



## CODEX: ORKS FAQ

### 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 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)	<b>2</b>	3	3	7	4+

Page 103 – Big Gunz.

The Runtherd's profile will be changed as follows:

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

Page 104 – Dakkaguns.

The Dakkagun's profile will be changed as follows:

Range	Strength	AP	Type	Page
18"	5	<b>5</b>	Assault <b>3</b>	46

### FAQs

**Q.** *Can a Weirdboy's Leadership be increased to more than 10 by the Mob Rule?*

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

**Q.** *Does a unit that successfully stops a Deff Rolla-equipped Battlewagon's Tank Shock suffer any hits?*

**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?*

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

**Q.** *Is Gbazghkull's Waaagh! restricted from use for the first game turn or just the first player turn of the game?*

**A.** The first game turn.

**Q.** *Can Grotsnik board a vehicle if doing so will get him closer to the nearest enemy than if he moved normally?*

**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 Grotsnik to disembark *and* charge the closest enemy as soon as possible.

**Q.** *If a Boyz mob exchange sluggas and choppas with shootas, can a Nob take a power klaw or a big choppa?*

**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. He is a lot happier that way!



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

**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?*

**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?*

**A.** No, as they are not equipped with snazzguns, and therefore the upgrade does not make sense for them.

**Q.** *If a Trukk suffers a 'Kareen!' result, what happens if the random movement forces it into friendly models or off the table?*

**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?*

**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.** *If Tankbustas are obviously in assault range of an enemy unit that is not a vehicle (e.g. within 1"), but there is a vehicle obviously out of assault range (e.g. more than 24" away), can the Tankbustas assault the non-vehicle unit?*

**A.** No, they must still attempt to assault the vehicle and will therefore not move in that Assault phase.

**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?*

**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 still be released if the unit is pinned or locked in combat? What if it is embarked on a vehicle?*

**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?*

**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.** *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?*

**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?*

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

**Q.** *If a Zzap Gun is mounted on a vehicle, is it a normal or defensive weapon, and what happens if more than '10' is rolled for Strength?*

**A.** Zzap Guns are never counted as defensive weapons, regardless of the Strength they are actually fired at that turn. If the Strength roll is more than '10' there are no negative effects.

**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?*

**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?*

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

*Q. How are the boomgun and other weapons mounted on a Looted Wagon?*

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. Are saves allowed against wounds caused by rolling a '1' for the 'Waaagh!' fleet roll? Or by a Bosspole's re-roll?*

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. If a Shokk Attack Gun suffers an "Oops" result, does the opponent get to place the blast marker or just choose the target unit?*

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 "Gab" result, is the nearest unit affected even if they are out of range or line of sight, fighting in close combat, etc?*

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 (i.e. no other Ork units may fire at them)?*

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 which rolls a "Raargh" result?*

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

*Q. Which Weirdboy psychic power is a psychic shooting attack?*

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?*

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. 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?*

A. Any number of units can be upgraded. This includes Gretchin (Super-Gretchin! Cool conversions, but a bit expensive at 8 pts per model!) and independent characters (except for unique characters), effectively giving them a 5 pt discount on the cybork body upgrade.

*Q. Can you use the Deffrolla when Ramming vehicles or does it only work when Tank Shocking non-vehicle units?*

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

24th February 2010

*The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the Contact Us, page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!*