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INTRODUCTION

Alright ya git, stop mukkin' about and listen up! We all know bookzre are normally only useful fer bashin' yer enemies over da head wiv, but dis is Codex: Orks, and dat meanz it's da best book yer ever goin' ta get yer grubby green clawz on. Wiv da know-wotz you'll find on da followin' pages, you'll be able to get a proper Waagh! goin' and get busy stompin' yer enemies flat.

The Orks are probably the most brutal, aggressive and -- often -- hilariously entertaining army to collect in the entire Warhammer 40,000 game. Rarely could these belligerent green-skinned aliens be accused of subtlety; an Ork army wins its victories through the expedients of overwhelming numbers, phenomenal resilience and relentless brute force. However, marshalling these anarchic savages into a coherent fighting force, and keeping them pointed the right way long enough to demolish your opponent's army, is a tactical challenge in its own right. If you are looking for a fun and varied force with a heavy dash of gallows humour and an aggressive -- if unpredictable -- playing style, then the Orks are likely the army for you.

And what an army they are! Not only is the typical Ork collection numerous and varied, but the sheer amount of different characters, units and strategic play styles available means that, in truth, there really isn't any such thing as a 'typical Ork collection. Perhaps you will gather a horde of dastardly infantry, a horde of models strong, burring your enemy in belligerent alien brutes. Maybe you'll load up on high-speed buggies, bikes and hurtling combat aircraft, then over-run your foe with your very own Klaw of Speed. Or perhaps your collectors may be drawn to smoke-belching masses of armoured walkers, rumbling Blud Brigades of scrap-metal tanks, group-shaking stampedes of squig-ridden Beast Snagails or insane assemblages of unpredictable mega guns. Of course, there's also nothing stopping you from throwing a bit of everything into the mix. Indeed, it's pretty much encouraged.

On top of all this madcap variety, Ork armies are also a riot of bold colours that are immensely enjoyable to paint. Whenever Ork clans you choose to collect confer strategic specialisations and fun bonuses to your tabletop army, but they also inform the colour schemes you'll paint your models in: the striking black and white of the Goffs, the blazing reds and oranges of the Evil Sunz, the garish yellow of the Bad Moons, the lucky blue of the Death Skulls; the list goes on and on. Coupled with the bold glyphs, dag and flame patterns common to most Ork armies, these colour schemes look striking and vibrant on the tabletop.

On the following pages you will find the brutal history and nature of the Orks, an inspirational array of greenskin photography and art, and all the rules you need to gather your own mighty warband and, as the Orks say, get stuck in!
THE ORKS ARE THE MOST RELENTLESSLY WARLIKE ALIEN RACE IN THE GALAXY. THEY ARE ALSO ONE OF THE MOST NUMEROUS AND WIDESPREAD. HUMANITY HAS ENCOUNTERED THE GREENSKIN MENACE FROM THE FAR REACHES OF THE UHLULIS SECTOR TO THE SHADOWY GOUL STARS, AND THE DEPTHS OF SEGMENTUM OBSCURIUS TO THE EASTERN FRINGE. ALWAYS HOSTILE, ALWAYS UTTERLY ANARCHIC, THE ORKS ARE AN OMNIPRESENT THREAT TO EVERY RACE THEY ENCOUNTER.

ORKS ATTACK WITH LITTLE THOUGHT FOR SELF-PRESERVATION OR ELABORATE STRATEGY; SUCH CONCEPTS ARE HAZY TO THEM AT BEST, AND USUALLY SHOVED ASIDE IN FAVOUR OF THE SIMPLE JOY OF STORMING HEADLONG INTO BATTLE. THIS IS NOT TO SAY ORKS ARE NOTHING BUT BASE SAUCES, HOWEVER. A QUIRK OF THE GREENSKINS' GENETIC MAKEUP AFFORDS SOME AMONGST THEM THE INSTINCTIVE KNOWLEDGE TO BUILD TERRIFYING AND DEADLY WEAPONS OF WAR, PERFORM CRUDE BIONIC SURGERY UPON THEIR WOUNDED, PROJECT DEVASTATING PSYCHIC ASSAULTS AGAINST THE FOE AND LEAD IMMENSE WARBANDS INTO THE STARS TO CRUSH AND CONQUER.

THIS, THEN, IS THE PERIL OF THE ORKS. UNRELENTING, INNUMERABLE AND BENT UPON ENDLESS BATTLES, ONLY THEIR ANARCHIC NATURE HOLDS THEM BACK FROM COMPLETE GALACTIC CONQUEST.
MIGHT MAKES RIGHT

Even a single Ork is dangerous. With their hulking physiques, jutting tusks, taloned fingers and ability to sustain catastrophic injuries – even temporary decapitation – without dying, these xenos are natural warriors. Yet it is the simple and resilient nature of Ork society that raises them from a civilisation of mere thugs into beasts to a world-conquering, sligh on unstoppable threat.

Orks love to fight. The bigger, louder and more anarchic the battle, the more the Orks enjoy it. They will brawl amongst one another if they cannot find any external party against whom to vent their aggression, and in doing so they establish a simple and robust pecking order: the biggest, strongest and most ferociously violent Ork inevitably fights his way to the top of the heap and becomes Warboss. Those rival he batters on his way up naturally fall into place as his swaggering lieutenants. The rest of the Orks follow their lead. Moreover, the more Orks fight and win, the larger and more monstrous they grow; if a new contender gets big and mean enough to challenge for rulership, they and the Warboss will fight it out. The Orks see this barbarous system as right and natural, and it ensures that they are always led by the most powerful – if not the brightest – Ork amongst them.

This internecine competition is inherent to every aspect of what the Orks call their 'kultur', and it speaks to the obsessive nature of their simple psyches. Orks do not merely enjoy things; they become monomaniacal about them. Whether it be fighting, going as fast as possible, setting fire to things, building contraptions or whatever else, once an Ork fixates upon that thing, nothing else will do. Not only this, but they are driven to prove themselves the best fighter, speediest racer, most gyromaniacal burner of things and so on. The tribal warfare and breakneck races continue until such time as a non-Ork enemy presents itself. At this point, the greenskins' rivalries are set aside – at least partially – to allow for all-out war against whatever unfortunate species they have encountered. Of course, such conflicts inevitably offer their own opportunities for Orks so inclined to prove they are the biggest, meanest and – ultimately – best.
ROBUST ECOSYSTEM
Wherever Orks are found, a strange ecosystem develops that sustains their crude society. Odd fungi sprout in profusion, as do innumerable species of misshapen beasts commonly known to the Orks as 'squigs'. Different strains of these creatures have different uses, from the dribble-nosed oil squigs or the oddly musical squigpipes, to massive strains of riding squigs, delicious eating squigs, viciously fanged gasbag squigs and countless others. Along with these useful - if surly and vicious - creatures, an underclass of greenskin runts manifests itself, divided into the simple-minded Snoddings - useful for fetching, carrying, squig-farming and little else - and the wiry, cunning Gretchen. These Gretchen, also known as 'grotz', serve their bullying Ork masters as servants, skivvies, ammo-carriers and surgical orderlies, carrying out any jobs the Orks themselves can't be bothered to do. Gretchen are physically smaller and weaker than Orks, but their cunning and sneaky nature is beyond anything most Orks are capable of. This allows the Gretchen to survive and even prosper amongst Ork society; it does not, however, prevent them from being constantly brutalised, eaten, subjected to ghastly industrial accidents, trampled underfoot, blown up for target practice or herded into battle as landmine clearance. Bizarrely, few grotz ever complain about this treatment - they accept their short, cruel lives as simply another part of the natural order of things. Besides, the sweet creatures can always find a slower, stupider or weaker runt to take the bullet for them in a pinch!

Where the strange Orkoid ecosystem springs from, or how it self-regulates, is a mystery to every other sentient race in the galaxy. Theories abound that Orks originate from some combined subdimension beyond realspace. They are rumoured to replicate through a twisted form of mitosis, or through spores - replete with all the genetic components required to produce fresh waves of Orks, runts and squigs - shed from their bodies.

This last theory bears much credence, for it is true that, unless the corpse of every last Ork is burned after battle, sooner or later a planet attacked by Orks will see them emerge from the shadows to fight again. Of course, this is a risk even if the invading greenskins are properly disposed of: should a world's defenders put up a spirited fight, word spreads amongst greenskin warbands of a planet where a good scrap can be had. This brings wave upon wave of copycat invasions, often culminating in even the most stoic defence being overrun by Orks.

ORKY KULTUR
Many aspects of Orkoid society seem bewildering to outsiders, yet to the greenskins they are just facts of life. One such peculiarity is that Orks use teeth - or 'teef' - as currency. The bigger and gnarlier the task, the more it is worth. Some Orks' teeth grow faster than others', but this isn't seen as unfair. After all, if an Ork needs cash in a hurry, they can just smash such naturally wealthy greenskins in their gobs and gather up the resultant blood-spattered windfall.

Another oddity is that some Orks spontaneously develop the specialist knowledge required for their race to function. Mekboyz are driven to compulsively tinker with technology, inventing everything from armour and oversized machine guns to battle tanks, energy shields and masscap teleportation technology. Painboyz, meanwhile, instinctively know the gruesomely literal ins and outs of greenskin anatomy. They are capable of providing rough-and-ready surgery to those willing to pay their exorbitant fees, and to chance their whimsical need to experiment on their patients. Then there are Bunthurs, who possess a bone-deep understanding of how to rear, train and herd the squigs and runts that keep Ork society functioning. Known collectively as 'Oddboyz', these sorts of specialist Orks neither know nor care where their knowledge comes from - if pressed, they might say it was 'in their blood'. Some Imperial xenobiologists theorise that this may literally be true. Orks care little for their own history, but what oral tradition they do possess speaks of a lost caste known as 'Brannboyz' who once ruled over greenskin society, then dwindled away. Theories persist that, if these beings truly did exist, then perhaps they engineered genetic knowledge into their servants before they disappeared. Certainly this would go some way to explaining how a race as short-tempered and anarchic as the Orks could not only survive, but thrive in even the most inhospitable environments in the galaxy!
POWER OF THE WAAAGH!

When Orks gather in large numbers, a very strange phenomenon manifests. A kind of gestalt energy builds, a supernatural charge like the tension before a thunderstorm, exciting the Orks' raucous and violent tendencies even as it feeds off them. Some amongst the Imperial Magos Biologus have hypothesised that this energy lies at the heart of the many inexplicable facets of the Orks' essential nature. Orks, for their part, couldn't care less; to them, this is simply the power of the Waaagh!

A lot of odd things happen around Orks when they get themselves worked up. It is a punch-up between rival Nobz, a grusser squig eating contest or the build-up to a battle, anything that feeds the greenskins' aggressive natures also causes the power of the Waaagh! to flow. Raucous excitement generates more Waaagh! energy, which in turn drives the Orks to ever greater heights of belligerence. This aggression intensifies until fist fights become riotous civil wars, races become high-speed onslaughts and mayhem generally ensues.

Nor is violence the only way in which the power of the Waaagh! manifests. It has been suggested that Ork technology works only because the greenskins themselves believe that it should. This seems ludicrous, yet it is an observable fact that no other race can make Ork technology work as intended.

Then there is the manner in which greenskins are drawn towards conflict, as though by some homing instinct. Is this ill chance on the part of those already beset? Or, as some claim, are these fresh waves lured in by the call of the Waaagh!? Reports even exist of Ork warbands vanishing in storms of green energy, only to appear again sub-sectors away. This could be the result of xenos teleportation. There again, it might be something altogether stranger.

If the Orks attach any significance to these occurrences, they simply put them down to 'proper Orkiness', or - in some nebulous fashion - the wills of Gork and Mork. Some scholars claim that the power of the Waaagh! must surely be the way in which Orks, as a species, interact with the warp. Whether this is accurate or not, a particular type of Oddboyz acts as a focal point for this tempestuous energy. These unfortunate beings are known as Weirdboyz.

WEIRDBOYZ

The lot of the Weirdboy is not a glorious one. Their lives tend towards the short, brutal and miserable. The reason is simple - Weirdboyz have little or no control over their dubious gifts.

If a Weirdboy is nearby when Waaagh! energy starts flowing, a great portion of that energy flows straight into him. A storm of primitive war rages within the Weirdboy's mind while cracking green lightning leaps from his fingertips, eyeballs and tongue. Lichplasms drool from his lips, fire burns through his limbs and agonising pressure builds within his skull. If the Weirdboy does not manage to vent this accumulation in time, it causes his head to explode as though he had stuck a stickbomb up his nose. Even worse, the resultant uncontrolled detonation of Waaagh! energy may even pop the heads of a few more greenskins lucky enough to be standing too close.

Aware of the dangers that Weirdboyz present, most Ork tribes force these Oddboyz to wear jangly bells and bright colours to warn of their approach. The Weirdboyz live in isolated huts or locked away atop rickety Weirdboy towers, and are happy enough with this
arrangement — after all, a 'Warboy has a vested interest in seeing clear of all things explodey-head related. Many even carry copper staves, through which they can channel away the energies of the Waaagh!, should the build-up become too much. However, when war calls, most Warbosses look at their Warboyz as convenient — if short-lived — artillery pieces, and so insist on them being dragged into battle. Here the Warboyz vent their gathered power in the form of heaving spumes of ectoplasmic power vomit, skull-busting beams of green energy, supernaturally loud roars and all manner of other spectacular and destructive phenomena.

Where most Warboyz would quite like to be left alone, some become addicted to the danger and exhilaration of battle. Revelling in the rush of venting their built-up powers, these so-called 'Warheads' seek out the very thickest press of battle, intentionally supercharging their tortured brains and unleashing devastating shock-waves of supernatural force upon the foe. Equally, there are those Orks who — possibly due to some quirk in their biology — are a few squigs short of a swarm. Known collectively as 'Madboyz,' they behave in strange and erratic ways, wearing all manner of poorly coloured and outlandish garb. They have also been known to wield everything from disembodied limbs and metal chair legs to stuffed squigs in battle. Madboyz are drawn to Warboyz despite the risks they present and, whether they like it or not, often form impromptu retinues for the luckless Oddboyz.

**INTO THE WARP**

When enough Orks gather in one place a great migration often occurs. This is either caused by the greenkins' innate desire for battle or triggered by some cosmic catastrophe, such as impending warp storms or the death of a star. Orks in their billions swarm into space beneath the leadership of an almighty Warlord, their hordes boasting towering war effigies, swarms of battle tanks, stampedes of rampaging squigs, sky-darkening armadas of ramshackle aircraft and countless other terrifying weapons. Being the straightforward creatures they are, Orks call such a migratory invasion force a Waaagh! Each such immense army is named after its Warlord, for example Waaagh! Grukk or Waaagh! Badzag. Every one is capable of crushing entire systems, even subjugating sub-sectors if they gather enough momentum and numbers. And typically, each is borne through space aboard enormous agaricote vessels known as space hulls.

Orks do fashion their own space craft, from small but deadly Ramships to the much larger Kill Kruozers, and heavily customised asteroid junk ships known as roxys. However, any Waaagh worth its name employs vast traktor beams to capture a space hull or three before setting off. These immense ghost ships are, in truth, the remains of multiple vessels, lost upon the tides of warp space and gradually fused together by the energies of that terrible realm. Most species consider space hulls to be harbinger of doom, for they are often infested with monstrous beings and drop from the warp without warning, bringing death and destruction. For Orks, however, they are a gift, as the greenskins get the fun of fighting and beating whatever other creatures may have infested their chosen vessel. Orks don't worry about where they themselves are going, they simply strap extra engines and guns onto their chosen hull, point it at the nearest warp storm and then take the plunge. Greenskins trust to Gork and Mork that they will emerge from the warp near the same settled planetary system that they can invade.

---

**GORK**

The more direct and belligerent of the Orks' two gods — if such a thing is possible — Gork is said to be 'brutal but humourous.' He will not stand for anything he sees as 'muckin' about,' which is generally interpreted by the Orks as anything from bothering to formulate a battle plan to using high-tech weaponry or fighting for any reason other than the simple joy of violence. Gork's influence is most felt amidst the ground-pounding, brass-knuckled masses of Goff Clan infantry and the thunderous hunting stampedes of the Beast Snagga. His war cry is the snarl of Battlewagon engines, the roar of cannon fire and the bellowing bellowing of charging Orks. Gork is the divine equivalent of a boot to the teeth, a brace of silktobangs through a stained-glass window or a rocket-propelled asteroid dropped onto an enemy city. In short, he epitomises the most fundamental essence of what it means to be an Ork.
DA OLD WAYS

Orks care nothing for the deeper questions, and yet many of them possess a bone-deep sense of tradition, manifesting as a conservative mistrust of anything they see as un-Orky. In multiple cases, of course, this is simply because the Orks in question are too dim to see the value in new or complex ideas, but being wrong never stopped an Ork arguing his case with his fists.

SIMPLE SOLUTIONS

Even the densest greenskins can wrap their heads around the concept of gathering in massive mobs, belowing while charging headlong at the enemy, then beating the foe to a bloody pulp. Such so-called ‘green tide’ lay at the heart of many Ork warbands. Their efficacy cannot be denied, even if they leave something to be desired in terms of subtlety and the survival of most of the Orks involved. Countless enemy battle lines have fallen to the steamroller charge of several hundred belligerent greenskins. In sufficient numbers, these most traditional of Orkish offensives can carry fortresses, hive cities or even worlds.

Married to such tactics, the more traditional Orks wield straightforward weapons. The ubiquitous choppas, for example, are often no more than a hefty handle with a heavy metal axe head on the end, or even just a club with several sharp rivets hammered through them. Meanwhile, such weapons as slugsas, shootas and big shootas are all variations on simple, rapid-firing, large-calibre firearms. As important to an Ork as a gun’s accuracy or lethality is its volume: the louder the dim, the more effective their owners consider the weapon to be, and so – pervasively – the more effective they prove to be. The racket a gun makes, its rate of fire and how much armour it can punch through are all conflated by Orks into the catch-all term ‘dakka’. The more dakka a gun has, the better it is.

Numbers: brown, swarming, runs and squigs; solid and reliable weapons and armour – these are what the more down-to-earth Orks believe win wars. The black-clad brutes of the Goff Clan and the leathery old traditionalists of the Snakebite Clan typify such viewpoints, albeit allowing for minorings of piston-powered idaws, slab-sided battle tanks and brutish combat walkers – the better to clobber the foe.

BEAST SNAGGAS

One sub-kultur in particular epitomises the embracing of the so-called ‘old ways’, fused with the wonders of Orky biokin technology: the Beast Snaggas stampeded. There isn’t a problem that Beast Snaggas don’t think can be fixed with a squig. Indeed, the dangerous beasts appear in such profusion around these Orks, that no Beast Snaggas is really considered ‘one of the ladz’ until he’s lost a limb or two to their snapping jaws – or at least wound up with some truly magnificent bite scars to show off. Beast Snaggas breed countless varieties of squigs: squigs for riding, squigs for eating (if they don’t eat the Orks first); squigs from which to squeeze oil, squigs to send scampering or flipping off with hastily scrawled massage glyphs; front-trailing little squigs to wear like topinots; and boggle-eyed varieties to wire into the targeting systems of their guns. These squigs mingle with the crusty warpaint and the alien pelt armour of the Beast Snaggas to lend them an especially feral and ferocious appearance.

Every Ork sub-kultur finds its roots in some obsession that enough like-minded
greenskins share. For the Beast Snagga, this is the thrill of the hunt. They live for spotting, running down, cornering and then clobbering the biggest and most dangerous prey, before claiming trophies to prove their might. The Beast Snagga roam endlessly in search of this thrill, as nomads thundering across plain and desert, through forest, swamp and ruined urban jungle.

To facilitate their hunt, Beast Snagga stay highly mobile. They rarely halt for any length of time, even eating, sleeping and practising their crude bionic surgeries on the move. A typical Beast Snagga tribe has, at its heart, one or more rugged scrap-iron Kill Rigs or Hunter Rigs. Pulled along by snorting trampasquigs, these careening land-barges swarm with burly Beast Snagga Boyz, always raring to get their tusks and claws into their next quarry. Around the rigs swarm packs of the tribe’s best hunters, mounted on ferocious – and often cybernetically enhanced – squighogs. The tribe’s bosses lead the charge astride hard-headed smasha squigs and massive, terrifying squisqaur. Meanwhile, the tribe’s grots – known to the Beast Snagga as ‘squeakies’ and viewed rather like favoured pets – hang on where they can, leap nimbly between galloping squigs and generally do their best to avoid being trampled underfoot.

There can be no hiding the approach of a Beast Snagga stampede. Vast dust clouds rise in their wake and the ground shakes as though terrified beneath pounding claws, hooves and iron-shod wheels. Such warning does little to help the enemy; however, because once these hulking greenskins and their steeds have built up a head of steam, there’s little that can stop them.

Beast Snagga consider anything large and dangerous enough – or numerous enough in a pinch – to be worthy prey: rampaging xenofauna; monstrous war beasts such as Tyranid Carnifexes or heretical Daemon Engines; heavily-armoured tanks; super-heavy combat walkers; and even towering Battle Titans. Beast Snagga will have a go at bringing all of these down with single-minded ferocity. Their favoured tactic is to employ the harpoon and chain weapons they call ‘stickas’, hurling or firing them at their prey until they festoon its hide. Then, while some of the Beast Snagga hang on to the chains and stop the straining quarry from getting away, the rest descend in a brutal swarm to hack, saw and rip their victim to bits. It is because of such contests of strength that the average Beast Snagga is especially big and brawny. Few can forget the sight of a mob of these hulking monsters digging in their heels, flexing their corded green muscles then winning a tug of war with a revving battle tank long enough for their mates to saw its tracks off!

The Beast Snagga do not hunt completely at random. Not only do many possess a keen eye for tracking prey, but they also have their Wurrbosses and Wurrboyz to guide them. These primitive, wild and remarkably unsavoury Wurrboyz channel the Waagh! in its most feral and animalistic form. They employ their pseudo-shamanic powers to glean visions they believe are sent by Gork and Mork, guiding them to the best prey. So crucial are the Wurrboyz’ visions to Beast Snagga society that they’re afforded more respect than typical Wurrboyz. Though dangerous and unstable, they are treated like oracles. Many are even afforded places in wurrrowers atop their tribe’s Kill Rigs. From such vantage points, Wurrboyz can best spy out the prey from afar, while also remaining a safe distance from any Orks who may wish to keep their craniums unexploded.

Many Beast Snagga belong to the Snakebite Clan. For their ways are naturally compatible. However, Beast Snagga of every clan and stripe roam the stars, and many a Wurboyz seeks to include them in their Waagh! After all, if nothing else, one simply has to follow the stampede to find a damn good fight!
ORKY KNOW-WOTZ

Ork technology is as unreliable as a grot on guard duty. It has a nasty habit of blowing up or behaving in ways its inventors never envisaged, and has an impact on its user's life expectancy equivalent to climbing into a Squiggoth pen while drunk. None of this stops many Orks from enthusiastically embracing the dubious wonders of what they call 'Orky know-wotz'.

Meks; Mekboyz; Mekanikis; Spanners — the Orks have many names for their ever-inventing, ever-experimenting engineering caste. They are the source of every greenkin contraption, vehicle and weapon more complex than a plank with nails bashed through it. Yet, for all their instinctive knowledge of how to hodge together every sort of madcap machinery, Meks are no less anarchic than the rest of their race. Their workshops are deathtraps surrounded by heaps of junk that might come in handy, and stuffed to overflowing with oversized tools, half-built weaponry, chain-dangled engine blocks and discarded — often live — ordnance. Grot assistants — known as 'Oilers' — pick their way through the tangle, doing their best to assist their master while avoiding a sudden and explosive demise.

Meks don't tend to work from plans or blueprints, instead simply bolting together whatever feels right. As such, no two of their inventions is ever exactly the same, especially as Meks are driven to constantly tinker and experiment with new ideas. They will gladly do kustom jobs for other Orks in return for payment in beef or hooted scrap. However, customers must be prepared to receive something rather different to what they ordered. Sluggas that fire glowy explosive shells; power klawz that also shoot flame; armour that teleports its wearer about at random; Battlewagons with protruding saw-arms and flickering power fields — all these and countless other mad inventions may emerge from a Mek's workshop.

The array of technologies Meks spontaneously invent is truly incredible. From unstable energy weapons, matter-dragging tractor beams and Ork-portable rocket packs to teleportation tech, warp tunnel projectors, electromagnetic beamers and Mork alone knows what else, Meks can make it all. Yet the great tragedy for their species — not that the Orks see it this way — is that for all their wondrous abilities, the Meks only have the imagination to employ their technologies as weapons of war. They have the potential to make their species one of the most advanced in the galaxy, yet they simply render it one of the most dangerous, both to themselves and everyone else.

PAIN AND GAIN

Meks and Painboyz often collaborate, much to the misfortune of everyone in arm's reach. When Orks' limbs, organs or occasionally heads get lost in battle and require bionik replacement, it is the Mek who fashions the cybork components and the Painboy who fits them. Only amidst Beast Snagga tribes is this rule broken,
VEHICULAR MAYHEM

Another high-tech and all too infamous sub-kultur within Ork society is the Kult of Speed. Known also as 'Speed Freeks', these are Orks who have become completely addicted to racing into battle as fast as possible. This they do aboard whatever scrap-metal speedsters or stripped-back, up-gunned Warbikes they can get their claws on. Speed Freeks gather together into sizeable mobs and skwadrons. During the rare lulls between open warfare, they engage in raucous and breakneck races around – or often right through – their tribe's encampment. The majority of Orks consider such races the height of entertainment, wagering merrily on which Speed Freeks will make it over the finishing line first, and who will end up on fire in a ditch.

The craziest Speed Freeks of all become Flyboyz, taking to the skies in Mek-built combat aircraft. Tending towards rugged construction, minimal safety features and a remarkable array of raggedly-ineffective firepower, these craft cause utter carnage amidst the foe, at least until they blow up and fall out of the sky.

ENGINES OF WAR

Really ambitious Big Mekks build bigger and bigger war machines. Battlewagons and Gunwagons are comparable to other races' tanks and transports, albeit festooned with all manner of random dakka and close-quarters weaponry. Bigger still are the battle fortresses – rolling nightmares often built off the looted wrecks of Imperial super-heavy tanks. Then there are the war effigies, Made to resemble the Ork gods, even the smallest of these war engines – the Gorkamorks and Morkanorks – are fat-bellied, gun-studded, heavy-footed engines of death, the size of an armoured bastion. Bigger still are Stompas, whose engine rooms and gun decks swarm with Orks and grotts, and whose firepower can decimate armies. Biggest of all are the Gargants – Titan-class war engines whose earth-shaking tread and deadly gaze bespeak the death of worlds.
TRIBES, CLANS AND WARBANDS

The average Ork has as much time for formalised systems of military organisation as he does for washing regularly or learning to read. As with every other aspect of their society, such divisions are as rough-and-ready as they are instinctive, and the Orks waste no time examining their whys and wherefores.

The most basic unit of organisation that can be applied to Orks is the tribe. Simply put, this is every Ork that lives in a particular area and fights beneath the Waagh! banner of the local Warboss. Tribes include every squig, runt, Ork, war engine and Oidhboye making a claim to whatever territory they roam across. Some tribes build sprawling scrap-forts and junk-strewn encampments. Such places typically boast everything from Meks' workshops and Painboy clinics to squig pens. Warriorbanners, scrapiron bunkers, rutted race tracks and the foul stinking, vermin infested ablation pits known as the drops.

Other tribes stay always on the move, especially those largely or solely made up of Speed Fockers or Beast Snaggers. Such tribes may live off the land, in as much as they smash everything to bits and throw or eat whatever they want from the wreckage. Entire mobile fortresses and encampments have also been witnessed, dragged along by huge teams of trampasquigs or motorised track units.

The CLANS

The clans stretch throughout all of Ork society, right across the galaxy, regardless of boundaries such as tribal allegiance. They are most closely analogous to societal castes, being in no way organised or centralised. An Ork instinctively knows which clan he belongs to. This is no conscious choice, but rather a commonality of instinctive inclinations, outlooks and philosophies, one distinctive to the spontaneous knowledge of the Oidhboye. Even uttering such fiddly sounding words around Orks would likely move them to violence of course. If they bother to put a name to it at all, they just describe all this as their clan kultar.

Orks belonging to the same clan favour the wearing of similar colours, attaching superstitious significances to them – blue is lucky, black is no-nonsense, red makes things go faster and so on. Orks being Orks, these beliefs literally manifest themselves. An Ork daubed in blue warpaint may escape death time and again due to improbably fortunate ricochets, misfiring weapons and the like, while a Trukk painted bright red really will travel faster than one in any other hue.

Clans are more than just a matter of shared aesthetics, of course. Orks from the same clan all favour particular ways of war. They tend to have the same outlook on life, the galaxy and everything, and may even exhibit particular unifying physical characteristics.

The Goiff Clan favour black garb, sometimes decorated with white checks or jags. They tend towards an especially hulking build, boasting many Nobz and particularly ferocious Warbosses, and favour straightforward and tremendously violent solutions to every problem.

The Evil Sunz Clan produces the most Speed Fockers. Garbing themselves in bright reds and oranges, they race into battle aboard ramshackle convoys of speeding vehicles, or else run alongside, yelling at the tops of their lungs. Everyone hates the Bad Moons Clan, except, of course, the Bad Moons themselves. Show-offs one and all, Bad Moons have the fastest growing tusks. This makes them the richest Orks going, a fact they delight in flaunting with their rich yellow garb, showy gold jewellery and a preponderance of over-the-top guns.

The Deathskulls are well known to be unapologetic, thieving gits. Draping and swarming themselves in bluish blue, they take a light-fingered approach to ownership, viewing battle as only the first stage in looting the corpses of their enemies (and their dead mates).

More dubious still are the Blood Axe Clan, who all other Orks view as ‘wankers. Observing such practices as wearing...
MOBS AND WARBANDS

In battle, the closest Orks get to forming unified squads is a mob. Like-minded Orks band together, usually under the violent command of a Boss Nob, then surge towards the enemy en masse. Some mobs – those kitted out with especially unpredictable high-tech weaponry – may instead be led by Spanners. These talented greenskins use their mechanical skills to keep their fellows’ guns operational, and to stop them spontaneously igniting.

A warband, in comparison, is the catch-all term for an Ork army of almost any size. The smallest may include just a couple of mobs being bossed about by a Big Mek or Warboss, with aspirations of grandeur. Otherwise a warband might represent a portion of a tribe’s strength, sent out to recon, scavenge or just cause trouble. At their largest, warbands may contain the combined might of multiple tribes, drawn together and fighting as one beneath the biggest Warboss they’ve got.

Some warbands include mobs from several different clans. Others may come solely from a single clan – a Warboss or Big Mek gathering up all the ladz he considers ‘da best, before setting out to beat up all comers. Then there are warbands that tend towards particular kults in what passes for strategy. Beyond Kults of Speed and Beast Snagga stampedes, there are also Blitz Brigades made up of Ork tanks and the Boyz who ride them, Stormboy korps that darken the skies with their hurling bodies, dalka divisions that mass big guns, grot-crewed artillery and many more besides. Only when enough warbands are drawn together under a single, almighty Warlord does a real Waagh! begin.
GHAZGHKULL THRAKA
DA GRAND WARLORD, PROPHET OF GORK AND MORK

Ghazghkull Mag Uruk Thraka is a mighty prophet of the Waagh!, capable of rousing entire planetary populations of Orks into a frenzy of conquest and bloodshed. He is the single most influential greenskin in the galaxy and billions march to war in his name. Even more terrifying, since his near death on Kroongar, Ghazghkull has returned bigger and badder than ever before!

Ghazghkull started his career as a common Goff warrior on the backwater planet of Uruk. During a raid upon a Space Marine command sanitum, Ghazghkull caught a boltshell to the face that pulsed a large area of his cranium and caused extensive brain damage. A Deathskulls Painboy by the name of Mad Dok Grotsnik was close to hand, and replaced part of Ghazghkull's cerebrum with bioalks made from adamantine.

This experimental augmentation had two distinct side effects, besides preventing Ghazghkull's demise. Firstly, it afforded even greater protection to what was left of his brain. Secondly, and most crucially for the wider galaxy, Grotsnik's surgery also triggered something deep within Ghazghkull's mind. A manic new glint had entered his blood-red eyes. Fresh drive and ambition invigorated his formerly unremarkable existence. Ghazghkull claimed to be receiving visions sent by Gork and Mork themselves, visions that urged him on to power and conquest.

From that day, Ghazghkull's rise to power was meteoric. Those Orks of Uruk who didn't fall in line were rapidly hostile to submission. Ghazghkull had drawn and belligerence enough to establish his dominance over the entire world. Few of his subjects gave much thought to whether their new Warlord was actually talking to the gods, or was simply a delusional megalomaniac.

When the planet's star began to flicker and perish, Ghazghkull hailed this as a sign from Gork and Mork that it was time for the Waagh! to depart this world, and stomp the galaxy flat.

By some dark quirk of fortune, Ghazghkull and his horde were able to capture and board the space hulk Ward Killa in their moment of need, and set off across the stars. Bursting into realspace after an anarchic span of time spent in the warp, Waagh! Ghazghkull emerged into a rich and prosperous Imperial system, they wasted no time in falling upon its capital world, Armageddon - a world that would make Ghazghkull's name.

