

Codex: Orks 7th Edition Update (2016)

By Space Odin

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Link:

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Foreword:

Honestly, I never thought I would be constructing a "homebrew" codex, or anything else for any matter, for Warhammer 40k or any other system. The term itself seems to elicit all the attendant cringeworthy wishlisting that I sought to avoid, yet here I must acknowledge it as the most accurate term for the document you are reading. I crafted this codex (which could also largely be a supplement to the extant GW-branded one) out of hobby-despair & frustration: feeling that many others & myself clearly understood more about both game balance & the Ork faction than those who assigned the rules & point costs, I wished to bring back the threat of competitiveness that Orks ought to represent in the game, & resurrect the fun & flavor of the army.

This couldn't be done by leaving their point prices so arbitrarily & egregiously high, especially while spending the same points in any other codex for comparable units would net far superior units on the tabletop; nor could this be done while the answer to being hit too much was "hit ourselves more, and harder than we hit the enemy." After all, why should Astra Militarum be able to auto-pass Leadership tests by executing a 4-point model when Orks have to stop the game, roll a d6, consult a chart, consider 4 different scenarios, caveats, exceptions, & criteria, then lose multiple 6-point models? New Mob Rule had to go. So, too, did new Ramshackle, for while it was simpler, it was as bland & flavorless as it was useless--moreover, in tandem with the new suicidal Mob Rule, it ensured Trukk Boyz would never see the table again. Also bewildering & frustrating was the indefensibly high cost of models intended for a horde army who were less effective even in groups than single comparable models in other codices: Thunderwolf Cavalry are hardier, have superior rules, & strike substantially faster & harder than Nob Bikers for a mere 5 points more, as Nobz mysteriously still had to pay for Warbikes more than HQ models & the same that they did 2 editions ago. Killa Kanz, no longer the wall of cover-save-granting metal death that they once were, were raised in price by almost 50%, while simultaneously gaining the only de-facto Leadership check liability for vehicles in the entire game *and* losing 3 strength. The Deff Rolla changes seemed to strike without reason, given how difficult a time Orks have with high-armor or high-toughness targets. Now supposed to rely on Tankbustas, even as I write this GW FAQs have ruled that Tankbustas may only use one melta bomb per *whole unit*--effectively removing the last viable source of defense against such targets. Supposedly a melee army, Orks lost their only real source of invulnerable saves in Cybork Body--to bring the idea of cybernetic modification granting 6+ FNP consistency across codices, without having a replacement. Orkanauts have front doors like other assault vehicles, but did not have the Assault Vehicle rule, nor were they Super-heavy as depicted in so much of the fiction, going toe-to-titanic-toe against Imperial Knights--they could be stomped by a model of the same size or smaller, let alone one-shotted by a single penetrating hit from a model roughly a twentieth of its price. Speaking of Super-heavies, the Stompa costs 20 points more than a Warhound Titan, yet can be offed by one before it even has the chance to retaliate; or, it's about a 50-50 whether one might survive a duel against an Imperial Knight, even when the latter have half the HP *and less than half the price*. It seemed very much as though the prices for models did not take into account the fact that guns would hit only every third turn at BS2, & melee weapons only at the very end of any scrap.

These ridiculous power and efficiency differences could be solved by affording Ork players some pre-determined bonus to point totals--say, 30% more--yet this solution would still be unsatisfying & just as arbitrary as the poorly-conceived original points prices & rules. I decided that, rather than throw away my army, I could

return it to the halcyon days when it functioned as intended: no more paying 5 points more than Space Marines for an inferior, near-equivalent gun that would almost never hit on a less-survivable platform.

Orks are built around strength in numbers, brute force, unpredictability, & the mysterious nature of their advanced yet ramshackle technology (teleportation & force fields, of which they are the undisputed masters in the galaxy). They play by some element of randomness in exchange for low prices & reduced efficacy of individual units or models, as well as conditional functionality, having their strength bolstered to evenness by weight of numbers both in shooting & melee (though BS2 ensures they shine in the latter more than the former). They function on a high-risk, high-reward model: being charged by Orks ought to be devastating, while being charged *as* Orks ought to be equally so. Space Marines, by contrast, represent the most standard model of gameplay: medium-low risk, medium reward. An SM player can count on consistent results leaning toward success based on the low cost & availability of myriad types of standard & specialist wargear, as well as standard BS & saves. Coupled with extremely favorable Formations, this contributes to a strong performance from SMs on all fronts; hence, their point costs & performance vectors are what the designers considered when balancing units, stats, & gear. Conversely, Orks can pay a premium for strong individual HQs to "buy" more consistently effective performance as they spread beneficial special rules around the army; that these high-cost characters ought to compete with similarly-costed characters in other armies is obvious on its face. In short, Orks ought to perform as well for the points, if funnier, given the Boyz' cavalier attitude toward life & death.

The Ork stat line is based on their 3rd edition codex, which assumed simultaneous melee engagements with average enemies (at Initiative 4) due to Power of the Waaagh!. Absent these & other rules & gear that were designed in conjunction with & intended to bolster lackluster stats, the Boyz have fallen far behind in fun & function. Given how crucial initiative & invulnerable saves have become in 40k with the proliferation of AP2 weaponry, this re-write seeks to return Orks to a genuine threat to the galaxy & the tabletop without undercosting or overpowering them. Its purpose is to do so in a fashion in accordance with the fiction & fluff, & with great love for the faction (that was clearly absent in the "7th" Ed. copy-pasted injury & subsequent insult that was the useless Ghazghkull decurion supplement). Included with these rules changes are a new Decurion & formations for it that draw from Ork "kultur," such as klanz, in order to allow the player to design your Waaagh!, your way. We hope you will find these rules contribute strongly to an enjoyable and fair gaming experience.

Decurion Edition Addendum: Some formations were too powerful for the points, so have been adjusted accordingly. Lootas have always been strong, but BS3-4 and TL was absurd. In exchange, Deffguns have been made more reliable. Also, nothing should really have S8 AP2 at initiative, so weapons that may do so have Unwieldy (plus an appropriate points adjustment). If your opponent is using Wulfen or Eldar D-spam, nothing has Unwieldy except the Power Klaw & Killsaw. To boot, what I feel was an oversight has been fixed: Killkannons on the Mega-dread would have prevented it from shooting any other of its prodigious payload, so they have been changed from Ordnance to Primary Weapon. Version 4 included these changes, plus some language disambiguation.

V5 Changes: Raised attacks on Kanz, Dread, & variants to match SM FAQ. Transports can take Dreads as written. Loota prices fixed to 16ppm, Deffguns Heavy D3 w/ re-roll (Salvo costs range). Tellyport Mega-Blasta now actually "mega" w/ Lg. Blast & point balance, but same range. Choppa weapons swapped Rending for Dead Choppa. 'Uge Choppa changed to Krushin' Blow (deals additional wound if target fails Strength test) & adjusted. 'Ere We Go! now has chance to make infantry fight themselves to balance 6ppm that still get Stikkbombs. Returned Zogwart & other characters & entries (use appropriate texts).

Army Special Rules

Mob Rule: Ork units may use their number of wounds in a unit in place of Leadership for all purposes. If they have 10 or more, the unit has the Fearless special rule.

'Ere We Go!: Units consisting wholly of models with this rule have the Fleet special rule. Whenever they charge, take a LD test (Walkers are considered LD10); if successful, models in the unit become Initiative 4 for all purposes in the first round of assault. If an infantry unit's 'Ere We Go! roll results in a double-6, the unit squabbles amongst themselves, dealing D3 S3 AP- hits that are Randomly Allocated to non-characters in the unit.

Waaagh!: (Warboss characters only) Once per game, at the beginning of any turn other than the first, you may declare a Waaagh! When you do, friendly Ork units consisting entirely of models with with 'Ere We Go! may charge in the Assault phase even if they have already made a Run move in the same turn. Models equipped with ranged weapons may, alternately, fire as though their weapons had the Twin-Linked special rule. If they already had Twin-Linked, they are considered to fire at +1 Ballistic Skill in addition until the end of your turn. If your forces entirely destroy any unit the same turn, all Waaagh! effects extend until the end of your next turn.

Tooled Up Right: Nobz and Boss Nobz from any Infantry unit may access the **Nobz Melee Weapons** list, (meaning functionally they may take any item from the **Melee Weapons** list for 5 points less than its normal cost).

Imperial Armour 8 & Errata: All relevant entries from IA8: Raid on Kastorel-Novem, Forge World datasheets, and old characters like Mek Boss Buzzgob, Zhadsnark da Rippa, and Old Zogwort should be considered valid entries (to include FW Lords of War and the Kustom Stompa, minus upgrades irrelevant to current rules).

Wargear & Weapons

Melee Weapons

A model may replace its melee weapon with one of the following:

Weapon	Range	S	AP	Type	Point Cost
Big Choppa	-	+2	5	Melee, Two-handed, Dead Choppy	10
Power Choppa	-	user	3	Melee	17
'Uge Choppa	-	+2	5	Melee, Two-handed, Dead Choppy, Krushin' Blow	17
Red Choppa	-	+1	5	Melee, Two-handed, Dead Choppy, Red Goes Fasta!	15
Power Klaw	-	x2	2	Melee, Specialist Weapon, Unwieldy	20
Killsaw	-	x2	2	Melee, Specialist Weapon, Armorbane, Unwieldy	25
Power 'Amma	-	+2	4	Melee, Concussive	10

Nobz Melee Weapons

A model with Tooled Up Right may replace its melee weapon with one of the following:

Weapon	Range	S	AP	Type	Point Cost
Big Choppa	-	+2	5	Melee, Two-handed, Dead Choppy	5
Power Choppa	-	user	3	Melee	12
'Uge Choppa	-	+2	5	Melee, Two-handed, Dead Choppy, Krushin' Blow	12
Red Choppa	-	+1	5	Melee, Two-handed, Dead Choppy, Red Goes Fasta!	10
Power Klaw	-	x2	2	Melee, Specialist Weapon, Unwieldy	15
Killsaw	-	x2	2	Melee, Specialist Weapon, Armorbane, Unwieldy	20
Power 'Amma	-	+2	4	Melee, Concussive	5

Mek Melee Weapons

A model may replace its melee weapon with one of the following:

Weapon	Range	S	AP	Type	Point Cost
Killsaw	-	x2	2	Melee, Specialist Weapon, Armorbane, Unwieldy	20
Kustom Mega-Choppa	-	8	2	Melee, Two-handed, Unwieldy, Discharge (Roll a d6 for each miss; center S4 blast on user for each 1.)	17
Red Choppa	-	+1	5	Melee, Two-handed, Dead Choppy, Red Goes Fasta!: +1 initiative	15

Ranged Weapons

A model can replace its ranged weapon with one of the following:

- Kombi-shoota with rokkita launcha...5 pts
- Kustom mega-blasta...5 pts (Mek/Big Mek only)
- Rokkita launcha...5 pts
- Kombi-shoota with skorcha...10 pts
- Kustom mega-slugga...10 pts (Mek/Big Mek only)
- Shoota...free
- Twin-linked shoota...3 pts
- Big shoota...5 pts

Big Mek Melee Weapons

A model may replace its melee weapon with one of the following:

Weapon	Range	S	AP	Type	Point Cost
Killsaw	-	x2	2	Melee, Specialist Weapon, Armorbane, Unwieldy	10
Kustom Mega-Choppa	-	8	2	Melee, Two-handed, Unwieldy, Discharga (Roll a d6 for each miss; center S4 blast on user for each result of 1)	17
Tellyporta 'Amma	-	+d6	2	Melee, Two-handed, Unwieldy, Tellyported	20

Tellyported: To-Wound rolls of 6 have Instant Death. Armor penetration rolls of 6 always penetrate.

