59)

A: Any number of units can be upgraded. This includes Gretchin and Independent Characters (except for unique characters), effectively giving them a 5 pt discount on the cybork body upgrade.

Q: Does Old Zogwort always wound on a 2+ regardless of what weapon he is using? (p61)

A: Yes, even if his warhead power manifests as a power weapon.

Q: Can the Zogwort's Curse psychic power be used if Old Zogwort is locked in combat and can it target a model that is locked in combat? (p61)

A: Yes to both questions.

Q: If Old Zogwort rolls on the Weirdboy psychic power chart and gets a psychic power that is resolved as a Shooting attack (specifically Frazzle or Zzap) may he re-roll this power? If not, then can he ignore the power for the purposes of expending Warp Charge points? (p61)

A: As a Warhead, he may re-roll, but may not ignore the power for the purposes of expending Warp Charge points if his re-roll also comes up as Frazzle or Zzap.

Q: If an Independent Character on a warbike joins Snikrot's unit before the game starts, can they still turn up using the Ambush special rule? (p62)

A: Yes.

Q: Can Snikrot and his unit use his Ambush special rule to move on from reserve from any table edge, if they are embarked upon a vehicle? (p62)

A: No.

Q: Do casualties caused by Boss Zagstruk's Swoop Attack special rule count towards combat resolution? (p63)

A: Yes.

Q: If a vehicle with a deff rolla Tank Shocks a unit which subsequently passes its Leadership test and elects to move out of the way, does that unit still suffer the D6 Strength 10 hits even though the rulebook states the unit lets the tank move through 'as if it were not there'? (p85)

A: Yes.

Q: If I use an ammo runt when firing a Lobba, do I re-roll the scatter dice and the 2D6? (p92)

A: Yes.

Q: Does a Warboss with an attack squig get the bonus attack even if he is armed with a power claw? (p92)

A: Yes as an attack squig isn't a weapon.

Q: Can an Ork that is attacking an enemy vehicle by using a boarding plank do so even if his unit fired at a different target in the Shooting phase? (p93)

A: Yes.

Q: Can Ork boarding planks, grabbin' claws and wreckin' balls target Zooming Flyers? (p93)

A: No.

Q: Is a wreckin' ball attack a close combat attack and as such resolved against a vehicle's rear armour value? (p93)

A: No, it will be resolved against whichever arc the attacking vehicle is in.

Q: Are wreckin' balls weapons when working out what can be destroyed by a weapon destroyed result? (p93)

A: No.

Q: Can a Walker attack back against an Ork attacking him from a boarding plank? (p93)

A: No.

Q: Can a Painboy in a unit of Nobs take the 'eavy armour, bosspole, Waaagh! Banner or ammo runt upgrades? (p98)

A: No.

Q: Several units have the option to include a named character as a boss, are they added to the unit or, like a nob, do they replace one of the existing Boyz? (p99-103)

A: They are added to the unit.

Q: If a Boyz mob exchange sluggas and choppas with shootas, can a Nob take a power klaw or a big choppa? (p100)

A: You may upgrade the Nob to have a big choppa or power klaw before you choose to upgrade the mob to have shootas, in which case the Nob is not affected by the mob's weapon swap (as he no longer has a choppa to swap), does not receive a shoota and keeps his slugga and power klaw/big choppa instead.

Q: Must a unit of Grots only have one Runtherd for each full 10 Grots? Does this mean that they cannot have additional Runtherds? (p100)

A: Yes, so a unit of 19 Grots will have a single Runtherd whilst a unit of 20 Grots will have two Runtherds.

Q: A big gun for the Battlewagon says that it "does not include crew". What does this mean? (p102)

A: It means that you don't get any additional Gretchin models along with the gun, and therefore the gun simply counts as one of the vehicle's weapons (BS2!).

Q: How many Attacks does a Deff Dread armed with three or four close combat weapons have? (p102)

A: A Deff Dread with three close combat weapons had 4 Attacks, whilst a Deff Dread with four of them has 5 Attacks.

Q: If a Flash Gitz mob includes a Painboy and/or Kaptin Badrukk, and it selects any of the weapon upgrades, does the player have to pay the +5 points for these characters, even though they don't benefit from the upgrade? (p103)

A: No.

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