ARMAGEDDON
The world of Armageddon was a rich hub of commerce, military industry and transportation that lay upon a key warp route towards the Segmentum Solar. It was well resourced and heavily defended by naval assets, regiment upon regiment of Astra Militarum and a mighty compliment of the Iron Skulls Titan Legion. For all this, Armageddon wasn't ready for Ghazghkull.

Not only did the visionary Warlord have immense numbers and overwhelming momentum on his side, Armageddon's planetary Governor - Herman von Strab - was also a dismally incompetent egomaniac. Strab's piecemeal attempts to deal with what he sneeringly viewed as the Ork 'irritant', while keeping up appearances with the wider Imperium, played right into Ghazghkull's jagged claws.

Waagh! Ghazghkull rampaged across the continent of Armageddon Prime, crushing each regiment of planetary defenders and cannibalising their wrecked tanks. As one bastion after another fell, still Strab did not send aid. Instead, this duty was taken up by a redoubtable Imperial Commissar named Yarrick - an act of disobedience for which he was exiled to remote Hive Hades.

Meanwhile, Ghazghkull's horde crossed the green hell of Armageddon's equatorial jungles, where they claimed they would not tread. Having reached the continent of Armageddon Secundus, they crushed the Iron Skulls Titans and left their graffiti-scarred wreckage to burn. Ghazghkull himself led the storming of Hive Infernus, just as the season of storms descended. He loosed wild warbands of Speed Freeks into the ash wastes, to run down refugees and retrieving Imperial military assets as they tried to reach the safety of hive cities further south. In desperation, Strab unleashed his ancient stockpile of virus bombs, but amidst the tight-packed battlefields of Armageddon Secundus, Human casualties from these indiscriminate weapons were as severe as those suffered by the Orks. All the while Ghazghkull drove his Waagh onward with unbreakable determination, crushing Hive Helsreach despite the suicidal courage of the city's defenders. Then came the siege of Hive Hades, and with it a sudden change in the fortunes of war.

Under the leadership of the exiled Commissar Yarrick, Hive Hades' defenders fought as if possessed. So spectacular was the battle, so slow the Ork advance, that Ghazghkull came to lead the siege in person. Showing cunning far in excess of the average Goff Warlord, Ghazghkull employed all the tactics and stratagems he could dream up, but Yarrick countered each new

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"I'm da hand of Gork an' Mork. I'm da profit of da Waagh! an' whole worlds burn in my boot prints. We iz gonna stamp da oniverse flat an' hill anything dat fights back. We iz gonna do dis 'coz we'z Orks, an' we woz made ta fight an' win!"

- Grand Warlord Ghazghkull Mag Uruk Thraka, abridged quotation
scheme. Orks fought volunteer defence militias along every processional, at every barricade and even through the hive’s myriad ducts and crawways. In Yarrick, Ghazghkull had met an enemy worth the fight. The Grand Warlord swiftly became obsessed with defeating this tenacious and respected foe.

Obsession is both the strength and weakness of the Orks. The same tendencies that make them relentless foes, reckless pilots and prolific – if manic – inventors also lead them to ruin. So it was with Ghazghkull at Hive Hades. The meat grinder around the besieged hive sucked in ever more Ork materiel and warriors, leaving those warbands assaulting Hive Tartarus and Hive Acheron ill-directed and short of reinforcements. When Imperial support showed up in the form of Ultramarines, Salamanders and Blood Angels Space Marines, the secondary Ork hordes could not hold.

Even beset as the greenskins were by the freshly arrived Adepts Astartes, Ghazghkull did not give up. He again proved his superiority to most greenskins by recognising the damage his obsession had caused, and setting plans in motion to redress the balance. Now, though, he faced the unified strategic brilliance of Blood Angels Commander Dante, and his allied Space Marine commanders. Coupled with Yarrick’s hideously costly defence of the ruined Hive Hades, Ghazghkull’s Waaagh! was at last broken.

Nearly every Ork Warlord in history has gone down fighting alongside their warband. Not so Ghazghkull. He fled Armageddon, leaving the world infested with scattered greenskins and vowing to one day return. After all, Armageddon had put up the best fight Ghazghkull had ever experienced – he wasn’t about to pass up a chance to enjoy that all over again!

GREATER THINGS

Fifty-seven years to the day after his defeat on Armageddon, Ghazghkull returned at the head of a still more enormous Waaagh! The planet’s defenders had spent decades rebuilding and fortifying against the coming of the Grand Warlord, who they now knew as the ‘Beast of Armageddon’. Yet Ghazghkull had also not been idle – he had spent years fighting one brutal conflict after another, both to subjugate rival warbands and also to test and perfect strange new weapons technologies, against which his enemies could not hope to be prepared.

Many and exhaustive are the accounts of the conflict that followed. Ghazghkull brought a war that his enemies – and even a number of his own underlings – were utterly wrong-footed by. The Grand Warlord had mercenary Freebooters strike at allied worlds and shipping around Armageddon, both to choke off supply routes and to spread terror at his approach. He hit the system with multiple, roughly coordinated Ork fleets, the better to encircle and destroy the Imperial naval defences. Rather than get drawn into another fight for Hive Hades, Ghazghkull had his space hulks deploy tractor beams, using them to ensnare asteroids before releasing them on Hades from low orbit. He unleashed drop-fortresses known as roks, built scrap iron submarines to cross the planet’s storm-lashed oceans and directed super-tellyportas to beam towering war effigies directly into battle.

For all this, the Imperium lurched in tides of reinforcements. The battle for Armageddon became an endless, grinding war of attrition despite all Ghazghkull’s best efforts. As the conflict ground ever on, so the Grand Warlord suffered increasingly painful and garish visions sent by Gork and Mork. And then, with no warning at all, Ghazghkull was simply gone. Some say the Grand Warlord experienced an almighty megavision, in which Gork and Mork charged him with a new task. Others say the great green gods plucked Ghazghkull up and cast him across the stars as a spur to action. Others still claim he was simply struck by inspiration and ambition or – according to official yet absurdly unlikely Imperial propaganda – that he simply turned tails and fled.

Whatever the case, Ghazghkull’s departure from Armageddon appears to have come just before Gork’s Grim split the galaxy. After it did, strange reports started to reach Imperial sources of the Beast of Armageddon leading planetary invasions in sectors many light years apart. Surely, said those few observers with the ability to piece the reports together, some accounts had to be mistaken. There was no way Ghazghkull could be in so many places at once. In defiance of all logic, however, the attacks continued. What no one yet realised was that Ghazghkull had embarked upon his grandest plan to date. He no longer led a Waaagh!, but rather the Great Waaagh!. He had set himself against not a single world, nor even a system or species, but the entire galaxy! And in order to fight and beat every last sentient being that could be found amongst the stars, he
planned to gather the totality of the Ork species to his bosspole, or die trying.

Since Gharzkhull began this seemingly impossible endeavour, strange things have been occurring. More Ork Waaagh!s than ever before are springing up, with a disproportionate number travelling unsurprisingly towards wherever Gharzkhull is at that moment. Of course, with the Grand Warlord plunging in and out of Gork’s grin like a lunatic, this has still seen many Ork tribes rampaging back and forth across the stars, in a seemingly random and anarchic fashion. Yet gradually, more and more Orks are rallying to Gharzkhull’s side. With each fresh influx he clothers whatever big brute Warlord seeks to challenge him and folds their followers into his own seething ranks.

Even those who seek to stop Gharzkhull’s rampage only seem to lend him more impetus. Every rival he beats down increases his notoriety. When worlds such as Karahelm and Obstinsas put up resolute defence against his invading hordes, Gharzkhull only won greater renown when he finally crushed them. Rumour has it that the Aeldari of Craftworld Alaitoc and the savage warriors of the Space Wolves Chapter have both taken their turn in striking at the Grand Warlord in the hopes of slaying him, and thus breaking his Great Waaagh!

The latter came closest to achieving their aim. The mighty Wolf Lord Ragnar Blackmane met Gharzkhull in battle upon the hive world of Kroongar, almost searing both combatants’ mutual destruction. Yet even as the broken Blackmane was being borne across the Rubicon Primaris, following his crippling injuries, so was Mad Dek Grotznik ‘recapturing’ his beloved Warlord onto a mighty new soopa-Ork body that he had spent many decades perfecting.

So it is that Gharzkhull Thraka is now bigger and more terrifying than ever. Boasting an armoured bulk more akin to a Gorkanaut than a Warboss, Gharzkhull also wields weaponry to match. Gork’s claw is so vast that its blades can enfold a fully-armoured Primaris Space Marine and slice them neatly into steaming chunks. Mork’s roar – his kustom shoota – generates so much dakka that its victims don’t so much die as simply evaporate into a red haze.

Gharzkhull is a living war engine, a walking embodiment of Gork and Mork and the greatest prophet of the Waaagh! to straddle the stars in millennia. He is coming for the entire galaxy, and some begin to fear that it’s a fight he just might win...
THE GOFF CLAN
‘BIG, MEAN, AND BLACK AND GREEN’

The Goff Clan are the biggest and surliest of a big and surly species. They wear black, considering anything brighter to betoken unnecessary messing about, and wear horned helms, the better for headbutting anything stupid enough to get in their way. These two details exemplify everything one needs to know about the Goff Clan and their no-nonsense approach to war.

Goffs prefer to fight on foot, typically in huge, ground-pounding mobs somewhere between a military formation and an all-out riot. They always bully their way to the front of the charge, their eagerness to get stuck in eclipsing minor considerations like personal safety. Overt belligerence in the face of imminent peril is actually such a point of pride to the Goffs that they have been known to take their choppas to anyone using terms such as 'take cover' or 'maybe we should think about this' in their presence.

Despite their preference to hit enemy lines in a rolling storm of bellowing warriors, the Goffs are not above hitching a lift aboard a Battlewagon or speeding Trukk, provided it will get them into the fight faster. They equally have a soft spot for Deff Dreadz, Gorkanauts and Stompas, all of which can easily trample their way into the fray with metal fists swinging. In terms of weaponry, Goffs prefer a good solid choppa and a gun that fires as many shells per minute as possible, preferably whilst sounding an unholy din. Power klaws also feature strongly amongst their ranks, for what self-respecting Goff could resist wielding an even bigger fist with which to trump his unsuspecting enemies?

Goff Clan warbands make prodigious use of Stormboyz korps. It is an irony utterly lost on the traditionalist Goffs that the very nature of their clan spaws such a high proportion of 'yoof' (Ork youngsters) seeking to rebel through excessive boot polishing, parade drills and aggressive saluting. Still, when several dozen hurling Goff Orks strapped to rocket packs lead the charge, it is not hard to see why the peculiar Stormboyz retain such favour with their clannates. Beyond this, though, Goffs harbour a deep distrust for anything they see as 'muckin' about. Broadly speaking, this incorporates particularly flashy and unpredictable technologies, and anything other races would describe as strategy or tactics. The Goffs pride themselves on being the Orkiest of Orks, and will gladly seize on any excuse to prove their claim with feet, fists, tusks and choppas.

BATTLE SCARS

The rate of attrition amongst Goff Orks is nothing short of apocalyptic. Those who make it through the headbutting contests and pit fights typically don't survive their first few battles amid headlong charges into enemy guns. Those who do, though, grow rapidly bigger and wear their scars and bioniks with arrogance and pride. Not only does this lead to an overabundance of Goff Nobz, and to the clan producing some of the galaxy's most brutal Warbosses, but it also sees entire mobs of Skarboyz take to the field. These Boyz swagger about covered in hard-earned battle scars and big, rusty, metal staples, each one a trophy of their formidable prowess at shrugging off catastrophic injuries whilst beating their enemies to a pulp.
BOSS ZAGSTRUK
DA BOSS

A merciless killer and a fanatical disciplinarian, Boss Zagstruk is the feared leader of a band of Stormboyz known as the Vulcha Squad. He despises weakness and loves nothing more than bullying those smaller than him into doing precisely what they are told. He is a holy terror whose mood swings between foul temper and murderous fury at the slightest provocation.

The rumour goes that Zagstruk was born in the centre of a Human settlement, and that he quickly throttled his way across the hinterlands to his parent tribe. His warriors say that every day of his life Zagstruk has made at least one kill. Certainly he looks for any excuse for a fight. Zagstruk’s ferocious glare is enough to cow almost any Ork into submission, and has been known to stop a rampaging Squiggoth in its tracks.

The Vulcha Squad hold their leader in high esteem and – while as dense as any other Orks – have the sense to fear his famous rages. ‘Da Boss’, as his disciples call him, never lowers his voice below a shout, and executes any greenskin showing insubordination or cowardice on the spot. So fearsome has Da Boss’ reputation grown – and so ambitious has he become since Gork’s Grin split the stars – that he now leads a warband as big as any Warbowl. He has also become lord and master of the conquered St Rezon’s Hope, a former shrine world now known as Planet Zag. This world boasts enough military encampments, parade grounds and Meks’ workshops to satisfy even the most demanding of Blood Axe Warbosses. It also features a formerly holy mountain, now graven by captive Imperial sculptors into a titanic likeness of Zagstruk’s snarling face.

In Zagstruk’s horde, the Vulcha Squad stand front and centre, riding into battle aboard a massive red fighter bomber called Da Vulcha. Led by Da Boss, the elite Stormboyz leap from this thundering behemoth’s bomb bays and directly into battle, hurtling down into the midst of the foe like a salvo of air-to-ground missiles. This signature attack is made all the more devastating by Zagstruk’s own wargear – the bioniks known as Da Vulcha’s Klawz. These piston-driven and power-clawed augmetic legs enhance Zagstruk’s already formidable strength to the extent that, when he plummets down to make contact with the enemy, it is invariably with a sickening crunch!

'I dunno wat ya been told,
Stormboy Meks iz mighty bold,
We’re da hardest of da lot,
We make yooz lot look like grots.'

- Stormboy drill-chant
THE EVIL SUNZ CLAN

'RED WUNZ GO FASTA!'

The Orks of the Evil Sunz Clan feel an undeniable urge to travel as fast as they can. They care little whether this be in breakneck races around their tribe's encampment, riding bikes and speedsters headlong into battle, or as part of an immense Speedwaagh! tearing across the galaxy in search of conquest.

No other clan can match the Evil Sunz for raw speed. These Orks are completely obsessed with the notion of acquiring the fastest, shiniest vehicle they can and then racing across the battlefield in it while howling like absolute loons. Their clan colours are lurid red and fiery orange, because any Ork with sense knows that vehicles painted in these remarkable colours – and Orks clad head-to-toe in them – will travel faster than those that aren’t.

Younger or less well-established Evil Sunz form into excitable mobs. These either dash towards the foe at a wild sprint or else pile aboard their mates’ Trukks and souped-up Battlewagons, the better to race to war amidst the rush of the wind and the roar of powerful engines.

Those Evil Sunz who have managed to scrape together enough loot inevitably blow them on something Mechanised, fast and painted the very reddest shade of red. A bewildering assortment of half-track Warbikes, teleporting combat dragsters, gun-festooned speedwagons, overcharged Trukks and other vehicular nightmares stream from the Mek’s workshops of the Evil Sunz Clan, all kustomised with a strange variety of personalised improvements. It is not uncommon for the richest Evil Sunz to drive contraptions powered by jet thrusters, bladed propellers or squig oil fusion engines. These vehicles boast everything from crackling energy blasters and laser drills to go-faster buttons that double as igniters for fat squig dung cigars.

ALWAYS ON THE GO

Evil Sunz tend towards a nomadic nature, for they can rarely stay still or concentrate on one thing for very long. Not all Speed Freeks are Evil Sunz, but the vast majority of Evil Sunz will become Speed Freeks sooner or later. In battle, their ragged formations are a nightmare for most enemies. They move fast and unpredictably, whooping and roaring as they hurl around their foes’ flanks or tear through their battle lines and out the other side, amidst clouds of flames and dust. Evil Sunz particularly relish a good chase, as it really lets them open up their throttles. Thus, foes who seek to flee their attack, or even to engage in hit-and-run warfare, often find themselves the bewildered participants in a life-or-death race against these madly-grinning Orks!

Evil Sunz mob glyphs feature a mixture of lightning bolts, arrows and flaming skulls – indicators of the mobs’ prowess at going fast and wreaking violent havoc.

The clan glyph of the Evil Sunz is a stylised Ork face on a blazing red sun. Flames or spikes typically surround these snarling grotesques.
THE BAD MOONS CLAN
'TOO MANY TEEF FER THEIR OWN GOOD'

Bad Moons Orks have a natural advantage in that their teef – and thus their wealth – grow at an exponential rate compared to all other greenskins. Never backward in flaunting their dental affluence, Bad Moons Orks tend towards garishly coloured garb, conspicuous golden piercings and overly-showy – but usually lethal – kustom wargear of every sort.

The chosen colour of the Bad Moons Clan is bright yellow, which Orks traditionally associate with great wealth. Bad Moons Orks plaster yellow onto everything they own, wear and ride to war in. Furthermore, they will merrily massacre the temples and cultural centres of other races in order to steal everything golden they can get their claws on. Such loot is displayed as further trophies of wealth, or else melted down to make everything from nose rings to gold-plated Battlewagon rails, or even gold bullets for sluggas. The slight drawback to such enthusiastic ostentation is that the average Bad Moons warband can be seen coming from miles away – there are bandits in their garish hordes being spotted with the naked eye from low orbit. Of course, the Bad Moons don’t mind this if the enemy knows where they are, they reason that a good fight will be coming their way all the quicker.

Many Orks from other clans mock Bad Moons for being all flash and no substance. Snakebites, in particular, are given to imploring that the Bad Moons’ wealth makes them soft. The truth is that Bad Moons are just as tough and violent as the rest of their race. They are equally capable of kicking their enemies’ teeth down their throats, they just like to be eye-wateringly visible while they’re doing it! Thanks to their ever-presents funds, Bad Moons tend to be well fed, highly motivated, bullgerenly-confident and laden down with enough dakka to take the legs out from under a charging Imperial Knight. Their warbands are particularly known for their overwhelming firepower; a plethora of kustom shootas and crackling energy weapons are often in evidence alongside tracked out Battlewagons, skwadrons of aircraft so laden with ordinance that they can barely get airborne and, of course, towering yellow Stompas. More Bad Moons become Flash Gitz than any other

Orks, though even this clan get sick of the swaggering, over-gunned braggers and kick them out soon enough.

Many Bad Moons Warbosses have plagued the galaxy, always feared for the firepower and high-tech killing capabilities of their warbands. In recent years, the most infamous of these has been Nazdreg, sometime ally of Ghazghkull Thraka. Renowned for his cunning and his terrifying hordes of heavily armed Megalobos, Nazdreg has a vermillion clearance kill order on the Ordo Xenos active on him at all times. Still, they haven’t caught him yet, and wherever the mighty Warboss is now, he is no doubt up to something that will prove very bad news for the Human race.

As Orks neva lose a battle. If we win, we win. If we die, we die fightin’, so it don’t count. If we run for it we don’t lose neither, ’coz we can come back fer anuwa go, see?" - Commonly held Ork view of warfare

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THE BLOOD AXE CLAN

KUNNIN' GITZ

The Blood Axe Clan put great store in things that other Orks consider dubious at best. They make no secret of their admiration for the strategies and tactics of other races, going so far as to formulate battle plans and wear crude camouflage. Of course, they still do all this in a very Orky fashion.

Orks of the Blood Axe Clan display a compulsion to apply strategy and tactics to their battles. Being Orks, such approaches are invariably direct and extremely violent, and often coloured more by what will be the most enjoyable way to get stuck in than what is ultimately the most expedient course. That said, for the average Blood Axe there is no greater joy than catching the enemy in a ferocious ambush, pulverising them with a headlong armoured charge or proving to the mocking gits of the other clans that the Blood Axe way works best.

The fact is, the rest of Orksdom will never be convinced that the Blood Axes' strange behaviour makes them anything other than trustworthy comrades. Their ways are just too alien. Blood Axes deploy Kommando mobs to sever enemy communication channels and blow up supply depots, employing high-altitude flyovers and Doffkoptas scouting to determine where the enemy are in advance. Most shocking to other Orks, Blood Axes will even attack the enemy where their lines are weak instead of charging headlong into the meat grinder of the biggest and best available fight. They fail to grasp that Blood Axes like a rowdy punch-up as much as any other greenskin, they just prefer the odds to be in their favour when they get stuck in!

The Blood Axe clan has no overarching colour. Instead, they prefer to drape themselves in as many camouflage schemes as possible. They grasp that such measures are intended to conceal their warriors but, being Orks, ascribe a telluric, mysterious, rather than literal value to the practice. This leads to Blood Axes going to war in all manner of garish patterns that bear little resemblance to the landscape around them. It has also seen them paint even airborne or super-heavy war engines in all manner of outlandish camouflage patterns, reasoning that the busier and more thickly applied the scheme, the better the vehicle will be hidden. The actual value of such concealing measures is hard to quantify, but anyone who has seen a fifty-foot Stompa lumbering towards them daubed in red and blue tiger stripes doesn't forget the terrifying sight in a hurry.

On the wild frontiers of the Imperium, it is not wholly unheard of for Blood Axes to offer their services as mercenaries to isolated Imperial worlds. As payment they typically demand tanks, guns and other munitions, which are often turned first upon their employers' enemies and then, inevitably, upon the employers themselves. Showing the slightest sign of weakness to the Blood Axes is never good for one's long term survival prospects.

The Orks of the other clans might look at Blood Axes askance, but these cunning greenskins are a terrible shock for their enemies. Many foes have simply refused to believe in the notion of strategically capable Orks until it's too late. For their part, the Blood Axes don't care what anyone else thinks of them. They prize results over reputation, and are more than happy to let the other clans take the brunt of a battle's punishment whilst they use the distraction to seize victory.

SQUIGBACK RAIDERZ

Blood Axe Beast Snagga are generally more progressive than those belonging to other clans. Alongside their squigs and rigs, they often field rumbling Gunwagons and half-track trucks. Of course, many of these are themselves powered by squigs that haul them along or run in huge generator wheels to provide motive power. Blood Axe Beast Snagga also go to the trouble of breeding squigs whose leathery hides bear natural camouflage patterns. Imperial xenobiologists have recorded everything from striped or spotted squigs to the rare and alarming chameleon squigs of Grogabrog IX.

Blood Axes are also known, on occasion, to deploy infamous Squigback Raiderz. These highly mobile Beast Snagga range far ahead of their parent warbands, often accompanied by air-dropped Kommando and whirring Doffkoptas. They work to undermine the foe's rear echelons, raiding targets of opportunity and leaving a trail of devastation behind them that can cause entire enemy offensives to collapse into disarray.
BOSS SNIKROT

DA GREEN GHOST

Snikrot is that most terrifying of things – an Ork with an agenda, and the feral intellect to back it up. Arguably the most cunning, sneaky and vicious Ork Kommando in the galaxy, Snikrot haunts the equatorial jungles of the world of Armageddon.

The infamous Ork Hunters of the Armageddon Imperial Guard fear only one Ork. In the dark nights of the equatorial jungles, these grizzled veterans whisper tales of Boss Snikrot, the Stalker. They tell of a killer who can pass through thornvine groves without disturbing a single leaf, and of his luckless victims, left to bleed to death with their eyes put out and their scalps ripped free.

Boss Snikrot was a Kommando in high regard when Waaagh! Ghazghkull first fell upon Armageddon. His was amongst the first tribes to navigate the green hell separating Armageddon Prime from Armageddon Secundus. However, when they ran into the jungle defences around Cerberus Base they were all but annihilated. Snikrot pulled his Kommandos out of the debacle and led them away into the thick jungle, vowing that they would conquer the environment before taking on the Imperial forces.

This they did with single-minded focus. Becoming one with their savage environs, Snikrot and his ladz stripped their kit back to bare essentials. They refined their talents for stealth and sabotage until they were able to slip undetected into Astra Militarum positions, butchering and slitting the throats of all within them. By the time Ghazghkull returned to Armageddon for his second, even greater Waaagh!, the Red Skull Kommandos – so named for daubing their heads with their victims' blood – were infamous. By this time, the legend of Snikrot had spread to hive cities across the planet's surface. Some spoke of a feral ghost who drank the blood of his prey, while others told of a murderous beast who wore the dog tags of his victims upon his chain-wrapped forearms – the better to whisper their names to the jungle moon.

To this day, Snikrot is one of the most feared of all greenskins. Even the Ork Hunters pray to the Emperor that it is not their necks that the Stalker buries his knives into next.

Of late, a number of Orks have been given cause to hope for the same thing. With the daemons of Chaos spilling onto Armageddon, Imperial and greenskin forces have been compelled – in extreme cases – to temporarily fight side by side against the greater threat. Snikrot is disgusted by such compromise, seeing it as weakness, and is quick to punish those Ork leaders guilty of it. More than one Bob has been dragged into the shadows, his severed head turning up on a spike shortly afterwards as a warning against 'mobbin' up wiv Orkies!'

"Ghazghkull led us to Armageddon. Ghazghkull told us to stomp da ormons an' kneck da cities down. Where's Ghazghkull now? Zogged off across da galaxy when da goin' got tough, dat's where. Don't matter. We ain't goin' anywhere, ladz, an' when Armageddon belongs to da Orks, it won't be Ghazghkull's world. It'll be mine..."

- Boss Snikrot
The Deathskulls Clan are a superstitious bunch. They put great stock in the old Ork tradition of blue as a lucky colour. In part, this stems from the Deathskulls' acquisitive approach to property, which has led to a wholeheartedly deserved reputation as shift, thieving gits. When one does as much looting as the Deathskulls, a little good luck goes a long way!

Deathskull Orks believe possession is nine tenths of the law, while the last tenth – if they can count that high – is violently asserting the first nine. They're insular, sneaky and utterly amoral. A Deathskull will merrily steal another Ork's favourite shoota, buggie or whatever, swiftly paint it blue and cobble on a few kustomisations, then bliethely sell it back to the now bereft owner as a brand new piece of kit. It says a great deal for the average intelligence of Orks that, more often than not, Deathskulls do quite well off such scams. To accuse them of thieving does not end well – more than one Ork has met an unpleasant demise after tussling with a Deathskull, discovering too late that someone has nicked all the pins from the stickbomb at his belt...

Due to their acquisitive nature, Deathskulls see battle merely as a necessary step towards the no-holds-barred looting that follows. This is not to say they like a fight any less than other Orks, of course; it's just the Deathskulls will likely be sizing up which tanks, enemy weapons and the like they're going to nab the moment the fighting is done. It is not unheard of for a mob of Deathskulls to whip out wrenches and pry bars mid-battle as they begin to rip enemy tanks or fortifications apart for scrap. This proves especially distressing for whatever enemy crew or garrison troops may still happen to be in situ at the time!

For all their unpopularity with their victims, Deathskulls are a favourite with Meks for the constant stream of loot they bring in. The Deathskulls, for their part, are happy to foster such arrangements. Post-battle they lash big, rusty chains to their wagons and haul burned wrecks and nets of scrap to the nearest Meks workshop. In return, they receive discount rates on kustom weaponry and bulking vehicles – all dabled lucky blue, of course. The more adventurous and aggressive Meks gladly join the Deathskulls on the field, often directing mobs of Lootas and batteries of ramshackle field guns to pulverise the choicest targets. Thus, Deathskull warbands normally boast all manner of madcap Mek weaponry, thrumming powerfields and teleport tech to back up their grasping aggression.

The Deathskulls glyph takes the form of a horned Ork skull picked out in white and lucky blue. Check designs and Mek spanners are also popular.

Deathskulls use distinctive mob glyphs, the better to avoid confusion over who owns what. They feature blue and white skulls, spanners, Fangs and the like.
MAD DOK GROTSNIK

'ONE SCALPEL SHORT OF A MEDPACK'

Grotsnik is a cut-and-dried lunatic and sadist. However, between the personal patronage of Ghazghkull Thraa and his own demented genius, he maintains his macabre reign of terror, despite the many greenskins who would like to see him end up on the wrong end of his own bone saws.

Grotsnik always had an unhealthy fascination with rummaging about in other peoples' heads. This unsavoury inclination brought him untold opportunity one day when an ugly Goff Ork named Ghazghkull, holding his brain in both hands, staggered into Grotsnik's tent. Grotsnik gleefully fitted his patient with a gleaming adamantite skull. More than this, while buying himself in Ghazghkull's cranium, he may just have triggered the very visions that led to the mighty Goff Warlord's rise to power.

Notoriety as the Ork who made a legend brought Grotsnik both great fortune and greater peril. He was able to convince the Nobz of his tribe to get themselves a 'Ghazghkull special', becoming rich from fitting metal cranias to one hulking brute after another. However, being both paranoid and an absolute loon, Grotsnik also hid an explosive charge in each of these augmatics, just in case. When his victims found out what had secretly been done to them, they quickly arranged for the Dok to have a nasty accident involving a Deff Dread, some supposedly faulty wiring and a whirling buzz saw to the bone.

Thanks to spirited — if inexpert — emergency brain surgery from his devoted grot orderlies, Grotsnik survived. During that long and bloody night, one Gretchin lost his lunch while elbows-deep in Grotsnik's brain pan. The other lost a pet spider that scurried into the warmest, softest place it could find — the Dok's hinged-open head. Grotsnik died several times during the procedure, but was brought back to life by an inventively applied grot-prod. In the small hours of the morning, Grotsnik staggered out of the tent clutching his new metal skull-plate. He was alive, but quite, quite mad. Filled with manic glee, the Dok danced and sang in the moonlight, grisly explosions playing counterpoint to his operatic efforts as he triggered the Nobz' explosive cranias one by one.

Since that day, Grotsnik has remained in Ghazghkull's shadow and enjoyed the Warlord's protection, which enables him to commit ever greater surgical atrocities. He has transplanted Orks' brains for live squigs. He has taken off several of his own limbs 'just to keep his hand in' and replaced them with donations from customers, overcome with generosity while out cold on the slab. After every battle, Grotsnik has his ghoulish pick of the bodies, leading his personal warband — Da Corpse Lootes — in the harvest. This macabre warband consists of many Deathskulls, some particularly unhinged Painboyz and a good portion of bad Ork Freebooters, who will bundle anything or anyone into the Dok's recking 'meat wagon' providing they get paid. Grotsnik is particularly proud of the many Cyborkz in this warband, as well as the gratt-kustomised monsters he calls his 'Stitchboyz'.

With Ghazghkull's permission, Grotsnik also takes his pick of the Painboyz from each new conquered warband, pressing them into service as orderlies. Invariably, these individuals eventually disappear without a trace. Dark rumours circulate of the gruesome 'brainbot' in which Grotsnik supposedly preserves the accumulated know-zote of his failed assistants for later reference.

DA CORPSE GRAB

Dok Grotsnik's ghoulish mania was evident during the fighting on Horzark Prime, when he led his column of meat wagons in a raid against a Vostroyan field medic station. Though there were better fights he could have sought, the Dok instead fell upon the ad hoc field hospital with glee. Once its defenders were butchered, he had his followers load up Ork and Human bodies, dead and wounded alike, before roaring away. What use the twisted Dok could have for comparatively weedy Human bodies, not even his orderlies could say, but he took every last one all the same.

"Operate! Operate! Still time to operate!"

-Mad Dok Grotsnik
THE SNAKEBITE CLAN

‘ALWAYS FORWARD ABOUT BEIN’ BACKWARD’

The typical Snakebite is gnarled, weather-worn and garbed in beast-hide leather. They are as traditional as Orks come, favouring low-tech weapons and wargear, and shunning nothing but scorn for anything they see as needlessly newfangled or fiddly. As this encompasses the vast majority of things in the galaxy, the Snakebites tend to be grumpy much of the time.

It isn’t that Snakebite Orks cannot or will not use technology. Their clan has its share of Mekboyz and Painboyz, though admittedly they are substantially outnumbered by Runtherds and Wuridboyz. It is more that Snakebites employ know-wotz only grudgingly when they have to, and that they don’t consider devices ‘proper’ until they’ve built up a patina of rust and oil.

Snakebites also prefer a more direct solution wherever one is viable. Why fiddle about dying their beast-hide clothing funny colours, when they can leave them leathery and cure them with Squiggol urine? Why build huts when they can just weather the world’s storms and prove their resilience in the process? Why mess about with high-tech, chain-bladed choppas that will only get all clogged up with bits of oomie? After all, a solid metal club will bash skull after skull in all day and never run out of fuel. Have to have a Trukk to ride to battle in? Fine, but any self-respecting Snakebite Mek will slap it together from scrap iron, bind it with gitz-twine and may well end up fitting it with a steam boiler instead of an engine block — if it’s more expedient.

All this has given the Snakebites a reputation as crude savages. This isn’t helped by the fact that their warbands swathe with squigs and runts of every stripe. It can’t be denied, though, that the Snakebites’ approach to life renders them as tough as Orks come. They also give rise to the most Beast Snagga warbands; the life of a squat-riding nomad who lives off the land, hunts huge horrible monsters and chobbers anything that crosses his path has great appeal to these simple souls.

To prove their toughness, all Snakebite youths have to endure being bitten by a plethora of deadly venomous snakes. These the Snakebites breed as selectively and prolifically as their squigs, and often cart them across the stars from one invaded world to the next. Alarming this, they also release them into each new local ecosystem, much to the misfortune of absolutely everyone else that already calls the unlucky world home.