Runts & Squigs

A model can take any combination of the following:

Gear	Description	Point Cost
0-3 Ammo runts	Allows 1 ranged attack to re-roll.	3 each
0-3 Grot oilers	Allows 1 re-roll of a Mek's Tools repair roll.	5 each
Grot orderly*	*Painboys only. Allows 1 re-roll of a Feel No Pain save	5
Attack squig	Provides bearer +1 Attacks on its profile.	5
Squig Hound**	**Runtherds only. Once per round, any time a morale check is failed, the unit takes D6 S3 AP- hits & may re-roll.	5
Bomb squig	<u>Range</u> 18 <u>S</u> 8 <u>AP</u> 3 <u>Type</u> Assault 1, ScuttleScuttle Blam!, One use only	5 each

Scuttle Scuttle Blam!: Auto-hits on a 2+ To-Hit roll; cannot target FMCs, skimmers, or flyers. Cannot snap-shoot.

Orky Know-wots

A model may take up to one of each of the following:

Gear	Description	Point Cost
Bosspole	+1 LD; wielder may deal 1 wound to another non-character model in the unit, no saves, to re-attempt a failed LD roll of any kind.	5
Cybork Body	Provides bearer Feel No Pain or improves it by 1 (max 3+).	5
Bubble Field Gubbinz	Provides bearer a 5+ invulnerable save.	10
Gitfinda	Provides bearer +1 BS on any turn it did not move.	5
Warbike	+1 T, 4+ Sv, model type Bike	25
Rokkit pack	Adds "Jump" to unit type. May Run 2D6," but all models must take a Dangerous Terrain test.	-
Kustom Force Field	Bearer's unit & any units within 6" gain a 5+ invulnerable save against ranged attacks. If embarked, vehicle & units within 6".	[varies]

Ork Vehicle Equipment

A model can take up to one of each of the following:

Gear	Description	Point Cost								
Red paint job	Allows vehicle to move 1" farther than usual in each phase, still counting as having moved normally.	5								
Stikkbomb chukka	Provides vehicle or its riders who disembark with a once-per-turn 5+ invulnerable save.	5								
Extra armor	Reduces a "Crew Stunned" result to a "Crew Shaken."	10								
Boarding plank	If a unit charges on the same turn it disembarked from a vehicle with this upgrade, it adds 2" to its charge roll distance.	15								
Reinforced ram	A vehicle with this upgrade re-rolls Dangerous Terrain tests, may Tank Shock and Ram, and counts its front armor value as two higher when ramming. Cannot be taken with Deff rolla.	5								
'Ard case	Vehicle no longer counts as Open-topped.	10								
Deff rolla	A vehicle with this upgrade deals D6 S10 hits to any unit it Tank Shocks or Rams; if a model in such a unit fails a Death or Glory attack, the unit suffers 2D6 S10 hits. Cannot be taken with Reinforced ram.	20								
Wreckin' ball	<table border="0"> <tr> <td><u>Range</u></td> <td><u>S</u></td> <td><u>AP</u></td> <td><u>Type</u></td> </tr> <tr> <td>3</td> <td>9</td> <td>4</td> <td>Assault D3</td> </tr> </table>	<u>Range</u>	<u>S</u>	<u>AP</u>	<u>Type</u>	3	9	4	Assault D3	10
<u>Range</u>	<u>S</u>	<u>AP</u>	<u>Type</u>							
3	9	4	Assault D3							
Grot riggers	Grants a vehicle the It Will Not Die special rule.	[varies]								
Grabbin' Klaw	At the beginning of the Movement phase, choose a vehicle within 2" of the grabbin' Klaw and roll a D6; on a 4+, that vehicle may not move next turn.	[varies]								
Flyboss	A flier with this upgrade is BS3 when shooting at skimmers, fliers, jetbikes, not flying monstrous creatures.	[varies]								

Gifts of Gork and Mork (Codex: Orks)

Only one of each of the following may be taken per army.
A model can take one of the following:

Da Dead Shiny Shoota...5 pts

Range	S	AP	Type
18	4	6	Assault 6, Twin-linked, Stray Shot : Roll a d6 for each miss after re-rolls; for each 1, a friendly unit within 6" of the wielder's unit chosen by your opponent suffers a S4 AP6 hit.

Da Finkin' Kap...10 pts.

The wearer rolls an additional Warlord Trait from the Strategic table in *Warhammer 40,000: The Rules*. Roll again if the second trait is the same as the first.

Da Fixer Upperz...15 pts

In each of your shooting phases, the bearer may attempt a repair roll on a vehicle upon which he is embarked or in base to base contact; on a 3+, immediately restore a lost Hull Point, or remove a Weapon Destroyed or Immobilized result.

Da Lucky Stikk...25 pts

All models in the bearer's unit add +1 to their Weapon Skill characteristic on their profile (not cumulative with Waaagh! Banner). The bearer may also choose to re-roll any failed To-Hit, To-Wound rolls, or saving throws that he makes. However, should three or more of the re-rolls generate failed results in the same turn, the model is immediately removed as a casualty with no saving throws of any kind allowed.

Headwoppa's Killchoppa...25 pts

Range	S	AP	Type
-	+2	5	Melee, Two-handed, Rending, Shred, Decapitating Strike : To-wound rolls of 6 have the Instant Death special rule.

Warboss Gazbag's Blitzbike...35 pts

A model equipped with Warboss Gazbag's Blitzbike changes their unit type to Bike, as described in *Warhammer 40,000: The Rules*. In addition, this model has a 4+ Armour Save.

When turbo-boosting, this model can move up to 18" instead of 12" and counts its cover save as being 1 point higher than normal until the start of its next turn. Warboss Gazbag's Blitzbike is equipped with twin-linked kustom dakkablastas with the following profile:

Range	S	AP	Type
24	6	3	Assault 3

Orkimededes' Kustom Gubbinz (Waaagh! Ghazghkull)

Only one of each of the following may be taken per army.

A model can take one of the following:

Choppa of da Ragnarork...20 pts

Range	S	AP	Type
-	+2	5	Melee, Two-handed, Rending, Grand Destiny : At the end of any Assault Phase in which the bearer of the Choppa of da Ragnarork inflicted one or more casualties, the weapon's Strength modifier is increased by 1 and its AP value is lowered by 1. These effects are cumulative and last for the rest of the battle (but cannot be made better than Strength +6 and AP1).

Big Bosspole...20 pts

Any unit joined by the bearer of the Big Bosspole has the Zealot & Stubborn special rules.

Da Supa-Cybork...45 pts

Grants Feel No Pain, Eternal Warrior, and Relentless special rules.

Da Killa Klaw...35 pts

Range	S	AP	Type
-	x2	2	Melee, Specialist Weapon, Unwieldy, Dead Killy : The bearer may trade all attacks for a single attack with the Instant Death special rule.

Mega Force Field...65 pts

Big Mek only. The bearer's unit, plus all friendly units within 6" of it, have a 4+ invulnerable save against shooting/ranged attacks. If embarked upon a vehicle, the vehicle and any friendly units or models within 6" of its hull receive the 4+ invulnerable save.

Kill-Dakka...20 pts

Kill-Dakka is a ranged weapon with a profile that is randomly generated before deployment at the start of each battle. Roll a D6 and consult the chart below to see what effects Kill-Dakka has for the duration of the battle:

D6	Effect	Range	S	AP	Type
1	Heavy	24	7	4	Heavy D3+1
2	Burny	Template	5	4	Assault 1
3	Shooty	24	6	4	Assault 3
4	Zzappy	24	2D6	2	Assault 1, Zzap : If the Strength roll is 11+, the weapon Gets Hot! On any To-Hit roll of 1-3.
5	Blasty	24	6	5	Assault 1, Blast
6	Bubbly	24	D6*	D6*	Assault 1, Large Blast, *Same roll

Datasheets

Warboss 60 pts

	WS	BS	S	T	W	I	A	LD	Sv
Warboss	5	2	5	5	3	4	4	9	6+

UNIT TYPE:

Infantry (Character).

UNIT COMPOSITION:

1 Warboss

WARGEAR:

- Slugga
- Choppa
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule
- Waaagh!

Waaagh!: (Warboss characters only) Once per game, at the beginning of any turn other than the first, you may declare a Waaagh! When you do, friendly Ork units consisting entirely of models with with 'Ere We Go! may charge in the Assault phase even if they have already made a Run move in the same turn. Models equipped with ranged weapons may, alternately, fire as though their weapons had the Twin-Linked special rule. If they already had Twin-Linked, they are considered to fire at +1 Ballistic Skill until the end of your turn. If your forces entirely destroy any unit the same turn, all Waaagh! effects extend until the end of your next turn.

OPTIONS:

- May take 'eavy armour...3 pts
- May replace slugga and choppa with mega armour, twin-linked shoota and power klaw...35 pts
- May take items from the **Ranged Weapons, Melee Weapons, Runts & Squigs, Orky Know-wots, Orkimedees' Kustom Gubbinz**, and/or **Gifts of Gork and Mork** lists

Weirdboy 45 pts

	WS	BS	S	T	W	I	A	LD	Sv
Weirdboy	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Weirdboy

WARGEAR:

- Weirdboy staff

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule
- Psyker (Mastery Level 1)
- Waaagh! Energy

Waaagh! Energy: A Weirdboy generates a bonus +1 Warp Charge point if, at the start of your Psychic phase, there are ten or more models with the 'Ere We Go! special rule within 12" of him. If a Weirdboy generates a bonus Warp Charge point in this manner, he must pass at least one Psychic test during that phase or suffer a single Strength 2 hit at the end of that Psychic phase with no saves allowed. This special rule does not apply if the Weirdboy is embarked inside a Transport or Building.

PSYKER: Weirdboyz generate their powers from the **Power of the Waaagh!**, **Biomancy**, and **Daemonology** disciplines.

- May be upgraded to Psyker (Mastery Level 2)...25 pts

Mek

15 pts

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

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Mek

WARGEAR:

- Slugga
- Choppa
- Mek's tools
- Stikkbombs
-

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

Mekaniaks: For each HQ choice in a Detachment (not including other Meks) you may include a single Mek chosen from this datasheet. These selections do not use up Force Organisation slots. Before the battle, immediately after determining Warlord Traits, any Mek that is not already part of another unit must, if possible, be assigned to any unit with the Infantry or Artillery type in their Detachment; a Mek cannot leave his unit and is treated as part of it for the entire battle for all rules purposes.

