

F.R.A.G. Ork FAQ v1.0

This FAQ is 100% unofficial outside of F.R.A.G. approved events. It was produced using the Adepticon FAQ with changes made to what local judges found questionable. This is not a catch all, and many issues not addressed in this FAQ are addressed in official GW FAQs, which you can find on the GW website. This FAQ is a living document and is subject to revision when applicable.

Q: Can a player wait until the end of the shooting phase to call the Waaagh?

A: Yes, but any units that make a 'run' move before the Waaagh! is called do not gain the fleet ability in the subsequent Assault phase [clarification].

Q: If a Shokk Attack Gun suffers a "Oops", "Gah", "Sploosh", "Bzaap" or "Raargh" result does the player still have to roll 'to hit' with the Scatter dice?

A: Yes [RAW].

Q: If a vehicle is hit by a "Raargh" Shokk Attack result, is the vehicle removed from the table regardless of the damage caused by the penetrating hit?

A: No, the vehicle only suffers an automatic penetrating hit [clarification].

Q: If a Wierdboy embarked on a vehicle that is moving at cruising speed (or faster) rolls either 'Frazzle' or 'Zzap', what happens?

A: As the Wierdboy is unable to shoot in such a situation, nothing happens [RAW].

Q: If an Independent Character joins a mob with a Painboy, does he gain the 'Feel No Pain' universal special rule?

A: Yes, as Dok's Tools are a piece of Wargear that specifies which models gain the special rule [clarification].

Q: If a Trukk suffers a 'Kaboom!' result does the model become a wreck?

A: No, it is removed and replaced with an area of difficult ground [rules change].

Q: Can vehicles take cover saves against Bomb Squig attacks?

A: Bomb Squigs are not a shooting attack per se, so in general no. However, vehicles that are 'obscured' (such as a skimmer that moved 'flat out') or that always get a cover save for some reason would still be able to use it against a Bomb Squig [clarification].

Q: If Tankbustas embarked on a vehicle roll a '1' when releasing their Bomb Squig, what happens?

A: Resolve the attack against their vehicle's rear armor value [clarification].

Q: When is a Bigbomm attack resolved?

A: Bigbomm attacks are resolved immediately after the player finishes moving the Deffkopta unit [clarification].

Q: Is the scatter for a Bigbomm reduced by the firer's Ballistic Skill? Can cover saves be taken against them? Are they affected by Night Fighting?

A: The scatter is not reduced by the firer's BS. Cover and vehicle armor facings are determined like a barrage weapon (from the center hole of the blast). A Bigbomm is not a shooting attack per se, so is not affected by Night Fighting, Veil of Tears, etc, and does not affect the Deffkopta's choice of target in the subsequent shooting and/or assault phase [clarification].

Q: Does a Deff Rolla affect enemy vehicles that are rammed?

A: A Deff Rolla only affects enemy non-vehicle units that are 'Tank Shocked' [clarification].

Q: Does Grotznik himself benefit from his own 'Dok's Tools', both when on his own and when joined to a unit?

A: Grotznik benefits from his own Dok's Tools, both when on his own and when joined to a unit [clarification].

Q: If Grotsnik appears to be out of Assault range in the shooting phase is he forced to 'run' towards the nearest enemy or can he choose to shoot a weapon instead?

A: Grotsnik (and any unit he is with) must run in the shooting phase unless he is already within assault range of the enemy (the Ork player is allowed to check assault range) [clarification].

Q: If Zogwort rolls for power weapon attacks while in close combat, do they combine with his poisoned attacks (so that he wounds on a '2+' and ignores armor saves)?

A: Zogwort's 'Pit of Vipers' is not a weapon and may therefore be combined with the power weapon ability [RAW].

Q: Does Zogwort have to pass a psychic test to use his curse? Is the Curse a psychic shooting attack?

A: A psychic test must be passed to use the Curse and it is not a psychic shooting attack [clarification].

Q: Can the Curse be used if Zogwort and/or his target are locked in combat?

A: No [clarification].

Q: Does a character turned into a Squig give up a Kill Point or Victory Points at the end of the game or must the Squig model be killed first?

A: As the Squig replaces the character, it must be killed for a Kill Point or Victory Points to be awarded for the character [clarification].

Q: If an Independent Character is joined to a unit when turned into a Squig, does the Squig remain joined to the unit?

A: Yes [clarification].

Q: If the Ork player does not have a Squig model can Zogwort still use the curse?

A: No, Zogwort may only use his curse if the Ork player has a squig model available [RAW].

Q: If an Independent Character that is also a 'Troops' choice (such as an Officer from an Imperial Guard Platoon) gets turned into a Squig can he still capture an objective? Can a Squig ever contest an objective being captured by the enemy?

A: Yes and yes [clarification].

Q: Can an Independent Character (such as a Warboss on a bike) join Snikrot's unit before the game and arrive with them via 'Ambush'?

A: No, as Snikrot's ability is a special rule that does not specify it affects other ICs joined to his unit, it does not [clarification].

Q: Can Zagstruk and the Vulchas run the turn they arrive via Deep Strike?

A: Yes [clarification].

Q: If D3 Vulchas are killed while landing do these casualties count towards combat resolution?

A: Yes [clarification].

Q: If an Ammo Runt is taken by a mob, as opposed to a character (as with Flash Gitz), which models can use the re-roll?

A: In this case, any model in the unit may use the Ammo Runt's re-roll [clarification].

Q: If a Boarding Plank is used to attack a Walker does the Walker get to strike back?

A: No [RAW].

Q: Is a Trukk with a Reinforced Ram allowed to ram other vehicles?

A: No it can only perform a standard Tank Shock against non-vehicle units [clarification].

Q: If a vehicle with a Stikkbomb Chukka is destroyed (via a 'Death or Glory' attack, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from the Chukka?

A: Yes [RAW].

Q: If the Wreckin' Ball hits an enemy vehicle, what armor facing is used? Can it be used in an opponent's assault phase?

A: Resolve it as a (very) short-ranged shooting attack originating from wherever the Wreckin' Ball is on the Trukk model. It may only be used in the Ork player's Assault phase [clarification].

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A: Resolve it as a (very) short-ranged shooting attack originating from wherever the Wreckin' Ball is on the Trukk model. It may only be used in the Ork player's Assault phase [clarification].

Q: If a Gretchin unit has 29 Grots in it, is the unit required to have two or three Runtherds?

A: One Runtherd per full 10 Gretchin, so 29 Grots require only two Runtherds [RAW].

Q: Does taking Zagstruk replace one of the Stormboyz in the mob?

A: No, Zagstruk is taken in addition to the Stormboyz in the mob (although a Nob may not also be included in the same mob) [RAW].

Q: Besides the Killakannon, how are the other weapons mounted on a Battlewagon?

A: Players are free to mount the other weapons on a scratch-built Battlewagon however they see fit (i.e. in a turret, sponson, fixed or otherwise), as long as this is absolutely clear by looking at the model [clarification].

Q: Does taking Badrukk replace one of the Flash Gitz in the mob?

A: No, Badrukk is taken in addition to the Flash Gitz in the mob [RAW].