FERAL ORKS

Some Orks are driven to leave their tribes and explore, wandering into the wilds. Others are forced to take refuge in dank swamps, deep forests or baking deserts to avoid the retribution of a planet’s defenders. Should their invasion fail. Either way, these isolated Ork enclaves typically devolve to a more primitive state, losing their technology until they are little more than spear-lobbing savages. If not purged quickly, Feral Ork tribes quickly multiply into warring hordes. As they do so they develop, some taking to squig-breeding and becoming Beast Snaggas, others picking over the wreck and ruin of old battlefields and rediscovering the know-wotz of their ancestors. Soon enough, a burgeoning new Waaagh! is underway.

Snakebite mob glyphs usually depict either a snake or its Fangs, fringed by tribal jag patterns or leaping flames.
Speedboss Nargrim gave a belch of exhalation as his wartrike sped towards the foe. Las-bolts flashed around him in a storm as the ormites opened fire. Nargrim laughed wildly, even as scarring beams of light lashed his flesh and bullets ricocheted from the armoured of his ride.

‘Dey’s shootin’ at us, boss!’ yelled his driver, Broggit, over the roar of the trike’s engine. Always one for noticing the little details, was Broggit.

‘Course dey iz ya daft git,’ Nargrim yelled in response. ‘So shoot back at ’em!’

‘Oh yeet!’ replied Broggit. In a tone of sudden revelation. His boomstickk roared. Up ahead, an ormite was blown off his feet in a puff of blood.

More shells tore into the Imperial lines as Nargrim’s speed mob bore down on them. Warbikers cackled like maniacs as they fired their dakkaguns, the recoil so ferocious that it drove several of them into impromptu wheelies. Boomkakkia snazzwagon spasmed heavy calibre rounds while their crew Orks banged on roofs and bonnets, urging their drivers to go faster. Nargrim saw the gunner of a Rukkatrukk. Squiggbuggy lanced by a beautifully placed gasner squig right through the open hatch of an ormite tank.

The resultant mayhem was only matched by the carnage as the Squiggbuggy itself lost its front half to a sudden blast. Nargrim barked a laugh as the vehicle flipped, when would they learn not to hide squig mines under their drivers’ seats as a gag?

The Speedboss’ attention was caught by a flash of green and leathery brown to his right. He saw Mugg Bigstomp’s Beast Snagga Boyz come stampeding in to draw alongside his speed mob. There was Mugg himself, bent low over the neck of Gobzogger – his squigsaur – urging the huge creature along, while behind him came trampling mobs of Squigboyz and a trio of rumbling rigs that made the ground shake. Amongst most of the galaxy’s pre-eminient races, the sudden appearance of allies would have been cause for celebration. Nargrim, for his part, greeted this development with an affronted shout.

‘Zog off ya squig fondler! Dis lot is ours!’

Mugg just laughed in response, flashing a mantrappe-like gob full of tusks and fangs.

‘Yeh? Race ya, oligitz! Furst wun to da fight gets ta put da boot in, if ya don’t break down before!’

Nargrim gave fair consideration to launching something right into the smug Beast Snagga’s toofy face, but while this might be fun, it wouldn’t answer his challenge. Like all Evil Sunz throughout Ork history, Nargrim couldn’t resist a race.

‘Well?’ he roared at Broggit. ‘Ya’er da runt-boverer din’tcha? Give it sum welly!’

‘Givin’ it sum welly, boss!’ Broggit shouted back, before jabbing his big green thumbs down on his handlebars’ boosta-buttons. Nargrim whooped and held on tight as his wartrike hurtled through the hall of Imperial fire and slammed into their lines like a high velocity warhead. Still roaring, Nargrim swung his snagga klaw and took the bonce of some officious ormine in a black-peaked cap. Thin blood sprayed. The mans head span through the air, giving Nargrim a momentary glimpse of wide, shocked eyes before it vanished beneath the churning wheels of his trike.

WAAGH! Bellowed Nargrim, and his ladz took up the cry. Bikers tore through the Imperial lines. Ormites scattered, or vanished under armoured tyres and spiked rams. Draznok and his Burna Boyz spilled from their Trakk and began spraying fire in every direction while whooping with glee. To his surprise, Nargrim saw that Mugg and his Beast Snagga had kept pace. Gobzogger was even now volting down a swirling ormine, throat working as the squigsaur swallowed its prey whole. Even as he laid into the panicking, wildly shooting foe, Nargrim was conscious of Squigboyz lopping their rekkid propelled stikkas, chain-hauling Imperial transports onto their sides.

A Kill Rig ploughed through the melee, close enough that its whirring saws almost took a wheel off Nargrim’s trike. The butcha boyz hanging from its sides shot rude gestures at him. He bellowed furiously and thumped his chest in return, then watched appreciatively as the Kill Rig hit an ormite tank head on, its trampasquig driving its armoured head into the vehicle. Before the war machine could crash back down, the Wurrboyz atop the Kill Rig blasted it with a rolling green beam of energy. The ormite tank was flipped the rest of the way onto its roof. Smoke billowed. Armour crumpled. Something emitted a very terminal sounding bang.

Nargrim sped past, even as the Beast Snagga converged on their prey with klawas and klawas held high. The ormites were breaking and running for it, their transport tanks bouncing away across the dusty ground. Nargrim’s gaze found Mugg’s amidst the mayhem and the two shared a look. Its meaning was clear to both of them.

‘Best o’ three?’

Grinning like a maniac, Nargrim urged his ladz to give chase and Mugg did the same. The race was on again, and the fleeing ormites wouldn’t know what hit them!
MOZROG SKRAGBAD
DA MONSTA EATER

There's not an Ork alive that is tougher or more ruggedly belligerent than Mozrog Skragbad. Boasting a cragglor hide than a rok squig's, enough bioniks to keep a mob of Tinboyz operational and preternatural predatory instincts, he is the epitome of everything the average Beast Snagga aspires to become.

Surly, monosyllabic and perpetually exasperated, Mozrog always preferred the company of squigs to other greenskins. He spent his days in self-imposed exile, hunting one monstrous beast after another. Mozrog's tribemates muttered that so much time alone had sent him a bit funny, but even they couldn't argue with his impressive tally of hunting trophies, so they left him to it. This status quo was broken when Mozrog's tribe joined Waaagh! Gobgrinda during their invasion of Irwyn II. A primordial world of soaring mountains and storm-lashed steppes, Irwyn II was the adopted base of a warband of Iron Warrior Chaos Space Marines, whose massed artillery bombardments stirred the planet's titanic megafauna to fury.

It was one such beast, a goliath gutmaw, that burst from the bedrock to swallow Mozrog whole during one of his hunts. The Skrag's steed didn't survive, but by a dubious stroke of fortune, Mozrog himself negotiated the chasm of fangs and lashing tongues. He fetched up alive — and very unimpressed — deep within the gutmaw's immense innards. Stories of Mozrog's survival may have grown in the telling, but conventional wisdom has it that he clawed his way to freedom, killing the beast in the process. It is said that he staggered back into his tribe's camp, half-digested and dragging one of the gutmaw's punctured eyeballs behind him, like a giant sack full of slime.

Impressed, and possibly intimidated, Warlord Gobgrinda had the best Tinboyz rebuild Mozrog with bioniks. Known ever after as Skragbad, Mozrog has never been quite the same after his brush with death. He is driven always to seek bigger and nastier quarry, even than the goliath gutmaw that almost finished him off. Some Gris say that he can't be killed, others that he will one day hunt the stars themselves. Whatever the truth, Mozrog now has to tolerate entire warbands of imitators, hangers-on and potential rivals, trailing him on his hunts and hoping to share in the glory of each fresh kill. So great has his following become that they often represent entire Beast Snagga warbands in their own right.

BIG CHOMPA
The untameable squig, the badbeast of skragmud, dat fink wot ate Boss Norbag's buggy — Big Chompa had many names before he became Mozrog's steed, along with a reputation for being the meanest and most savage creature ever to crawl from the drops. Some say that one glance from Mozrog was enough to quell this indomitable monster. The truth is that he spent three solid days bludgeoning, wrestling, chasing and generally belabouring Big Chompa before the alpha squig sauor finally designed to be ridden. Since that day, of course, Mozrog and his steed are never seen apart. That said, this is due in large part to the sheer bloody carnage Big Chompa wreaks if his long-suffering master leaves him unsupervised for more than a minute.
ZODGROD WORTSNAGGA
RUNITBOSS FOR HIRE

Most Orks consider runts to be a waste of space and effort, good only for those tasks they can’t be bothered with – or for eating. Not so Zodgrod Wortsnagga. This wild-eyed wanderer knows the secrets of breeding the best and boldest runts, and sells his peculiar services to the highest bidder.

Runtherds are considered a bit peculiar. They hung about with runts, attempting to train and corral the little snags instead of culling them bloody on a whim. A Runtherd keeps oral histories, has little time for know-witz and comes across just a bit too surly to join in with their fellows’ jocular behaviour. Then there’s their antisocial habit of smearing themselves in thick squig dung, the better to avoid getting eaten when clambering through the beasts’ pens. For all this, Orks tolerate most Runtherds, even affording them an odd sort of respect — if only because, for all their peculiarities, they keep the tribe’s grots and snags out from underfoot. Zodgrod Wortsnagga, however, is a different case entirely.

Zodgrod always had odd ideas. He was convinced that runts and — to a lesser extent — squigs could be trained. Using jingling bells, tasty fungal treats and an array of Painbou-brewed serums, he managed to propagate superior grots, snags and a variety of squig breeds. Zodgrod’s menagerie were bigger, stronger and more aggressive. They demonstrated frankly alarming levels of problem-solving abilities, and obeyed his commands with such loyalty that he barely ever had to apply the business end of his grot-prod.

Sadly for Zodgrod, Orks are rarely open to new ideas, and few amongst his tribe had the wisdom to see the value in his so-called super runts. Every time another of Zodgrod’s pedigree squigs vanished under the wheels of some cackling Speed Freeks, was sat on by a disinterested Nob or shot, dismembered or devoured by other Orks just for the hell of it, Zodgrod became more withdrawn, isolated and embittered. He finally cracked one day when a Big Mek true to his tribe named Ormog started indiscriminately launching super runs through his shokk attack gun’s tunnel. Just to get his eye in! The rest of the tribe were highly impressed with the fashion in which Zodgrod overpowered Ormog, and curious as to how precisely the Runtherd had crushed his victim down small enough to fire him from his own weapon. None of this was enough to spare Zodgrod and his surviving super runs from being exiled.

This was, ironically, the best thing that could have happened to Zodgrod. Freed from the constraints of normal Ork society, he embraced the freebootin’ life and sold his runt-wrangling skills to those tribes with the smarts to see their use. Admittedly, such customers were rare at first. Zodgrod persisted, though, spending his teef on ever more outlandish serums to bolster the abilities and aggression of his super runts. He also invested in a piston-powered grabba-stikke-cum-overcharged-grot-prod he called his Grabzappa, and in a series of increasingly powerful kombi-needle slugges he called his Squigtoppas. He is currently up to the fifth iteration of this potent firearm, able to shoot his victims full of a bewildering range of specially tailored knock-out serums. These may well work better thanks to Zodgrod’s fervent conviction in them than through any actual science. Even the decent Warboss can now see the worth of Zodgrod as a mad-eyed and lethal mercenary for hire. Once they’ve witnessed his hypermetabolised super runs overrun the enemy in a froth-jawed tide, pilot Killa Kans with terrifying ferocity or lay down a double-speed barrage from their overheating Mek Guns. Zodgrod can virtually name his price.

Runts iz dey gooselus. Dey can climb into werry bizz Orks can’t, dey can fetch an’ carry, dey clear minefields real well, and an’ if dey get a bit stuck dey can get ‘em out. Runtz are de best!
FREEBOOTERZ
A CLAN FER DA CLANLESS

Some Orks don't fit into normal greenskin society. They might be a bit too mean and spiteful. They might have funny ideas about shiny loot being more valuable than teeth. Some can't get their heads around the idea that those bigger or meaner than them are their natural betters. Such greenskins soon find themselves outcast, becoming mercenary Freebooterz instead.

Freebooterz are the sneakiest, nastiest and most self-interested greenskins in the galaxy. They are adventurers, rogues and mercenaries, who rebel even against the rough-and-ready strictures of Ork society – no small feat in itself! Any Ork can become a Freebooter, from Nobz to Weedboyz and Speed Freeks to Beast Snagga. All it takes is to behave in so aberrant a fashion that the tribe rejects the un-Orky weirdos in their midst.

Alternatively, some greenskins who find themselves unable to fit into their tribe wind up striking out into the stars, after their own ill-gotten gains. Such an exit is rarely harmonious, and many burgeoning Freebooter crews have left their tribes' encampment in flames at their heels.

Most Freebooterz wind up exiled for a string of misdeeds that finally gets too much for their Warboss to tolerate. Many are the Badmenz who built a reputation that blew up half their tribe, who applied unstable kustom jobs to an excessive number of their tribes' wagons or looted the Warboss' personal ride. Freebooter Painboyz – often Bad Doks – may have performed one too many unwanted amputations, gotten a nasty reputation for excessive extortion of their patients or wired up a faulty Deff Dread that rampaged through the Warboss' huts. There are Ork bikers who wouldn't stop flattening their tribes' encampment with their races. Freebooter Boyz mobs kicked out for mean-spirited thieving and spiteful backslashes against their bigger and betters, and, of course, countless mobs of Freebooter Flash Gitza. After all, even the most tolerant Orks get sick of their bragging after a while.

The irony of Freebooter kultur is that, even though these greenskins have rejected the traditional Ork ways, they still instinctively mob up with others of their kind. So do Freebooter warbands accumulate like void-barnacles on a Kill Krozzer's hull. These motley and mercenary hordes are piratical in nature. They roam the galaxy's space lanes at random, preying on everything from cargo ships and warcrafv to isolated colonies and naval space stations, or anything else that the Orks deem 'worth a go.'

Uniquely amongst their kind, Freebooterz don't fight for the simple joy of fighting. That isn't to say they don't enjoy a punch-up – preferably fuelled by too much fungus grog – but they typically expect a fiscal reward for their efforts. Partly this is practicality, a shorn of their tribes, Freebooterz need to claw together all the loot they can to keep going. Mostly, though, it is because these greenskins are naturally more acquisitive and rapacious than the rest of their kind.

Their Warbosses – often self-titled as Captains, Admirals or whatever other dimly understood term may have caught their fancy – stay in charge not through brawn alone, but with the understanding of two simple principals. Firstly, that as long as the loot keeps flowing, their ladz are less likely to challenge their rule. Secondly, that Freebooterz are ferociously competitive and always out to prove that they're better than their krewmates. The cunning Kaptain keeps his ladz busy trying to one up each other, and thus avoids them getting it into their heads to one up him.

Freebooterz' victims, of course, see none of this. They know only the horror of especially vauricious Orks clad in a panoply of wild piratical motley, come to murder and plunder all in their path. There is no telling exactly how a Freebooter warband will be made up, as they comprise whatever misfits, rogues and outcasts they've gathered up on their travels, but one thing is for sure finding yourself in their path is never a pleasant experience.
KAPTIN BADRUKK
DA FREEBOOTER KING

Kaptin Badruk is the most infamous Freebooter of all. A legend amongst his own cut-throat subcultur, Badruk has plied the stars in his steel-jawed Kill Krozzer Da Blacktoof for several blood-soaked decades. The Kaptin leads a vicious band of villains known as Badruk's Flash Gitz, and sets a brutal example of how to freeboot as Gork and Mork intended.

Badruk's personal appearance is ostentatious in the extreme. He is festooned in medals taken from slain imperial admirals, boasts a gob full of teeth plated with an adamantine alloy, and ur-gold stolen from the Palace of Undying Light—and has gilded armour that is tarnished only by the blood of his most recent victims. Badruk's back banners proclaim his supreme abilities as a fighter and a conqueror.

A lead-lined greatcoat protects Badruk from the radiation generated by his beloved weapon, Da Ruppa, a gun so dangerous that merely standing near it is tantamount to a death sentence. The weapon once belonged to the Ogryn bodyguard of a sub-sector governor. The Kaptin has since modified it to fire unstable plasma canisters instead of heavy calibre bullets, so that each hit detonates with incredible power.

Badruk was chased out of his tribe by his fellow Bad Moons on charges of having too many teef for his own good. From the day of his exile, the Kaptin's accomplishments have far outstripped those of his fellow Freebooter Warbosses. He has slain a Tyranid Norn Queen, outshot a Tau Hunter Cadre and even harpooned a void-whale, or so it is claimed. He is also an excellent strategist—for an Ork—advising his employers in battle tactics before bullying them into giving him the lion's share of the loot.

Badruk's attacks have become especially daring in recent years. Making use of tellyporta strikes to land his Flash Gitz precisely where they need to be, directed force-bubble weaponry traps enemies in the kill zone with them. This is thanks to the efforts of Badmek Mogrok, a flashy Bad Moon who was rescued by the Kaptin from the disastrous conclusion of the war on Alarik Prime. Badruk has been wringing Mogrok dry for his technological know-how ever since. With the grudging aid of his pet Badmek, Badruk successfully raided the Necron treasure world of Tanalope, ransacked several planets in the Imperium Nihilus and defeated the so-called Grand Guard of Chaos Warlord Nahiglar the Unrepentant.

"Seems ta me yooz got yerself an oomie problem 'ere. Don't look good, yooz keep gettin' beat by such weedy lil' gitz, does it? But don't worry 'coz da Kaptin iz gunna sort it fer ya. Fer a price, o' course. We'll start wiv dat big shingy wagon yooz been ridin' about in, an' we'll go from dere, eh?"

- Kaptin Badruk to Warlord Borges
"The Orks are the pinnacle of creation. For them, the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Aeldari who have failed, or the Humans, on the road to ruin in their turn? And why? Because we sought answers to questions that an Ork wouldn’t even bother to ask! We see a culture that is strong and despise it as crude."

- Within the Pervasive, Aeldari Philosopher

THE RULES

Welcome to the rules section of Codex: Orks. On the following pages you will find all the rules content you need to bring every aspect of these mighty greenskin warriors to life on your tabletop battlefields. Maybe you’re inspired to dive straight into some open play games; maybe you want to forge your own tales of glory and infamy with narrative play; perhaps you can’t wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it’s a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there’s no need to take it all in at once! Some of the content on the following pages, things like your army’s datasheets and the rules for its weapons, will be useful no matter what kind of game you’re playing. Others – such as your army’s Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with a large army of Orks. Then there’s content such as the Power of the Waaagh! and Beastclan disciplines, which will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace, whether you’re a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there’s plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, the Orks are the only faction in Warhammer 40,000 with access to Specialist Mob and rules for Kustom Kits, two means of upgrading the units or vehicles from your army to have unusual new skills or abilities. You will find everything you need on the following pages to include these in your games of Warhammer 40,000, not to mention bespoke content for your Orks Crusade force. Included in the latter are exciting Requisitions that can enable your warlord to grow larger and stronger as they accumulate more power, and engage in brutal fights to stave off other leadership challenges. You will also find a system for accumulating scrap from destroyed enemy vehicles and putting this to use fixing your own damaged vehicles, or adding new customisations to them.
**BATTLE-FORGED RULES**

**DETACHMENT ABILITIES (PG 51-57)**
Units from Orks Detachments gain additional abilities to better reflect how Orks armies wage war on the battlefield, including Clan Kulturs to describe the individual fighting styles of different Orks clans. You can find out more about Detachments in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

**SPECIALIST MOBS (PG 58-59)**
Certain units from your Orks army can be upgraded to a Specialist Mob, whose methods of war have deviated from those of the rest of their clan. This adds an additional keyword to their datasheet and grants them additional abilities.

**KUSTOM JOBS (PG 60-61)**
Many vehicle units, as well as certain characters and other units from your Orks army can be upgraded with Kustom Jobs, granting them additional abilities. Each of these abilities adds an additional cost to the unit when adding it to your army.

**STRATEGEMS (PG 62-64)**
Orks armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war. These are represented by the Stratagems in this section, which you can spend Command Points to use in your games. You can find out more about Stratagems and Command Points in the Warhammer 40,000 Core Book.

**ARMY RULES**

**WARLORD TRAITS (PG 65)**
The Warlord of an Orks army can have one of the traits presented in this section. These help to personalise your Warlord and better reflect their individual fighting prowess.

**POWER OF THE WAAAGH! DISCIPLINE (PG 66)**
Orks Weirdboyz have access to a number of potent psychic powers - channelled from Gork and Mork themselves - which can be found here.

**BEASTHEAD DISCIPLINE (PG 67)**
Beast Snagga Wurrah mounted a much more primal version of Waaagh! energy, whether on foot or from atop a Kill Rig. A selection of these psychic powers can be found here.

**RELICS (PG 68)**
Orks characters can be equipped with powerful artefacts, brutal weaponry and bizarre technologies called Shiny Gubbins; these Relics and the rules they bestow are described in this section.

**MATCHED PLAY RULES**

**CHAPTER APPROVED RULES (PG 69)**
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the Orks ones printed here that represent their brutal ‘tactics’ on the battlefield.

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**CRUSADE RULES**

**CRUSADE (PG 70-79)**
Orks have access to a host of additional rules that further personalise your Crusade force. These include bespoke Agendas, Requisitions, Battle Traits and Crusade Relics that reflect these deadly fighters. Amongst the rules presented in this section is a system enabling your Crusade force’s leader to grow in power and stature, as well as allowing you to loot pieces of destroyed enemy vehicles and put them to use for your own armies.

**DATASHEETS**

**DATASHEETS (PG 80-126)**
This section is essential to all Orks players, regardless of preferred play style, containing as it does the datasheets for Orks units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

**WARGEAR**

**WEAPON PROFILES (PG 128-131)**
This section provides an alphabetised list of Orks specific weapons featured in this Codex in one handy reference, and should be used in conjunction with the datasheets section.

**POINTS**

**POINTS VALUES (PG 132-133)**
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

**RULES REFERENCE**

**GLOSSARY (PG 134)**
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

**REFERENCE (PG 135)**
Here you will find a handy bullet-pointed rules reference that summarises some common Orks rules.
COMBAT PATROL

Combat Patrol is the smallest size game, and the Orks force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army or compete in a matched play mission.

Created from the contents of the Combat Patrol: Orks boxed set, this force can be used in a Battle-forged army and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

Orks Boyz are a tremendously resilient unit, able to shrug off the small arms fire of the enemy and cross the battlefield to cut down the foe with their choppas, or even lay down some firepower at medium ranges with their shootas. Each unit can be equipped with dangerous rokkit launchas or big shootas, and are led by burty Nobz – even more resilient than the Boyz they led and equipped with the most brutal weapons they can find.

The Orks Warboss in Mega Armour is an unstoppable melee juggernaut. He is capable of eviscerating the commanders of any army with his 'gege chopps, as well as using his Warboss aura ability to boost the fighting abilities of your roving Orks Boyz.

The Deffkoptas are a very fast and heavily armed unit that can burst forward at speed and capture objectives that your Boyz on foot will struggle to get to. They also excel at destroying enemy vehicle units in a flurry of deadly kopta rokkits.

The Deff Dread is a formidable war engine. With a wide array of weapon options, this clanking monstrosity can provide supporting fire with multiple heavy weapons. It can also be equipped with an array of formidable melee weapons, able to carve apart enemy infantry, vehicles and monsters alike with ease.
DETACHMENT ABILITIES

An Orks Detachment is one that only includes models with the Orks keyword (excluding models with the Unaligned keyword).

- **<Clan> units (excluding Gretchin units) in Orks**
  - Detachments gain the Clan Kulturs ability.
- Troops units (excluding Gretchin units) in Orks Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

SPECIALIST LADZ

Some Orks' power transcends clan boundaries, while others are wanderers, selling their trade to whoever pays the best rates.

The following units can be included in an Orks Detachment without preventing the Detachment from being a Clan Detachment. Note, however, that these units do not benefit from any Clan Kultur unless they have the appropriate <Clan> keyword (e.g., if you included Ghazghull Thraka and Mad Dok Grotsnik in a Goff Clan Detachment, Ghazghull Thraka would benefit from the Clan Kultur because he has the Goff keyword, but Mad Dok Grotsnik, who has the Deathskulls keyword, would not).

- Ghazghull Thraka
- Kaptn Badruk
- Makari
- Mad Dok Grotsnik
- Zogurod Wortshagga
- Specialist Mod units.

I'M DA BOSS!

When an Ork seizes power, it is good practice to ensure no rivals are standing to challenge him later.

You can include a maximum of one Warboss or Deffkilla Wartrike model in each Detachment in your army.

NAMED CHARACTERS AND KILL RIGS

If one of the following characters gains a Warlord Trait, they must have the one shown below. There will either be a Clan Warlord Trait (pg 52-57) or one of the ones found on page 65.

<table>
<thead>
<tr>
<th>Character</th>
<th>Warlord Trait</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boss Snikrot</td>
<td>Brutal but Kunnin'</td>
</tr>
<tr>
<td>Boss Zagastruk</td>
<td>Big Gob</td>
</tr>
<tr>
<td>Ghazghull Thraka</td>
<td>Proper Killy</td>
</tr>
<tr>
<td>Kaptn Badruk</td>
<td>Killa Reputation</td>
</tr>
<tr>
<td>Kill Rig</td>
<td>Beastpob</td>
</tr>
<tr>
<td>Makari</td>
<td>Follow Me Ladz</td>
</tr>
<tr>
<td>Mozrog Skragbad</td>
<td>Surly as a Squiggoth</td>
</tr>
<tr>
<td>Zogurod Wortshagga</td>
<td>Beastpob</td>
</tr>
</tbody>
</table>
ORKS CLANS

If your army is Battle-forged, **<Clan>** units from **Orks** Detachments gain access to the following clan rules, provided every model in that Detachment is drawn from a clan (with the exception of Specialist Lads) is from the same clan. Such a Detachment is referred to as a Clan Detachment.

If your army contains any Clan Detachments, you must write on your army roster which clan they are from.

**CLAN KULTURS**

All **<Clan>** **Orks** units (other than **Gretchin** units) with this ability gain a Clan Kultur. The kultur gained depends upon which clan they are from, as shown on the following pages.

**CLAN WARLORD TRAITS**

Each clan has an associated Clan Warlord Trait. If an **Orks** **<Clan>** **Character** model gains a Warlord Trait, they have the relevant Clan Warlord Trait instead of a Warlord Trait from page 65. Note that named characters and Kill Rigs must have the Warlord Traits specified on page 51.

**CLAN STRATEGEMS**

Each clan has an associated Clan Stratagem. If your army is led by an **Orks** **<Clan>**, **Warlord**, you can spend Command points to use this Stratagem in addition to those on pages 62-64.

CLAN RELICS

Each clan has an associated Clan Relic. If your army is led by an **Orks** **<Clan>**, **Warlord**, you can select this Relic instead of those on page 68.

Example 1: A Battle-forged army includes an **Orks** Detachment in which every unit has the **Goff** keyword. Every **Goff** unit from that Detachment gains the No Muckin' About kultur, a **Character** model in that Detachment that is given a Warlord Trait can instead be given the Proper Killy trait and if the army's **Warlord** is selected from this Detachment, then a **Character** model in your army that could be given a Relic can instead be given Da Irongob. In addition, if the army's **Warlord** is a **Goff**, then you can spend Command points during the battle to use the Unbridled Carnage Stratagem.

Example 2: A Battle-forged army includes a Clan Detachment in which every unit has the **Deathskulls** keyword and **Ghazghull Thraka**. Because **Ghazghull Thraka** is a Specialised Lead (pg 51), **Deathskull** units from that detachment still gain the Lucky Blue Gitz Clan Kultur. If **Ghazghull Thraka** is your **Warlord** however, you could not select to use the Deathskulls Clan Stratagem or give the Deathskulls Clan Relic to any **Characters** in your army. **Ghazghull Thraka** would gain the Proper Killy **Goff** Warlord Trait if detailed under Named Characters and Kill Rigs (pg 51), and any **Deathskulls** **Character** in that detachment that gained a Warlord Trait by other means (e.g. the Big Boss Stratagem) can select the Deathskulls Opportunity Warlord Trait as normal.

GOFFS

**KULTUR: NO MUKKIN' ABOUT**

Goff Orks are the biggest, meanest and most ferocious of their kind. They put little stock in cunning or strategy, preferring instead to simply surge across the battlefield in a roaring green tide. Once they get stuck into hand-to-hand combat, the Goffs quickly overwhelm their enemies through sheer ferocity.

- Each time a model with this kultur makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.
- Each time a model with this kultur makes a melee attack, if that model's unit made a charge move or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

**WARLORD TRAIT: PROPER KILLY**

Goff bosses are the most brutal of an already brutal breed. They are unstoppable engines of destruction who rampage through the enemy ranks and leave mounds of crushed and brutalised corpses in their wake.

- Add 1 to this **Warlord's** Attacks characteristic.
- Each time this **Warlord** makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.

UNBRIDLED CARNAGE

**Goffs** - Battle Tactic Stratagem

When Goffs get stuck into the foe, the carnage is wonderful to behold, at least for other Orks.

Use this Stratagem at the start of the Fight phase. Select one **Goff Core** or **Goff Character** unit from your army that has the No Muckin' About Clan Kultur. Until the end of the phase, each time a model in that unit makes an attack, it scores an additional hit on an unmodified hit roll of 5+ instead of 6.

**RELIQUE: DA IRONGOB**

This brutal irongob tells all that see it that the wearer is a mighty warlord indeed. If they don't listen, a single devastating headbutt from the wearer will certainly reinforce the point.

**Goff** model only. After making close combat attacks with the bearer, before they consolidate, you can select one enemy unit within 1" of the bearer and roll one D6; on a 2+, that unit suffers D3 mortal wounds.

52
BAD MOONS

KULTUR: ARMED TO DA TEEF

Bad Moons are ostentatious show-offs, whose predilection for the biggest, loudest and shiniest objects is facilitated by the fact their teeth grow at such an alarming rate. With all manner of targeting arrays, underslung bomb launchers and bulldozers of additional munitions, Bad Moons can typically lay down a storm of dakka that eclipses the firepower of any other clan.

- Add 6" to the Range characteristic of Dakka and Heavy weapons models with this kultur are equipped with.
- Each time a model with this kultur makes a ranged attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

WARLORD TRAIT: DA BEST ARMOUR TEEF CAN BUY

Bad Moons leaders spare no expense on their gear, and their armour is no exception. In the process of adorning themselves in the biggest, most gilded and ostentatious suits of plate they can get, they often end up inadvertently providing themselves with substantial protection against the foe.

This WARLORD has a 4+ invulnerable save. In addition, add 1 to armour saving throws taken for this WARLORD.

SHOWIN' OFF

1CP

Bad Moons - Battle Tactic Stratagem

A Bad Moons' prodigious wealth allows him to spray bullets with abandon, in the knowledge he can always afford more.

Use this Stratagem when a BAD MOONS CORE or BAD MOONS CHARACTER unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a Dakka weapon, an unmodified hit roll of 6 scores 1 additional hit.

RELIC: DA GOBSHOT THUNDERBUSS

Requiring an entire chest of reevo to be loaded into its breach before each shot, da Gobshot Thunderbuss' worky gurgle plates its unconventional ammunition in gold before shooting. Not only can this weapon sweep away swathes of enemies, it also fires a fortune in teeve each time, proclaiming its owner's obscene wealth.

BAD MOONS model equipped with a kustom shoota only. This Relic replaces a kustom shoota and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Da Gobshot Thunderbuss 12&quot;</td>
<td>Heavy Dakka</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target.

EVIL SUNZ

KULTUR: RED ONES GO FASTA

The Evil Sunz are firm believers in the old Ork adage 'red wins go fasta'. Many claim that the need for speed is in their blood, and so the Orks of this clan make sure to dab their vehicles, themselves and – in especially ambitious cases – even their bullets bright red. Bizarrely, the practice seems to work.

- Add 1" to the Move characteristic of models with this kultur. If that model is a SPEED FREKES model, add 2" instead.
- Add 1 to Advance rolls made for units with this kultur.
- Models with this kultur do not suffer the penalty incurred to their hit rolls for firing Assault weapons in the same turn in which their unit Advanced.

WARLORD TRAIT: FASTA THAN YODZ

The thrill-seeking greenskins at the head of Evil Sunz warbands will lead their Kult of Speed brethren in multiple high velocity passes, belloving with glee each time they hustle at – and then straight through – the enemy lines.

In your Command phase, select one friendly EVIL SUNZ CORE unit within 6" of this model. That unit is eligible to declare a charge with even if they Advanced or Fell Back this turn.

DRIVE BY DAKKA

1CP

Evil Sunz - Strategic Play Stratagem

Often all an enemy will see of the Evil Sunz is a blur of red as they speed by, guns blazing.

Use this Stratagem at the end of your Shooting phase. Select one EVIL SUNZ SPEED FREKES unit from your army. That unit can immediately make a Normal Move as if it was your Movement phase. That unit is not eligible to charge this turn.

RELIC: REZMEKKA'S REDDER PAINT

Badmec Rezmekka formulated a type of paint so red that staring directly at it for too long caused actual retinal damage. So red was Rezmekka's new colour – artfully named Redder – that he immediately dubbed it over his best suits of heavy armour. A few pots of this paint have made it onto the open market, so any Ork who can afford it can dazzle his mates with eye-bleeding redness.