OPTIONS:

- May take 'Eavy armor...3 pts
- Any Mek may be accompanied by a grot oiler...5 pts
- Any Mek may take items from the **Mek Melee Weapons** or **Ranged Weapons** list
- Any Mek may take Bubble Field Gubbinz...10 pts

Mek's Tools: Once per turn, during the Shooting phase, a Mek or Big Mek may attempt a repair roll for any vehicle on which they are embarked or with which they are base to base. On a 5+, immediately restore a lost Hull Point, or repair a Weapon Destroyed or Immobilized result.

Big Mek 35 pts

	WS	BS	S	T	W	I	A	LD	Sv
Big Mek	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Big Mek

WARGEAR:

- Slugga
- Choppa
- Mek's tools
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule

OPTIONS:

- A Big Mek may take 'eavy armour...3 pts
- A Big Mek may take Bubble Field Gubbinz...10 pts
- A Big Mek may replace his slugga with one of the following:
 - Kustom force field...45 pts
 - Shokk attack gun...45 pts
- A Big Mek may take items from the **Ranged Weapons, Big Mek Melee Weapons, Runts & Squigs, Orky Know-wots, Orkimededes' Kustom Gubbinz, and/or Gifts of Gork and Mork** lists.
- A Big Mek may replace his slugga and choppa with mega armour, kustom mega-blasta and power klaw...35 pts
- A Big Mek with mega armour may take items from the **Ranged Weapons, Runts & Squigs, Orky Know-wots, and/or Gifts of Gork and Mork** lists.
- A Big Mek with mega armour can replace his kustom mega-blasta with a killsaw...10 pts
- A Big Mek with mega armour can take one of the following
 - Tellyport blasta...20 pts
 - Kustom force field...45 pts

Painboy 45 pts

	WS	BS	S	T	W	I	A	LD	Sv
Painboy	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Painboy

WARGEAR:

- 'Urty syringe
- Dok's tools

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule

OPTIONS:

- A Painboy may take items from the **Orky Know-wots** and/or **Runts & Squigs** lists.
- A Painboy may take Bubble Field Gubbinz...10 pts
- May take 'Eavy armor...3 pts

Dok's Tools: The bearer and his unit have the Feel No Pain special rule. If they have it from another source, Dok's Tools instead improve the score by 1 (max 3+).

Mad Dok Grotsnik, Da Painboss

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	WS	BS	S	T	W	I	A	LD	Sv
Grotsnik	5	2	4	5	3	3	4	9	4+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Slugga
- Power klaw
- Dok's tools
- 'Urty syringe
- Bubble Field Gubbinz

WARLORD TRAIT:

- Brutal but Kunnin'

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule
- One Scalpel Short of a Medpack

One Scalpel Short of a Medpack: Dok Grotsnik and any unit he joins have the Crusader, Fearless, and Rampage special rules. Once Dok Grotsnik has joined a unit, he may not leave it unless he is the last remaining member of that unit.

Kaptin Badrukk, Da Freeboota King 110 pts

	WS	BS	S	T	W	I	A	LD	Sv
Badrukk	5	2	4	4	2	3	4	9	3+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Slugga
- Powa Choppa
- Stikkbombs
- Bosspole
- Gitfinda
- Da Rippa

WARLORD TRAIT:

- Kunnin' but Brutal

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule

OPTIONS:

- Take up to 3 ammo runts...3 pts each

GIFTS OF GORK AND MORK

Goldtoof Armour: Kaptin Badrukk's priceless war-plate is fashioned from looted power armour, and houses a miniature force field generator. Goldtoof armour confers a 3+ Armour Save and a 5+ invulnerable save.

Weapon	Range	S	AP	Type
Da Rippa	24	7	2	Assault 3, Gets Hot!

Boss Zagstruk, Da Boss 65 pts

	WS	BS	S	T	W	I	A	LD	Sv
Zagstruk	5	2	5	4	2	3	4	9	4+

UNIT TYPE:

Jump Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Slugga
- Choppa
- Red Choppa
- 'Eavy Armor
- Stikkbombs
- Bubble Field Gubbinz
- Rokkit Pack

WARLORD TRAIT:

- Bellowing Tyrant

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Independent Character
- Mob Rule

GIFTS OF GORK AND MORK

Da Vulcha's Klawz: Hammer of Wrath attacks made by Boss Zagstruk are Strength 10 and AP2.

Boyz 60 pts

	WS	BS	S	T	W	I	A	LD	Sv
Boy	4	2	3	4	1	2	2	7	6+
Boss Nob	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry. Boss Nob is **Infantry (Character)**.

Proppa Choppy: Models with this special rule re-roll To-Hit rolls of 1 in close combat.

UNIT COMPOSITION:

10 Ork Boyz

.

WARGEAR:

- Slugga
- Choppa
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May include up to twenty additional Ork Boyz...6 pts/model
- An entire mob of sluggas may take **Proppa Choppy**...1 pt/model
- The entire mob may replace their sluggas with shootas...1 pt/model
- Entire mob may take 'Eavy Armor...3 pts/model
- For every ten models in the unit, one Ork Boy may replace their ranged weapon with one of the following:
 - Big shoota...5 pts
 - Rokkit launcha...5 pts
 - Burna...10 pts
- One other model may be upgraded to a Boss Nob...10 pts
- The Boss Nob may take items from the **Ranged Weapons** and/or **Nobz Melee Weapons** lists.
- The Boss Nob may take a bosspole...5 pts
- The unit may select a Trukk as a Dedicated Transport

Gretchin 35 pts

	WS	BS	S	T	W	I	A	LD	Sv
Gretchin	2	3	2	2	1	2	1	5	6+
Runtherd	4	2	3	4	1	2	2	7	6+

UNIT TYPE:

Infantry. Runtherd is **Infantry (Character)**.

UNIT COMPOSITION:

10 Gretchin

1 Runtherd

WARGEAR:

Gretchin:

- **Grot blasta**

Runtherd:

- **Grabba stikk**
- **Slugga**
- **Stikkbombs**

SPECIAL RULES:

- **'Ere We Go!**

(Runtherd only)

- **Furious Charge**

(Runtherd only)

OPTIONS:

- May include up to twenty additional Gretchin...3 pts/model
- Must take one additional Runtherd for every 10 additional Gretchin in the unit...10 pts/model
- Any Runtherd may replace their grabba stikk with a grot-prod...5 pts/model
- Any Runtherd may take a squig hound...5 pts/model

Burna Boyz

80 pts

	WS	BS	S	T	W	I	A	LD	Sv
Burna Boy	4	2	3	4	1	2	2	7	6+

UNIT TYPE:

Infantry. Mek is Infantry (Character).

UNIT COMPOSITION:

5 Burna Boyz

WARGEAR:

- Burna
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May include up to ten additional Burna Boyz...16 pts/model
- Entire mob may take 'Eavy Armor...3 pts/model
- Up to three models may be upgraded to Mek's, replacing their burnas with Mek's tools, slugga and choppa...free
- Any Mek may be accompanied by a grot oiler...5 pts/model
- Any Mek can take items from the **Mek Melee Weapons** or **Ranged Weapons** lists.
- The unit may select a Battlewagon, Gun Wagon, or Trukk as a Dedicated Transport

Tankbustas 65 pts

	WS	BS	S	T	W	I	A	LD	Sv
Tankbusta	4	2	3	4	1	2	2	7	6+
Tankbusta Nob	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry. Boss Nob is **Infantry (Character)**.

UNIT COMPOSITION:

5 Tankbustas

WARGEAR:

- Rokkit launcha
- Stikkbombs
- Tankbusta bombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule
- Tank Hunters

Glory Hogs: In a mission that has the First Blood Secondary Objective, the Ork player receives double the normal number of Victory Points from that objective if the first casualty to be removed is an enemy vehicle that was destroyed by an attack made by one or more units of Tankbustas.

OPTIONS:

- May include up to ten additional Tankbustas...13 pts/model
- Entire mob may take 'Eavy Armor...3 pts/model
- May include up to three bomb squigs...5 pts/model
- Up to two Tankbustas may replace their rokket launchas with tankhammers...15 pts/model
- One model may be upgraded to a Boss Nob...10 pts
- The Boss Nob may take items from the **Nobz Melee Weapons** list.
- The Boss Nob may take a bosspole...5 pts
- The unit may select a Gun Wagon or Trukk as a Dedicated Transport

Tankbusta Bombs: Tankbusta bombs are melta bombs in all respects except that they are not grenades and may be used by each member of the squad in assault in place of all their other melee attacks, but not thrown.

Nobz 48 pts

	WS	BS	S	T	W	I	A	LD	Sv
Nob	4	2	4	4	2	3	3	8	6+
Boss Nob	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry. Boss Nob is Infantry (Character).

UNIT COMPOSITION:

2 Nobz

1 Boss Nob

Waaagh! Banner: Models in the unit have +1 WS to their profiles as long as the bearer is alive.

WARGEAR:

- Slugga
- Choppa
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

Tooled Up Right: Nobz represent the best and most trusted enforcers in a Warboss' retinue, and therefore have first pick of the pile o' gunz and equipment. Nobz and Boss Nobz in any unit may access the **Nobz Melee Weapons** list, whose gear is available at a 5-point discount.

OPTIONS:

- May include up to seven additional Nobz...16 pts/model
- Any model may take items from the **Ranged Weapons** and/or **Nobz Melee Weapons** lists.
- One Nob may take a Waaagh! banner...15 pts
- Any model may take an ammo runt...3 pts/model
- Any model may take Cybork Body...5 pts
- Any model may take Bubble Field Gubbinz...10 pts
- Any model may take a bosspole...5 pts/model
- The entire mob may take 'eavy armour...3 pts/model
- The entire mob may take warbikes...20 pts/model
- If the unit does not take warbikes, it may select a Trukk, Gun Wagon, or Battlewagon as a Dedicated Transport

MegaNobz 120 pts

	WS	BS	S	T	W	I	A	LD	Sv
MegaNob	4	2	4	4	2	3	3	8	2+
Boss MegaNob	4	2	4	4	2	3	3	8	2+

UNIT TYPE:

Infantry. Boss Meganob **is Infantry (Character).**

UNIT COMPOSITION:

2 Meganobz

1 Boss Meganob

WARGEAR:

- **Twin-linked shoota**
- **Power klaw**
- **Mega armour**
- **Stikkbombs**

SPECIAL RULES:

- **'Ere We Go!**
- **Furious Charge**
- **Mob Rule**

OPTIONS:

- May include up to seven additional Meganobz...40 pts/model
- Any model may replace their twin-linked shoota and power klaw with two killsaws...10 pts/model
- Any model may replace their twin-linked shoota with one of the following:
 - Kombi-weapon with rokket launcha...5 pts/model
 - Kombi-weapon with skorcha...5 pts/model
- Any model may take a bosspole...5 pts/model
- Any model may take Cybork Body...5 pts
- Any model may take Bubble Field Gubbinz...10 pts
- The unit may select a Trukk, Gun Wagon, or Battlewagon as a Dedicated Transport

Kommandos 50 pts

	WS	BS	S	T	W	I	A	LD	Sv
Kommando	4	2	3	4	1	2	2	7	6+
Kommando Nob	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Infantry. Boss Nob is Infantry (Character).

