

WARHAMMER 40,000 CODEX: ORKS

Official Update for 7th Edition, Version 1.2

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; 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.

ERRATA

Page 65 – Tankbustas, Wargear

Add the following:

'Choppa (Boss Nob only)'

Page 86 – Ghazghkull Thraka, Special Rules, Prophet of Gork and Mork

Change the last sentence to read:

'In addition, Ghazghkull and all other models in his unit can Run on a turn he calls a Waaagh! despite having the Slow and Purposeful special rule.'

Page 94 - Bigbomm

Add the following to the rules for bigbomm:

'A Deffkopta with a bigbomm can make a bombing run even though it is a Jetbike. When resolving a Deffkopta's bombing run, follow the rules for bombing runs in Warhammer 40,000: The Rules, but ignore the rule's first sentence (which references Flyers and Flying Monstrous Creatures).'

Reference – Profiles, Ranged Weapons

Replace the deffstorm mega-shoota's profile with the following:

	Range	S	AP	Type
Deffstorm mega-shoota	36"	6	4	Heavy 3D6'

FAQs

Q: Burna bombs and skorcha missiles are listed as flamer weapons. Does that mean they benefit from the No Escape rule of Template weapons (i.e. do Open-topped vehicles take D6 hits)?

A: No. They are Blast weapons rather than Template weapons, so the No Escape rule is not used.

Q: Mob Rule works on Pinning tests and Morale checks. What about other Leadership tests, like Fear tests?

A: Mob Rule only applies to Morale checks and Pinning tests.

Q: When Orks with Mob Rule would like to use Our Weapons are Useless and automatically fail the Morale test, do they then have to roll on the Mob Rule table?

A: No. If you use the Our Weapons are Useless rule, you do not need to roll on the Mob Rule table.

Q: On the Mob Rule table, a result of 4-6 states that 'A brawl breaks out as the Orks decide what to do. When the dust settles, nobody can remember what the trouble was about in the first place'. Shouldn't the subsequent hits then be Strength 3 rather than 4, as that is the base strength of Boyz?

A: No. They're really fired up!

Q: If an Ork character has a cybork body (which grants 6+ Feel No Pain), and is in a squad with a Painboy (which grants 5+Feel No Pain), does that character gain any further benefit, such as 4+ Feel No Pain?

A: No.

Q: In Codex: Orks, Mad Dok Grotznik has both a cybork body, giving the Feel No Pain (6+) special rule, and dok's tools, which give Feel No Pain (i.e. 5+) to all models in his unit. Do the bonuses stack?

A: No. His dok's tools confer Feel No Pain so he doesn't need the Feel No Pain (6+) from his cybork body. Did we mention that he's mad?

Q: Is the burna a flamer weapon or do Ork burnas use some daemonic flames that Salamanders can't handle?

A: As specified in the Appendix, burnas are flamer weapons for the purposes of rules which interact with flamer weapons as described in Warhammer 40,000: The Rules. Salamanders get their Flamecraft Chapter Tactics bonus against any flamer weapons as described in Warhammer 40,000: The Rules, so this includes burnas.

Q: If a Morkanaut is in combat, can the embarked Boyz shoot?

A: No. A Morkanaut (or Gorkanaut) has no Fire Points.

Q: Can a grabbin' klaw stop a Super-heavy Walker from moving and hence prevent it from charging?

A: Yes.

Q: In the Italian version of Codex: Orks, Da Lucky Stikk lets you reroll rolls To Wound, rolls To Hit and saving throws for the whole unit (only the bearer suffers if things go wrong). Some people from the international community argue that it only allows the bearer to re-roll. Is the Italian version a translation error?

A: The Italian version is in error – only the bearer can use the re-rolls.

Q: Does the gitfinda work with Relentless, i.e. can you move and still get Ballistic Skill 3?

A: No.

Q: Can a model benefit from a gitfinda if it moved but is on a Relentless platform, or under the effects of Slow and Purposeful (e.g. warbikes or mega armour)?

A: No.

Q: How do the units transported in a Stompa behave when it gets locked in combat? For example, a Stompa with guys inside gets charged by a Death Company Squad, and both then end up locked in combat. It's then the Orks' turn – so, as the Stompa is both a Walker and a Transport with 4 Fire Points, can the guys inside shoot at a different target whilst the Stompa is in combat, or get out if they can and join in?

A: The unit inside can shoot if you can draw a line of sight from a Fire Point that doesn't go through the units locked in combat. The unit can instead disembark, following the normal rules – this may have to be an emergency disembarkation as described in *Warhammer 40,000: The Rules*, depending on where the enemy models are positioned in relation to the access point. A unit that disembarks from a Stompa cannot charge in the same turn, as it is not an Assault Vehicle.

Q: Can Orks charge when I call a Waaagh! even if they have arrived from Deep Strike, disembarked from a non-Assault Vehicle, or are Outflanking?

A: No.

Q: How does the zzap gun on a Battlewagon work regarding the Gets Hot rule?

A: A To Hit roll of 1 means the weapon Gets Hot, in any case. If the roll for the zzap gun's Strength is above 10, the weapon Gets Hot on any To Hit roll of 1, 2 or 3. If it does, roll another dice – on a roll of 1, 2 or 3 the vehicle suffers a glancing hit.

Q: Does a kustom force field protect a void shield?

A: No.

Q: I have a question about the kustom force field. Codex: Orks says that it affects all models within 6". Does it include enemy models too, or just friendly models?

A: It affects both friendly and enemy models.

Q: If my unit of Ork Boyz is reduced to just the Boss Nob, can he still use Mob Rule to pass his Morale check? Also, if he rolls the Breaking Heads result, would he immediately pass as Wounds cannot be allocated to characters?

A: Yes. A single Boss Nob that has to take a Mob Rule check will pass on a result of Born to Fight (if it is locked in combat) or Breaking Heads, with no ill effects.

Q: What occurs if the enemy unit is completely destroyed during the Movement phase due to a Painmob's Pile On Da Pain! actions? Is the unit then able to consolidate, shoot, Run and charge as normal?

A: The unit can consolidate, but cannot otherwise move in the Movement phase. It can act normally for the rest of the turn.

Q: Are attached Independent Characters able to Pile On Da Pain! as well when attached to the Ork Nobz or Ork Boyz from the Painmob?

A: Only models from the units in the Painmob Formation are affected – Independent Characters attached to these units will not Pile In or attack when the Pile On Da Pain! rule is used.