EVIL SUNZ model only. This Relic can be taken by a VEHICLE model.

- Add 2" to the bearer's Move characteristic.
- At the start of the Fight phase, if this WARLORD is within engagement range of any enemy units, those units cannot be selected to fight until all eligible units from your army have done so.
**SNAKEBITES**

**KULTUR: DA OLD WAYS**

Snakebits appear backwards to the other Ork clans. Their technology base and traditional mindsets rarely advance far past the level of Wildboyrz, and few of a Snakebite can fix a problem with a big stick, a handy sayay, and a length of old rope. They will gladly do so. However, between their refusal to rely upon ‘new-fangled rubbish’ and their bizarre habit of actually allowing themselves to be bitten by venemous serpents, the clan’s ways breed remarkably resilient warriors.

- Each time an attack is made against a unit with this kultur, unless that attack has a Strength characteristic of 8 or more, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.
- Each time a Squig model with this kultur makes a melee attack, if that model’s unit made a charge move or performed a Heroic Intervention this turn, add 1 to that attacks wound roll.

**WARLORD TRAIT: SURLY AS A SQUIGGOOTH**

With a lifetime of leading notoriously deadly Snakebite rituals behind him, and a guarded hide thicker than battlewagon armour, this Snakebite has survived blows that would fell a Gargant.

The first time this Warlord is destroyed, you can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when a model is destroyed (e.g. the Orks is Never Beaten Stratagem, page 63). If you do so, then on a 4+ roll, the Warlord can make a charge move and move into the battle as close as possible to where it was destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining.

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**MYSTIC CHANTING**

**1CP**

**Snakebits – Epic Deed Stratagem**

Snakebits have been known to point-blank refuse the existence of enemy psykerz (presumably because they don’t have the telltale green glow). This stubborn refusal has been known to dissipate the psychic powers of the foe before their very eyes, which the Snakebits say proves their claims. Use this Stratagem during your opponent’s Psychic phase.

Select one Snakebits unit from your army. Until the end of the phase, that unit can attempt to deny one psychic power as if it were a Psyker.

---

**RELIC: BROGG’S BUZZBOMB**

Ramboz Brogg was the genius behind the now infamous Buzzbomb. By building on oversized stickbomb around an entire buzz-thing hive, he created an unstable device that could be flung at the enemy to send enraged buzzers squigg all through their lines. Only once the squigs have settled down post-strike and returned to their stickbomb homes can the weapon be carefully gathered up – usually by unfortunate grot ‘volunteers’ – and pumped full of fungus-smoke, putting the squig squigs to sleep until their fury is needed again.

**Snakebits model only.** This Relic has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brogg’s Buzzbomb</td>
<td>6&quot;</td>
<td>Grenade 306</td>
<td>5</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities:** Blast. This weapon can target units that are not visible to the bearer. The bearer can only shoot with this weapon once per battle. Each time an attack is made with this weapon, that attack scores a hit on a hit roll of 2+, irrespective of any modifiers. After shooting with this weapon, each unit within 6" of the target suffers 1 mortal wound.
DEATHSKULLS

KULTUR: LUCKY BLUE GITZ
All Orks believe blue to be a lucky colour, but the notoriously superstitious Deathskulls are fervent in that belief. The denizens of their habitations daub themselves liberally with blue warpaint before every battle, making sure to mark their vehicles with the colour, too. Of course, this habit doubles as a great way of rapidly covering up any marks of previous ownership on wagons, wargear and other loot the light-fingered Deathskulls have ‘acquired’ from their fellow Orks.

- Each time a unit with this kultur is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit’s attacks.
- Each time a model with this kultur would lose a wound as a result of a mortal wound, roll one D6; on a 5+, that wound is not lost.
- Infantry units with this kultur gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

WARLORD TRAIT: OPPORTUNIST
This warlord is always on the lookout for goodies to scavenge, and is wily enough to know that the best loot can be bashed, blasted and ripped from the mangled remains of the enemy’s biggest wagons and bases.

- Each time you select a target for this Warlord, if you select a Character unit within 12", you can ignore the Look Out, Sir rule.
- Each time an enemy Vehicle unit is destroyed within 6" of this Warlord, you gain 1 Command point.

WRECKAZ

Deathskulls – Strategic Play Stratagem
Deathskulls instinctively know just where to hit an enemy vehicle in order to knock loose the best scrap.

Use this Stratagem at the start of your Shooting or Fight phase. Select one Deathskulls core or Deathskulls Character unit from your army. Until the end of the phase, each time a model in that unit makes an attack that targets a Vehicle, add 1 to that attack’s wound roll.

RELIC: DA FIXER UPPERZ
Originally the tools of Deathskull Mechnik Prazdok, this toolbox incorporates a microdetyporia. Whenever its bearer needs some spare parts for an important repair job, the microdetyporia will scan the damage and, in a flash of light, acquire the necessary gobbins from a nearby vehicle.

Deathskulls Mech or Big Mech model only. Each time the bearer uses their mechaniak or big mechaniak ability, roll one D6; on a 2+, the selected Vehicle unit regains 1 additional wound, and you can select one enemy Vehicle unit within 12" of the bearer. That enemy Vehicle unit suffers D3 mortal wounds.
BLOOD AXES

KULTUR: TAKTIKS

The Blood Axes are viewed by all other Ork clans as being duplicitous, untrustworthy gits who wouldn't know a proper scrap if it bit off their backides. The Blood Axes couldn't care less. They possess an instinctive grasp of battlefield strategy that - while still undeniably Orky in its application - allows them to surprise even the most seasoned enemy commanders with their manoeuvres, feints, and ambushes.

- Each time a ranged attack is made against a unit with this kultur, if the attacker is more than 18 inches away from the unit, that unit is treated as having the benefits of light cover against that attack (see the Warhammer 40,000 Core Book).
- Units with this kultur are eligible to shoot or declare a charge with (but not both) in a turn in which they Fall Back.

WARLORD TRAIT: I'VE GOT A PLAN LADZ!

Blood Axes bosses are never short of a 'kenian' plan featuring actual tactics, and sometimes even have a grasp of grand strategy that goes beyond simply rocking the enemies' teeth down their throats.

At the end of the Deploy Forces step, select up to three Blood Axes units from your army and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploy their units first.

DED SNEAKY

Blood Axes – Strategic Play Stratagem

Blood Axes are adept at closing with the enemy unseen, which is often the last thing the foe suspects.

Use this Stratagem at the end of your Movement phase if the mission you are playing is using the Strategic Reserves rule. Select one Blood Axes Infantry unit from your army (excluding Mega Armour units) that is within 3 inches of any battlefield edge. Place that unit in Strategic Reserve.

RElic: MORGOG'S FINKIN' CAP

Looted from a Schola Progenium training facility, this tangle of electrodes was incorporated into a helmet on the orders of Blood Axes Warboss Morgog. Upon donning the helmet, Morgog was bombarded by fragments of what he realized were strategies and tactics; though the crackling 'bone voices' and flashes of imagery were confusing, the Warboss was able to make use of the concepts his new Finkin' Kap imparted. Soon his foes would learn that the only thing more dangerous than a savage three-hundred-pound brute is a savage three-hundred-pound brute with a plan.

Blood Axes model only. This Relic may be taken by a Vehicle model. At the start of your Command phase, if the bearer is on the battlefield, you can roll one D6 on a 4+, you gain 1 Command point.

Megastrakk Scrapjet

Blood Axe Mob with choppa and slugga
FREEBOOTERZ

KULTUR: COMPETITIVE STREAK
There's something a little off about most Freebooterz, and all the other Orks know it. These mercenary loot-hounds are just that: little bit more mean-spirited, vicious and sneaky - and substantially more egocentric, self-centered and competitive - than their fellow greenstuff. It is no wonder, then, that most become outcasts, for they struggle to fit into the rough and ready hierarchy of Ork society. They operate best when knocking around the galaxy with others of their dubious kind. In battle, the Freebooterz' desire to be da best' and nab the shiniest loot for themselves sees them strive to outdo their fellow greenskins. If one mob of Freebooterz starts doing well, their comrades will try all the harder to show them up and grab the glory for themselves.

Each time a FREEBOOTERZ unit from your army defeats an enemy unit, after that unit's attacks have been resolved, until the end of the phase, each time an attack is made by another FREEBOOTERZ unit with this kultur from your army, add 1 to that attack's hit roll.

WARLORD TRAIT: KILLA REPUTATION (AURA)
This Freebooterz leader has a fearsome - and well-deserved - reputation for being a stone-cold killer. It is enough to make even the fractious and self-serving Freebooterz fight harder beneath his gloowering gaze.

- While an enemy unit is within 3" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.
- While a friendly FREEBOOTERZ unit is within 6" of this model, add 1 to the Leadership characteristic of models in that unit.

GET DA LOOT

Freebooterz - Strategic Play Stratagem

Very few things are able to stand between a Freebooter and something valuable.

Use this Stratagem at the start of your Command phase. Select one FREEBOOTERZ INFANTRY unit from your army that is on the battlefield. Until the start of your next Command phase, that unit gains the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

RELIC: DA BADSKULL BANNA

Every Freebooterz Warboss has their own Jolly Ork, a glyph-wrapper that proclaims their dread reputation. Yet there is one ancient Jolly Ork so saturated with Waaagh! energy that it has become infamous. Known as da Badskull Banna, this totemic flag is said by many to be the original Jolly Ork, and the ultimate proclamation of a Freebooter leader's might.

FREEBOOTERZ model only. This Relic may be taken by a VEHICLE model. While an enemy unit is within 6" of the bearer, it loses the Objective Secured ability.
SPECIALIST MOBS

If your army is battle-forged and includes any Orks, Detachments (including Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade one Orks unit from each Detachment in your army to a specialist mob. Each type of specialist below will list the units that can be selected to be upgraded to that specialist. Each time you upgrade one of these units, that unit gains the Specialist Mob keyword, and you must replace that unit’s <CLASS> keyword with the appropriate keyword as described under that specialist. That unit then gains the abilities listed under that specialist. Make a note on your army roster each time you upgrade a unit using these rules. These units are still considered to be the same datasheet for the purposes of any mission rules that limit the number of times any particular datasheet can be included in your army.

Pyromaniacs
Few things are as entertaining to the Ork race as setting things on fire. No few become pyromaniacs, so obsessed with igniting things, enemies and indeed each other that it becomes their sole driving purpose.

Burna Boyz, Burna-Bommer, Boomadakka Shazzwagon, Deffkilla Warthriks, NoB or Wargoss units only. The selected unit gains the Pyromaniacs keyword and the following ability:

Pyromaniacs: Each time a Pyromaniacs mob shoots with a burna, a skorcha, burna bottles, burna exhaust, a killa jet, skorcha missile racks or the Skorcha profile of a kombi-skorcha, if, when determining the number of attacks for that weapon, the dice rolled results in less than 3 attacks being made, make 3 attacks instead.

Boom Boyz
The deafeningly loud noise, scattering of debris over a wide area and detonation of anyone too close make explosives an irresistible lure to many Orks.

Big Nek, Blitza-Bommer, Deffkoptas, Nek, NoB, Tankrusters, Wagon of Warboss units only. The selected unit gains the Boom Boyz keyword and the following ability:

Boom Boyz: Each time a Boom Boyz model shoots with a weapon with the Blast ability, improve the Armour Penetration characteristic of that attack by 1.

Flyboyz
It takes a rare breed of Ork to climb into ramshackle aircraft and hurtle at breakneck speed into aerial combat. Those who do, and who by some miracle survive more than just their initial sortie, can develop prodigious skills in the cockpit, becoming flying aces that terrorise the skies wherever they go.

Blitz-a-Bommer, Burna-Bommer, Dakkajet, Deffkoptas or Wargoon Blastajet units only. The selected unit gains the Flyboyz keyword and the following ability:

Flyboyz: Each time a ranged attack targets a Flyboyz unit, if the attacker is more than 6” away, then the unit with this ability is treated as having the benefits of light cover against that attack (see the Warhammer 40,000 Core Book).

Big Krumpaz
Orks prefer direct solutions, and if that solution happens to be huge, armoured and brandishing hydraulic killing-klaws, so much the better. Orks who get obsessed with this way of war are known as Big Krumpaz, and there’s nothing they enjoy more than getting up close and personal, where size, weight – and the aforementioned hydraulic killing-klaws – are at their most deadly.

Deff Dreadz, Gorkanaut, Mega Armour Nobz, Mega Armour Character or Morkanaut units only. The selected unit gains the Big Krumpaz keyword and the following ability:

Krumpin’ Time: Each time a Big Krumpaz model makes a melee attack, add 1 to that attack’s hit roll.

Madboyz
Some greenskins have minds filled with conflicting fragments of know-noise and anarchic compulsions. Such Madboyz gather in gibbering mobs and fall upon the enemy in a lunatic tide (at least when not distracted by doing Daorkajet impersonations, having showing competitions or hunting for imaginary squigs).

Biker, Cavalry, Character or Mob units only. The selected unit gains the Madboyz keyword and the following ability:

At the start of each battle round, roll one D3 and consult the table below to determine what ability the Madboyz unit has until the end of this battle round:

1. Rash: Each time a Madboyz unit makes a pile-in move, it can move up to 6” instead of 3”.

2. Inspired: Each time a Madboyz unit is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit’s attacks.

3. Frenzied: Each time a Madboyz model makes a melee attack, add 1 to the Strength characteristic of that attack.
Sneaky Gitz
Some Orks just can't enjoy clabbering an enemy without the satisfaction of knowing they never saw it coming. These sneaky gitz are rarely trusted by more straightforward Orks, but they don't care, so long as they can keep skidding their victims in their bunks.

**Boyz, Kommandos, Nob or Warboss** units only. The selected unit gains the **Sneaky Gitz** keyword and the following ability:

**Sneaky Gitz**: Each time a **Sneaky Gitz** model makes a melee attack, if the target is receiving the benefits of cover, improve the Armour Penetration characteristic of that attack by 1.

Trukk Boyz
Clinging to their crude vessels as they plunge headlong towards enemy lines, Trukk Boyz are famously impetuous, even for a race as short-tempered as the Orks. Should their ride be destroyed, these lads get first pick of the loot before their footlogging mates arrive, and are soon back up and running in a new monstrosity.

**Boyz, Nob or Warboss** units only. The selected unit gains the **Trukk Boyz** keyword and the following ability:

**Trukk Boyz**: A **Trukk Boyz** unit can disembark from a **Trukk** even if that **Trukk** has made a Normal Move this phase. While any **Trukk Boyz** units are embarked upon a **Trukk**, each time that **Trukk** model makes a ranged attack, add 1 to that attack's hit roll.

'Orrible Gitz
This bunch of grotts have been assigned some of the most horrible jobs while at camp. Cleaning out the squig pens is all in a day's work to these muck-coated nobs, who take a suspicious level of pride in their work. The dreadful smells and missing body parts that result from such duties are off-putting to everyone, even those Orks whose own body hygiene is suspect at best.

**Gretchin Core** units only. The selected unit gains the **Orrible Gitz** keyword and the following ability:

**'Orrible Gitz**: An **Orrible Gitz** unit gains the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book). While any other unit (excluding Runtherd units) is within 3" of any **Orrible Gitz** units, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.
KUSTOM JOBS

If your army is Battle-forged and includes any Orks Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then when you muster your army, you can upgrade any Orks model in your army with one Kustom Job. Each Kustom Job below will list the units that it can be applied to and its effect. Each time you give a unit a Kustom Job, its Power Rating is increased, as shown in the table at the start of this section. Vehicle Kustom Jobs can only be given to a unit that contains one model.

If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown in the same table. If a Kustom Job shows more than one value, the second value is used if the unit being given the Kustom Job has a Power Rating of 10 or more. Make a note on your army roster each time you upgrade a model using these rules.

A Specialist Mob cannot be selected to have any Kustom Jobs, and each Kustom Job can only be selected once in your army. Each model can only have 1 Kustom Job. Named characters can never have any Kustom Jobs.

A Crusade force cannot start with any Kustom Jobs – to include any in a Crusade force, you must spend Scrap points (pg 75). If a unit from a Crusade force is given any Kustom Jobs, it cannot be selected for the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book). If a Kustom Job, such as Da Booma, replaces a weapon, you cannot remove or replace that weapon using the Rearm and Resupply Requisition (see the Warhammer 40,000 Core Book).

If a model in your Crusade force gains any Kustom Jobs during a battle as a result of the ‘I’ve Got Just Da Fing ability of a Melkboy Workshop, they are lost at the end of the battle.

VEHICLE KUSTOM JOBS

<table>
<thead>
<tr>
<th>KUSTOM JOB</th>
<th>POWER</th>
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<tbody>
<tr>
<td>Da Booma</td>
<td>+1</td>
<td>+15</td>
</tr>
<tr>
<td>Fortress on Wheels</td>
<td>+1</td>
<td>+20</td>
</tr>
<tr>
<td>Gyroscopic Whirligig</td>
<td>+1</td>
<td>+10</td>
</tr>
<tr>
<td>More Dakka</td>
<td>+1/+2</td>
<td>+15/+30</td>
</tr>
<tr>
<td>Nitro Squigs</td>
<td>+2</td>
<td>+25</td>
</tr>
<tr>
<td>Red Rolla</td>
<td>+1</td>
<td>+20</td>
</tr>
<tr>
<td>Shokkajump Dragons</td>
<td>+1/+2</td>
<td>+15/+30</td>
</tr>
<tr>
<td>Squig遵守特技</td>
<td>+1</td>
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Da Booma
Da Booma has a much greater reach and explosive yield than the more primitive shells fired by a standard killkannon.

Wagon model equipped with killkannon only. This Kustom Job replaces a killkannon and has the following profile:

**WEAPON** | **RANGE** | **TYPE** | **S** | **AP** | **D**
---|---|---|---|---|---
Da Booma | 36" | Heavy 20k | 8 | -2 | 2

Abilities: Blast

Fortress on Wheels
This vehicle is replete with so much additional armour and non-essential ‘extras’ that landing a telling blow is almost impossible.

Trukk or Wagon model only. This model has a 5+ invulnerable save.

Gyroscopic Whirligig
Mekboyz attach whirly light-up bits to the mechanisms of Shokkajump Dragons. They do so following the questionable logic that all that extra flash makes it easier for Gork and Mork to spot them floating about in the warp, so that they might get a helpful shove back towards reality if they look as though they’re going to get stuck.

Shokkajump Dragons model only. Any mortal wounds suffered by this model as a result of its Shokk Tunnel ability are ignored.

More Dakka
Flared ammo feeds, squig-oiled rounds and increased rotary speeds ensure this vehicle’s guns are even shottier than its rivals.

Vehicle model only. Each time this model shoots, roll one D6. On a 4+, make 1 additional attack with each Dakka weapon this model is equipped with. On a 6, make 2 additional attacks with each Dakka weapon this model is equipped with instead.

Nitro Squigs
Some Rukkatrikk crews buy nitrous-infused squig feed that sends their living projectiles berserk, making them significantly more lethal – both for the enemy and the fitter!

Rukkatrikk Squigbulies model only. Each time an attack is made with this model’s heavy squig launcha or squig launcha, add 1 to that attack’s wound roll.

Red Rolla
Covered in extra spikes, this brutal defl рольa doesn’t start out red...

Bonebreaker model only. Replace this model’s Bonebreaker Ram ability with the following: ‘Red Rolla: Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add D3+3 to the Attacks characteristic of this model.’
Shokka Hull
Rewired batteries ensure that careless enemies get a nasty surprise if they come too close.

**VEHICLE** model only. Each time an enemy unit selects this model as the target of any attacks in the Fight phase, after these attacks have been resolved, roll one D6 on a 4+ that unit suffers D3 mortal wounds.

**Soup-ed-up Speshul**
The easiest way to add firepower to your weapon is to simply bolt on more barrels.

**BOOMDACKA SNAZZWAGONS** model only. Change the Type of this model’s Mek speshul to ‘Daikra 16/12’.

**Squig-hide Tyres**
Scaly squig-hide is the perfect material for fast and grippy tyres.

**VEHICLE** model only (excluding **WALKERZ** and **AIRCRAFT**).
- Add 1” to this model’s Move characteristic.
- Each time this model Advances, add an additional 2” to this model’s Move characteristic.

**Stompamatic Pistons**
Employing everything from steam-feeds to really big iron springs, these leg upgrades allow walkherz to put on a real burst of speed.

**DEFF DREAD, GORKANAUT or MORKANAUT** model only.
- Add 3” to this model’s Move characteristic.
- Add 1” to Advance rolls made for this model.

**MEK KUSTOM JOBS**

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<td>Bionik Oiler</td>
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<td>+10</td>
</tr>
<tr>
<td>Enhanced Run-Stucker</td>
<td>+1</td>
<td>+15</td>
</tr>
<tr>
<td>Extra-Kustom Weapon</td>
<td>+1</td>
<td>+10</td>
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<tr>
<td>Smoky Gubbinz</td>
<td>+1/5 models</td>
<td>+1 per model</td>
</tr>
<tr>
<td>Zzapkrumpaz</td>
<td>+1/5 models</td>
<td>+2 per model</td>
</tr>
</tbody>
</table>

**Bionik Oiler**
By surgically enhancing their assistants, this Mek ensures they can carry a much heavier load of tools, spare parts, oil squalis and any other important gubbins their boss might require.

Model equipped with grot oiller only. This model’s grot oiller can be used twice per battle, instead of once.

**Enhanced Run-Sucker**
This customised shokk attack gun incorporates a vastly oversized suction device, drawing in nearby runis, squigis, loose scrap, the Mekboy’s lunch and even poorly fastened pieces of the gun itself.

**BIG MEK** equipped with shokk attack gun only. The Type of this model’s shokk attack gun is changed to ‘Heavy 2D3’.

**Extra-Kustom Weapon**
While Meks are happy to tinker with the weapons of their customers, most will endeavour to remove and keep the best bits of these weapons, replacing it with something shiny from their scrap collection. These prized spare parts inevitably end up bolted onto the Mek’s own, already outlandish, personal weaponry.

Model equipped with kustom mega-slugga or kustom mega-blasta only. Each time this model shoots with a kustom mega-slugga or kustom mega-blasta, make one additional attack with that weapon.

**Smoky Gubbinz**
This loud, fume-belching device wreathes the bearer and his mates in a thick bank of smoke. This is hard for the enemy to see through, but has little detriment on the Orks’ own accuracy, which often owes more to guesswork than to aiming at the best of times. The only drawback is that this machine only works when the Spanner can keep his kide stood still long enough for the cloud to build up.

Unit that contains a Spanner model only. If this unit Remained Stationary, it is treated as having the benefits of light cover until your next Movement phase (see the Warhammer 40,000 Core Book).

**Zzapkrumpaz**
Area of electricity leap from coils of wiring wound around – or stapled onto – this unit’s wargear. Additionally, this leaves these Orks a bit on the singed side, but it is a price worth paying to see their enemies dance like loons with their hair standing on end when they get zapped.

Unit that contains a Spanner model only. Each time a melee attack is made by a model in this unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
STRATAGEMS

If your army includes any Orks Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of <CLAN> on that Stratagem (if any) with the name of the clan that your selected unit is drawn from.

**CAREEN! 1CP/2CP**

*Orks – Battle Tactic Stratagem*

If their vehicle is on its last legs, any Ork worth his shooting wheel will aim its blazing remains into the nearest cluster of enemies. The ensuing messy explosions never fail to raise a rousing cheer from nearby Ork onlookers.

Use this Stratagem in any phase, when an Ork Vehicle model in your army that is not within Engagement Range of any enemy models is destroyed and explodes. That model can make a Normal Move of up to 6" before resolving the explosion. If that Vehicle is a Wagon or Titanic model, this Stratagem costs 2CP; otherwise, it costs 1CP.

**GET STUCK IN LADZ! 1CP/2CP**

*Orks – Battle Tactic Stratagem*

When Orks gather in large numbers, their sheer impetus carries them into the foe, destroying everything in their path.

Use this Stratagem in the Fight phase, when a Boyz or Beast Snagga Boyz unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a pile in or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate. If that unit contains 10 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

**RAMMING SPEED 2CP**

*Orks – Battle Tactic Stratagem*

Ork drivers are infamous for using their vehicles as huge blunt instruments with which to lobble the foe.

Use this Stratagem in your Charge phase, when an Ork Vehicle unit from your army is selected to charge.

- Until the end of the phase, when making a charge roll for that unit, roll 3D6 instead.
- Until the end of the phase, when that unit finishes a charge move, select one enemy unit that is within Engagement Range of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

**GUN CRAZY SHOW OFFS 2CP**

*Orks – Battle Tactic Stratagem*

Flash Gitz love nothing more than demonstrating the effectiveness of their ostentatious weaponry, blasting everything in sight with overwhelming firepower.

Use this Stratagem at the end of your Shooting phase. Select one Flash Gitz unit from your army; that unit can shoot again, but must target the closest eligible enemy unit.

**HIT ‘EM HARDER 2CP**

*Orks – Battle Tactic Stratagem*

Their already massive strength boosted by their mechanised amour, Mekanoids can tear apart even the largest war machines or most terrifying creatures with their klaw and saws.

Use this Stratagem in the Fight phase, when a Mekanoid unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack with a power klaw or klaw-saw, add 1 to that attack’s Damage characteristic.

**TOUGH AS SQUIG-HIDE 2CP**

*Orks – Battle Tactic Stratagem*

Beast Snagga’s live tough lives, their hardy greenskin constitutions pushed to extremes by the dangerous beasts they surround themselves with. As a result, even the lowliest Beast Snagga Boy can take a tremendous amount of punishment before being slain.

Use this Stratagem in any phase, when a Beast Snagga Infantry, Beast Snagga Cavalry or Beast Snagga Monster unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.

**BREAKIN’ HEADS 2CP**

*Orks – Battle Tactic Stratagem*

Sometimes even the most enthusiastic greenskins need a little encouragement to stay in the fight. Luckily, their bosses are more than happy to offer it.

Use this Stratagem in the Morale phase, when a Morale test is failed for a <CLAN> unit (excluding Gretchin units) from your army that is within 3" of any friendly <CLAN> Warboss or <CLAN> Nobz units. That <CLAN> unit suffers D3 mortal wounds, and the Morale test is treated as having been passed.
ORKS IS NEVER BEATEN

Orks – Epic Deed Stratagem

So resilient is Ork physiology – and so slow are Orks on the uptake – that even killing wounds can take a while to register.

Use this Stratagem in the Fight phase, when an Orks Character model in your army that has not already been selected to fight this phase is destroyed. Do not remove that model from play – it can fight after the attacking model’s unit has finished making attacks. If the selected model’s characteristics change as it takes damage, use the bottom row of that model’s profile when resolving those attacks. After resolving the destroyed model’s attacks, it is then removed.

OA BIGGER DEY IZ...

Orks – Epic Deed Stratagem

Beast Snaggaz have many a tale of their Warbosses squaring up to especially enormous prey, clubbing them with a blow so punishing that it lays them low in one hit.

Use this Stratagem in the Fight phase, when a Beast Snagga Warboss unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack that targets a TITAN unit, add 2 to the Damage characteristic of that attack.

EXTRA GUBBINZ

Orks – Requisition Stratagem

Some lucky gitz get more than their fair share of shiny gubbins.

Use this Stratagem before the battle, when you are mustering your army, if your Warlord has the Orks keyword. Select one Orks Character model in your army and give them one Shiny Gubbins (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Orkstrike battle (in which case, you can use this Stratagem three times).

BIG BOSS

Orks – Requisition Stratagem

The greatest Warbosses keep a few lieutenants around to reinforce their rule. This has the dual effect of ensuring commands are disseminated effectively, and that the Warboss is kept fighting fit.

Use this Stratagem before the battle, when you are mustering your army, if your Warlord has the Orks keyword. Select one Orks Character from your army and determine one Warlord Trait for that model (this must be a Warlord Trait they could have); that model is only regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Orksstrike battle (in which case, you can use this Stratagem three times).

TIDE OF MUSCLE

Orks – Strategic Play Stratagem

Once a horde of Orks get a sight of the foe, nothing can stop them.

Use this Stratagem in your Charge phase, when you select an Orks Core unit (excluding Gretchin units) from your army to charge. That unit can ignore any or all modifiers to the charge roll.

UNSTOPPABLE MOMENTUM

Orks – Strategic Play Stratagem

Smash a enemy with a devastating charge. Even after the charge, they are not finished fighting.

Use this Stratagem in your Charge phase, after a Nob on a Shasta Sour unit from your army finishes a charge move. If there are no enemy models within Engagement Range of that model, it can immediately be selected to declare a charge again.

GROT SHIELDS

Orks – Strategic Play Stratagem

Grots have a variety of uses, from fetching more ammunition to hurling boards and all sorts of things – acting as surprisingly effective bullet shields.

Use this Stratagem at the start of your opponent’s Shooting phase. Select one Orks Infantry unit from your army, then select one Gretchin Infantry unit from your army that is within 6" of that unit. Until the end of the phase, enemy models cannot select the selected Orks Infantry unit as a target if the selected Gretchin Infantry unit is a closer visible target.

TELLYPORTA

Orks – Strategic Play Stratagem

Nothing shakes the enemy line like an angry mob of Boys, or a looming war effigy suddenly appearing in a blast of green lightning.

Use this Stratagem during deployment. Select one non-Monster Orks unit from your army that has Power Rating 20 or less. You can set up this unit on a tellyporta pad instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. If you select a Transport unit, any embarked units remain embarked when this unit is set up on the battlefield.

LUMBERING STRIDES

Orks – Strategic Play Stratagem

When there is a chance to crush the foe beneath their metallic bulk, even the most cumbersome Orkish war machines can build terrifying momentum.

Use this Stratagem in your Charge phase, when you use the ‘Ere We Go ability to re-roll a charge roll for a Morkaunaut, Gorkaunaut or Stompa unit from your army. You can re-roll one of the dice for that charge roll instead of both.
**BURN 'EM ALL!**

1CP

*Orks – Strategic Play Stratagem*

When especially overexicted, burna-boomr pilots have been known to utterly saturate the battlefield with flames.

Use this Stratagem in your Shooting phase, when a *burna-boomr* unit from your army makes attacks with skorcha missile racks. After resolving these attacks, each other unit within 3" of the target suffers 1 mortal wound.

**MONSTER HUNTERZ**

2CP

*Orks – Strategic Play Stratagem*

When a group of Beast Snagga corner a monstros for they act with remarkaboot, almost int-Orks cohesion, with each mob doing their part to bring the beast down and deliver the killing blow.

Use this Stratagem at the start of any phase. Select one enemy *monster or vehicle* unit and up to 3 *beast snagga* units from your army. Each time an attack is made by a model in one of the selected *beast snagga* units that targets the selected *monster or vehicle* unit, add 1 to that attacks wound roll.

**CUTTIN' FLAMES**

1CP

*Orks – Wargear Stratagem*

With a flack of an adjustable nozzle, burna boys can convert their flame spewing weapons into deadly cutting torches.

Use this Stratagem in the Fight phase. Select one *burna boy* unit from your army. Until the end of the phase, each time a *burna boy* model in that unit makes a melee attack, that attack has an Armour Penetration characteristic of -2. This cannot be improved by any abilities or rules that improve Armour Penetration characteristics.

**MORE DAKKA!**

2CP

*Orks – Wargear Stratagem*

Orks have no real concept of ammunition preservation, instead tending to hold the trigger down until their weapons stop firing or falls apart in their hands.

Use this Stratagem in your Shooting phase, when a *ork* unit from your army is selected to shoot. Until the end of the phase, Dakka weapons that unit is equipped with are considered to be within half range when determining how many attacks are made with that weapon.

**CLOUD OF SMOKE**

2CP

*Orks – Wargear Stratagem*

When Speed Freaks race into battle en masse, the resultant dust plumes and choking smoke serve to conceal them from enemy fire.

Use this Stratagem at the start of your opponent's Shooting phase. Select one *speed freaks vehicle* unit from your army. Until the end of the phase, while a friendly *speed freaks vehicle* unit is within 6" of the selected unit, each time a ranged attack targets that unit, subtract 1 from that attack's hit roll.

**TANKBUSTA BOMB**

1CP

*Orks – Wargear Stratagem*

Tankbusta bombs are powerful, shaped charges – often with a magnetic coil – designed to be dropped to the exterior of enemy vehicles and then detonated, blasting through armour with ease.

Use this Stratagem in the Fight phase, when an *ork tankbusta bomb* unit from your army is selected to fight. Select one model in that unit. That model can only make one attack this phase and must target an enemy *vehicle* unit with that attack, but if a hit is scored, that unit suffers 2D3 mortal wounds and the attack sequence ends.

**SNAGGA GRAPPLE**

2CP

*Orks – Wargear Stratagem*

Beast Snagga use their hooked choppas to drag their prey down, preventing escape.

Use this Stratagem at the start of your opponent's Movement phase. Select one *beast snagga boy* unit from your army. Each time an enemy unit (excluding *Titanic* units) that is within Engagement Range of that unit is selected to move, roll one D6: on a 4+, that enemy unit cannot Fall Back this turn.

**GROUNDSHAKER SHELLS**

1CP

*Orks – Wargear Stratagem*

'Easy lobba gunners are encouraged to fire their shells over the heads of their quarry, staggering the prey and allowing their rig to close in for the kill.'