UNIT COMPOSITION:

5 Kommandos

WARGEAR:

- Slugga
- Choppa
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Infiltrate
- Mob Rule
- Move Through Cover
- Stealth

OPTIONS:

- May include up to ten additional Kommandos...10 pts/model
- Up to two Kommandos may replace their sluggas with one of the following:
 - Rokkit launcha...5 pts/model
 - Big shoota...5 pts/model
 - Burna...12 pts/model
- One model may be upgraded to a Boss Nob...10 pts
- The Boss Nob may take items from the **Nobz Melee Weapons** list.
- The Boss Nob may take a bosspole...5 pts

Boss Snikrot, The Green Ghost 65 pts

	WS	BS	S	T	W	I	A	LD	Sv
Snikrot	5	2	5	4	2	3	4	8	4+

UNIT TYPE:

Infantry (Character).

UNIT COMPOSITION:

1 (Unique)

WARGEAR:

- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Fear
- Furious Charge
- Independent Character
- Infiltrate
- Mob Rule
- Move Through Cover
- Stealth

Ambush: If Boss Snikrot joins a unit of Kommandos that are held in Reserves, and no other Independent Characters join the unit, then Snikrot's unit can move on from any table edge when they arrive from Reserves. No dice roll is required to determine where they enter from; the Ork player chooses. In addition, Boss Snikrot and his unit have their Stealth special rule replaced with the Shrouded special rule on the turn they deploy or arrive from Reserves, until the start of their next turn.

Boss of the Red Skull Kommandos: Boss Snikrot can only join units of Kommandos. If Boss Snikrot is included in a Detachment that includes at least one unit of Kommandos, Boss Snikrot does not take up a slot on the Force Organization Chart.

GIFTS OF GORK AND MORK

Weapon	Range	S	AP	Type
Mork's Teeth	-	User	5	Melee, Shred, Rending

Trukk 30 pts

	BS	F	Armor S	R	HP
Trukk	2	10	10	10	3

UNIT TYPE:

Vehicle (Fast, Open-topped, Transport).

UNIT COMPOSITION:

1 Trukk

WARGEAR:

- Big shoota

SPECIAL RULES:

Ramshackle: Whenever a Trukk suffers an Explodes! result on the Vehicle Damage Chart, or loses its last remaining Hull Point, disregard normal effects. Instead, roll a d6 and consult the **Ramshackle Table**:

d6 Result	Effect
1-2	Kaboom! Trukk is destroyed. All passengers & models within d6" take a S3 hit.
3-4	Kareen! The Trukk scatters 3D6" in a random direction and suffers the Kaboom! effect detailed above (the Ork player chooses the direction if a Hit is rolled on the Scatter dice).
5-6	Kerrunch! The Trukk is wrecked & its passengers must immediately disembark.

TRANSPORT:

Transport Capacity:

Twelve models or 1 Deff Dread.

OPTIONS:

- May replace big shoota with rokket launcha...free
- Trukks may take items from the **Ork Vehicle Equipment** list

Stormboyz 45 pts

	WS	BS	S	T	W	I	A	LD	Sv
Stormboy	4	2	3	4	1	2	2	7	6+
Stormboy Nob	4	2	4	4	2	3	3	8	6+

UNIT TYPE:

Jump Infantry. Boss Nob is Jump Infantry (Character).

UNIT COMPOSITION:

5 Stormboyz

WARGEAR:

- Slugga
- Choppa
- Stikkbombs
- Rokkit pack

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May include up to twenty-five additional Stormboyz...9 pts/model
- The entire unit may take 'Eavy Armor...3 pts/model
- One model may be upgraded to a Boss Nob...10 pts
- The Boss Nob may take items from the **Nobz Melee Weapons** list
- The Boss Nob may take a bosspole...5 pts
- The Boss Nob may take Bubble Field Gubbinz...10 pts

Deffkoptas 30 pts

	WS	BS	S	T	W	I	A	LD	Sv
Deffkopta	4	2	3	5	2	2	2	7	4+

UNIT TYPE:

Jetbike.

UNIT COMPOSITION:

1 Deffkopta

WARGEAR:

- Twin-linked big shoota
- Choppa

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Hit & Run
- Mob Rule
- Scout

OPTIONS:

- May include up to four additional Deffkoptas...30 pts/model
- Any Deffkopta may replace their twin-linked big shoota with one of the following:
 - Twin-linked rokkit launcha...free
 - Kustom mega-blasta...free
- Any Deffkopta may be equipped with:
 - Bigbomm...15 pts/model
 - Buzzsaw...20 pts/model

Dakkajet 100 pts

	BS	F	Armor S	R	HP
Dakkajet	2	10	10	10	3

UNIT TYPE:

Vehicle (Flyer).

UNIT COMPOSITION:

1 Dakkajet

WARGEAR:

- Two twin-linked supa shootas

SPECIAL RULES:

- Strafing Run
- Supersonic

Waaagh! Plane: During a turn in which a Waaagh! is called, each of this model's Assault weapons fires one more shot than normal.

OPTIONS:

- May take a red paint job...5 pts
- May take an additional twin-linked supa shoota...20 pts
- May take a flyboss...15 pts

Burna-bommer 115 pts

	BS	F	Armor S	R	HP
Burna-bommer	2	10	10	10	3

UNIT TYPE:

Vehicle (Flyer).

UNIT COMPOSITION:

1 Burna-bommer

WARGEAR:

- Twin-linked supa shoota
- Twin-linked big shoota
- Two burna bombs

SPECIAL RULES:

- Waaagh! Plane
- Supersonic

Grot Gunner: When a model with this rule fires any shoota weapon, it does so at BS3.

OPTIONS:

- May take a red paint job...5 pts
- May take up to six skorcha missiles...7 pts/each

Blitza-bommer 125 pts

	BS	F	Armor S	R	HP
Blitza-bommer	2	10	10	10	3

UNIT TYPE:

Vehicle (Flyer).

UNIT COMPOSITION:

1 Blitza-bommer

WARGEAR:

- Big shoota
- Twin-linked supa shoota
- Two boom bombs

SPECIAL RULES:

- Grot Gunner (see Burna-bommer)
- Supersonic
- Waaagh! Plane (see Dakkajet)

OPTIONS:

- May take a red paint job...5 pts

Wazbom Blastajet 130 pts

	BS		Armor		HP
		F	S	R	
Wazbom Blastajet	2	10	10	10	3

UNIT TYPE:

Vehicle (Flyer).

UNIT COMPOSITION:

1 Wazbom Blastajet

WARGEAR:

- Twin-linked kustom mega-blasta
- Smasha Gun
- Stikkbomb flinga

SPECIAL RULES:

- Supersonic
- Waaagh! Plane (see Dakkajet)

OPTIONS:

- May be upgraded to a Flyer Wing with up to 3 more Wazbom Blastajets...125 pts/model
- Any model may take a red paint job...5 pts/model
- Any model may replace its twin-linked kustom mega-kannon with a twin-linked tellyport mega-blasta...15 pts/model
- Any model may replace its stikkbomb flinga with a kustom force field...25 pts
- Any model may take a gitbusta turret with twin-linked supa shoota...20 pts

Rokkit Boosta: Once per game, at the start of your movement or Dogfight phase, a Blastajet can trigger its Rokkit Boosta. When it does, it has a Pursuit value of 6 and an Agility value of 1.

Gitbusta Turret: Weapons in a gitbusta turret have the Interceptor special rule.

Warbikers 54 pts

	WS	BS	S	T	W	I	A	LD	Sv
Warbiker	4	2	3	5	1	2	2	7	4+
Warbiker Nob	4	2	4	5	2	3	3	8	4+

UNIT TYPE:

Bike. Boss Nob is **Bike (Character)**.

UNIT COMPOSITION:

3 Warbikers

WARGEAR:

- Slugga
- Choppa
- Warbike

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May include up to twelve additional Warbikers...18 pts/model
- One model may be upgraded to a Boss Nob...10 pts
- The Boss Nob may take items from the **Nobz Melee Weapons** list.
- The Boss Nob may take a bosspole...5 pts
- The Boss Nob may take Bubble Field Gubbinz...10 pts

Warbuggies 25 pts

	BS	F	Armor S	R	HP
Warbuggy	2	10	10	10	2
Wartrakk	2	10	10	10	2
Skorcha	2	10	10	10	2

UNIT TYPE:

Vehicle (Fast, Open-topped).

UNIT COMPOSITION:

1 Warbuggy

WARGEAR:

Warbuggy:

- Twin-linked big shoota

Skorcha:

- Skorcha

Wartrakk:

- Twin-linked big shoota

SPECIAL RULES:

- Outflank

Tracked (Skorcha and Wartrakk only): The vehicle re-rolls failed Dangerous Terrain tests.

OPTIONS:

- May include up to four additional Warbuggies...25 pts/model
- Any Warbuggy may be upgraded to a Wartrakk...5 pts/model
- Any Warbuggy may be upgraded to a Skorcha...10 pts/model
- Any Warbuggy or Wartrakk may replace its twin-linked big shoota with a twin-linked rokket launcha...free
- Any model take any of the following:
 - Red paint job...5 pts/model
 - Extra armour...10 pts/model
 - Grot riggers...10 pts/model

Mek Gunz 18 pts

	WS	BS	S	T	W	I	A	LD	Sv
Gretchin	2	3	2	2	1	2	1	5	-
Mek Gun	-	-	-	7	2	-	-	-	3+

UNIT TYPE:

Artillery.

UNIT COMPOSITION:

1 Mek Gun

2 Gretchin

WARGEAR:

Gretchin:

- Close combat weapon

Mek Gun:

- Kannon

OPTIONS:

- May include up to four additional Mek Gunz (each including two Gretchin)...18 pts/model
- Each Mek Gun can include up to two additional Gretchin...3 pts/model
- Each Mek Gun can include one ammo runt...3 pts/model
- Any Mek Gun can replace its kannon with one of the following:
 - Lobba...free
 - Zzap gun...5 pts/model
 - Bubblechukka...12 pts/model
 - Kustom mega-kannon...12 pts/model
 - Traktor kannon...12 pts/model
 - Smasha gun...12 pts/model

Battlewagon 100 pts

	BS	F	Armor S	R	HP
Battlewagon	2	14	12	10	4

UNIT TYPE:

Vehicle (Tank, Open-topped, Transport).

UNIT COMPOSITION:

1 Battlewagon

WARGEAR:

None

TRANSPORT:

Transport Capacity: Twenty models, or 1 Deff Dread. If the Battlewagon mounts a killkannon it may only carry twelve models, and six models if it takes a Supa-kannon.

Fire Points: If a Battlewagon has the 'ard case upgrade it has five Fire Points, two on either side of the hull and one at the rear.

Access Points: If a Battlewagon has the 'ard case upgrade it has three Access Points, one on either side of the hull and one at the rear.

OPTIONS:

- May take a Killkannon...35 pts (reduces Transport Capacity to 12)
- May take a Supa-kannon...60 pts (reduces Transport Capacity to 6)
- May take one of the following weapons:
 - Kannon...10 pts
 - Lobba...10 pts
 - Zzap gun...10 pts
- May take up to four of the following weapons in any combination:
 - Big shoota...5 pts each
 - Rokkit launcha...5 pts each
- May take any of the following:
 - Deff rolla...20 pts
 - 'Ard case...15 pts
 - Grabbin' klaw...5 pts
- Battlewagons may take items from the **Ork Vehicle Equipment** list

Deff Dread 75 pts

	WS	BS	S	F	Armor		I	A	HP
					S	R			
Deff Dread	4	2	5	12	12	10	2	4	3

UNIT TYPE:

Vehicle (Walker).

UNIT COMPOSITION:

1 Deff Dread

WARGEAR:

- Two big shootas
- Two power klaws

SPECIAL RULES:

- 'Ere We Go!

OPTIONS:

- May include up to two additional Deff Dreads...75 pts each
- May replace any of its big shootas with one of the following:
 - Rokkit launcha...free
 - Kustom mega-blasta...5 pts
 - Skorcha...5 pts
 - Power klaw...8 pts
- May take any of the following:
 - Grot riggers...10 pts
 - Extra armour...10 pts
- If only 1 Deff Dread is in the squad, it may take a Dedicated Transport:
 - Gun Wagon...55 pts
 - Battlewagon...100 pts
- Entire squad may take Tellyporta Jeneratas...25 pts/model

Tellyporta Jenerata: A model equipped with this device gains Deep Strike, and only scatters D6 on the turn it arrives. Additionally, it has the Shrouded special rule on the turn it arrives.

Killa Kanz 40 pts

	WS	BS	S	F	Armor S	R	I	A	HP
Killa Kan	2	3	5	11	11	10	2	3	2

UNIT TYPE:

Vehicle (Walker).

UNIT COMPOSITION:

1 Killa Kan

WARGEAR:

- Big shoota
- Kan klaw

OPTIONS:

- May include up to five additional Killa Kans...40 pts/model
- Any Killa Kan can replace their big shoota with one of the following:
 - Rokkit launcha...free
 - Grotzooka...5 pts/model
 - Kustom mega-blasta...5 pts/model
 - Skorcha...5 pts/model
- Any Killa Kan can take any of the following:
 - Grot riggers...5 pts/model
 - Extra armour...10 pts/model

Gorkanaut 315

	WS	BS	S	F	Armor S	R	I	A	HP
Gorkanaut	4	2	10	13	13	12	2	4	5

UNIT TYPE

Vehicle (Super-heavy Walker, Transport, Assault Vehicle).

UNIT COMPOSITION:

1 Gorkanaut

WARGEAR:

- Deffstorm mega-shoota
- Two twin-linked big shootas
- Two twin-linked rokket launchas
- Skorcha
- Klaw of Gork (or possibly Mork)

SPECIAL RULES:

- 'Ere We Go!
- Rampage

TRANSPORT:

Transport Capacity: Six models.

Fire Points: None.

Access Points: A Gorkanaut has one Access Point at the front.

OPTIONS:

- May take Grot riggers...20 pts
- May take Bubble Field Gubbinz...20 pts

Morkanaut 300

	WS	BS	S	F	Armor S	R	I	A	HP
Morkanaut	4	2	10	13	13	12	2	4	5

UNIT TYPE

Vehicle (Super-heavy Walker, Transport, Assault Vehicle).

UNIT COMPOSITION:

1 Morkanaut

WARGEAR:

- Kustom mega-blasta
- Kustom mega-kannon
- Two twin-linked big shootas
- Two twin-linked rokket launchas
- Klaw of Gork (or possibly Mork)

SPECIAL RULES:

- 'Ere We Go!

TRANSPORT:

Transport Capacity: Six models.

Fire Points: None.

Access Points: A Gorkanaut has one Access Point at the front.

OPTIONS:

- May take Grot riggers...20 pts
- May take Bubble Field Gubbinz...20 pts
- May take a Kustom Force Field...45 pts

Lootas 80 pts

	WS	BS	S	T	W	I	A	LD	Sv
Loota	4	2	3	4	1	2	2	7	6+
Mek	4	2	3	4	1	2	2	7	6+

UNIT TYPE:

Infantry. Mek is Infantry (Character).

UNIT COMPOSITION:

5 Lootas

WARGEAR:

- Deffgun
- Stikkbombs

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May include up to ten additional Lootas...16 pts/model
- Up to three models may be upgraded to Meks, replacing their deffgun with Mek's tools, slugga and choppa...free
- Any Mek may be accompanied by a grot oiler...5 pts/model
- Any Mek may take items from the **Ranged Weapons** list
- Any Mek may replace his choppa with a weapon from the **Mek Melee Weapons** list
- May take any one of the following as a Dedicated Transport:
 - Looted Wagon...37 pts
 - Trukk...30 pts
 - Gun Wagon...55 pts

Flash Gitz 110 pts

	WS	BS	S	T	W	I	A	LD	Sv
Flash Git	4	2	4	4	2	3	3	8	4+
Kaptin	4	2	4	4	2	3	3	8	4+

UNIT TYPE:

Infantry. Kaptin is Infantry (Character).

UNIT COMPOSITION:

4 Flash Gitz

1 Kaptin

WARGEAR:

- Snazzgun
- Stikkbombs
- Bosspole
- Gitfinda

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May include up to five additional Flash Gitz...22 pts/model
- Any model may take a Power Choppa...7 pts
- Any model may take an ammo runt...3 pts/model
- The Kaptin may take a 'Uge Choppa...10 pts
- The unit may select a Trukk, Gun Wagon, or Battlewagon as a Dedicated Transport

Ghazghkull Mag Uruk Thraka, The Beast of Armageddon 225 pts

	WS	BS	S	T	W	I	A	LD	Sv
Ghazghkull	6	2	5	5	4	4	5	10	2+

UNIT TYPE:

Infantry (Character).

UNIT COMPOSITION:

1 (Unique).

WARGEAR:

- Cybork Body
- Bubble Field Gubbinz
- Mega Armor
- Big Shoota
- Power Klaw
- Bosspole
- Stikkbombs

WARLORD TRAIT:

- Prophet of the Waaagh!

SPECIAL RULES:

- 'Ere We Go!
- Eternal Warrior
- Furious Charge
- Independent Character
- Mob Rule
- Waaagh!

Prophet of Gork and Mork: If Ghazghkull is your Warlord, he gains a 2+ Invulnerable save on any turn he calls a Waaagh! This invulnerable save lasts until the start of his next turn. In addition, Ghazghkull and all other friendly models with the Ork faction that are equipped with mega armour can Run on a turn he calls a Waaagh! despite having the Slow and Purposeful special rule (which is conferred by wearing mega armour).

OPTIONS:

- Ghazghkull Thraka may take items from the **Runts & Squigs** list

Stompa 770 pts

	WS	BS	S	F	Armor S	R	I	A	HP
Stompa	4	2	D	13	13	12	2	4	12

UNIT TYPE:

Vehicle (Super-heavy Walker, Transport).

UNIT COMPOSITION:

1 Stompa

WARGEAR:

- Three Big Shootas
- Power Fields (D3+1)
- Deff Kannon
- Skorcha
- Supa-gatler
- Three Supa-rokkits
- Twin-linked Big Shoota
- Mega-choppa

Power Field: Power fields behave as Void Shields in all respects except that they do not regenerate.

SPECIAL RULES:

- 'Ere We Go!

Da Stompiest!: A Stompa rolls d3+3 to determine its number of Stomp attacks in assault; it may also re-roll the effects on the Stomp Table.

Towering Monstrosity: The Stompa may never be locked in assault, and is completely immune to the effects of Dangerous Terrain, Haywire attacks, & Psychic attacks other than Witchfire powers, which must attempt to damage it normally.

Effigy: All friendly units with the Orks Faction that are within 24" of a Stompa have the Fearless special rule. If they have Fearless from any other source, they have the Zealot special rule.

TRANSPORT:

Transport Capacity: Twenty models.

Fire Points: Four; three in its belly, one in its head.

Access Points: A Stompa has one Access Point at the rear.

Mega-dread 155 pts

	WS	BS	S	F	Armor S	R	I	A	HP
Mega-dread	4	2	10	13	13	11	2	4	3

UNIT TYPE

Vehicle (Walker)

UNIT COMPOSITION

1 Mega-dread

WARGEAR

- Killkannon
- Rippa Klaw or Kill Saw
- 2 Big Shootas
- Armour Plates

SPECIAL RULES

- 'Ere We Go!
- Ramshackle Monster

OPTIONS

- The Mega-dread may replace its killkannon with one of the following:
 - Supa-skorcha...Free
 - Additional rippa klaw or kill saw (+1 Attack)...Free
- The Mega-dread may replace its rippa klaw or kill saw with one of the following:
 - Supa-skorcha...Free
 - Additional killkannon (-1 Attack but Twin-linked)...30 pts
- The Mega-dread may replace any of its big shootas with one of the following:
 - Skorchas...Free
 - Rokkit launchas...Free
 - Kustom mega-blasta...5 pts each
- The Mega-dread may take any of the following upgrades:
 - One additional Big Shoota...5 pts
 - Grot Riggers...10 pts
 - Mega Charga...15 pts
 - Tellyporta Jenerata...40 pts

Ramshackle Monster: Confers a 5+ invulnerable save.

Mega Charga: Once per game, roll a d6; on a 1, the Mega-dread is Immobilized. On any other result, the model gains the Crusader special rule & any charge moves it makes are increased by 2" until end of turn.

Kustom Meka-dread 165 pts

	WS	BS	S	F	Armor S	R	I	A	HP
Meka-dread	4	2	10	13	13	11	2	4	3

UNIT TYPE

Vehicle (Walker, Character)

UNIT COMPOSITION

1 Kustom Meka-dread

WARGEAR

- Fixin' claws
- Two rippa claws or kill saws
- Grot riggers

SPECIAL RULES

- Ramshackle Monster
- Rage
- Warlord

OPTIONS

- The Meka-dread must take one of the following options:
 - Mega Charga...15 pts
 - Rokkit-bom Racks...30 pts
 - Kustom Force Field...60 pts
- The Meka-dread may exchange one of its rippa claws (reducing its Attacks by -1) with one of the following:
 - Big Zzappa...10 pts
 - Shunta...20 pts
 - Rattler Kannon...10 pts

Sunder: This weapon may re-roll any failed armor penetration rolls.