Use this Stratagem in your Shooting phase, when selecting a target for an *easy lobba*. Until the end of the phase, each time that model makes a ranged attack, if a hit is scored against a target that is not *Titanic* and cannot *fly*, then until the start of your next Movement phase, halve the Move characteristic of models in the target unit and subtract 2 from the result of Advance rolls and charge rolls made for that unit.

**FORCE FIELD BOOSTA**

2CP

*Orks – Wargear Stratagem*

By supercharging the guidance and making the spinny bitz spin faster, a cunning trick can greatly – if briefly – extend the radius of a kustom force field.

Use this Stratagem at the start of your opponent's Shooting phase. Select one model in your army that is equipped with a kustom force field. Until the end of the turn, replace that kustom field's ability with the following:

'Auras) While a friendly *ork* unit is within 9" of the bearer, models in that unit have a +1 *invulnerable save*.'

At the end of this turn, the kustom force field overloads and cannot be used for the rest of the battle. You can only use this Stratagem once per battle.
WARLORD TRAITS

If an Orks Character model is your Warlord, you can use the Orks Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 (or one D3 for Beast Snagga or Speed Freeks Warlord Traits) to randomly generate one, or you can select one. If a Beast Snagga Character model is your Warlord, you can instead use the Beast Snagga Warlord Traits table below to determine what Warlord Trait they have in the same manner, or if a Speed Freeks Character model is your Warlord, you can use the Speed Freeks Warlord Traits table below.

When you have determined a Warlord Trait for an Orks Character model, replace all instances of the <Clan> keyword in their Warlord Trait (if any) with the name of the clan that your model is drawn from.

ORKS WARLORD TRAITS

1. FOLLOW ME LADZ (AURA)
Always found at the forefront of an assault, this Ork likes to be the first into the fray.

If this Warlord has made a charge move this turn, until the end of the turn, each time a friendly <Clan> Orks unit declares a charge against an enemy unit that is within Engagement Range of this Warlord, add 1 to the charge roll for that unit.

2. BIG GOB
This warlord’s bellowing voice is so loud that it can be heard over the thickest of fighting.

Add 3” to the range of this Warlord’s aura abilities (to a maximum of 9”).

3. ‘ARD AS NAILS
This greenskin has a hide as thick as a Squig’s. It takes a blow of truly phenomenal strength to even give him pause.

Each time an attack is made that targets this Warlord, subtract 1 from that attack’s wound roll.

4. BRUTAL BUT KUNNIN’
This Ork has a particular talent for close-quarters choppa work, even amongst his brutal kin.

Each time this Warlord fights, if all of its attacks target one enemy unit, after resolving all of those attacks, it can make a number of additional attacks against that enemy unit equal to the number of attacks that did not reach the Inflict Damage step of the attack sequence during that fight.

5. KUNNIN’ BUT BRUTAL
Feigning weakness, this warlord allows his foes to close in before delivering a brutal flurry of attacks.

At the start of the Fight phase, if this Warlord is within Engagement Range of any enemy units, it can fight first that phase.

6. MIGHT IS RIGHT
A solid slab of muscle and aggression, this Ork’s strength is unsurpassed.

Add 1 to this Warlord’s Strength and Attacks characteristics.

BEAST SNAGGA WARLORD TRAITS

1. BIGKILLA BOSS
This boss has spent his lifetime hunting the largest prey.

• Each time this Warlord fights, if it is within Engagement Range of any enemy Vehicle or Monster units, then until that fight is resolved, add 2 to this Warlord’s Attacks characteristic.
• Each time this Warlord makes a melee attack against a Vehicle or Monster unit, add 1 to that attack’s wound roll.

2. BEASTGOB (AURA)
This boss’ mere presence rises up nearby squigs into a biting frenzy.

While a friendly <Clan> Squig unit is within 6” of this Warlord, each time a model in that unit makes a melee attack with squig hogs jaws, smash squig jaws or a squig’s jaws, add 1 to that attack’s Damage characteristic.

3. HALF-CHEWED
This boss’ many bionic limbs attest to a lifetime of confronting the most dangerous beasts he can find, and coming out victorious.

While this Warlord is within Engagement Range of an enemy Character or Monster unit, each time this model would lose a wound, roll one D6: on a 4+, that wound is not lost.

SPEED FREEKS WARLORD TRAITS

1. ROADKILLA
This warlord loves to drive as fast as possible at the biggest group of enemies he can and crash straight through them.

After this Warlord makes a charge move, you can select one enemy unit within 1” of it and roll one D6 on a 2+, that unit suffers D3 mortal wounds.

2. GET UP IN THEIR FACES
This Warlord weaves through the foe’s lines, guns blazing point-blank.

This Warlord is eligible to shoot in a turn in which they fell back.

3. JUNKBOSS
This warlord’s ride is covered in extra gubins, making it remarkably hard to land a meaningful blow.

This Warlord has a 4+ invulnerable save.
POWER OF THE WAAAGH! DISCIPLINE

Before the battle, generate the psychic powers for Psyker models in your army that know powers from the Power of the Waagh! discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

When a Psyker unit from your army manifests a psychic power from this discipline, replace all instances of the <Clan> keyword on that psychic power (if any) with the name of the clan that your Psyker is drawn from.

1. EADBANGER
A bolt of raw power erupts from the Weirdboy’s skyping forehand and rockets across the battlefield, causing the head of the first unfortunate victim caught in its path to explode in a shower of brains and gore.

Witchfire: Eadbanger has a warp charge value of 5. If manifested, select one enemy unit within 12" of this Psyker and roll one D6; if the result is higher than the selected unit’s Toughness characteristic, that unit suffers D6 mortal wounds. No more than one model can be destroyed as a result of these mortal wounds (any excess damage is lost).

2. WARPATH
The Weirdboy dispenses the Waagh! energy coursing through his frame into the Ork warriors around him, solidifying their already bellicose nature to a roaring fever pitch.

Blessing: Warpath has a warp charge value of 6. If manifested, select one friendly <Clan> Core or <Clan> Character unit that is within 18" of this Psyker. Until the start of your next Psychic phase, add 1 to the Attacks characteristic of models in that unit.

3. DA JUMP
The Weirdboy closes his eyes tight and, in a storm of flashing green light, teleports a mass of confused greenflesh to another part of the battlefield.

Blessing: Da Jump has a warp charge value of 7. If manifested, select one friendly <Clan> Core unit that is within 12" of this Psyker. Remove that unit from the battlefield and set them up anywhere on the battlefield more than 9" from any enemy models.

4. FISTS OF GORK
The Weirdboy channels Waagh! energy into his own fists or those of a nearby Ork, providing strength and resilience against his foes.

Blessing: Fists of Gork has a warp charge value of 6. If manifested, select one friendly Orks Character model that is within 12" of this Psyker and visible to them. Until the start of your next Psychic phase, add 2 to that model’s Strength and Attacks characteristics. If the result of the Psychic test was 11 or more, add 3 to that model’s Strength and Attacks characteristics instead.

5. DA KRUNCH
Green energies erupt from the Weirdboy’s eyes and coalesce in a rolling cloud above the enemy. That cloud then solidifies into the vast green fist of Gork (or Mork) himself, which commences to repeatedly stamp down on the foe.

Witchfire: Da Krunch has a warp charge value of 6. If manifested, select one enemy unit that is within 18" of this Psyker. Roll one D6 for each model in that unit for each roll of 6, that enemy unit suffers 1 mortal wound. If the result of the Psychic test was 9 or more, add 1 to rolls when resolving this psychic power.

6. JABBIN’ FINGERZ
The Weirdboy focuses his attention on a nearby enemy before jabbing his fingers into his own eyes. The unfortunate foe experiences an agonising pain before finding themselves temporarily blinded.

Malefaction: Jabbin’ Fingerz has a warp charge value of 6. If manifested, select one enemy unit that is within 18" of this Psyker and visible to them. Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack’s hit roll.
BEASTHEAD DISCIPLINE

Before the battle, generate the psychic powers for Psyker models in your army that know powers from the Beasthead discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

When a Psyker unit from your army manifests a psychic power from this discipline, replace all instances of the <Clan> keyword on that psychic power (if any) with the name of the clan that your Psyker is drawn from.

1. ROAR OF MORK
The Wurrrboy opens his gobs impossibly wide and gives vent to a bellowing roar that reverberates through his enemies' minds. Coherent thought becomes nigh on impossible, and as the roar thunders on, panic begins to spread.

Malediction (Aura): Roar of Mork has a warp charge value of 6. If manifested:
- Select one enemy unit within 18" and visible to the Psyker. Until the start of your next Psychic phase, subtract 2 from Advance and charge rolls made for that unit.
- Until the start of your next Psychic phase, while an enemy unit is within 18" of this Psyker, subtract 1 from the Leadership characteristic of models in that unit.

2. FRAZZLE
The Wurrrboy concentrates really hard, a sickly green glow emanating around his gurled cranium as he builds up a store of Waugh! energy within himself. At the point where the Wurrrboy is almost 90° to inert, a wave of crackling energy爆s out, reducing nearby foes to shrivelled husks in an instant.

Witchfire: Frazzle has a warp charge value of 6. If manifested, roll one D6 for each enemy unit that is within 9" of this Psyker; on a 4+, that unit suffers D3 mortal wounds.

3. BITIN' JAWZ
The Wurrrboy conjures a set of enormous green jaws in front of him, his teeth clamping open and shut in time with his own twitching movements. As he narrows his eyes, these jaws surge towards the enemy, the Wurrrboy gnashing and chomping at anything that gets in their way.

Witchfire: Bitin' Jawz has a warp charge value of 6. If manifested, select one enemy model that is within 18" of and visible to this Psyker. Draw a line between any part this Psyker's base and any part of the selected model's base (or hull), the selected model's unit, and every other enemy unit that this line passes over or through, suffers 1 mortal wound.

4. SPIRIT OF GORK
The Wurrrboy stokes the bestial fury of nearby squigs. Eyes aglow with Waugh! energy, the enraged creatures plunge into enemy lines, tearing the foe apart while their twisted riders cling on tightly!

Blessing: Spirit of Gork has a warp charge value of 6. If manifested, select one friendly Squig unit within 12" of and visible to this Psyker. Until the start of your next Psychic phase:
- Each time that unit fights, it can make 1 additional attack with each Big Chompaz's jaws, squigboag jaws, smasha squig or squiggoat jaw it is equipped with.
- Each time a model in that unit makes an attack with Big Chompaz's jaws, squigboag jaws, smasha squig or squiggoat jaws, on an unmodified wound roll of 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

5. BEASTSCENT
The Wurrrboy turns his nose to the sky, taking exaggerated sniffs. As he does so a faint green glow begins to emanate from nearby enemies, telling the Wurrrboy's fellow haunters exactly where to find them.

Malediction: Beastscents has a warp charge value of 5. If manifested, select one enemy unit that is within 18" of this Psyker. Until the start of your next Psychic phase, that enemy unit does not receive the benefits of cover against attacks made by Beast Snagga units from your army.

6. SQUIGGLY CURSE
The Wurrrboy cackles madly as he transforms the foe into a herd of squigs, the new terrified and confused beasts rampaging through their former comrades before bounding away.

Witchfire: Squiggly Curse has a warp charge value of 7. If manifested, select one enemy unit within 12" of this Psyker and roll one D6 for each model in that unit (to a maximum of 6 dice). For each result of 6+, that unit suffers 1 mortal wound. If any models in that unit are destroyed by this psychic power, every other enemy unit within 6" of that unit suffers 1 mortal wound.
RELICS

If your army is led by an ORKS WARLORD, you can, when mustering your army, give one of the following Shiny Gubbins to an ORKS CHARACTER model in your army. Named characters cannot be given any of the following Relics. Unless specifically stated otherwise, VEHICLE models cannot be given any of the following Relics.

When a model in your army is given a Shiny Gubbins, replace all instances of the «CLAN» keyword in that Relic’s rules (if any) with the name of the clan that your model is drawn from.

Note that some Relics replace one of the model’s existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Shiny Gubbins your models have on your army roster.

SUPA-CYBORK BODY
The original owner of this one-of-a-kind endoskeleton became the envy of every Warboss around, and was soon gutted and stripped for parts by a stronger rival. The Supa-Cyborg Body has been reimplanted several times since then, filling its new owner with confidence, resilience, and a belated hope that the Painboys gave it a quick clean before showing it back in place...

INFANTRY model only.

- This model has a 4+ invulnerable save.
- Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

HEADWOPPA’S KILLCHOPPA
Grand Warboss Headwoppa and his tribe were last seen charging headlong into a horde of Khorneite daemons, but legend speaks of a blood-hungry choppa that still turns up occasionally. Though this weapon looks normal, a dark voice is said to growl in the mind of its wielder, driving them on to ever greater excesses of violence.

Model equipped with beastchoppa, big choppa or luge choppa only. This Relic replaces a beastchoppa, big choppa or luge choppa and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Killchoppa</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

Abilities: Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

DA KRUSHIN’ ARMOUR
Crafted from the heaviest Space Marine vehicles and finished with brutal spikes, this suit of mega armour propels its wearer into (and often through) the enemy like a living battering ram. The racks of rocket launchers fitted to the back of this suit certainly help too.

MEGA ARMOUR model only:
- The bearer has a 4+ invulnerable save.
- Add 1 to armour saving throws made for the bearer.
- After the bearer makes a charge move, you can select one enemy unit within 1" of it and roll one D6: on a 5+, that unit suffers D3 mortal wounds.

DA KILLA KLAW
Orkmedes himself fashioned this fearsome weapon from the blades of a Soul Grinder of Khorne. Thanks to its reputation for being ‘dead kilty’, the baleful crimson glow emitted by da Killa Klaw has yet to discourage any Orks from donning the fabled gauntlet.

Model equipped with power klaw only. This Relic replaces a power klaw and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Da Killa Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>3</td>
</tr>
</tbody>
</table>

DA DED SHINY SHOOTA
Rumoured to have been made by Big Mel Bozegh, da Ded Shiny Shoota is a double-barrelled brute packed full of dakka. The gun kicks out a devastating storm of hot lead, much to the enjoyment of the Ork pulling the trigger, and its volume of fire is so great that even the most inaccurate greenskin can land a respectable number of hits.

Model equipped with a kustom shoota only. This Relic replaces a kustom shoota and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Da Ded Shiny Shoota</td>
<td>18&quot;</td>
<td>Dakka 14/10</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

SCORCHED GITBONEZ
During the Second War for Armageddon, the name of Oddgit the Weirdboy garnered fame amongst the Ork race after he ventured out of the Porto of Ghur with a trio of psycho-plasmons across the renowned Blood Aegis Captain. Oddgit was swiftly incapacitated by retaliatory fire, but his bones have since been claimed and cleansed by various Weirdboyz since then, their latent power seeking into the half-sane brain of their owner.

PSYKER model only. This Relic can be taken by a PSYKER VEHICLE model.

- Each time the bearer attempts to manifest a Witchfire psychic power, add 1 to the Psychic test.
- Each time the bearer would lose a wound as a result of suffering Perils of the Warp, roll one D6; on a 4+, that wound is not lost.

BEASTHIDE MANTLE
The Beasthide Mantle consists of so many thick fur, reptilian hides, suturing squiggles and other assorted trophies of glorious kills, it is sometimes hard to spot even the most bulging Ork wearer beneath it all.

BEAST SNAGGA model only.
- Add 1 to the bearer’s Attacks characteristic.
- Each time the bearer would lose a wound, roll one D6; on a 5+, that wound is not lost.
CHAPTER APPROVED RULES

If every model in your army (excluding Unaligned models) has the Orks keyword, and your Warlord has the Orks keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the Orks secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

STOMP 'EM GOOD
Progressive Objective
Orks love crushing enemies with powered claws or mighty choppas.
If you select this secondary objective, you can score victory points for the following:
- Score 3 victory points at the end of each battle round if the number of enemy units destroyed by melee attacks made by Orks units from your army is more than the number of friendly non-Gretchin units that were destroyed by melee attacks during this battle round.
- Score 1 additional victory point at the end of each battle round if the number of enemy units destroyed by melee attacks made by Orks units from your army is at least 2 and double or more than the number of friendly non-Gretchin units that were destroyed by melee attacks during this battle round.

PURGE THE ENEMY

DA BIGGEST AND DA BEST
Progressive Objective
Orkish leaders set an example to all the lads beneath them by blasting, smashing, biting and crushing any enemy that is unfortunate enough to cross their path.
If you select this secondary objective, you score 3 victory points at the end of each battle round (for each of the following achieved by your Orks Warlord, for a maximum of 5 victory points):
- An enemy Monster or Vehicle unit is destroyed as the result of a melee attack made by this Warlord.
- An enemy Character is destroyed as the result of a melee attack made by this Warlord.
- 5 or more enemy models were destroyed as the result of attacks made by this Warlord.

SHADOW OPERATIONS

GET DA GOOD BITZ
Progressive Objective
copilotar banks and other priceless prizes make fine loot to sell.
If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, the players alternate selecting objective markers that are not within any player's deployment zone to be Good Bitz objective markers, until 3 objective markers have been selected (if there is only one such objective marker, then only that objective marker is a Good Bitz objective marker).

Orks Core units from your army can attempt the following action:
Get da Good Bitz (Action): At the end of your Movement phase, one or more Orks Core units from your army can start to perform this action. Each unit from your army that starts to perform this action must be in range of a different Good Bitz objective marker. A unit cannot start this action while there are any enemy units (excluding Aircraft) in range of the same objective marker. The action is completed at the end of your next Command phase, provided the unit attempting that action is still within range of that Good Bitz objective marker.
Score 3 victory points each time a unit from your army completes the Get da Good Bitz action.

BATTLEFIELD SUPREMACY

GREEN TIDE
Progressive Objective
Orks are known to swarm the battlefield in great waves. To their foes, it can seem as though their horde's stretch over the horizon.
At the start of the battle, divide the battlefield into four even quarters. Score 3 victory points at the end of the battle round if two or more battlefield quarters each have an Orks unit from your army that contains 11 or more models wholly within them. Score 5 victory points at the end of the battle round instead if all four battlefield quarters each have an Orks unit from your army that contains 11 or more models wholly within them.

‘Waaagh! Daha dahha dahha! Au' sum ya zoggers! Come on, an’ you, come an’ get a bit o' hit! Oh, you want sum, do ya? Well 'ave a bit o' bootlewer in yer zoggin’ face! Come on ladz, get stuck in an’ give ’em a kicchin’! Yeah? Well zog you! Daha dahha dahha! Waaaaaaaaagh!’
- Lorksav Badgerb, notorious Ork Orator
CRUSADE RULES

In this section you’ll find additional rules for playing Crusade battles with Orks, such as Agendas, Battle Traits and Crusade Relics that are bespoke to greenskin units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

MIGHT MAKES RIGHT
Orks are a fractious race at best, constantly fighting for supremacy. These leadership challenges are presented in the rules found on page 71.

AGENDAS
Orks units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the unique goals of Orks armies on the battlefield and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS
Orks armies have access to a number of additional Requisitions, suited to their methods for waging war. You can find these on page 73.

BATTLE TRAITS
Orks units can be given one of the Battle Traits presented on page 74 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that Orks units can gain.

SCRAP
Orks are consummate recyclers, utilising a variety of borrowed or stolen technology in their creations. You can find rules for looting parts of enemy vehicles, and their uses, on page 75.

CRUSADE RELICS
In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Orks characters can claim one of the Crusade Relics described on pages 76-77; these Relics are unique to Orks, and are powerful – if unpredictable – examples of orkish technology.

SHOWCASE CRUSADE ARMY
On pages 78-79 you will find Stuart Black’s Goff Orks Crusade army, with a description of the force and its upgrades, and details of its exploits on the battlefield.

Squealing and revving, the Squighop Hunters lead a thunderous charge into the blistering fire of the Tau. For those who survive, glory, plunder and a bloody fight wait amidst the enemy’s battle lines.
MIGHT MAKES RIGHT

If your Crusade Faction is Orks, then you must nominate one Character unit (excluding named characters) on your Order of Battle to be your Waagh! Boss. That unit gains the Waagh! Boss keyword and the following ability:

Waagh! Boss: Each time your Waagh! Boss gains a rank, if they are not a vehicle, then in addition to gaining a Battle Honour, you can increase that model’s Strength or Wounds characteristic by 1. Each characteristic can only be increased twice. Each time you increase a characteristic, add 1 to the Waagh! Boss Power Rating and make a note on its Crusade card. You cannot improve a characteristic if doing so would cause your total power level to exceed your Crusade forces Supply Limit.

THE WAAGH! BOSS

Whenever Orks congregate for war, it is usually the largest and most powerful of their number that rises to overall leadership of this gathering of forces.

After each battle, after the Update Crusade Cards step, compare the experience points total of each Ork Character on your Order of Battle to that of your Waagh! Boss. If any of those Characters have a higher total than your Waagh! Boss, the Character with the highest total will challenge your Waagh! Boss for leadership of your Crusade army. You can only resolve one leadership challenge after each game.

THE CHALLENGE

When a leadership challenge occurs, it will likely be settled there and then. The last Ork standing is unanimously considered to be the most suited to command by his peers.

To resolve this challenge, you will need to resolve several phases of attacks from the models involved. You can choose to resolve the attacks for both models yourself, or ask your opponent to resolve the attacks for one of the models. The challenge is resolved as follows:

- Phase 1: If either model is a Psyker, starting with the Waagh! Boss, each model can be selected to manifest one psychic power. If their opponent is also a Psyker, they can attempt to deny that psychic power as normal. Models are considered to be 6” apart, and each model is considered to be visible to their opponent during this phase.
- Phase 2: If neither model has been destroyed, starting with the Waagh! Boss, each model shoots as if they had been selected to shoot in a Shooting phase. Models are considered to be 6” apart, and each model is considered to be visible to their opponent during this phase. Neither model has any benefits of cover.
- Phase 3: If neither model has been destroyed, starting with the Waagh! Boss, each model fights as if they had been selected to fight in a Fight phase. Both models are treated as having made a charge move. Neither model has any benefits of cover.

If neither model has been destroyed, repeat Phase 3, with the exception that neither model is treated as having made a charge move. Repeat this process until one model has been destroyed. The model that is not destroyed is the winner. The destroyed model is the loser. If both models are destroyed as a result of the same attack, the Waagh! Boss is the winner.

THE WINNER

As the dust settles, the winner will get on with the business of being in charge, starting with ensuring his Nobz drag what’s left of the loser to the worst Painboy they can find.

If the Waagh! Boss is the winner, that model gains the amount of experience points required until it has 1 more than the challenger. If this is sufficient for that model to gain a rank, that model gains a Battle Honour as normal.

If the challenger is the winner, that model gains D3 experience points. If this is sufficient for that model to gain a rank, that model gains a Battle Honour as normal. The challenger also gains the title of Waagh! Boss and gains the Waagh! Boss ability described opposite.

THE LOSER

Most Orks take a pragmatic view on defeat. After all, if they lose, they can always have another go later.

If the Waagh! Boss is the loser, that model gains one Battle Scar. Determine this immediately and record it on that model’s Crusade card as normal. This model loses the title of Waagh! Boss and no longer has the Waagh! Boss ability described opposite.

If the challenger is the loser, that model gains one Battle Scar. Determine this immediately and record it on that model’s Crusade card as normal.

Designer’s Note: You will notice that you cannot nominate a named character model to be your Waagh! Boss. While this may seem unusual if your Crusade army includes a powerful character such as Ghazghkull Thraka, the Crusade format is designed to encourage you to create your own characters. In this case, one could imagine that Ghazghkull is preparing this subordinate Ork for a position of command, allowing them to lead this Crusade force in his stead.

FIGHTIN’ FAIR

Some Waagh! Bosses might be carried to war upon a vehicle or a mighty beast. However, when challenged they will rely on their own might to settle this particular fight.

If either the Waagh! Boss or the challenger is one of the models listed below, when taking part in the challenge, use the listed datasheet and equipment detailed for that model instead. Any Relics that model has can still be used.

<table>
<thead>
<tr>
<th>MODEL</th>
<th>REPLACEMENT Datasheet</th>
<th>EQUIPMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daфессиолут Warrl the</td>
<td>Warrl Boss</td>
<td>snagg claw, slugga</td>
</tr>
<tr>
<td>Kill Rig</td>
<td>Wurrboy</td>
<td>Eyes of Merk</td>
</tr>
<tr>
<td>Beastboss on Squiglet</td>
<td>Beastboss</td>
<td>beastchoppa, slugga</td>
</tr>
</tbody>
</table>
AGENDAS

If your Crusade army includes any Orks units, you can select one Agenda from the Orks Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

SCRAP'EM

Orks Agenda

Many Meks see enemy heavy-armour formations not as a formidable foe, but as a treasure trove, waiting to be plundered.

At the end of the battle:

- Gain 1 additional Scrap point for every 2 enemy VEHICLE units that were destroyed and did not explode.
- Gain 1 additional Scrap point for each enemy TITANIC VEHICLE unit that was destroyed and did not explode.
- Each Lootas unit from your army gains 1 experience point for each enemy TITANIC VEHICLE unit that was destroyed and did not explode.
- Each Mek and Big Mek unit from your army gains 2 experience points for each enemy TITANIC VEHICLE unit that was destroyed and did not explode.

MEGAWAAAGH!

Orks Agenda

When their iconic war cry echoes across the battlefield, Orkish instincts are at its sharpest. Keep a Waaagh! tally for each non-SKETCHIN Orks unit from your army.

- While Stage 1 of a Waaagh! or Speedwaaagh! is in effect, each time an Orks unit from your army destroys any enemy unit, add 3 to that unit's Waaagh! tally.
- While Stage 2 of a Waaagh! or Speedwaaagh! is in effect, each time an Orks unit from your army destroys any enemy unit, add 1 to that unit's Waaagh! tally.

At the end of the battle, each unit gains 1 experience point for every 2 marks on its Waaagh! tally.

KRUMPIN' SPEEE

Orks Agenda

It's important for even the most cerebral of Warbosses to get stuck in and show the lads how tough he is, just to make sure none of them get any ideas about replacing him. Enemy commanders and war machines are valuable targets in demonstrating that he is just as 'killy' as ever.

Keep a Krumpin' tally for your WARLORD. Each time your Warlord destroys an enemy CHARACTER, VEHICLE or MONSTER unit, add 1 to your WARLORD's Krumpin' tally. At the end of the battle, Your Warlord gains 2 experience points for every mark on its Krumpin' tally.

KUNNIN' STUNTZ

Orks Agenda

For Speed Freeks it is not enough to destroy the enemy, they have to be going fast and looking good at the same time. While Orks are not especially agile riders, even the lowliest Warbiker knows how to wheeze his Warbike, regardless of the potential damage this causes to himself and his ride in the inevitable crashing crash.

Keep a Stuntz tally for each SPEED FREES unit from your army.

If you selected this Agenda, then these units from your army can attempt the following action:

Kuninn' Stuntz (Action): At the end of your Movement phase, select one eligible Orks SPEED FREES unit from your army that Advanced this turn and ended its move more than 6" from where it started. The action is completed at the end of your Shooting phase. Once completed, add 1 to the selected unit's Stuntz tally.

At the end of the battle, each unit gains 2 experience points for each mark on its Stuntz tally.

BRING IT DOWN!

Orks Agenda

Beast Snagga place great stock in bringing down the largest prey they can find. Whether this is a rampaging monstrous foe or an enormous clanking war engine matters little to these pragmatic Orks.

Keep a Big Trophies tally for each BEAST SNAGGA unit from your army. Each time a BEAST SNAGGA unit destroys an enemy VEHICLE or MONSTER unit, add 1 to that unit's Big Trophies tally. If that enemy unit was destroyed by a melee attack, add 2 to that unit's tally instead. At the end of the battle, each BEAST SNAGGA unit gains 1 experience point for every mark on its Big Trophies tally.
**REQUISITIONS**

If your Crusade force includes any **Orks** units, you can spend Requisition points (RP) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

**YOU’Z FIGHT FOR ME NOW!**

1 RP

Orks fight one another almost as often as they fight everybody else in the galaxy. Wars between rival warbands or tribes are common, with the victor subsuming the defeated faction into their own. This ensures that when the Orks reach out across the stars, it is a truly dangerous fighting force, led by a ruthless killer.

Purchase this Requisition after a victory is achieved in a battle against an **Orks** army. Your Warlord gains 5 experience points and you can immediately purchase the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) once, for 0 RP.

**EXTRA SCRAP**

1 RP

For the green-skinned, anything not nailed down can be taken and put to use. From important data-coectors and communication arrays to ammo dumps or more esoteric machinery, the Orks will take it all.

Purchase this Requisition at the end of a battle. Gain a number of additional Scrap points equal to the number of objective markers controlled by units from your army.

**SPECIALIST MOB**

1 RP

As Orks fight more battles they find new and exciting things to obsess over. Most of the time it is the various amusing ways to apply a brutal punishment to their enemies, but sometimes their interests become more focused on things the other lads might consider odd.

Purchase this Requisition when an **Orks** unit from your Crusade force gains the Battle Hardened, Heroic or Legendary rank. You can select one of the Specialist Mobs upgrades (pp 58-59) that unit is eligible for and upgrade it.

**SNEAKY SCHEME**

2 RP

It is not always the biggest and strongest Orks that command a Waaaghlb, on occasion a particularly cunning Ork will rise to command. However, if he wants to stay there it will likely require some underhand tactics to stave off potential challengers...

Purchase this Requisition when a leadership challenge takes place after a battle (see Might Makes Right, page 71). The leadership challenge does not take place.

Instead, the Waaaghboss is treated as the winner and the challenger is the loser.

---

Warchief Grak rushed back and forth, the power klaw swung wildly, as he searched for a weakness in the Scout Nobz’s defenses. His muscularbulk was a sight to behold, his massive form filling the space around him. The smell of sweat and blood mixed with the pungent odor of his coating, creating a potent brew that filled the air. The Scout Nobz’s armor was no match for Grak’s raw power, and he easily dispatched his foe with a single strike of his klaw.

---

Warchief Grak pulled his power klaw back then drove it forward. Even without the distraction of his arm, he was notorious for having a right hook that would take the head off a Gorkanaut. Yelling Kromp! Klaw, there was nothing that could survive his blows. Of course, even had such remarkably durable things existed in the galaxy, Warchief Bobbork’s face was not amongst them.

Crackling with badly-contained energy, Kromp! Klaw hit home and Bobbork’s caimain exploded under its impact. Blood and brains sprouted across the Snoaklor Warchief’s Nobt as his decapitated body staggered back, still swinging its champon wildly. Leering, Grak leveled his klaw and applied liberal dabs to his needlessly fed Filit-sized skull with a meaty thud and threw his body onto its back.

Roaring like a Sculljagth that had set on a landmine, Grak finished the job by raising one mega-armoured leg as far as it would go and bringing it down hard. His foot crushed through Bobbork’s chest in a spine of gore. The ruined remains of the Warchief twitched a few more times, then gave up the ghost.

Virtual silence followed, the Orks of both Grak’s warband and those of Bobbork’s towering boggled-eyed at the spectacular display of violence. Knowing that their attention wouldn’t last long, Grak brandished Kromp! Klaw and belched.

"Yet boss see a rare treat: a real victory! You want to join in? Or do you want join me on 'at slick into da best fights 'peep, ever?" Another beat of near silence, during which the only sounds were the distant whump of Deffroadders, the crackle of flames and the nervous whispering of grots. Then, as one, Bobbork’s Nobt fired their shotguns into the air and roared out Grak’s name again and again. "Da’s right!" he yelled, his voice carrying across the battlefield. "Yoss all fight for Grak now!"
## BATTLE TRAITS

When an ORKS unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. If a unit gains one of these Battle Traits, replace all instances of the <CLAN> keyword on that Battle Trait (if any) with the name of the clan that your unit is drawn from. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit’s Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

### Squig Cavalry Units

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td><em>Savage Squigs</em></td>
<td>These squigs are fiercer than most. Each time a model in this unit makes an attack with squig hog jaws, smash a squig, squig jaw or squig squig jaw, add 1 to that attack's hit roll.</td>
</tr>
<tr>
<td>3-4</td>
<td><em>Irate Squigs</em></td>
<td>The jaws of these squigs penetrate the thickest armour. Improve the Armour Penetration characteristic of squig hog jaws, smash a squig or squig squig jaw that models in this unit are equipped with by 1.</td>
</tr>
<tr>
<td>5-6</td>
<td><em>Tenacious Squigs</em></td>
<td>These squigs will pursue their prey families. Add 2&quot; to the Move characteristic of models in this unit.</td>
</tr>
</tbody>
</table>

### Mek or Big Mek Units

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td><em>Bos Mek</em></td>
<td>This Mek always makes sure his customers' vehicles are in full working order, at least when he hands them back. If this model is part of your Crusade army, and it has not been taken out of action during a battle, then at the end of the battle you can ignore one failed Out of Action test taken for a &lt;CLAN&gt; vehicle unit that test is treated as having been passed instead.</td>
</tr>
<tr>
<td>4-6</td>
<td><em>Mokanikal Mokanik</em></td>
<td>This Mek has conducted many experiments on his own body. This model has a 5+ invulnerable save.</td>
</tr>
</tbody>
</table>

### Painboy Units

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td><em>Recycler</em></td>
<td>This Dak stalks the battlefield for 'spare parts' after the battle, ensuring transplants are conducted in a timely manner. If this model is part of your Crusade army, and it has not been taken out of action during a battle, then at the end of the battle you can ignore one failed Out of Action test taken for a &lt;CLAN&gt; unit (excluding VEHICLES) - that test is treated as having been passed instead.</td>
</tr>
<tr>
<td>4-6</td>
<td><em>Bad Reputation</em></td>
<td>This Dak has conducted plenty of surgery on himself, augmenting his body to fend off customers unhappily with the experimental cyborg limbs they don't remember asking for. This model has a 5+ invulnerable save.</td>
</tr>
</tbody>
</table>

### MGB Units

<table>
<thead>
<tr>
<th>D6</th>
<th>Trait</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><em>Ded Choppa</em></td>
<td>These Okk show a great enthusiasm for battle, even above that of their warlike peers. Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, each time a model in this unit makes an attack, add 1 to that attack's hit roll.</td>
</tr>
<tr>
<td>2</td>
<td><em>Cyborks</em></td>
<td>These Okk know that if they stick near a Painboy on the battlefield and make sure he doesn't get scragged, they can ensure they get the best bioarm limbs when they need them. While this unit is within 6&quot; of a friendly PAINBOY unit, each time a melee attack is made by a model in this unit, re-roll a wound roll of 1.</td>
</tr>
<tr>
<td>3</td>
<td><em>Dakkaadas</em></td>
<td>These Okk have learned that if you poor enough firepower into the enemy, it makes it almost impossible for them to flee back. Each time a model in this unit makes an attack with a Dakka weapon (pg 80) against an enemy INFANTRY unit, if a hit is scored, that enemy unit cannot flee Overwatch this turn.</td>
</tr>
<tr>
<td>4</td>
<td><em>Ded Keen</em></td>
<td>These lads can't wait to get stuck into the enemy, leaping on any that come near in a surge of green muscle. This unit is eligible to perform Heroic Interventions as it were a CHARACTER.</td>
</tr>
<tr>
<td>5</td>
<td><em>Opportunist</em></td>
<td>These lads have an instinct for spotting valuable bits of loot. When they swarm over enemy vehicles, they know which bits to bash end which bits to leave in one piece. Each time an enemy VEHICLE unit is destroyed by a melee attack made by a model in this unit, you gain one additional Scrap point.</td>
</tr>
<tr>
<td>6</td>
<td><em>Gnarly Scar ((Aura))</em></td>
<td>Through years of conflict, the lads in this mob wear with pride their impressive array of horrific scars. While an enemy unit is within 3&quot; of this unit, subtract 2 from the Leadership characteristic of models in that enemy unit.</td>
</tr>
</tbody>
</table>
SCRAP

Orks very rarely create anything from raw materials. Most of their tools, weapons and technology are cobbled together from pieces of the civilisations they have crushed beneath their iron boots. After the battle, Meks, Lootas and other technologically minded Orks sift through the wreckage, collecting scraps of useful technology to adapt into new brutal weapons and vehicles.

If your Crusade Faction is Orks, you can keep an additional note of your army’s Scrap points total (the Crusade goals, notes and additional information box on your Order of Battle is ideal for this). Scrap points are collected after each battle. After each battle, your army gains a number of Scrap points equal to the number of enemy Vehicle units that were destroyed, but did not explode.

MEK JOBS

Meks are experts in turning their collected scrap into spare parts or bizarre enhancements for orkish vehicles, the owners of which will pay a hefty price in teef for their expert services.

If you have any Mek or Big Mek units on your Order of Battle, you can spend Scrap points on the following Mek Jobs. Each Mek Job has a Scrap point (SP) cost listed. If you purchase any of the Mek Jobs listed here, delete the listed amount of Scrap points from your army’s Scrap Points total.

PATCH UP

3SP

Spare armour plates are easily salvaged from destroyed vehicles. It’s a simple job for the Mek to nail some of these onto the offending damage. Whether they fall off again once the owner has paid up and left the workshop is not the Mek’s problem...

Purchase this Mek Job either before or after a battle. Select one Vehicle Crusade card from your Order of Battle that has one or more Battle Scars. Select one of that unit’s Battle Scars and remove it from its Crusade card (remember that for each Battle Scar removed, the unit’s Crusade points will effectively increase by 1). You can find out more about Battle Scars in the Warhammer 40,000 Core Book.

KUSTOM JOB

3SP

Much of the scrap taken from enemy vehicles brings with it exciting new technology, ready to be adapted into original forms by the Mek. Many of these forms would undoubtedly give the original crafter nightmares, but their effectiveness cannot be denied.

Purchase this Mek Job at any time. Select an Orks Vehicle model in your Order of Battle, then select one of the Kustom Jobs (pg 60-61) that model is eligible to gain. That model gains that Kustom Job, increases its Power Rating accordingly and makes a note on its Crusade card. You cannot purchase this Mek Job if doing so would cause your total power level to exceed your Crusade force’s Supply Limit.
CRUSADE RELICS

When an Orks Character gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

When a model in your army is given a Crusade Relic, replace all instances of the <Clan> keyword on that Crusade Relic's rules (if any) with the name of the clan that your model is drawn from.

ARTIFICER RELICS

An Orks Character model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

**Bosspole**

Space Marine helmets are the favoured trophy of many an Ork, displaying them proudly about their person, on poles or as trophies racks for all to see. Not only do they proclaim that this Ork has bested one of finest warriors the Imperium has to offer, but they also come in a variety of snazzy colours to collect.

- Add 1 to the bearer’s Leadership characteristic.
- Each time the bearer destroys an **Adeptus Astartes** unit, you can make a note of that unit’s **Chapter** keyword. Once the bearer has destroyed enemy units with 3 different **Chapter** keywords, that model has the following ability:

  'Eimet Rack (Aura): While a friendly **Clan** unit is within 12" of this model, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.

**Ded ‘Ard Armour**

These chest plates are crafted from bulkheads salvaged from rugged dropships, and are robust enough to resist orbital descents through the planet’s atmosphere.

**Infantry or Cavalry** model only.

- Add 1 to the bearer’s Wounds characteristic.
- Add 1 to armour saving throws made for the bearer.

ANTIOQUITY RELICS

An Orks Character model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit’s total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

**Da Souped Up Shokka**

This shokk attack gun has had its power cranked up in every way possible, opening a wider portal and ensuring a much greater volume of warp-maddened shots can be fired within the most modestly sized foe.

Model with a shokk attack gun only. Da Souped Up Shokka replaces the model’s shokk attack gun and has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Da Souped Up Shokka</td>
<td>7&quot;</td>
<td>Heavy 203</td>
<td>-5</td>
<td>86</td>
<td></td>
</tr>
</tbody>
</table>

**Abilities:**

- **Blast:** Each time this weapon is selected to shoot with, roll 2D6+1 to determine the Strength of all its attacks. If the result is 11+, each successful hit inflicts D8 mortal wounds on the target in addition to any normal damage.
Wazgit's Kopper Skullkap
Mad Wazgit was an especially unstable Warhead in the employ of Blood Axes Warboss Razzakka da Finna. Razzakka eventually fed mad with Wazgit’s presence giving him headaches when he was trying to come up with a grand plan, and had this dented bowl-like artefact nailed to Wazgit’s head to try to contain some of his rampant power. Sadly it had the opposite effect, and the skullcap was the only thing found in the crater after a mighty green explosion consumed Razzakka’s planning hut. This unfortunate event hadn’t stopped countless subsequent Warboys from nailing this device to their head in an attempt to try and stop ‘da voices’.

Weirdboy model only. Each time the bearer manifests a Witchfire psychic power (excluding Smite), if the result of the Psychic test was 10+, after resolving that psychic power, resolve the effects of that psychic power a second time.

LEGENDARY RELICS
An Orks Character model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Codex. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit’s total Crusade points for each Legendary Relic it has – this is in addition to the +1 on from gaining a Battle Honour, for a total of +3.

Gitstoppa Rounds
Rumours abound about this fabled ammunition. It is said that several crates were looted from a conquered Deathwatch watch fortress. Every now and again a lucky Mek might chance upon a handful of these fancy bullets, and will likely trade a fortune in scrap to possess them. Of course, once it is known that an Ork is in possession of some, any bigger Ork will see it as his civic duty to relieve him of them.

Model with a Dakka weapon (pg 80) only. When you select this Relic, select one Dakka weapon the bearer is equipped with. Once per battle, when the bearer shoots with that weapon, you can choose for it to fire a salvo of gitstoppa rounds. If you do so, change the weapon’s type to Dakka 5/2. If an attack made with Gitstoppa Rounds scores a hit, that attack inflicts D3 mortal wounds on the target and the attack sequence ends.

Choppa of da Great Waaagh!
Orksh legend tells of a great choppa, powerful enough to split mountains with a single blow. In truth, to many this blade wouldn’t appear different to any of the other crude weapons wielded by the greenkin race. Many Orks have claimed to possess this fabled weapon over the millennia, and though its blade and hilt have been repaired, replaced and reworked hundreds of times, this choppa retains its grand destiny. Once it is in the hands of its intended bearer – as decided by Gork and Mork – a direct link to those brutish deities will be established, and the choppa’s true power will be unlocked.

Infantry or Cavalry model only. The Choppa of da Great Waaagh! has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Choppa of da</td>
<td>Melee</td>
<td>Melee</td>
<td>x3</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Great Waaagh!’</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Abilities: In your Command phase, if a Waaagh! has already been called, you can call a Waaagh! again. A new Waaagh! is in effect, starting from Stage 1. Call da Waaagh!.

Makbit the grot sifted through a lowering heap of mechanical waste and incomprehensible gubins. He cringed as his cautious excavations caused the mountain to sway. With each new cog or glow-bulb he searched loose, heated mechanical components dangled down the mound, like the small stones that precariously an avalanche. If the heap fell, he would be crushed under it for sure.

Even so, Makbit didn’t dare take his time. The consequences if Big Mek Zagbat decided he was dragging his feet would be equally catastrophic. At last, Makbit managed to work loose the chunk of bizarre machinery his master had requested.

The grot winced and covered as the scavengers gave an animus shriek. Notis, belts and a few surprised squigs scattered around him. Makbit cautiously opened one eye, then blew out a breath. He was still alive and unsquished.

Reassured, Makbit peered at the slab of esoteric machinery in his scrummy arms. It had come from the gut of an iconic battle fortress – a massive slab of armour-plated hard wood that the cogboys had fought so hard to defend. Makbit wondered what it did, why it was so special and, most of all, how many good eating squigs he could trade it for if he-

‘Orr! Makbit! Where’s me gubins?’

The Shout Brought Makbit back to himself with a jolt. Reminded of the dangers of tardiness, the grot scurried through the scrapheap and half-buried wastebaskets of his master’s fort. Ducking a nest of sparking cables and tumbling sideways-to squeeze past a half-built speckled-Merka, Makbit hurried to Big Mek Zagbat’s side. The burbling Ork absent-mindedly removed him of the gubins. Easily supporting its weight, Zagbat wedged it onto the side of an intimidatingly large fusion torch, then started mushing up wires and plugging cables into whatever port they would fit in.

‘Wot does it do, boss?’ asked Makbit, in a small but curious voice. Zagbat stopped back to admire his work, then grinned with smeared juices down at his favourite run.

‘Zogga! If I knew, Makbit…’ he said, in the lazier-laire tone of one whose own curiosity far outweighs his concern for potential hazards. ‘Let’s go give it back to Rog ied. When ‘e pulls da trigger, I reckon we’ll find out! Last… don’t stand too close to ‘im when ’e does, eh?’
DATASHEETS

This section contains the datasheets that you will need to fight battles with your Orks miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <CLAN> KEYWORD

Many datasheets in this section have the <CLAN> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All Orks units are drawn from a clan or are Freebooterz. When you select such a unit in your army, you must nominate which clan it is from or if it is a Freebooter, and then replace the <CLAN> keyword in every instance on its datasheet with the name of your chosen clan or Freebooterz.

Examples: if you include a Warboss in your army, and you decide he is from the Goff Clan, his <CLAN> keyword becomes Goff and his Warboss ability reads: "While a friendly Goff unit or Goff Character unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll."

If your army is Battle-forged, you cannot include units from two different clans in the same Detachment, with the exception of certain units (see Specialist Lads, page 51). You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

DAKKA WEAPONS

Dakka weapons unleash a terrifying volume of shots. Whether these are effective or not depends on the proximity of the target.

Dakka weapons have two values for the number of attacks they make. When a model shoots a Dakka weapon, use the first value if the target is within half the weapon's range. If the target is not within half the weapon's range, use the second value instead.

WEAPON PROFILES

The weapon profiles found on a units datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 128-131.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below.

'Ere We Go

Even lumbering Orks can put on a surprising turn of speed when the promise of a good face-to-face fight is in the offing.

You can re-roll charge rolls made for units with this ability.

Ramshackle

Ork vehicles are often covered in additional metal plates, intimidating glyphs, erunt grotts, snack squig pans and other non-essential parts. Significant portions of these makeshift constructions can be blasted off or destroyed without impairing the vehicle in the slightest.

Each time an attack is allocated to this model, unless that attack has a Strength characteristic of 8 or more, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Mob Rule

The more Orks that gather in one place, the more the Warhounds energy flows, and the more fearless they all become.

While this unit is within 6" of a friendly <CLAN> Mob unit that is not under half strength, this unit is never considered to be under half strength.

Beast Snagga

The gnarled bodies of Beast Snagga's are especially hard to damage, any vulnerable parts having long since been coated in scar tissue or bionic replacements.

- Each time a model with this ability makes an attack that targets a Vehicle or Monster, add 1 to that attack's hit roll.
- Every model in this unit has a 6+ invulnerable save.
Waaagh!
This infamous war cry is known and feared throughout the galaxy. When it echoes across the battlefield, believed from hundreds or even thousands of greenskin mouths, even the most stalwart warriors fear the onslaught to come.

If your Warlord is a Wardboss, then once per battle, in your Command phase, you can call a Waaagh! To do so, that Wardboss must be on the battlefield or embarked on a transport that is on the battlefield. If your Warlord is a Speedboss, then once per battle, in your Command phase, you can instead call a Speedwaaggh! To do so, that Speedboss must be on the battlefield. If your Warlord is Gazghull Thraka, you can instead call a Great Waaagh!

To do so, Gazghull Thraka must be on the battlefield or embarked on a transport that is on the battlefield.

A Waaagh! and Speedwaaggh! each have two stages. The first stage is active from when the Waaagh! or Speedwaaggh! is called, and lasts until the start of your next Command phase. When the first stage ends, the second stage starts, and lasts until the start of your subsequent Command phase. After this point, the Waaagh! or Speedwaaggh! is no longer active, and has no further effect. Calling a Great Waaagh! is treated as calling both a Waaagh! and a Speedwaaggh! at the same time. Both are active from when a Great Waaagh! is called, and each stage starts and finishes as described above.

Waaagh!
Raising his weapons into the air before gesturing towards the enemy, the Wardboss echoes his war cry. Every nearby Ork joins in, before surging towards the enemy, blades ready in an overwhelming tide.

Stage 1: Call Da Waaagh!
- Orks Core and Orks Character units from your army are eligible to declare a charge if they Advanced this turn.
- Add 1 to the Attacks characteristic of Orks models from your army.

Stage 2: Give ‘Em Sum Dakka!
- Each time a model in an Orks Vehicle or Orks Biker unit from your army makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.

Speedwaaggh!
As the wind and the bullets of the fox whistle past his vehicle, the Speedboss throws back his head and roars his war cry, the call echoing from the ramshackle vehicles following in his wake as they surge forward ever faster.

Stage 1: Da Big Race
- Orks models from your army do not suffer the penalty incurred to their hit rolls for firing Assault weapons in the same turn their unit Advanced. Each time an Orks Vehicle or Orks Biker model from your army shoots with a Dakka weapon, make 1 additional attack with that weapon.
- Each time a model in an Orks Vehicle or Orks Biker unit from your army makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.

Stage 2: Get Stuck In!
- Add 1 to the Attacks characteristic of Orks models from your army.

‘Best bit about nickin’ a big shiny shoota is usin’ it on da git ya nicked it off!’
- Warboss Nurk Da Grabba
GHAZGHKULL THRAKA

15 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>GHAZGHKULL THRAKA (7+ wounds remaining)</td>
<td>7+</td>
<td>2+</td>
<td>5+</td>
<td>7</td>
<td>7</td>
<td>12</td>
<td>5</td>
<td>8</td>
<td>2+</td>
</tr>
<tr>
<td></td>
<td>GHAZGHKULL THRAKA (6 wounds remaining)</td>
<td>6+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>NA</td>
<td>8</td>
<td>6</td>
<td>2+</td>
</tr>
<tr>
<td></td>
<td>GHAZGHKULL THRAKA (5 wounds remaining)</td>
<td>5+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>NA</td>
<td>7</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

GHAZGHKULL THRAKA is equipped with: Marks Rear; Gork's Klaw; stinkbombs (pg.123). Your army can only include one GHAZGHKULL THRAKA model.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marks Rear</td>
<td>36&quot;</td>
<td>Dakka 18/12</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Gork's Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>2x</td>
<td>-4</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

To face GHAZGHKULL THRAKA in battle is to die. Messily. This ironclad engine of destruction is not only terrifying in combat, but he is also a toxic war leader of great cunning and terrifying presence. If this were not enough, GHAZGHKULL also enjoys the personal protection of the Ork gods, not that he seems to need it!

ABILITIES

'Ere We Go, Waagh! [pg.90-91]

Goffs is da Best [Aura]: While a friendly GOFF CORE or GOFF CHARACTER unit is within 6" of this model, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

Grand Warlord: If this model is included in your army, it must be your WARLORD.

FACTION KEYWORDS: ORKS, GOFF
KEYWORDS: CHARACTER, MONSTER, SUPREME COMMANDER, WARBOSS, GHAZGHKULL THRAKA

MAKARI

3 POWER

Makari is equipped with: Makari's stabba. Your army can only include one MAKARI model.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Makari's stabba</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target and the attack sequence ends.

ABILITIES

Waagh! (pg.81)

GHAZGHKULL'S Waagh! Banner [Aura]: While a friendly GOFF ORKS unit is within 3" of this model, and this model is within 3" of a friendly GHAZGHKULL THRAKA unit, each time a model in that friendly GOFF ORKS unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Keep Up!: While this model is within 3" of a friendly GHAZGHKULL THRAKA unit, add 2" to this model's Move characteristic.

Suspiciously Lucky: This model has a 2+ invulnerable save. If an invulnerable save made for this model is failed, this ability has no effect for the rest of the battle.

Accidental Figurehead [Aura]: While a friendly GEFF GRETCHIN unit is within 12" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Da Boss' Best Grot: If your army is Battle-forged, then if GHAZGHKULL THRAKA is included in a Detachment, MAKARI can be included in that Detachment without taking up an additional Battlefield Role slot.

FACTION KEYWORDS: ORKS, GOFF
KEYWORDS: CHARACTER, INFANTRY, GRETCHIN, MAKARI

Makari bears aloft the personal Waagh! banner of GHAZGHKULL THRAKA. There isn't a greenskin living who doesn't fight harder or dash towards the enemy faster in sight of that flag. It is ever said that many Orks don't dare die in its presence no matter their wounds, for fear the Grand Warlord might just kill them for it!
BIG MEK WITH KUSTOM FORCE FIELD

POWER 5

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slugge</td>
<td>1&quot;</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td></td>
<td></td>
<td></td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

Grot Diller

Once per battle, when the bearer repairs a VEHICLE model, that model can regain 1 additional lost wound.

We recommend placing a Grot Diller model next to the unit as a reminder, removing it once this ability has been used (a Grot Diller does not count as a model for any rules purposes).

Kustom Force Field

[Aura] While a friendly ORKS unit is within 6" of the bearer, it has a 6+ invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

**ABILITIES**

'Ere We Go, Waaagh! (pg 80-81)

Big Mekanniak: At the end of your Movement phase, this model can repair one friendly ORKS VEHICLE model within 3" of it. That VEHICLE model regains up to 3 lost wounds. Each model can only be repaired once per turn.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: CHARACTER, INFANTRY, BIG MEK

BIG MEK WITH SHOKK ATTACK GUN

POWER 6

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shokk attack gun</td>
<td>60° Heavy 06</td>
<td>5</td>
<td>5</td>
<td>0</td>
<td>Blast. Each time this weapon is selected to shoot with, roll 20% to determine the Strength of all its attacks; on a 1+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

Grot Diller

Once per battle, when the bearer repairs a VEHICLE model, that model can regain 1 additional lost wound.

We recommend placing a Grot Diller model next to the unit as a reminder, removing it once this ability has been used (a Grot Diller does not count as a model for any rules purposes).

**ABILITIES**

'Ere We Go, Waaagh! (pg 80-81)

Big Mekanniak: At the end of your Movement phase, this model can repair one friendly ORKS VEHICLE model within 3" of it. That VEHICLE model regains up to 3 lost wounds. Each model can only be repaired once per turn.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: CHARACTER, INFANTRY, BIG MEK, SHOKK ATTACK GUN

Projected from a mass of whirly bits and alarmingly-sounding workings, this custom force field is a wobbling energy dome that extends over the Big Mek and any nearby greenskins. Incoming enemy fire rebounds harmlessly from this unstable force field, leaving the Mek and his obnoxious mates free to storm onward into battle.

The shokk attack gun opens a tunnel through the warp into its target, then launches screaming snoulds down it. The diminutive greenskins rematerialise as a terror-maddened, clawing, biting swarm. Needless to say, if this happens in an engine, troop bay or - worst of all - a living body, the results are swift and horrific.
**WARBOSS**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Warboss</td>
<td>5+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Warboss is equipped with: big choppa, kombi-rocket; 2 slugga; skik-lombos (pg 129).

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kombi-rocket</td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rocket</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Shoota</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Slugga</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ATTACKS**

- **Slugga**
  - Melee Melee 4 -1 1 Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.

- **Big Choppa**
  - Melee Melee +2 -1 2

- **Power Klaw**
  - Melee Melee x2 -3 2 Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

**WARGEAR OPTIONS**

- This model's kombi-rocket can be replaced with one of the following: 1 kombi-skrarch, 1 kustom shoota.
- This model's big choppa can be replaced with 1 power klaw.
- This model can be equipped with 1 attack squig.

**ABILITIES**

- *Ere We Go, Waragh! (pg 80-81)*
- Deadly: This model has a +1 vulnerable save.

**WARBOSS (Aura)**: While a friendly <CLAN> CORE or <CLAN> CHARACTER unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

**FACTION KEYWORDS**: ORKS, <CLAN>

**KEYWORDS**: CHARACTER, INFANTRY, WARBOSS
**WARBOSS**  **Mega Armour**  **6 Power**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Warboss in Mega Armour</td>
<td>5&quot;</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>7</td>
<td>5</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

A Warboss in Mega Armour is equipped with: big shoota; luge choppa.

**WEAPON**  **RANGE**  **TYPE**  **S**  **AP**  **D**  **ABILITIES**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota</td>
<td>36&quot;</td>
<td>Dakka 5+3</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Luge choppa</td>
<td></td>
<td>Melee</td>
<td>-3</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- "Ere We Go, Waagh! (pg 80-81)
- Dead Tough: This model has a 5+ invulnerable save.
- Grek Gunner: Each time this model makes an attack with a big shoota, or a Relic that replaces this model’s big shoota, add 1 to that attack’s hit roll.
- Warboss Aura: While a friendly <CLAN> CORE of <CLAN> CHARACTER unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.

**FACTION KEYWORDS:** Orks, <CLAN>

**KEYWORDS:** Character, Infantry, Mega Armour, Warboss

---

**WEIRDBOY**  **4 Power**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Weirdboy</td>
<td>5&quot;</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>6</td>
<td>6+</td>
</tr>
</tbody>
</table>

A Weirdboy is equipped with: Weirdboy staff.

**WEAPON**  **RANGE**  **TYPE**  **S**  **AP**  **D**  **ABILITIES**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weirdboy staff</td>
<td></td>
<td>Melee</td>
<td>+3</td>
<td>-1</td>
<td>D3</td>
</tr>
</tbody>
</table>

**ABILITIES**

- "Ere We Go, Waagh! (pg 80-81)
- Waagh! Energy: While there are 20 or more Orks models (excluding Gretchin) within 12" of this model, this model can attempt to manifest one additional psychic power in your Psychic phase.

**PSYKER**

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent’s Psychic phase. It knows Smite and two psychic powers from the Power of the Waagh! discipline (pg 68).

**FACTION KEYWORDS:** Orks, <CLAN>

**KEYWORDS:** Character, Infantry, Psyker, Weirdboy

---

Any good Ork Hunter knows the safest way to deal with a rampaging Warboss is to hit them with tank-busting artillery from as far away as possible. By donning a piston-driven suit of incredibly durable mega armour, the Warboss makes a mockery of such underhanded enemy tactics, much to the terror of his foes.

Weirdboy’s channel the Waagh! energy that builds up around battling Orks, unleashing it before it causes their heads to literally explode! This they do with gusto, vomiting blasts of devastating green ectoplasm across the enemy, teleporting Orks madly about the place or summoning spectral green feet to stomp the foe flat.

85
### Big Mek in Mega Armour

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Big Mek in Mega Armour</td>
<td>4*</td>
<td>3+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td>2+</td>
</tr>
</tbody>
</table>

A Big Mek in Mega Armour is equipped with: custom mega-blasta; power klaw.

#### Weapon

**Kombi-tekkit**
- **Rakkit**: 24" Heavy D3 B -2 3 Blast
- **Shooqa**: 18" Dakka 3/2 4 0 1

**Kombi-skorkcha**
- **Skorkcha**: 12" Assault D6 5 -1 1
- **Shooqa**: 18" Dakka 3/2 4 0 1

**Kustom mega-blasta**: 24" Assault D3 B -3 D6

**Kustom shotza**: 18" Dakka 3/4 4 0 1

**Tellyport blasta**: 12" Assault D5 8 -2 3 Blast

**Killzawr**
- Melee Melee x2 -4 D3

**Power klaw**
- Melee Melee x2 -3 2

#### Other Wargear

**Grotaler**
- Once per battle, when the bearer repairs a VEHICLE model, that model can regain 1 additional lost wound.
- We recommend placing a Grotaler model next to the unit as a reminder, removing it once this ability has been used (a Grotaler does not count as a model for any rules purposes).

**Kustom fence field**
- (Aura) While a friendly ORKS unit is within 6" of the bearer, it has a +1 invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

#### Wargear Options

- This model's custom mega-blasta can be replaced with one of the following: 1 kilkaw; 1 kombi-tekkit; 1 kombi-skorkcha; 1 kustom shotza.
- This model can be equipped with one of the following: 1 tellyport blasta; 1 kustom force field.
- This model can be equipped with 1 grot alies.

#### Abilities

**Ere We Go, Waaagh!** [pg 81-81]

Big Mekanik: At the end of your Movement phase, this model can repair one friendly <CLAN> VEHICLE model within 3" of it. That VEHICLE model regains up to D3 lost wounds. Each model can only be repaired once per turn.

**Faction Keywords:** ORKS, <CLAN>

**Keywords:** Character, Infantry, Mega Armour, Big Mek

---

For all that its weight is akin to wearing half a tank, mega armour is incredibly resilient. Big Meks often build and wear it, adding unstable custom weaponry, force field projectors, crushing klaws or even tellyport blastas that kill victims by beaming their component parts across a wide area, much to the Orks' amusement.
**BOSS SNIKROT**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Boss Snikrot</td>
<td>6+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>7</td>
<td>6+</td>
</tr>
</tbody>
</table>

Boss Snikrot is equipped with: Work’s Teeth; stikkombos. Your army can only include one Boss Snikrot model.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>A</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Work’s Teeth</td>
<td>Melee</td>
<td></td>
<td></td>
<td></td>
<td>User: 2, 2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- *Ere We Go, Waagh! [pg 90-91]*
  - Knunlin’ Infiltrator: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.
  - Terrifying Killer [Aura]: While an enemy unit is within 6" of this model, subtract 2 from the Leadership characteristic of models in that unit.
  - Dead Tough: This model has a 5+ invulnerable save.

- Throat Slitter: Each time this model makes an attack, if it is within 1" of a terrain feature, add 1 to that attack’s wound roll.
  - Red Skull Kommandos [Aura]: While a friendly Blood Axes Kommandos unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.
  - Sneakiest Git: Each time an attack is allocated to this model while it is receiving the benefits of cover, add an additional 2 to any armour saving throw made against that attack.

**FACTION KEYWORDS:** Orks, Blood Axes

**KEYWORDS:** Character, Infantry, Kommando, Boss Snikrot

---

**BOSS ZAGSTRUK**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Boss Zagstruk</td>
<td>12+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

Boss Zagstruk is equipped with: blitz missiles; slugga; choppa; Da Vulcha’s Klaws. Your army can only include one Boss Zagstruk model.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>A</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blitz missiles</td>
<td>18&quot; Assult D3</td>
<td>6</td>
<td>-1</td>
<td>D3</td>
<td>Blast</td>
</tr>
<tr>
<td>Slugga</td>
<td>12&quot; Pistol1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td></td>
<td></td>
<td></td>
<td>User: -1, 1</td>
</tr>
<tr>
<td>Da Vulcha’s Klaws</td>
<td>Melee</td>
<td>Melee</td>
<td>-2</td>
<td>-3</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- *Ere We Go, Waagh! [pg 80-81]*
  - Full Throttle: Each time this model Advances, do not make an Advance roll, instead, until the end of the phase, add 6" to the Move characteristic of this model and roll one D6; on a 1, this model suffers 1 mortal wound.
  - Cyborg Body: Each time this model would lose a wound, roll one D6; on a 6+, that wound is not lost.

- Drill Boss [Aura]: While a friendly Goff Stormboyz unit is within 6" of this model, each time a Morale test is failed for that unit, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attribute tests (rounding fractions down).
  - Stormboi Strike: During deployment, you can set up this model high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS:** Orks, Goff

**KEYWORDS:** Character, Infantry, Stormboy, Jump Pack, Fly, Boss Zagstruk

---

**Drill Boss [Aura]:** While a friendly Goff Stormboyz unit is within 6" of this model, each time a Morale test is failed for that unit, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attribute tests (rounding fractions down).

---

**Plummacting from his kustom fighters-bommer at the head of his infamous Vulcha Boys, Boss Zagstruk hits the enemy like a four hundred pound rocket-propelled missile of pure, illoquent fury. Amidst the roar of his blitz missiles and the crunch of bone beneath his cyborg loot-klaws, bloody havoc ensues.**

---

87
## Deffkilla Warrrike

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Deffkilla Warrrike</td>
<td>14''</td>
<td>2+</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>5</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Deffkilla Warrrike is equipped with: killa jet, 3 twin boomstikkys, snagga klaws.

### Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Killa jet</td>
<td>12''</td>
<td>Assault</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>- Buma</td>
<td>12''</td>
<td>Assault</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>- Catta</td>
<td>12''</td>
<td>Assault</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Twin boomstikk</td>
<td>12''</td>
<td>Assault</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Snagga klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, you can re-roll the wound roll.</td>
</tr>
</tbody>
</table>

### Abilities

- **"Ere We Go, Ramsbackle, Waaagh!" (pp 80-81)**
  - Big Red Button: Each time this model advances, do not make an advance roll. Instead, until the end of the phase, add 6'' to the Move characteristic of this model.
  - Dead Tough: This model has a +1 invulnerable save.
  - Fuel-mixa Grot: Once per battle, when this model advances, do not make an advance roll. Instead, until the end of the phase, add 6'' to the Move characteristic of this model.
  - Explodes: When this model is destroyed, roll one D6, and each unit within 3'' suffers 1 mortal wound.

### Faction Keywords: Orks, <Clan>

**Keywords:** Character, Vehicle, Speed Freeks, Speedboss, Deffkilla Warrrike

---

Ook Speedbosses thunder into battle on the back of Deffkilla Warrikes. These bustling three-wheeler combo's boast massive jet engines that fry the enemy to a crisp while roaring through their ranks. Warrikes also offer platforms from which the Speedbosses can messily chainhaul unfortunate foes with their grappling-like snagga Klaws.
<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Kaptin Badrukk</td>
<td>5</td>
<td>2+</td>
<td>4+</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>5</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

Kaptin Badrukk is equipped with: Da Rippa; slugga; choppa; stikk bombs (pg. 125). Your army can only include one Kaptin Badrukk model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Da Rippa</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td>24&quot;</td>
<td>Heavy 3</td>
<td>7</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>- Standard</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Supercharge</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Slugge</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

**ABILITIES**

Ammo runt:

Once per battle, when the bearer makes a ranged attack, you can re-roll the hit roll. We recommend placing an Ammo Runt model next to the unit as a reminder, removing it once this ability has been used (an Ammo Runt does not count as a model for any rules purposes).

**WARGEAR OPTIONS**

- This model can be equipped with 1 ammo runt.

**ABILITIES**

- *Ere We Go, Waagh!* [pg 80-81]
  - Goldtoof Armour: This model has a 4+ invulnerable save.