Out of Ammo: After it has been fired, roll a D6. On a 1-2 the weapon is out of ammunition and may not fire again during this game.

Fixin' Klawz: Counts as Mek's Tools, & the Meka-dread may attempt to repair itself as normal if not Shaken or Stunned. Also grants Rage.

Jam!: If a double-1 is rolled, the gun suffers a Weapon Destroyed! result that can be repaired as normal.

Weapon	Range	S	AP	Type
Rippa Klaw	-	x2	2	Melee, Sunder
Kill Saw	-	x2	2	Melee, Shred
Rokkit-bomb Packs	48	5	4	Heavy D3, Blast, Barrage, Out of Ammo
Shunta	24	8	4	Heavy 1, Blast, Sunder
Rattler kannon	24	4	6	Heavy 2D6, Jam!

Big Trakk

50 pts

	BS		Armor		HP
		F	S	R	
Big Trakk	2	12	11	10	3

UNIT TYPE

Vehicle (Tank, Open-topped, Transport)

Rumbler: A Big Trakk may re-roll failed Difficult and Dangerous Terrain tests as long as it is moving at combat speed.

UNIT COMPOSITION

1-3 Big Trakks

WARGEAR

- Two Big Shootas
- Armour Plates
- Rumbler

TRANSPORT:

Transport: A Big Trakk has a Transport Capacity of 12 models.

Access Points: A Big Trakk with 'Ard Case has 1 Access Point: a rear hatch.

Fire Points: A Big Trakk with 'Ard Case has 3 Fire Points: one to each side and one in the rear.

OPTIONS

- The Big Trakk may exchange either or both of its big shootas for one of the following:
 - Skorcha...5 pts
 - Rokkit launcha...Free
- The Big Trakk may choose to reduce its Transport Capacity to 6 models and must then select one of the following options:
 - Kannon...10 pts
 - Lobba...10 pts
 - Zzap gun...10 pts
 - Supa-skorcha...10 pts
 - Big lobba...20 pts
 - Killkannon...35 pts
 - Big zzappa...20 pts
 - Flakka gunz...35 pts
- The Big Trakk may choose to reduce its Transport Capacity to 0, it may then take:
 - Supa-kannon...60 pts
- The Big Trakk can also have up to two additional pintle-mounted weapons, chosen from the following:
 - Big shootas...5 pts
 - Skorchas...10 pts
 - Rokkit launchas...5 pts
- The Big Trakk may take any of the following upgrades:
 - Boarding plank...15 pts
 - 'Ard case...10 pts
 - Stikkbomb chukkas...5 pts
 - Red paint job...5 pts
 - Grot Riggers...15 pts
- The Big Trakk may take one of the following upgrades:
 - Reinforced ram...5 pts
 - Deff rolla...15 pts
 - Wreckin' ball...10 pts
 - Grabbin' klaw...10 pts
- The Big Trakk may also have up to two:
 - Grot sponsons...5 pts

Gun Wagon 55 pts

	BS	F	Armor S	R	HP
Gun Wagon	2	13	12	10	3

UNIT TYPE

Vehicle (Tank, Open-topped, Transport)

UNIT COMPOSITION

1-3 Gun Wagons

WARGEAR

- Two co-axial twin-linked Big Shootas

Transport: A Gun Wagon has a Transport Capacity of 10 models or 1 Deff Dread.

OPTIONS:

- The Gun Wagon may replace its big shootas with one of the following weapons:
 - Kannon...5 pts
 - Lobba...10 pts
 - Zzap gun...10 pts
- The Gun Wagon may reduce its transport capacity to 0 and take one of the following:
 - Kustom mega-kannon...15 pts
 - Traktor kannon...15 pts
 - Bubblechukka...15 pts
 - Smasha gun...15 pts
- Gun Wagons may take items from the **Ork Vehicle Equipment** list

Looted Wagons 37 pts

	BS	F	Armor S	R	HP
Looted Wagon	2	11	11	10	3

UNIT TYPE:

Vehicle, Tank, Open-Topped, Transport

UNIT COMPOSITION:

1-3 Looted Wagons

Transport Capacity: Twelve Models

Fire Points: (With 'Ard Case) Three. One on either side and one in the rear.

Access Points: (With 'Ard Case) One, at the rear.

Special Rules:

- **Don't Press Dat**

OPTIONS:

- May take up to two more Looted Wagons...37 pts each
- May take up to three of the following:
 - Big Shoota...5 pts each
 - Rokkit Launcha...5 pts each
 - Skorcha...5 pts each
- May take any of the following:
 - Killkannon...35 pts
 - Deff rolla...20 pts
 - Reinforced ram...5 pts
 - 'Ard case...10 pts
 - Grabbin' klaw...10 pts
 - Red paint job...5 pts
 - Stikkbomb chukka...5 pts
 - Extra armour...5 pts
 - Grot riggers...10 pts
 - Wreckin' ball...10 pts
 - Boarding plank...15 pts

Appendix

WARLORD TRAITS (Standard)

D6	Trait	Effect(s)
1	Prophet of the Waaagh!	The Warlord gains the Waaagh! special rule. If the Warlord already has the Waaagh! special rule then, in addition to the usual effects, all friendly models with the 'Ere We Go! special rule gain the Zealot special rule when he calls a Waaagh!, until the start of their next turn.
2	Bellowing Tyrant	The Warlord, and all friendly units with the Orks Faction within 12" of him, re-roll failed Morale, Fear, and Pinning checks.
3	Like a Thunderbolt!	The Warlord, and all friendly units with the Orks Faction within 12" of him, have Move Through Cover.
4	Brutal but Kunnin'	The Warlord can re-roll one failed To Hit or To Wound roll each turn.
5	Kunnin' but Brutal	The Warlord can re-roll one failed armour or invulnerable saving throw each turn.
6	Might is Right	The Warlord receives +1 to the Strength characteristic on his profile and the Hatred special rule.

WARLORD TRAITS (Ghazghkull)

D6	Trait	Effect(s)
1	Supa-shootist	The Warlord has BS3.
2	Waaagh!-mongerer	The Warlord and his unit have the Crusader special rule.
3	Madboy	The Warlord has the Rage special rule.
4	A Kunnin' Plan	The Warlord, and any unit he joins, have the Outflank special rule.
5	Kallin' in a Favor	The Warlord's weapons have the Master-crafted special rule.
6	Dead 'Ard	The Warlord has the Feel No Pain and Eternal Warrior special rules.

Ork Armor

Name	Description	Point Cost
'Eavy Armor	Confers a 4+ armor save	3
Mega Armor	Confers 2+ armor save, Slow & Purposeful, twin-linked Shoota, & Power Klaw.	35

Ork Melee Weapons

Weapon	Range	S	AP	Type	Point Cost
Big Choppa	-	+2	5	Melee, Two-handed, Dead Choppy : The best armor save that can be taken against this weapon is 4+.	10
Power Choppa	-	User	3	Melee	17
'Uge Choppa	-	+2	5	Melee, Two-handed, Krushin' Blow : Any wounded model must pass S test or take 1 more wound.	17
Red Choppa	-	+1	4	Melee, Two-handed, Dead Choppy, Red Goes Fasta! : Pile in & fight at +1 Initiative.	15
Power Klaw	-	x2	2	Melee, Specialist Weapon, Unwieldy	20
Killsaw	-	x2	2	Melee, Specialist Weapon, Armorbane, Unwieldy	25
Power 'Amma	-	+2	4	Melee, Concussive	10
Tankhammer	-	8	3	Melee, Two-handed, Unwieldy	15
Choppa	-	User	-	Melee	-
'Urty Syringe	-	User	-	Melee, Poisoned (4+)	-
Weirdboy Staff	-	+2	4	Melee, Force, Two-handed	-
Kan Klaw	-	+2	2	Melee	-
Klaw of Gork (or possibly Mork)	-	D	2	Melee	-
Grot Prod	-	User	-	Melee, High Voltage : May trade all attacks for one at double-strength.	5 pts
Grabba Stikk	-	User	-	Melee, Throttle : Reduce opponent's attacks by 1.	-
Mega-choppa	-	D	1	Melee	-
Buzzsaw	-	x2	2	Melee, Specialist Weapon, Unwieldy	20

Ork Ranged Weapons

Weapon	Range	S	AP	Type
Bubblechukka	36	D6	D6	Heavy 1, Large Blast
Traktor Kannon	36	8	3	Heavy 1, Skyfire, Traktor : Hits on Zooming Flyers auto-inflict Immobilized; -D3 to FMC Grounding tests.
Lobba	48	5	5	Heavy 1, Barrage, Blast
Zzap Gun	36	2D6	2	Heavy 1, Gets Hot!, Zzap : S rolls of 11+ Gets Hot on 1-3
Tellyport Blasta	18	8	2	Assault 1, Blast, Tellyported : To-Wound rolls of 6 have Instant Death; armor penetration rolls of 6 penetrate.
Smasha Gun	36	4+D6	1	Heavy 1
Snazzgun	24	5	D6	Assault 3

Ork Ranged Weapons (cont'd)

Weapon	Range	S	AP	Type
Slugga	12	4	-	Pistol
Shoota	18	4	6	Assault 2
Big Shoota	36	5	5	Assault 3
Supa Shoota	36	6	4	Assault 3
Deffstorm Mega-shoota	36	6	4	Heavy 3D6
Bigbomm	-	4	5	Bomb 1, Large Blast, One use only
Burna (Shooting)	Template	4	5	Assault 1
Burna (Melee)	-	User	3	Melee, Two-handed
Skorcha	Template	5	4	Assault 1
Supa-skorcha	Template	6	3	Assault 1
Skorcha Missile	24	5	4	Heavy 1, Blast, Ignores Cover, One use only
Dakkagun	18	5	5	Assault 3
Deffgun	48	7	4	Heavy D33* (roll 2D3 & choose higher result)
Deff Kannon	72	10	1	Primary Weapon 2, Massive Blast
Grot Blasta	12	3	-	Assault 1
Grotzooka	18	6	5	Heavy 2, Blast
Kannon (frag)	36	4	5	Heavy 1, Blast
Kannon (krak)	36	8	3	Heavy 1
Killkannon	24	7	3	Primary Weapon 1, Large Blast
Kustom Mega-slugga	12	8	2	Pistol, Gets Hot!
Kustom Mega-blasta	24	8	2	Assault 1, Gets Hot!
Kustom Mega-kannon	36	8	2	Heavy 1, Blast, Gets Hot!
Rokkit Launcha	24	8	3	Assault 1
Supa-kannon	60	9	3	Primary Weapon 1, Large Blast
Supa-rokkit	Infinite	8	3	Heavy 1, Large Blast, One use only
Supa-gatler	48	7	3	Heavy 2D6, Psycho-Dakka-Blasta! : Fires 3 times, & may choose new targets for each shooting attack. Whirr Click-click : If you roll double for # of shots, it is out of ammo.
Tellyport Mega-blasta	18	8	2	Assault 1, Large Blast, Tellyported

Ork Ranged Weapons (cont'd)

Boom Bomb

Weapon	Range	S	AP	Type
Boom Bomb	-	7	2	Bomb 1, Armorbane, Large Blast, Skreamin' Descent

Skreamin' Descent: Roll 2D6 and consult the table below when making a Bombing Run attack with a Boom Bomb. Roll after placing the blast marker but before scatter.