- Flashiest Gitz [Aura]: While a friendly Flash Gitz unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

**FACTION KEYWORDS:** Orks, Freebooterz

**KEYWORDS:** Character, Infantry, Warboss, Flash Gitz, Kaptin Badrukk
Zodgrod Wortsnagga

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Zodgrod Wortsnagga</td>
<td>5+</td>
<td>2+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>4</td>
<td>?</td>
<td>6+</td>
</tr>
</tbody>
</table>

Zodgrod Wortsnagga is equipped with slugger Da Grabzapella. Your army can only include one Zodgrod Wortsnagga model.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Da Grabzapella Melee Melee +2 -3 2 -</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Beast Snagga, "Ere We Go, Waaagh! [pg 80-81]
- Squigstoppa: At the start of the Fight phase you can select one enemy MONSTER unit that is within 6" of this model and roll one D6; on a 2+, that unit is not eligible to fight this phase until after all eligible units from your army have done so.

*Super Runts: At the start of the first battle round select one GRETCHIN CORE unit from your army to be Zodgrod's super runts. Each time a model in that unit makes an attack, add 1 to that attack's hit roll. That unit can shoot while performing an action without that action failing.*

**FACTION KEYWORDS:** Orks, Snakebite

**KEYWORDS:** Character, Infantry, Beast Snagga, Runtherd, Zodgrod Wortsnagga

---

Beastboss

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Beastboss</td>
<td>5+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>5</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Beastboss is equipped with shoota, beastchooppa, Beast Snagga Khan.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>18&quot;</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Beast Snagga klaw</td>
<td>Melee Melee</td>
<td>+4</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Beastchooppa</td>
<td>Melee Melee</td>
<td>User</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Beast Snagga, "Ere We Go, Waaagh! [pg 80-81]
- Beastboss (Aura): While a friendly <CLAN> BEAST SNAGGA CORE or <CLAN> BEAST SNAGGA CHARACTER unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

*Dead Tough: This model has a 5+ invulnerable save.*

*Targetin' Squig: Each time this model makes an attack with a shoota, or a Relic that replaces this model's shoota, add 1 to that attack's hit roll.*

**FACTION KEYWORDS:** Orks, <CLAN>

**KEYWORDS:** Character, Infantry, Beast Snagga, Warchieftain, Beastboss
BEASTBOSS ON SQUIGOSAUR 8 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Beastboss on Squigosaur</td>
<td>10&quot;</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>9</td>
<td>5</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Beastboss on Squigosaur is equipped with: slugga, beastchoppa, squigosaur's jaws.

WEAPON | RANGE | TYPE | S  | AP | D  | ABILITIES                                                                 |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Slugga</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Thump gun</td>
<td>18&quot;</td>
<td>Assault 03</td>
<td>6</td>
<td>-1</td>
<td>03</td>
<td>Blast</td>
</tr>
<tr>
<td>Beastchoppa</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>2</td>
<td>Each time the bearer fights, it makes 2 additional attacks with this weapon.</td>
</tr>
<tr>
<td>Squigosaur's jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>?</td>
<td>-3</td>
<td>3</td>
<td>Each time the bearer fights, it makes 3 additional attacks with this weapon.</td>
</tr>
</tbody>
</table>

WARGEAR OPTIONS
- This model can be equipped with 1 thump gun.

ABILITIES
- Beast Snagga, 'Ere We Go, Waaagh! [pg BD-81]
- Beastbosses have a 5+ Invulnerable save.
- Thick Hide: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Beastboss [Aura]: While a friendly [CLAN] Beast Snagga Core or [CLAN] Beast Snagga Character unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

FACTION KEYWORDS: Orks, [CLAN]
KEYWORDS: Character, Cavalry, Squig, Beast Snagga, Warboss, Beastboss

PAINBOSS 5 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Painboss</td>
<td>7&quot;</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Painboss is equipped with: power snappa.

WEAPON | RANGE | TYPE | S  | AP | D  | ABILITIES                                                                 |
<table>
<thead>
<tr>
<th></th>
<th></th>
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<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Beast Snagga klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>Power snappa</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

OTHER WARGEAR ABILITIES
- Groo ordinary: Once per battle, if a 1 is rolled when using the bearer's Sawboney ability you can re-roll the dice.
- Humanilloy: We recommend placing a Grot Ordinary model next to the unit as a reminder, removing it once this ability has been used (a Grot Ordinary does not count as a model for any rules purposes).

WARGEAR OPTIONS
- This model's power snappa can be replaced with 1 Beast Snagga klaw.
- This model can be equipped with 1 Groo ordinary.

ABILITIES
- Beast Snagga, 'Ere We Go, Waaagh! [pg BD-81]
- Beastbosses have a 5+ Invulnerable save.
- Thick Hide: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).
- Beastboss [Aura]: While a friendly [CLAN] Beast Snagga Core or [CLAN] Beast Snagga Character unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.
- Sawboney: At the end of your Movement phase, this model can heal one friendly [CLAN] Beast Snagga Infantry, [CLAN] Biker or [CLAN] Beast Snagga Cavalry model whose unit is within 3" of it. If you do so, roll one D6 on a 3+, that model suffers 1 mortal wound. On a 4+, that model gains up to 2 lost wounds. Each model can only be healed once per turn.

FACTION KEYWORDS: Orks, [CLAN]
KEYWORDS: Character, Infantry, Beast Snagga, Painboy, Painboss

Squigosaurus are single-minded predators that can bite through adamantine and shrug off enemy fire as though they were armoured-plated. These monsters eat anything they can get their hands into. If a Beastboss wishes to ride one he must first beat it within an inch of its life to teach it respect, all without getting devoured in the process.

The Painboss specialises in both the surgical care and cyber-augmentation of squigs, and of those suffering squig-related injuries. So as to provide their services 'on the hoof', Painbosses augment themselves with piston-driven scoop legs, moneymachines, and the like - the better to deliver high-speed doktorin'.

91
WURRBOY

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wurroboy</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>6</td>
<td>6+</td>
</tr>
</tbody>
</table>

A Wurroboy is equipped with: Eyez of Mork.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eyez of Mork</td>
<td>12&quot;</td>
<td>Assault 2</td>
<td>6</td>
<td>-3</td>
<td>0.3</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Beast Snagga, 'Ere We Go, Waaagh! (pg 88-81)
- Waaagh! Energy: While there are 20 or more Orks models [excluding Gretchin] within 12" of this model, this model can attempt to manifest one additional psychic power in your Psychic phase.

**PSYKER**

- This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponents' Psychic phase. It knows 1 Free and two psychic powers from the Beastmaster discipline (pg 67).

**FACTION KEYWORDS:** Orks, <CLAN>
**KEYWORDS:** Character, Infantry, Psyker, Beast Snagga, Weirdboy, Wurroboy

MOZROG SKRAGBAD

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mozrog Skragbad</td>
<td>16+</td>
<td>2+</td>
<td>5+</td>
<td>6</td>
<td>7</td>
<td>9</td>
<td>6</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

Mozrog Skragbad is equipped with: Thump gun, Gutrippa, Big Chompa's jaws. Your army can only include one Mozrog Skragbad model.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thump gun</td>
<td>16&quot;</td>
<td>Assault 03</td>
<td>6</td>
<td>-1</td>
<td>0.3</td>
</tr>
<tr>
<td>Big Chompa's jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>7</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Gutrippa</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**ABILITIES**

- Beast Snagga, 'Ere We Go, Waaagh! (pg 80-81)
- Tougher than a Rok Squig: This model has a 4+ invulnerable save.
- Thick Hide: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

**FACTION KEYWORDS:** Orks, Snakerbite
**KEYWORDS:** Character, Cavalry, Squig, Warboss, Beast Snagga, Beastboss, Mozrog Skragbad

Mozrog and his squigonam steed Big Chompa are so tough that they can weather the worst any foe throws at them. In return, few enemies survive for long once Mozrog tears into them with his kustom cybork arm, Gutrippa. Those that do are doomed to be swallowed whole by Big Chompa's yawning, tong-stuffed jaws.
**GRETCHIN**

No. Name M WS BS S T W A Ld Sv
--- --- --- --- --- --- --- --- --- ---
10-30 Gretchin 5+ 5+ 4+ 2 3 1 1 4 7+

This unit contains 11 or more models; it has Power Rating 4. If this unit contains 21 or more models; it has Power Rating 6. Every model is equipped with grot blasta.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

Waaagh! (pg 81)

- Cowardly: Unless a friendly <CLAN> Runtchero model is within 6" of this unit, each time a model in this unit makes a Combat Action test, subtract 1 from the result.
-c

- Diminutive: Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

**Faction Keywords: Orks, <CLAN>**

**Keywords: Infantry, Core, Gretchin**

---

**BOYZ**

No. Name M WS BS S T W A Ld Sv
--- --- --- --- --- --- --- --- --- ---
1-29 Ork Boy 5+ 3+ 5+ 4 5 1 2 6 6+ 1
1 Boss Nob 5+ 3+ 5+ 5 5 2 3 7 7 6+

This unit contains 11 or more models; it has Power Rating 10. If this unit contains 21 or more models; it has Power Rating 15. Every model is equipped with: slugga, choppa, stikkbombas (pg 129).

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota 36&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Rakkit launcha 24&quot;</td>
<td>Heavy 03</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Shoota 19&quot;</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Slugga 12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- Any Ork Boy's slugga and choppa can be replaced with 1 shoota.
- For every 10 models this unit contains, 1 Ork Boy's choppa and slugga can be replaced with one of the following: 1 big shoota; 1 rakkit launcha.
- The Boss Nob's slugga and choppa can be replaced with two of the following: 1 big choppa; 1 choppa; 1 kilsaw; 1 power klaw; 1 power stabba; 1 slugga.
- The Boss Nob's slugga and choppa can be replaced with one of the following: 1 kombi-rakkit; 1 kombi-skencha.

**ABILITIES**

- See Go To Mob Rule, Waaagh! (pg 80-81)

**Faction Keywords: Orks, <CLAN>**

**Keywords: Infantry, Mob, Core, Tankbusta Bombs, Boyz**

---

Ork Boyz surge into battle in huge, unruly mobs dotted with crude special weapons and led by foul-tempered Boss Nobz. Most simply stampede towards the enemy lines, relying on their numbers and natural hardness to carry the charge home, while others hitch a ride on Trukks and Battlewagon so as to get stuck in all the faster.
BEAST SNAGGA BOYZ

Big, brutal, and belligerent, Beast Snagga Boyz are a force to be reckoned with. From the cannonball-like fist-shells of their thump guns, to the inescapable hooks of their choppas, Beast Snagga Boyz excel in softening up their prey, dragging them down, then ripping them bodily to bits.

9-19 Beast Snagga Boy
1 Beast Snagga Nob

If this unit contains 11 or more models, it has Power Rating 10. The Beast Snagga Nob is equipped with: slugga; power snappa. Every Beast Snagga Boy is equipped with: slugga; choppa.

WEAPON

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>9-19</td>
<td>Beast Snagga Boy</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>1</td>
<td>Beast Snagga Nob</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
</tr>
</tbody>
</table>

Each time the bearer fights, it makes 1 additional attack with this weapon.

POWER SNAPPA

<table>
<thead>
<tr>
<th>Range</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>18&quot;</td>
<td>Assault 03</td>
<td>6</td>
<td>-1</td>
<td>0</td>
<td>Blast</td>
</tr>
</tbody>
</table>

WARGEAR OPTIONS

- For every 10 models this unit contains, 1 Beast Snagga Boy’s choppa and slugga can be replaced with 1 thump gun.

ABILITIES

- Beast Snagga, ‘Ere We Go, Mob Rule, Waaagh! (pg 80-81)

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: INFANTRY, MOB, CORE, BEAST SNAGGA, BEAST SNAGGA BOYZ

NOB WITH WAAAGH! BANNER

Entrusted to the warband’s most stubborn Nob, a Waaagh! banner serves as a rallying point and a place for the Warboss to display his favourite trophies, glyph plates and such. Should the Jibs need some encouragement to get stuck into a scrap, the banner also doubles as a handy bludgeon to beat some ferocity into them.

1 Nob with Waaagh! Banner

A Nob with Waaagh! Banner is equipped with: kustom shootsa; Waaagh! banner; stikkbaombos (pg 123).

WEAPON

<table>
<thead>
<tr>
<th>Range</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>18&quot;</td>
<td>Dakka 6/4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

ABILITIES

- ‘Ere We Go, Waaagh! (pg 80-81)
  Waaagh! Banner: While a friendly <CLAN> ORKS unit is within 6” of this model, each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: CHARACTER, INFANTRY, NOB
PAINBOY

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Painboy</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>6+</td>
</tr>
</tbody>
</table>

*Painboy is equipped with: power klaw, tiny syringe.*

WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, unless the target is a vehicle or Titanic unit, that attack always wounds an unmodified wound roll of 2+.</td>
</tr>
</tbody>
</table>

OTHER WARGEAR

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Once per battle, if a 1 is rolled when using the bearer's Sawbonez ability you can re-roll the dice. We recommend placing a Grot Orderly model next to the unit as a reminder, removing it once this ability has been used (a Grot Orderly does not count as a model for any rules purposes).</td>
</tr>
</tbody>
</table>

Grot orderly

WARGEAR OPTIONS

* This model can be equipped with 1 grot orderly.

ABILITIES

<table>
<thead>
<tr>
<th>'Ere We Go, Waaagh! [pg 80-81]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sawbonez: At the end of your Movement phase, this model can heal one friendly &lt;CLAN&gt; INFANTRY or &lt;CLAN&gt; BIKER model whose unit is within 3&quot; of it. If you do so, roll one D6: on a 4+, that model suffers 1 mortal wound. On a 2+, that model regains up to 2 lost wounds. Each model can only be healed once per turn.</td>
</tr>
</tbody>
</table>

Dok's Tools: While a friendly <CLAN> INFANTRY or <CLAN> BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

FACTION KEYWORDS: Orks, <CLAN>
KEYWORDS: Character, Infantry, Painboy

The traditional tools of the Painboy help them to patch up even the most mangled Orks and send them back into the fight. Helpfully, all these gruesome surgical klaws, rippy saws, and tiny syringes also serve as an expedient means of dismembering the enemy with — if not surgical precision — at least a great deal of enthusiasm!
MAD DOK GROTSNIK

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Mad Dok Grotsnik</td>
<td>5+</td>
<td>2+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>4+</td>
</tr>
</tbody>
</table>

Mad Dok Grotsnik is equipped with: slugga, power klaw, uryn syringe. Your army can only include one Mad Dok Grotsnik model.

**WEAPON**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slugga</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>Power Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, unless the target is a Vehicle or Titanic unit, that attack always wounds on an unmodified wound roll of 2+</td>
</tr>
<tr>
<td>Uryn Syringe</td>
<td>Melee</td>
<td>Melee</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**ABILITIES**

*Ere We Go, Wasaagh! [pg 80-81]*

Cybork Body: Each time this model would lose a wound, roll one D6; on a 5+, that wound is not lost.

One Scalpel Shot of a Medpack: This model is eligible to charge even if it Advanced or Fell Back in the same turn. At the start of the Charge phase, if this model is eligible to charge you must declare a charge and you must select the closest enemy unit as one of the targets of that charge.

**FACTION KEYWORDS:** ORKS, DEATHSKULLS

**KEYWORDS:** CHARACTER, INFANTRY, PAINBOY, MAD DOK GROTSNIK

More so even than whatever passes for a normal Painboy, Dok Grotsnik relishes the butchery of the battlefield. He is quite, quite mad and remarkably dangerous, treating each new war as an opportunity for experimentation, a chance to harvest new samples to add to his stockpile of gory anatomical spares.

Dek's Tool: While a friendly ORKS INFANTRY or ORKS BIKER unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6; on a 6, that wound is not lost.

Sawbones: At the end of your Movement phase, this model can heal one friendly ORKS INFANTRY or ORKS BIKER model whose unit is within 3" of it. If you do so, roll one D6; on a 1, that model suffers 1 mortal wound. On a 2+, that model regains up to 2 lost wounds. Each model can only be healed once per turn.
RUNTHERD

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Runtherd</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>7</td>
<td>6+</td>
</tr>
</tbody>
</table>

A Runtherd is equipped with a slugga; grabba stikk.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>12”</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

- **Grot-lash**: The bearer gains the following ability: 'Grot Lash [Aura]: While a friendly Gretchin Infantry unit is within 3’ of any models equipped with a grot-lash, add 1" to the Move characteristic of models in that unit.'
- **Squig Hound**: The bearer gains the following ability: 'Squig Hound [Aura]: While a friendly Gretchin Infantry unit is within 3’ of the bearer, models in that unit ignore modifiers to Combat Attribute tests.'

**WARGEAR OPTIONS**

- This model’s grabba stikk can be replaced with 1 grot-prod.
- This model can be equipped with one of the following: 1 squig hound; 1 grot-lash.

**ABILITIES**

- Ere We Go, Waaggh! (pg 80-81)
  Runtherd: if your army is Battle-forged, you must include at least one Gretchin Infantry unit in a Detachment for each Runtherd unit in that Detachment. Runtherd units do not take up slots in a Detachment.

**FACTION KEYWORDS:** Orks, <CLAN>
**KEYWORDS:** Character, Infantry, Runtherd

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BURNA BOYZ

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-12</td>
<td>Burna Boy</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6+</td>
</tr>
<tr>
<td>1-3</td>
<td>Spanner</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6+</td>
</tr>
</tbody>
</table>

This unit must contain 1 Spanner for every 4 Burna Boyz it contains. If this unit contains 8 or more models, it has Power Rating 8. If this unit contains 11 or more models, it has Power Rating 9. Every Spanner is equipped with big shoota. Every Burna Boy is equipped with burna.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36”</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>12”</td>
<td>Assault G6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- Any number of Spanners can each have their big shoota replaced with one of the following: 1 kustom mega-blasta; 1 rokkit launcher.

**ABILITIES**

- Ere We Go, Mob Rule, Waaggh! (pg 80-81)
- Pyromaniacs: If an enemy unit is destroyed by an attack made with a burna by this unit, until your next turn, each time a Morale test is taken for this unit, it is automatically passed.
- Mekanikals: At the end of your Movement phase, each Spanner model can repair one friendly <CLAN> VEHICLE model within 3’ of it. That Vehicle model regains 1 lost wound. Each model can only be repaired once per turn.

**FACTION KEYWORDS:** Orks, <CLAN>
**KEYWORDS:** Infantry, Mob, Core, Burna Boyz

---

It takes an Ork of infinite patience – by Ork standards – and a gimlet glare to wrangle his warband’s grots and snots. Of course, a savage squig hound, with which to make a few examples, a well-oiled squighudwhip, a grabbing prod, and an electrified prod don’t hurt either.

The burna is a cutting torch intended for slicing up battlefield wreckage. Serendipitously, it also works well when searing through an enemy’s armour at close quarters. Or, with a twist of its nozzle, can instead belch a tongue of roaring flame over the foe. Needless to say, the most pyromantically inclined Orks delight in doing both.
MEK

A Mek is equipped with kustom mega-slugs, a choppa, and a killsaw. Each weapon has its own abilities:

**WEAPON**

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kustom mega-slugs</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>8</td>
<td>-3</td>
<td>6</td>
<td>Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Killsaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>0</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killsaws, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grot oiler</td>
</tr>
<tr>
<td>Once per battle, when the bearer repairs a VEHICLE model, that model can regain 1 additional lost wound. We recommend placing a Grot Oilier model next to the unit as a reminder, removing it once this ability has been used (a Grot Oilier does not count as a model for any rules purposes).</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model can replace its choppa with 1 killsaw.
- This model can be equipped with 1 grot oilier.

**ABILITIES**

- 'Ere We Go, Waagh! [pg 80-81]
  - Mekanik: At the end of your Movement phase, this model can repair one friendly <CLAN> VEHICLE model within 3" of it. That VEHICLE model regains 1 lost wound. Each model can only be repaired once per turn.

**FACTION KEYWORDS:** Orks, <CLAN>

**KEYWORDS:** Character, Infantry, Mek
TANKBUSTAS

### WEAPONS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-14</td>
<td>Tankbustas</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>1</td>
<td>Boss Nob</td>
<td>5+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
</tr>
</tbody>
</table>

If this unit contains 5 or more models, it has Power Rating 9. If this unit contains 11 or more models, it has Power Rating 12.

Every model is equipped with: rokket launcha.

#### ABILITIES

**Weapon**

<table>
<thead>
<tr>
<th>Name</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pair of rokket pistols</td>
<td>12&quot;</td>
<td>Pistol 2</td>
<td>7</td>
<td>-2</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Rokket launcha</td>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
</tbody>
</table>

**Other Wargear Abilities**

Once per turn, when a unit with a bomb squig is selected to shoot or fire Overwatch, if it has any bomb squigs remaining, the unit can release one. When it does so, you can select one enemy unit (excluding Aircraft) that is within 12" of the unit with a bomb squig, when firing Overwatch this must be the charging unit) and roll one D6, adding to the result if that enemy unit is a Vehicle, on a 4+ that enemy unit suffers D3 mortal wounds. The number of bomb squigs the unit is equipped with is then reduced by 1.

We recommend placing a Bomb Squig model next to the unit for each bomb squig it is equipped with as a reminder, removing one each time this ability is used (a Bomb Squig does not count as a model for any rules purposes).

**Wargear Options**

- For every 5 models this unit contains, 1 Tankbusta’s rokket launcha can be replaced with 1 tankhammer.
- For every 5 models this unit contains, 1 Tankbusta’s rokket launcha can be replaced with 1 pair of rokket pistols.
- For every 5 models this unit contains, this unit can be equipped with up to 2 bomb squigs.

**Abilities**

Ere We Go, Mob Rule, Waaagh! (pg 80-81)

Tank Hunter: Each time a model with this ability makes an attack that targets a Vehicle unit, add 1 to that attack’s hit roll.

**Faction Keywords:** Orks, <Clan>

**Keywords:** Infantry, Mob, Core, Tankbusta Bombs, Tankbustas

---

Tankbustas stalk enemy vehicles like game hunters. Rokket launchas to blast targets from range, high explosive tank hammers swing by true short-term thinkers; short-fused bomb squigs strapped with explosives all help the Tankbustas to bring down their targets before ripping oily trophies from the still-burning wrecks.
**Kommandos**

**POWER**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-14</td>
<td>Kommando</td>
<td>6+</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6+</td>
</tr>
<tr>
<td>1</td>
<td>Boss Nob</td>
<td>6+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>6+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has **Power Rating 8**. If this unit contains 11 or more models, it has **Power Rating 12**.

Every model is equipped with slugga, choppa, stikkbombas (pg. 129).

**Weapon Abilities**

- **Shokka pistol**: 6". Blast. Each time an attack made with this weapon is allocated to a Vehicle model, that attack has a Damage characteristic of 3.
- **Slugga**: 12". Each time an attack made with this weapon, the target does not receive the benefits of cover against that attack.
- **Breacha ram**: Melee. +2 to W. Each time the bearer fights, it makes 1 additional attack with this weapon.

**Other War Gear Abilities**

- **Bomb squig**: Once per turn, when a unit with a bomb squig is selected to shoot or fire Overwatch, if it has any bomb squigs remaining, the unit can release one. When it does so, you can select one enemy unit [excluding Aircraft] that is within 12" of the unit with a bomb squig (when firing Overwatch this must be the charging unit) and roll one D6, adding 1 to the result if that enemy unit is a Vehicle on a 3+, that enemy unit suffers D3 mortal wounds. The number of bomb squigs the unit is equipped with is then reduced by 1. We recommend placing a Bomb Squig model next to the unit for each bomb squig it is equipped with as a reminder; removing one each time this ability is used (a Bomb Squig does not count as a model for any rules purposes).
- **Distraction grot**: Once per battle, when the bearer is selected to fight, you can treat models in this unit as if they are within 1" of a terrain feature. We recommend placing a Distraction Grot model next to the unit as a reminder, removing it once this ability has been used (a Distraction Grot does not count as a model for any rules purposes).

**War Gear Options**

- The Boss Nob’s choppa can be replaced with one of the following: 1 big choppa, 1 power klaw.
- For every 10 models this unit contains, 1 Kommando’s slugga and choppa can be replaced with 1 big shotza.
- For every 10 models this unit contains, 1 Kommando’s slugga and choppa can be replaced with 1 breacha ram.
- For every 10 models this unit contains, 1 Kommando’s slugga can be replaced with 1 shokka pistol.
- For every 10 models this unit contains, 1 Kommando’s slugga and choppa can be replaced with 1 burna.
- For every 10 models this unit contains, 1 Kommando’s slugga and choppa can be replaced with 1 kustom shoota.
- For every 10 models this unit contains, 1 Kommando’s slugga and choppa can be replaced with 1 rokkit launcha.
- For every 10 models this unit contains, this unit can be equipped with 1 bomb squig.
- For every 10 models this unit contains, this unit can be equipped with 1 distraction grot.

**Abilities**

- **‘Ere We Go, Mob Rule, Waaagh! (pg 80-81)**
  - **Kunmin’ Infiltrators**: During deployment, when you set up this unit it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

- **Snaky Gits**: Each time an attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 2 to any armour saving throw made against that attack.

- **Threat Sittas**: Each time a model in this unit makes a melee attack, if it is within 1" of a terrain feature, add 1 to that attack’s wound roll.

**Faction Keywords**: Orks, <Clan>  
**Keywords**: Infantry, Mob, Core, Tankbusta Bombs, Kommandos
### Meganobz

| No. | Name     | M | WS | BS | S  | T  | W  | A  | Ld | Sv | Power
|-----|----------|---|----|----|----|----|----|----|----|----|--------
| 2-9 | Meganob  | 5° | 3+ | 5+ | 5  | 3  | 3  | 7  | 3  | 2+ | 6     
| 1   | Boss Meganob | 5° | 3+ | 5+ | 5  | 5  | 3  | 3  | 7  | 2+ |        

If this unit contains 4 or more models, it has Power Rating 12. If this unit contains 7 or more models, it has Power Rating 18.

Every model is equipped with: kustom shoota; power klaw; stikkbombs (pg 1-22).

### Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kombi-rekkit</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon in this phase, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>- Rokkit</td>
<td>24”</td>
<td>Heavy D3</td>
<td>8</td>
<td>2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>- Shoota</td>
<td>18”</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Kombi-skorcha</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon in this phase, subtract 1 from that attack's hit roll.</td>
</tr>
<tr>
<td>- Skorcha</td>
<td>12”</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>- Shoota</td>
<td>10”</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Kustom shoota</td>
<td>18”</td>
<td>Dakka 6/4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Killsaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>D3</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killings, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Power klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

### Wargear Options

- Any model's power klaw can be replaced with 1 killsaw.
- Any model's kustom shoota can be replaced with 1 killklaw.
- Any model's kustom shoota can be replaced with one of the following: 1 kombi-skorcha; 1 kombi-rekkit.

### Abilities

- "'Ere We Go, Mob Rele, Waagh!" (pg 80-81)

### Faction Keywords: Orks, <CLAN>

Keywords: Infantry, Mega Armour, Nobz, Mob, Core, Meganobz
NOBZ

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Nob</td>
<td>5</td>
<td>+5</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Boss Nob</td>
<td>5</td>
<td>+7</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 12. Every model is equipped with slugga; choppa; stikkas (pg 123).

**WEAPON**

**Kombi-rocket**

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

- **Rokkit**
  - 24" Heavy 8
  - 2 3
- **Shoota**
  - 18" Dakka 4/2
  - 4 0

**Kombi-koracha**

Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.

- **Skorcha**
  - 12" Assault 5
  - -1 1
- **Shoota**
  - 18" Dakka 3/2
  - 4 0

**Slugga**

- 12" Pistol 4
  - 0 1

**Big choppa**

- Melee Melee +2 -1 2

**Choppa**

- Melee Melee Melee -1 1

**Killaw**

- Melee Melee x2 -4 0

**Power claw**

- Melee Melee x2 -3 2

**Power stabba**

- Melee Melee -2 1

**OTHER WARGEAR ABILITIES**

**Ammo runt**

Once per battle, when the bearer makes a ranged attack, you can re-roll the hit roll. We recommend placing an Ammo Runt model next to the unit as a reminder reminding it once this ability has been used (an Ammo Runt does not count as a model for any rules purposes).

**WARGEAR OPTIONS**

- Any number of models can each have their slugga and choppa replaced with two of the following: 1 big choppa; 1 choppa; 1 killaw; 1 power claw, 1 power stabba; 1 slugga.

- Any number of models can each have their slugga and choppa replaced with one of the following: 1 kombi-rocket; 1 kombi-skorcha.

- For every 5 models this unit contains, this unit can be equipped with 1 ammo runt.

**ABILITIES**

"Ere We Go, Mob Rule, Waaagh! [pg 80-81]

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: INFANTRY, Mob, Core, Nobz
### SHOKKJUMP DRAGSTAS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Shokkjump Dragsta</td>
<td>14'</td>
<td>4'</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>4</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models it has Power Rating 10. If this unit contains 3 models it has Power Rating 15. Every model is equipped with: kustom shokk rifle, rokkit launcher, saw blades.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kustom shokk rifle</td>
<td>24'</td>
<td>Assault 2</td>
<td>8</td>
<td>-3</td>
<td>6</td>
</tr>
<tr>
<td>Rokkit Launcher</td>
<td>24'</td>
<td>Heavy 93</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Saw Blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

‘Ere We Go, Ramshackle, Waaagh! [pg 80-81]

**Shokk Tunneled:** If an Advance roll made for this unit is 4+ you can remove this unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models and roll one D6 on a 4+. This unit suffers 2 mortal wounds.

**Grot Gunner and Targetin’ Squig:** Each time a model from this unit makes an attack with a kustom shokk rifle, treat that model as having a Ballistic Skill characteristic of 3+.

**Explodes:** Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 3 mortal wounds.

**Faction Keywords:** Orks, <CLAN>

**Keywords:** Vehicle, Speed Freeks, Shokkjump Dragstas

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### BOOMDAKKA SNAZZWAGONS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Boomdakka Snazzwagon</td>
<td>12'</td>
<td>4+</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>4</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models it has Power Rating 10. If this unit contains 3 models it has Power Rating 15. Every model is equipped with: big shoota, grot blasta, Mek spra gun, burna bottles.

**WEAPON**

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Grot blasta</td>
<td>Dakka 7/4</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Mek spra gun</td>
<td>Dakka 14/10</td>
<td>5</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Burna bottles</td>
<td>Grenade 203</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.</td>
</tr>
</tbody>
</table>

**ABILITIES**

‘Ere We Go, Ramshackle, Waaagh! [pg 80-81]

**Grot Gunner:** Each time a model in this unit makes an attack with a grot blasta or big shoota, add 1 to that attack’s hit roll.

**Bilowin’ Flames:** Each time a ranged attack is made against this unit, subtract 1 from that attack’s hit roll.

**Riding Shotgun:** Each time a model in this unit shoots, it can shoot with Grenade and Pistol weapons as well as any other weapon types.

**Explodes:** Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 3 mortal wounds.

**Faction Keywords:** Orks, <CLAN>

**Keywords:** Vehicle, Speed Freeks, Boomdakka Snazzwagons

---

Combining shokk attack technology, great speed and a disregard for life and limb, the Shokkjump Dragsta provides the Orks with a vehicle that can teleport itself through walls, feet-thick fortress walls while its kustom shokk rifle bores warp tunnels right through its luckless victims.

The Boomdakka Snazzwagon is a high-speed flat on wheels. Chirping with dakkas and swarming with anarhic greenskin crew, the vehicle races through the enemy lines in a storm of rolling smoke, whistling bullets, incendiary burna bottles and shockingly foul language before skidding around for another pass.
WARBIKERS

4 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-8</td>
<td>Warbiker</td>
<td>14'</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Boss Nob on Warbike</td>
<td>14'</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 4 or more models, it has Power Rating 8. If this unit contains 7 or more models, it has Power Rating 12. Every model is equipped with 2 dakkaguns.

WEAPON

<table>
<thead>
<tr>
<th>Dakkagun</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>13'</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

WARGEAR OPTIONS

- Any Warbiker can be equipped with one of the following: 1 slugga; 1 choppa.
- The Boss Nob on Warbike can be equipped with one of the following: 1 slugga; 1 big choppa; 1 choppa; 1 power klaw.

ABILITY

"Ere We Go, Mob Rule, Waaggh! [pg 80-81]

Cloud of Smoke: Each time a ranged attack is made against this unit, subtract 1 from that attack’s hit roll.

Big Red Button: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6 to the Move characteristic of models in this unit.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: BIKER, SPEED FREEKS, CORE, WARBIKERS

KUSTOM BOOSTA-BLASTAS

4 POWER

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Kustom Boosta-blasta</td>
<td>12'</td>
<td>4+</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>8</td>
<td>4</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models it has Power Rating 8. If this unit contains 3 models it has Power Rating 12. Every model is equipped with: 4 burma exhausts; grot blasta; rivet kannon; salik bombs (pg 125).

WEAPON

<table>
<thead>
<tr>
<th>Burma exhaust</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>8'</td>
<td>Assault D6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
</tbody>
</table>

Grot blasta

<table>
<thead>
<tr>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Rivet kannon

<table>
<thead>
<tr>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dakka 9/6</td>
<td>7</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

ABILITY

"Ere We Go, Ramshackle, Waaggh! [pg 80-81]

Grot Gunner: Each time a model in this unit makes an attack with a grot blasta, add 1 to that attack’s hit roll.

Riding Shergun: Each time a model in this unit shoots, it can shoot with Grenade and Pistol weapons in addition to any other weapon types.