2D6	Result	Effect
2	Faster! Waaagh! Uh oh...	No bomb is dropped. The flyer making the attack is wrecked and suffers a Crash and Burn result, with the large blast marker centered on the target model, then scatters 2D6 as per Crash and Burn result.
3	Clipped 'im!	No bomb is dropped. The flyer making the attack and its target each suffer a single Strength 9 AP2 hit. All hits on vehicles strike the vehicle's side facing.
4-9	Just like dis!	Execute the Bombing Run attack normally.
10-12	Dakka-dakka-boom!	Execute the Bombing Run attack normally. In addition, the flyer may shoot any of its assault weapons at the target. All hits on vehicles strike the rear facing. Any unit that suffers a wound must take a Pinning test. The flyer may shoot its weapons as normal in the Shooting phase.

Shokk Attack Gun

Weapon	Range	S	AP	Type
Shokk Attack Gun	60	2D6	2	Ordinance 1, Large Blast,

To fire the shokk attack gun, roll 2D6 to determine its Strength after placing the template but before rolling the Scatter dice. If an 11 or any double is rolled for the gun's Strength, consult the chart below:

2D6	Result	Effect
1,1	Boom!	No shot is fired. Remove the Mek as a casualty.
2,2	Oops!	The opponent may choose the target of the shokk attack gun this turn, and place the Large Blast marker. The target can be a unit on the same side as the Mek.
3,3	Gah!	Resolve the shot upon the nearest unit to the target that is not locked in combat, be it friend or foe.
4,4	Sploosh!	Resolve the attack upon the target, but use the small blast marker. Any hits are resolved at Strength 6 AP6.
5,5	Zoink!	No shot is fired. Immediately place the Mek in base contact with the closest model or point on the target unit, and treat them as being locked in combat.
5,6	Bzzap!	Only the model under the template hole is hit, but the shot is Strength 10.
6,6	Krakoom!	When resolving this shot, the shokk attack gun has the Vortex special rule.

Ork Profiles

HQ

	WS	BS	S	T	W	I	A	Ld	Sv.	Unit Type
Big Mek	4	2	4	4	2	3	3	8	6+	In (ch)
Boss Zagstruk	5	2	5	4	2	3	4	9	4+	In, J (ch)
Kaptin Badrukk	5	2	4	4	2	3	4	9	3+	In (ch)
Mad Dok Grotsnik	5	2	4	5	3	3	4	10	4+	In (ch)
Mek	4	2	3	4	1	2	2	7	6+	In (ch)
Painboy	4	2	4	4	2	3	3	8	6+	In (ch)
Warboss	5	2	5	5	3	4	4	9	6+	In (ch)
Weirdboy	4	2	4	4	2	3	3	8	6+	In (ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv.	Unit Type
Boss Nob	4	2	4	4	2	3	3	8	6+	In (ch)
Gretchin	2	3	2	2	1	2	1	5	-	In
Ork Boy	4	2	3	4	1	2	2	7	6+	In
Runtherd	4	2	3	4	1	2	2	7	6+	In (ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv.	Unit Type
Boss MegaNob	4	2	4	4	2	3	3	8	2+	In (ch)
Boss Nob	4	2	4	4	2	3	3	8	6+	In (ch)
Boss Snikrot	5	2	5	4	2	3	4	9	6+	In (ch)
Burna Boy	4	2	3	4	1	2	2	7	6+	In
Kommando	4	2	3	4	1	2	2	7	6+	In
MegaNob	4	2	4	4	2	3	3	8	2+	In
Mek	4	2	3	4	1	2	2	7	6+	In (ch)
Nob	4	2	4	4	2	3	3	8	6+	In
Tankbusta	4	2	3	4	1	2	2	7	6+	In

Ork Profiles (cont'd)

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv.	Unit Type
Boss Nob (Stormboy)	4	2	4	4	2	3	3	8	6+	In, J (ch)
Boss Nob (Warbiker)	4	2	4	4	2	3	3	8	6+	Bk (ch)
Deffkopta	4	2	3	5	2	2	2	7	4+	Jb
Stormboy	4	2	3	4	1	2	2	7	6+	In, J
Warbiker	4	2	3	5	1	2	2	7	4+	Bk

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv.	Unit Type
Mek Gun	-	-	-	7	2	-	-	-	3+	Ar
Gretchin	2	3	2	2	1	2	1	5	-	Ar
Flash Git	4	2	4	4	2	3	3	8	4+	In
Kaptin	4	2	4	4	2	3	3	8	4+	In (ch)
Loota	4	2	3	4	1	2	2	7	6+	In
Mek	4	2	3	4	1	2	2	7	6+	In (ch)

LORDS OF WAR

	WS	BS	S	T	W	I	A	Ld	Sv.	Unit Type
Ghazghkull Thraka	6	2	5	5	4	4	5	10	2+	In (ch)

Ork Profiles (cont'd)

VEHICLES

	WS	BS	S	Armor			I	A	HP	Unit Type
				F	S	R				
Battlewagon	-	2	-	14	12	10	-	-	4	Tk, O, T
Blitza-bommer	-	2	-	10	10	10	-	-	3	FI
Burna-bommer	-	2	-	10	10	10	-	-	3	FI
Dakkajet	-	2	-	10	10	10	-	-	3	FI
Killa Kan	2	3	5	11	11	10	2	2	2	W
Deff Dread	4	2	5	12	12	10	2	3	3	W
Gorkanaut	4	2	10	13	13	12	2	4	5	ShW, T
Morkanaut	4	2	10	13	13	12	2	4	5	ShW, T
Skorcha	-	2	-	10	10	10	-	-	2	FO
Stompa	4	2	D	13	13	12	2	5	12	ShW, T
Trukk	-	2	-	10	10	10	-	-	3	F, O, T
Warbuggy	-	2	-	10	10	10	-	-	2	FO
Wartrakk	-	2	-	10	10	10	-	-	2	FO
Gun Wagon	-	2	-	13	12	10	-	-	3	Tk, O, T
Mega-Dread	4	2	10	13	13	11	2	3	3	W
Kustom Meka-dread	4	2	10	13	13	11	2	3	3	W
Big Trakk	-	2	-	12	11	10	-	-	3	Tk, O, T

Formation Datasheets

Da Great Waaagh! Detachment

1+ Core

Command (0-1 per Core)

Auxiliary (1-10 per Core)

Restrictions: This Detachment must include at least one Core choice. For each Core choice you must include between 1 and 10 Auxiliary choices, in any combination, and you may also include up to one Command choice. Only the datasheets listed below may be included in this detachment.

Command Benefits: Move Through Cover, **Da Great Waaagh!:** If this Detachment contains your Warlord, and he has the Waaagh! special rule, he can call a Waaagh! each and every turn, including the first. **Da Green Horde:** Any unit in this formation with 10 or more models gains Hammer of Wrath when it successfully charges an enemy unit. **Move, You Lot!:** On any turn in which a Waaagh! is called, all units consisting totally of models with 'Ere We Go! have the Crusader special rule. **Da Biggest an' da Best:** If this is your Primary Detachment, your Warlord must make and accept challenges wherever possible. If he slays an enemy character in a challenge, he may re-roll To-wound rolls for the rest of the game.

Council of da Waaagh! (Command)

Ghazghkull Thraka

Mad Dok Grotznik

2 Warbosses

1 Big Mek

1 unit of Nobz

Restrictions: The Nobz unit must take the Waaagh! Banner upgrade. Models cannot join or leave this unit.

Special Rules: Banner of da Great Waaagh!: While the bearer of the Waaagh! Banner is alive, models in this unit receive +1 WS & have the Fearless special rule. Ork units within 12" re-roll all failed Leadership checks. **Ghazghkull's Leftenuntz:** The Warbosses in this unit have a further +1 WS. Furthermore, before deployment, roll twice on the Warlord Table, re-rolling duplicates, & apply both results to Ghazghkull Thraka in addition to his standard Warlord Trait.

Mogrok's Bossboyz (Command)

3 Big Meks

1 Warboss

1 Weirdboy (ML2)

Restrictions: None.

Special Rules: Big Mek Mogrok: The controlling player must nominate one Big Mek in this formation to be his Warlord (Mogrok). Mogrok always has the Kunnin' But Brutal Warlord Trait (see Codex: Orks). **Very Kunnin':** Before deployment, the controlling player can nominate up to D3 friendly Ork units; these units gain the Acute Senses and Outflank special rules. The controlling player also adds +1 to any attempts to Seize the Initiative, as described in Warhammer 40,000: The Rules.

Splattaskull Tyrantz (Command)

1 Warboss
1 Big Mek
1 Weirdboy
1 Painboy
1 Mek

Restrictions: Each model must join a unit.

Special Rules: Da Bosses Sez So!: Any unit joined by a model from this formation receives either +1 BS or +1 WS. If a unit is joined by more than one model, it may have both, but these bonuses may not stack with any others.

Oddboyz (Command)

1 Big Mek, Mek, Weirdboy, or Painboy

Restrictions: None.

Special Rules: None.

WAAAGH!-Band (Core)

1 Warboss

0-1 Big Mek

1-2 units Nobz or MegaNobz

2-5 units Boyz

1-2 units Gretchin

Restrictions: Each unit of Boyz must be led by a Boss Nob. Formation must include at least 50 Ork Boyz.

Special Rules: Stomp 'Em Flat!: Models in this formation include their Furious Charge bonus in their Hammer of Wrath hits. **Make it Orky:** Gretchin in this formation retain Objective Secured.

Goff Krumpin' Krew (Core)

1 Warboss

2 units Nobz or MegaNobz in any combination

3 units of Boyz

1 unit of Deff Dreads

1 Gorkanaut

Restrictions: All units of Boyz and Nobz must take 'Eavy Armor & the Proppa Choppy upgrade. Each character (incl. Boss Nobz) must be equipped with an upgrade from the Melee Weapons list.

Special Rules: Fear, **Biggest an' Greenest:** Characters from this formation fighting in challenges have the Preferred Enemy against whichever faction the to which the challenging enemy belongs..

Bad Moonz Flash Mob (Core)

1-2 Warboss or Kaptin Badrukk

2 Big Meks

1 Mek

0-2 units of Nobz or MegaNobz

1-3 units of Boyz

1-5 units, in any combination, of Lootas, Burnas, or Tankbustas

0-2 units of Mek Gunz

1-3 units of Walkers (Killa Kanz, Deff Dreads, or Orkanauts)

1-3 units of vehicles

2-3 units of Flash Gitz

Restrictions: Vehicles must take at least 2 upgrades or weapon selections if possible. All units must select an upgrade from their profile, if possible. HQ models (except Meks) must take a Relic.

Special Rules: Flash Bitz: This formation may access any number of Relics; characters may have up to two. **Loaded wiv Teef:** If a character model from this formation selects more than one upgrade, he receives the cheapest one at no cost.

Evil Sunz Motakayde (Core)

1 Warboss

0-1 HQ (Big Mek or Painboy)

1 unit Nobz

2-5 units Boyz

0-2 units of Tankbustas or Burnas, in any combination

2-5 units Warbikers or Stormboyz, in any combination

1-3 units of Deffkoptas or Warbuggies, in any combination

Restrictions: All non-jump infantry units must either take Warbikes or begin the game embarked upon a Dedicated Transport. All vehicles must take a Red Paint Job and Reinforced Ram or Deff Rolla.

Special Rules: Skilled Rider, **Red Lightnin'**: All vehicles in this formation count their Red Paint Jobs as offering +2" movement rather than 1". **Smog Cloud:** all vehicles have a 5+ cover save, which can be improved by +1 if they flat-out, and bikes and jetbikes improve their Jink cover save by +1.

Snakebite Tusked Tribe (Core)

1-2 Warbosses

1-3 Weirdboyz

1-2 Painboyz

3 units of Boyz

1-2 units of Nobz

2-4 units of Gretchin

0-3 units of Mek Gunz

0-2 Big Squiggoths

0-1 Gargantuan Squiggoth

Restrictions: No unit may select Ranged Weapons or Mega Armor upgrades.

Special Rules: Venom-Tuff: Non-vehicle models in this formation have Feel No Pain (6+), or improve any Feel No Pain by 1 (max of 3+). **Savage Assault:** If a model in this formation would deal a Hammer of Wrath hit, it instead deals two.

Blood Axe Kunnin' Divizshun (Core)

1-2 Warbosses, and/or Boss Zagstruk

0-2 Big Meks

1-2 Meks

2 units of Boyz

3 units of Kommandos

1-3 units of Stormboyz

0-3 units of Looted Wagons, Big Trakks, Battlewagons, or Gun Wagons, in any combination

Restrictions: None.

Special Rules: Acute Senses, **Opportunist:** This formation counts as one step closer on the Allies chart than Orks would normally be to every other faction, to a max of Allies of Convenience; this extends to any other units or formations if the Blood Axe Kunnin' Divizshun is your only Core choice. **Da Sneakiest:** You may add or subtract 1 to any Reserve roll for units from this formation. Additionally, any units that do not shoot in the shooting phase have the Shrouded special rule until the beginning of their controller's next turn.

Deathskulls Lootin' 'Orde (Core)

1-2 Warbosses or Big Meks, in any combination

2 Meks

1 unit of Nobz or MegaNobz

2-4 units of Boyz

0-2 units of Tankbustas

3 units of Lootas

0-3 units of Mek Gunz

1-3 units of Looted Wagons

1 Morkanaut

Restrictions: Formation must have at least 2 Looted Wagons.

Special Rules: Relentless, **Blue is Lucky:** Twice each turn, the controlling player may re-roll to determine scatter, skill tests, random charts, or weapon shots for any units in this formation.

Freeboota Raidin' Party (Core)

1 Weirdboy

0-1 Painboy

0-3 units of Boyz

1-3 units of Nobz or MegaNobz, in any combination

2 units of Flash Gitz

0-2 units of Stormboyz

0-3 units of Tankbustas, Burnas, or Lootas, in any combination

1-3 squads of any combination of Dakkajets, Burna-bommers, or Blitza-bommers

1-3 units of Warbuggies or Deffcoptas, in any combination

Restrictions: One Kaptin from a unit of Flash Gitz must be nominated as your Warlord.

Special Rules: Avast Ye! All Transports in this formation count as having Boarding Planks.

Additionally, the Kaptin nominated as your Warlord has the Prophet of the Waaagh! Warlord

Trait. **Broadside:** Vehicles may fire their weapons at full BS if their target is within 12"

regardless of what speed they moved in the Movement Phase, and before or after moving

Flat Out.

Dread Mob (Core)

1 Big Mek or Meka Dread

1-3 Meks

0-2 Mega Dreads

1-2 Orkanauts

0-2 units of Lootas or Burnas, in any combination

2-3 mobs of Deff Dreads

2-3 mobs of Killa Kanz

0-1 Stompa, Kustom Stompa, KlawStompa, or Big Mek Stompa

Restrictions: Killa Kanz mobs must have at least 3 models per unit. Deff Dreads cannot outnumber Killa Kanz.

Special Rules: Metal Monstaz: Walkers and Super-heavy Walkers in this formation have the It Will Not Die special rule; if they would gain it from another source, then the roll succeeds on a 4+. **Da 'Ardest:** Rolls on the Vehicle Damage Chart for penetrating hits against models in this formation are made at -1.

The Green Tide (Core)

1 Warboss

10 units of Boyz

Restrictions: The entire formation must be on foot--no Dedicated Transports or Warbike upgrades maybe chosen.

Special Rules: Hammer of Wrath, Zealot, Crusader, **Green Tide:** All models in this formation form a single unit called The Green Tide. The Warboss cannot leave this unit. It counts as 11 Victory Points if completely destroyed in a game wherein unit kills are tallied for Victory Points.

Painmob (Auxiliary)

1 Painboy

1 unit of Boyz

1 unit of Nobz or MegaNobz

1 unit of Deff Dreads

Restrictions: None.

Special Rules: Feel No Pain, **Pile on da Pain!**: Once per game, during the controlling player's Movement Phase, each unit in the Painmob that is locked in combat may pile in and fight as if in the Fight sub-phase, but enemy units cannot fight back.

Nobz in a 'Naut (Auxiliary)

1 unit Nobz or MegaNobz

1 Gorkanaut

Restrictions: None.

Special Rules: Zealot, **Get Stuck In!**: On the turn that the unit embarked upon it disembarks and charges, the Gorkanaut counts as having a Boarding Plank.

DakkaLadz (Auxiliary)

2 units of Lootas

1-2 unit of Flash Gitz

1-2 units of Mek Gunz

Restrictions: Mek Gunz cannot be Traktor Kannons.

Special Rules: DakkaStorm!: Once every turn, each unit in this formation that fires in the shooting phase may re-roll half of its missed shots, rounded up. Blast weapons may re-roll a single D6 when rolling to scatter.

Big Game 'Untaz (Auxiliary)

1-2 units of Tankbustas

1-2 units of Lootas

1 unit of Nobz or MegaNobz

Restrictions: MegaNobz must all be equipped with Killsaws.

Special Rules: Monster Hunter, Tank Hunter

Skorcha Skwad (Auxiliary)

1-3 units of Burna Boyz

1-3 units of Big Trakks, Battlewagons, Looted Wagons, or Gun Wagons

2 units of Warbuggies

Restrictions: Vehicles must take at least 1 Skorcha upgrade, and cannot take any other ranged weapons.

Special Rules: Burn 'em All! A weapon with this special rule is treated like any other Template weapon, but when firing it in the Shooting phase, place the template so that the narrow end is within 6" of the weapon and the wide end is no closer to the weapon than the narrow end. Furthermore, models firing Overwatch roll d3+1 for Wall of Death.

Tide of Trukks (Auxiliary)

2-5 units of Boyz

0-2 units of Nobz or MegaNobz

Restrictions: All infantry must take a Trukk as a Dedicated Transport, and units may not number greater than allowed by a Trukk's transport capacity (12).

Special Rules: Skilled Rider, **Speed Freaks:** Infantry units in this formation may disembark from their transports even if they have moved 12".

Da Boss' Killskwad (Auxiliary)

1 Warboss or Big Mek

1 unit of Nobz

0-1 Battlewagon

Restrictions: The Nobz unit must have at least 5 models, and must take a melee upgrade.

Special Rules: Killskwad: Models in this formation may re-roll failed to-hit & to-wound rolls in combat. **Da Killiest:** For every roll of 6 to hit, models in this formation may immediately make an additional attack.

Ghazghkull's Bully Boyz (Auxiliary)

3 units of MegaNobz

Restrictions: None.

Special Rules: Fear, Fearless, **Bullyboyz:** Models in this formation have +1 WS.

Boss Snikrot's Red Skull Kommandos (Auxiliary)

Boss Snikrot

3-5 units of Kommandos

Restrictions: None.

Special Rules: Sneaky Gitz: Boss Snikrot must join one unit from this formation, & the whole formation must be held back in Reserves. Make a single reserve roll for all units; they all arrive on the same table edge of the controlling player's choice. Furthermore, on the turn they arrive, they may re-roll failed cover saves. **Strike from da Shadows:** Units in this formation replace their Stealth special rule with Shrouded on the turn they arrive.

Da Vulcha Skwad (Auxiliary)

Boss Zagstruk

3 units Stormboyz

Restrictions: None.

Special Rules: Dead on Target...ish: Units in this formation begin the game in Reserves, but scatter only d6 when arriving from Deep Strike, and may assault the same turn. **Vulcha Skwad:** All units in this formation may choose to deploy as a single unit worth 3 VP if destroyed, if units killed count towards Victory Point totals. Additionally, if it forms this single unit, the Vulcha Skwad may assault the turn it arrives from Deep Strike. **'Ard 'Itterz:** Hammer of Wrath hits from models in this formation have the Shred special rule.

Mekboyz' Big Stuff (Auxiliary)

1 Gorkanaut, Morkanaut, Stompa, KlawStompa, Kustom Stompa, Big Mek Stompa, unit of Mek Gunz, Battlewagons, or Big Trakks

Restrictions: None

Special Rules: None.

Speshulists (Auxiliary)

1 unit of Burna Boyz, Tankbustas, Kommandos, Stormboyz, Lootas, or Flash Gitz

Restrictions: None.

Special Rules: None.

Speed Freaks (Auxiliary)

1 unit of Warbikers, Warbuggies, or Deffkoptas

Restrictions: None.

Special Rules: None.

Blitz Brigade (Auxiliary)

5 Battlewagons

Restrictions: Each Battlewagon must take either a Reinforced Ram or Deff Rolla upgrade.

Special Rules: Scout (units embarked on scouting vehicles count as scouting themselves).

Badrukk's Flash Gitz (Auxiliary)

Kaptin Badrukk

2 units of Flash Gitz

Restrictions: Each unit of Flash Gitz must have 10 models.

Special Rules: Kaptin Badrukk's Flash Gitz: During deployment, the controlling player may choose to have all models in this formation join together to form a single unit called Kaptin Badrukk's Flash Gitz worth 3 Victory Points if destroyed (if Victory Points are tallied for units destroyed). Badrukk may not leave this formation. **Kustomized:** All ranged weapons fired by models in this unit have the Twin-linked special rule.