Spiked Ram: After this unit makes a charge move, you can select one enemy unit within 1" of it and roll one D6 for each model this unit contains, for each roll of 4+, that enemy unit suffers D3 mortal wounds.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each model within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: VEHICLE, SPEED FREEKS, KUSTOM BOOSTA-BLASTAS

104
NOB ON SMASHA SQUIG

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Nob on Smasha Squig</td>
<td>10&quot;</td>
<td>3+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Nob on Smasha Squig is equipped with slugga, big choppa, smasha squig jaws.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slugga</td>
<td>12&quot;</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Big choppa</td>
<td>Melee</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.</td>
</tr>
<tr>
<td>Smasha squig jaws</td>
<td>Melee</td>
<td>0</td>
<td>-1</td>
<td>2</td>
<td>Squigboss: For each &lt;CLAN&gt; SQUIGBUS unit included in a Detachment, up to two &lt;CLAN&gt; NOB ON SMASHA SQUIG units can be included in that Detachment without taking up any Battlefield Role slots.</td>
</tr>
</tbody>
</table>

**ABLILITIES**

**Beast Snagga, 'Ere We Go, Waaagh!** (pg 80-81)

**Smasha 'Raid:** Each time this model finishes a charge move or Heric Intervention move, select one enemy unit that is within Engagement Range of this model and roll five D6; for each result of 4+, that enemy unit suffers 1 mortal wound.

**Squigboss:** For each <CLAN> SQUIGBUS unit included in a Detachment, up to two <CLAN> NOB ON SMASHA SQUIG units can be included in that Detachment without taking up any Battlefield Role slots.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** CAVALRY, CHARACTER, BEAST SNAGGA, SQUIG, NOB, NOB ON SMASHA SQUIG

RUKKATRUKK SQUIGBUGGIES

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rukkakruck Squigbuggy</td>
<td>10&quot;</td>
<td>4+</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>4</td>
<td>4</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models it has Power Rating 10. If this unit contains 3 models it has Power Rating 15. Every model is equipped with heavy squig launcher, sawn-off shotgun, squig lauchers, squig mine, saw blades, stinkbombs (pg 129).

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy squig launcher</td>
<td>36&quot;</td>
<td>Assault 206</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Sawn-off shotgun</td>
<td>12&quot;</td>
<td>Assault 2</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Squig lauchers</td>
<td>18&quot;</td>
<td>Assault 6</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Saw blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR**

<table>
<thead>
<tr>
<th>SQUIG MINE</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Once per turn, at the end of your Movement phase, if this unit has any squig mines remaining, this unit can release one. Select one enemy VEHICLE unit that is within 6&quot; of this unit and roll one D6 on a 3, 4, or 5, that unit suffers 3 mortal wounds. On a 6, that unit suffers 6 mortal wounds instead. The number of squig mines this unit is equipped with is then reduced by 1.</td>
<td></td>
</tr>
</tbody>
</table>

**ABLILITIES**

**'Ere We Go, Ramshackle, Waaagh!** (pg 80-81)

**Explodes:** Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 3 mortal wounds.

**Splat Gunner:** Each time a model in this unit makes an attack with a heavy squig launcher, add 1 to that attack’s hit roll.

**Riding Shotgun:** Each time a model in this unit shoots, it can shoot with Grenade and Pistol weapons in addition to any other weapon types.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** VEHICLE, SPEED FREEKS, RUKKATRUKK SQUIGBUGGIES

These vehicles started out as mobile food wagons, but became weapons of war the moment Orks realised how hilarious it was to pelt the enemy (or their mates) with squigs that latched on like living landmines, squigs that vomited corrosive or toxic juices, and squigs with a propensity for detonating like an artillery shell.

105
MEGATRAKKK SCRAPJETS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Megatrrakk Scrapjet</td>
<td>10&quot;</td>
<td>4+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>9</td>
<td>4</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models, it has Power Rating 10. If this unit contains 3 models, it has Power Rating 15. Every model is equipped with: rokket cannon, 2 twin big shotguns, wing missiles, nose drill.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rokket cannon</td>
<td>24&quot; Heavy 303</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Twin big shotguns</td>
<td>35&quot; Dakka 10/6</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Wing missiles</td>
<td>24&quot; Assault 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Nose drill</td>
<td>Melee Melee</td>
<td>+2</td>
<td>-2</td>
<td>03</td>
</tr>
</tbody>
</table>

**ABILITIES**

*Ere We Go, Ramshackle, Waaagh! [pg 80-81]*

Spiked Ram: After this unit makes a charge move, you can select one enemy unit within 1" of it and roll one D6 for each model this unit contains; for each roll of 4+, that enemy unit suffers 3 mortal wounds.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 3 mortal wounds.

Get Gunner: Each time a model in this unit shoots, you can select one twin big shotguns it is equipped with. Each time that model makes an attack with that twin big shotguns, add 1 to that attack's hit roll.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** VEHICLE, SPEED FREEKS, MEGATRAKKK SCRAPJETS

---

STORMBOYZ

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-14</td>
<td>Stormboy</td>
<td>12&quot;</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6+</td>
</tr>
<tr>
<td>1</td>
<td>Boss Nob</td>
<td>12&quot;</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>6+</td>
<td></td>
</tr>
</tbody>
</table>

If this unit contains 6 or more models, it has Power Rating 8. If this unit contains 11 or more models, it has Power Rating 9. Every model is equipped with: slugga, choppa, stikkombi [pg 126].

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slugga</td>
<td>12&quot; Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

* The Boss Nob's choppa can be replaced with 1 power klaw.

**ABILITIES**

*Ere We Go, Mob Rule, Waaagh! [pg 80-81]*

Full Throttle: Each time this unit Advances, do not make an Advance roll instead, until the end of the phase, add 6" to the Move characteristic of models in this unit and roll one D6; on a 4+, this unit suffers 1 mortal wound.

Stormboyz Strike: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** INFANTRY, JUMP PACK, FLY, Mob, Core, Stormboyz
### SQUIGHOG BOYZ

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-8</td>
<td>Squighog Boy</td>
<td>10</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>3</td>
<td>3</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

This unit contains 4 or more models, it has **Power Rating 4**. Every model is equipped with: saddlegut weapons; stikka; squighog jaws.

#### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saddlegut weapons (shooting)</td>
<td>8&quot;</td>
<td>Assault</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Strength characteristic of +1.</td>
</tr>
<tr>
<td>Stikka (shooting)</td>
<td>12’</td>
<td>Assault</td>
<td>User</td>
<td>-2</td>
<td>2</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Saddlegut weapons (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>3</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Squighog jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>6</td>
<td>-1</td>
<td>2</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Stikka (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
<td>&quot;&quot;</td>
</tr>
</tbody>
</table>

#### OTHER WARGEAR ABILITIES

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bomb squig</td>
</tr>
</tbody>
</table>

- When a unit with a bomb squig is selected to shoot or fire Overwatch, if it has any bomb squigs remaining, the unit can release one. When it does so, you can select one enemy unit (excluding Aircraft) that is within 12" of the unit with a bomb squig. When firing Overwatch this must be the charging unit) and roll one D6, adding 1 to the result if the enemy unit is a **VEHICLE**. If a 3+ is rolled, that enemy unit suffers D3 mortal wounds. The number of bomb squigs the unit is equipped with is then reduced by 1.

- *We recommend placing a Bomb Squig model next to the unit for each bomb squig it is equipped with as a reminder, removing one each time this ability is used (a Bomb Squig does not count as a model for any rules purposes).*

#### WARGEAR OPTIONS

- For every 3 models this unit contains, this unit can be equipped with 1 bomb squig.

#### ABILITIES

- Beast Snagga: 'Ere We Go, Mob Rule, Waaghi! (pg 80-81)

#### FACTION KEYWORDS: Orcs, <CLAN>

KEYWORDS: Cavalry, Beast Snagga, Squig, Core, Squighog Boyz

With their mounts snorting and saddleguts hanging on for dear life, Squighog Boyz thunder into the fight. They fling rokket-propelled stikkas, hitting with enough force to pierce plate armour, then employ muscle, weight, momentum and sheer belligerence to squash those foes still standing to a paste.
DEFFKOPTAS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-6</td>
<td>Defkopta</td>
<td>14&quot;</td>
<td>3-</td>
<td>5-</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>2</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

If this unit contains 4 or more models, it has Power Rating 12. Every model is equipped with: kopta rokkots, slugga, spinnin’ blades, stikkbombs (pg 129).

WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABLITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kopta rokkots</td>
<td>24&quot;</td>
<td>Heavy 2D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Kustom mega-blasta</td>
<td>24&quot;</td>
<td>Assault D3</td>
<td>8</td>
<td>-3</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Slugga</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Spinnin’ blades</td>
<td>Melee</td>
<td>Melee</td>
<td>-1</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, make 2 hit rolls instead of 1.</td>
</tr>
</tbody>
</table>

OTHER WARGEAR

<table>
<thead>
<tr>
<th>Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big bomb</td>
</tr>
</tbody>
</table>

Once per battle, in your Movement phase, after the bearer makes a Normal Move or Advances, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 3" of that point, subtracting 1 if that unit is a CHARACTER (excluding VEHICLE or MONSTER units); on a 4+, that unit suffers D3 mortal wounds.

WARGEAR OPTIONS

- For every 3 models this unit contains, 1 models kopta rokkots can be replaced with 1 kustom mega-blasta and 1 big bomb.

ABILITIES

Mob Rule, ‘Ere We Go, Ramshackle, Waagh! (pg 80-81)

Big Red Button. Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Swoopin’ Down. During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: VEHICLE, FLY, SPEED FREEKS, DEFFKOPTAS

Most Orks take a dim view of mucking about in the sky, and would much rather go to war with their feet firmly on the ground. Defkoptas pilots are the lunatic exception, hurtling ahead to spy out enemy forces for their warband to bring to battle, and to give those same enemies a good strafing run or three in the meantime.

Like most Ork technology, the precise design of any given Defkopta can vary enormously. Some are fashioned from cannibalised Warbikes or pared-down speedsters, while others agglomerate around spare fighta jet engines. While most rely upon a combination of scrap-metal rotor blades and unstable rocket engines for aerial propulsion, some Meekboys have been known to add dirigible balloons, vertical take-off rockets or even pillered antigrav engines to their creations. Ordnance also varies, from bombs stolen out of Imperial aircraft - or even artillery - to launchers stuffed with rokkits, incendiaries, or even explosive airborne bomb squirrelles. The only thing really unifying Defkoptas is the lunacy of their manically grinning pilots.
MEK GUNZ

No. Name | M | WS | BS | S | T | W | A | Ld | Sv
---|---|---|---|---|---|---|---|---|---
1-3 | Mek Gun | 3+ | 5+ | 4+ | 2 | 5 | 6 | 6 | 4 | 5+

If this unit contains 2 models it has Power Rating 6. If this unit contains 3 models it has Power Rating 9. Every model is equipped with: smasha gun.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bubblechukka</td>
<td>After selecting targets, roll one D3 to determine which of the profiles below to make attacks with. If a unit contains more than one bubblechukka that is targeting the same unit, determine the profiles for each weapon separately before any attacks are resolved against that target.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>D3</td>
<td>Result</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Big bubble</td>
<td>48”</td>
<td>Heavy D6</td>
<td>8</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Wobbly bubble</td>
<td>48”</td>
<td>Heavy D6</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>Dense bubble</td>
<td>48”</td>
<td>Heavy 1</td>
<td>10</td>
<td>-4</td>
<td>D3+3</td>
</tr>
<tr>
<td>Kustom mega-kannon</td>
<td>36”</td>
<td>Heavy D6</td>
<td>8</td>
<td>-3</td>
<td>D6</td>
<td>Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Smasha gun</td>
<td>48”</td>
<td>Heavy D3</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Blast</td>
</tr>
<tr>
<td>Traktor kannon</td>
<td>48”</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>D3+3</td>
<td>Each time an attack is made with this weapon:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• Against a VEHICLE unit that can Fly, that attack has a Damage characteristic of D6+3.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• Against an AIRCRAFT unit, add 2 to that attack’s hit roll.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• Against a non-AIRCRAFT unit, add 1 to that attack’s hit roll.</td>
</tr>
</tbody>
</table>

WARGEAR OPTIONS

- This model’s smasha gun can be replaced with one of the following: 1 bubblechukka, 1 kustom mega-kannon, 1 traktor kannon.

ABILITIES

Ramshackle, Waaagh! [pg 80-81]

Artillery and Crew: Each Mek Gun and its crew are treated as a single model for all rules purposes. Crew models must remain within 1” of their Mek Gun model. This means that the crew models cannot be targeted or attacked separately and that visibility and all ranges are measured to and from the Mek Gun’s model, not the crew models. This unit cannot Advance, is never eligible to charge or Heretically Intervene, and cannot make pile-in or consolidation moves.

FACTION KEYWORDS: Orks, <CLAN>

KEYWORDS: VEHICLE, ARTILLERY, GRETCHIN, Mek GunZ
BATTLEWAGON

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Battlewagon (9+ wounds remaining)</td>
<td>12&quot;</td>
<td>5-</td>
<td>5-</td>
<td>8</td>
<td>?</td>
<td>16</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Battlewagon (5-8 wounds remaining)</td>
<td>9</td>
<td>5-</td>
<td>5-</td>
<td>6</td>
<td>?</td>
<td>N/A</td>
<td>06</td>
<td>?</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Battlewagon (1-4 wounds remaining)</td>
<td>6</td>
<td>5-</td>
<td>5-</td>
<td>4</td>
<td>?</td>
<td>N/A</td>
<td>03</td>
<td>?</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Battlewagon has no equipment.

WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Kannon</td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Frag</td>
<td>36&quot;</td>
<td>Heavy 36</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>- Shell</td>
<td>36&quot;</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>06</td>
</tr>
<tr>
<td>Kilkannon</td>
<td>24&quot;</td>
<td>Heavy 66</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Lobba</td>
<td>48&quot;</td>
<td>Heavy 66</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Zzap gun</td>
<td>36&quot;</td>
<td>Heavy 1</td>
<td>*</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Deff rolla</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Grabbin' klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Wreckin' ball</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

OTHER WARGEAR

<table>
<thead>
<tr>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>'Ard case</td>
</tr>
</tbody>
</table>

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 kannon; 1 kilkannon; 1 zzap gun.
- This model can be equipped with 1 lobba.
- This model can be equipped with up to 4 big shootas.
- This model can be equipped with any of the following: 1 'Ard case; 1 deff rolla; 1 grabbin' klaw; 1 wreckin' ball.

ABILITIES

- 'Ere We Go, Ramshackle, Waaagh! [pg 80:81]
  Open-topped: In your shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a normal move, advanced or fell back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with pistols.

TRANSPORT

This model has a transport capacity of 20 Flash Gitz or <CLAN> Infantry models. If this model is equipped with a kilkannon, it has a transport capacity of 12 Flash Gitz or <CLAN> Infantry models instead. Each Mega Armour or Jump Pack model takes up the space of 2 models. If this model has the Goff keyword and is not equipped with an 'Ard case or a kannon, kilkannon or zzap gun, it can transport 1 Ghazghkul Thraka. Ghazghkul Thraka takes up the space of 18 models.

FACTION KEYWORDS: Orks, <CLAN>
KEYWORDS: Vehicle, Transport, Wagon, Battlewagon
BONEBREAKA

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Bonebreaka [9+ wounds remaining]</td>
<td>12&quot;</td>
<td>5+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>16</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Bonebreaka [5-0 wounds remaining]</td>
<td>9&quot;</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>N/A</td>
<td>D6</td>
<td>?</td>
<td>3+</td>
</tr>
<tr>
<td>3</td>
<td>Bonebreaka [1-4 wounds remaining]</td>
<td>6&quot;</td>
<td>5+</td>
<td>5+</td>
<td>4</td>
<td>8</td>
<td>N/A</td>
<td>D3</td>
<td>?</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Bonebreaka is equipped with: dejrrolla.

WEAPON # RANGE TYPE S AP D ABILITIES

Big shoota
- Kannen
  - Frag 36" Heavy D6 5 0 1 Blast
  - Shell 36" Heavy 1 8 -2 DB -
- Kilkanonn 24" Heavy D6 5 0 1 Blast
- Lobba 40" Heavy D6 5 0 1 Blast: This weapon can target units that are not visible to the bearer.
- Zzap gun 36" Heavy 1 * -3 3 Each time this weapon is selected to shoot, roll 2D6 to determine the Strength of all its attacks; on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage, and the bearer suffers 1 mortal wound.
- Dejrrolla Melee Melee +1 -2 2 Each time an attack is made with this weapon, treat the bearer as having a Weapon Skill characteristic of 2+.
- Grabbin' klaw Melee Melee User -3 2 Each time the bearer hits, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
- Wreckin' ball Melee Melee +2 -1 2 Each time the bearer hits, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

WARGEAR OPTIONS
- This model can be equipped with one of the following: 1 kannen; 1 kilkanonn; 1 zzap gun.
- This model can take up to 4 big shootas.
- This model can be equipped with 1 lobba.
- This model can be equipped with any of the following: 1 grabbin' klaw; 1 wreckin' ball.

ABILITIES
- 'Ere We Go, Ramshackle, Wasaght! (pg 80-81)
  - Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.
- Bonebreaka Ram: Each time this model fights, if it made a charge move this turn, then until that fight is resolved, add D6 to the Attack characteristic of this model.

TRANSPORT
- This model has a transport capacity of 1-2 Flash Gitz or <Clan> Infantry models. Each Mega Armour or Jump Pack model takes up the space of 2 models.

FACTION KEYWORDS: Orks, <Clan>
KEYWORDS: Vehicle, Transport, Wagon, Bonebreaka

Subtle as a kick in the guts, the Bonebreaka is an assault carrier and linebreaker without equal. Does not crush by its rumbling dejrrolla or mangled beneath its tracks soon succumb to the tank's arsenal of dakka and the mob of riled up Orks doubtless riding the hulking metal monster into battle.
**GUNWAGON**

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gunwagon (9+ wounds remaining)</td>
<td>12*</td>
<td>5+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>16</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Gunwagons (5-8 wounds remaining)</td>
<td>9*</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>N/A</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Gunwagon (1-4 wounds remaining)</td>
<td>6*</td>
<td>5+</td>
<td>5+</td>
<td>4</td>
<td>6</td>
<td>N/A</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Gunwagon is equipped with: Kannon.

**WEAPON**

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big Shooto</td>
<td>36&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Kannon</td>
<td>Before selecting targets; select one of the profiles below to make attacks with.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Fog 36&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
<td></td>
</tr>
<tr>
<td>- Shell 36&quot;</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>D6</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Killkannon 24&quot;</td>
<td>Heavy D6</td>
<td>8</td>
<td>-2</td>
<td>2</td>
<td>Blast</td>
<td></td>
</tr>
<tr>
<td>Lebba 48&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Blast. This weapon can target units that are not within 2 units of the bearer.</td>
<td></td>
</tr>
<tr>
<td>Zzap gun 36&quot;</td>
<td>Heavy 1</td>
<td>*</td>
<td>-3</td>
<td>3</td>
<td>Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks on an 11+, each successful hit inflicts D3 mortal wounds on the target and in addition to any normal damage, and if the bearer suffers 1+ mortal wounding.</td>
<td></td>
</tr>
<tr>
<td>Deff Rorra</td>
<td>Melee</td>
<td>Melee</td>
<td>-1</td>
<td>-2</td>
<td>2</td>
<td>Each time an attack is made with this weapon, treat the bearer as having a Weapon Skill characteristic of 2+</td>
</tr>
<tr>
<td>Grabb'l Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
<td>2</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.</td>
</tr>
<tr>
<td>Wreckin' Ball</td>
<td>Melee</td>
<td>Melee</td>
<td>-2</td>
<td>-1</td>
<td>2</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- This model can replace its Kannon with one of the following: 1 Killkannon; 1 Zzap gun.
- This model can take up to 4 Big Shootos.
- This model can be equipped with 1 Lebba.
- This model can be equipped with any of the following: 1 Deff Rorra; 1 Grabb'l Klaw; 1 Wreckin' Ball.

**ABILITIES**

'Ere We Go, Ramshackle, Waaagh! [pg 80-81] 

Periscope: Each time this model makes an attack with its Kannon, Killkannon, Zzap gun or Deff Rorra, add 1 to that attack's hit roll.

Explodes: When this transport is destroyed, roll 2D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers 2D6 mortal wounds.

**TRANSPORT**

This model has a transport capacity of 12 FLASH Gitz or <CLAN> INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** VEHICLE, TRANSPORT, WAGON, GUNWAGON

Gunwagons exchange some of their transport capacity for a plethora of additional, extremely large guns. Their spotters excel in directing hail of spirited, inaccurate artillery fire down upon the foe, and, if it all goes wrong, at least the explosion from their capacious magazines is bound to take a few of the enemy with it!
KILLA KANS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-6</td>
<td>Killa Kan</td>
<td>6'</td>
<td>4+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>3</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 4 or more models, it has Power Rating 14. Every model is equipped with: big shoota, Kan klaw.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>18&quot;</td>
<td>Heavy 203</td>
<td>6</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>12&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Each time an attack is made with this weapon, that attack automatically hits the target.

**Kan klaw**

Melee Melee +3 +3 +3

**WARGEAR OPTIONS**

- Any number of models can each have their big shoota replaced with one of the following: 1 grotzooka; 1 rokkit launcha; 1 skorcha.

**ABILITIES**

- **Ramshackle, Waaagh! [pp 80-81]**
- **Scrag 'Em** While this unit contains 3 or more models, add 1 to the Attacks characteristic of models in this unit.
- **Exploses**: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

**FACTION KEYWORDS**: Orks, <CLAN>

**KEYWORDS**: Vehicle, Gretchin, Walkerz, Killa Kans

---

LOOTAS

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-12</td>
<td>Lootas</td>
<td>5&quot;</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6+</td>
</tr>
<tr>
<td>1-3</td>
<td>Spanner</td>
<td>5&quot;</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>5</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>6+</td>
</tr>
</tbody>
</table>

This unit must contain 1 Spanner for every 4 Lootas it contains. If this unit contains 6 or more models, it has Power Rating 8.

This unit contains 11 or more models, it has Power Rating 12. Every Spanner is equipped with: defigun. Every Loota is equipped with: defigun.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Blast, if unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>48&quot;</td>
<td>Dakka 3/2</td>
<td>7</td>
<td>-1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>24&quot;</td>
<td>Assault D3</td>
<td>8</td>
<td>-3</td>
<td>D6</td>
<td></td>
</tr>
<tr>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- Any number of Spanners can each have their big shoota replaced with one of the following: 1 kustom mega-blasta; 1 rokkit launcha.

**ABILITIES**

- **'Ere We Go, Mob Rule, Waaagh! [pp 80-81]**
- **Mekaniak**: At the end of your Movement phase, each Spanner model can repair one friendly <CLAN> Vehicle model within 3" of it. That Vehicle model regains 1 lost wound. Each model can only be repaired once per turn.

**FACTION KEYWORDS**: Orks, <CLAN>

**KEYWORDS**: Infantry, Mob, Core, Lootas

Surgically wiring grots into combat walkers is risky: the newy loons tend to go on a bit of a power trip, hazardous to every Ork that ever treated them badly. On the other hand, their ability to shoot straight renders their hails of rokkits, bullets and grotzooka-launched scrap-strained even more hazardous to the foe.

Lootas grab together every tool and lustful of scrap they can, then use the former to pay the Killa the latter into very very large guns. These they then turn on the enemy with gleeful abandon, unleashing such prodigious — if erratic — hails of fire that they can stop a battletank in its tracks or scythe down squads of Infantry.
**DEFF DREDS**

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Deff Dread</td>
<td>6&quot;</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>3</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

If this unit contains 2 models it has **Power Rating 12**. If this unit contains 3 models it has **Power Rating 18**. Every model is equipped with 2 big shootas, 2 dread klaws.

**WEAPON**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Assault D3</td>
<td>8</td>
<td>-3</td>
<td>06</td>
<td>Blast: If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>12&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

- Any number of models can each have one of the following: 1 dread klaw; 1 kustom mega-blasta; 1 rokkit launcher; 1 skorcha.
- Any number of models can each have one of the following: 1 big shoota; 1 kustom mega-blasta; 1 rokkit launcher; 1 skorcha.

**ABILITIES**

- **'Ere We Go, Ramshackle, Waaagh!** (pg 80-81)

  *Explodes*: When this model is destroyed, roll one DE. On a 6 it explodes, and each unit within 3" suffers 13 mortal wounds.

- **Dread Mob**: After this unit is set up on the battlefield for the first time, if this unit has more than 1 model, all models in this unit must be set up within 6" of another model from this unit. After they are set up for the first time, each model is treated as a separate unit.

**FACTION KEYWORDS**: Orks, <CLAN>

**KEYWORDS**: Vehicle, Walkerz, Deff Dreads

---

**DREAD MOBS**

When enough Ork walkers and the Meks who built them get together in one place, they form Dread Moobs — formations their enemies find are all-too-aptly named. From clanking, grot-driven Killa Kans, to lurching, saw-fisted Deff Dreads and looming Gorkanauts, Morkanauts and even gigantic-stomps these bipedal mechanical monstrosities flatten everything in their path. The ground shakes beneath their combined tread. Foos flee in terror before them, small arms rendered meaningless by the ramshackle wall of armour plating marching haphazardly towards them. The firepower a Dread Mob can kick out is admittedly ill-conceived, but nonetheless has the potential to knock an Imperial Knight off its feet. As for the nightmarish carnage these mechanical mobs unleash when they hit the lines of their foes, it is enough to break the back of the largest enemy armies.
KILL RIG

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Kill Rig (9+ wounds remaining)</td>
<td>12</td>
<td>3+</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>18</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Kill Rig (5-8 wounds remaining)</td>
<td>9</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>8</td>
<td>N/A</td>
<td>10</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>3</td>
<td>Kill Rig (1-4 wounds remaining)</td>
<td>6</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>8</td>
<td>N/A</td>
<td>10</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Kill Rig is equipped with: leavy lobba; stikka kannon; wurrtower; butcha boyz; savage horns and hooves; saw blades.

WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eavy lobba</td>
<td>40&quot;</td>
<td>Heavy 08</td>
<td>6</td>
<td>-1</td>
<td>2</td>
<td>Blast. This weapon can target units that are not visible to the bearer</td>
</tr>
<tr>
<td>Stikka kannon</td>
<td>12&quot;</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Each time the bearer makes an attack with this weapon, if that attack targets a Monster or Vehicle unit, you can re-roll the hit roll.</td>
</tr>
<tr>
<td>Wurrtower</td>
<td>24&quot;</td>
<td>Assault 1</td>
<td>9</td>
<td>-3</td>
<td>0</td>
<td>Each time this weapon is selected to shoot with, if the bearer successfully manifested any psychic powers this turn, change this weapon's type to Assault D6. Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Butcha boyz</td>
<td>Melee</td>
<td>Melee</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.</td>
</tr>
<tr>
<td>Savage horns and hooves</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>3</td>
<td>Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.</td>
</tr>
<tr>
<td>Saw blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

ABILITIES

Beast Snagga, 'Ere We Go, Ramschackle, Waaagh! [pg 80-81]

Open-tapped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Snagged: Each time this model makes an attack with its stikka kannon, if an enemy non-Titanic Vehicle or Monster model loses any wounds as a result of that attack, roll one D6; on a 4+, that enemy model cannot finish any type of move more than 12" from this model until the start of your next turn.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 «CLAN» Beast Snagga Infantry models.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows Smite and two psychic powers from the Beasthead discipline [pg 67].

FACTION KEYWORDS: ORKS, «CLAN»
KEYWORDS: VEHICLE, TRANSPORT, CHARACTER, PSYKER, BEAST SNAGGA, WEIRDBOY, KILL RIG

The Kill Rig's stikka kannon fires rooklit-harpoons big enough to wrangle battle tanks. It's 'eavy lobba hits with ground-quaking force, and the trampolines that tow this land barge can flatten a fortress gate. Yet it is the Wurrboy atop his wurrtower that both the enemy and the Beast Snagga themselves, fear the most.
FLASH GITZ

If this unit contains 6 or more models, it has Power Rating 14. Every model is equipped with snazzgun; stikk bombs (pg 129).

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-9</td>
<td>Flash Gitz</td>
<td>5'</td>
<td>3+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
<tr>
<td>1</td>
<td>Kapitin</td>
<td>5'</td>
<td>3+</td>
<td>4+</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td>7</td>
<td>4+</td>
</tr>
</tbody>
</table>

WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slugga</td>
<td>12&quot;</td>
<td>Pistol</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Snazzgun</td>
<td>24&quot;</td>
<td>Heavy</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td>Each time the bearer fights, it makes 1 additional attack with this weapon.</td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>Use</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

OTHER WARGEAR

<table>
<thead>
<tr>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ammo runt</td>
<td>Once per battle, when the bearer makes a ranged attack, you can re-roll the hit roll. We recommend placing an Ammo Run model next to the unit as a reminder, removing it once this ability has been used (an Ammo Run model does not count as a model for any rules purposes).</td>
</tr>
<tr>
<td>Gitfinna squig</td>
<td>Each time a ranged attack is made by this model, add 1 to that attack's hit roll.</td>
</tr>
</tbody>
</table>

WARGEAR OPTIONS

- The Kapitin can be equipped with one of the following: 1 choppa; 1 slugga.
- The Kapitin can be equipped with 1 gitfinna squig.
- For every 5 models this unit contains, this unit can be equipped with 1 ammo runt.

ABILITIES

- 'Ere We Go, Mob Rule, Waaagh! (pg 80-91)

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: INFANTRY, Mob, FLASH GITZ
HUNTA RIG

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hunta Rig (9+ wounds remaining)</td>
<td>12+</td>
<td>3+</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>16</td>
<td>6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Hunta Rig (5-8 wounds remaining)</td>
<td>9+</td>
<td>3+</td>
<td>5+</td>
<td>5</td>
<td>8</td>
<td>NA</td>
<td>D6</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>3</td>
<td>Hunta Rig (1-4 wounds remaining)</td>
<td>6+</td>
<td>3+</td>
<td>5+</td>
<td>4</td>
<td>8</td>
<td>NA</td>
<td>D3</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Hunta Rig is equipped with: leavy lobba; stikka kannon; butcha boyz; savage horns and hooves; saw blades.

**WEAPON** | **RANGE** | **TYPE** | **S** | **AP** | **D** | **ABILITIES**
---|---|---|---|---|---|---
Leavy lobba | 48" | Heavy D6 | 6 | -1 | 2 | Blast. This weapon can target units that are not visible to the bearer.
Stikka kannon | 12" | Heavy 1 | 8 | -2 | 3 | Each time the bearer makes an attack with this weapon, if that attack targets a MONSTER or VEHICLE unit, you can re-roll the hit roll.
Butcha boyz | Melee | Melee | 5 | -1 | 1 | Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Savage horns and hooves | Melee | Melee | +1 | -2 | 3 | Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Saw blades | Melee | Melee | +2 | -2 | 2 |

**ABILITIES**

Beast Snagga, 'Ere We Go, Ramshackle, Waaagh! (p8 80-81)

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Snagged: Each time this model makes an attack with its stikka kannon, if an enemy non-TITANIC VEHICLE or non-TITANIC MONSTER model loses any wounds as a result of that attack, roll one D6; on a 4+, that enemy model cannot finish any type of move more than 12" from this model until the start of your next turn.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark before removing it from play. On a 5 or 6, it explodes, and each unit within 3" suffers D3 mortal wounds.

**TRANSPORT**

This model has a transport capacity of 15 <CLAN> BEAST SNAGGA INFANTRY models.

**FACTION KEYWORDS:** ORKS, <CLAN>
**KEYWORDS:** VEHICLE, TRANSPORT, BEAST SNAGGA, HUNTA RIG

Welded, lashed and nailed together from enemy wrecks and scavenged scrap, the Hunta Rig forgoes a Wurmboy wurtower (much to it's crew's relief). Instead it boasts an open metal deck and copious gob-handles, the better for chanting and bellowing mobs of Beast Snagga Boyz to ride along on the hunt.
TRUKK

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Trukk (6+ wounds remaining)</td>
<td>12°</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>10</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Trukk (3-5 wounds remaining)</td>
<td>6°</td>
<td>5+</td>
<td>5+</td>
<td>5</td>
<td>6</td>
<td>N/A</td>
<td>6</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Trukk (1-2 wounds remaining)</td>
<td>6°</td>
<td>5+</td>
<td>5+</td>
<td>4</td>
<td>6</td>
<td>N/A</td>
<td>6</td>
<td>4+</td>
<td></td>
</tr>
</tbody>
</table>

A Trukk is equipped with: big shoota, Grabbin' klaw, Wreckin' ball.

WEAPON | RANGE     | TYPE | S | AP | D | ABILITIES
Big shoota | 36' Dakkka 5/3 | 5 | 0 | 1 | Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Grabbin' klaw | Melee | Melee | User | -3 | 2 | Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Wreckin' ball | Melee | Melee | +2 | -1 | 2 | Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

WARGEAR OPTIONS
- This model can be equipped with one of the following: 1 grabbin' klaw, 1 wreckin' ball.

ABILITIES
- 'Ere We Go, Ramshackle, Waaagh! [pg 80-81]
  - Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with, measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.
  - Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT
- This model has a transport capacity of 12 Flash Gitz or <CLAN> Infantry models. Each Mega Armour or Jump Pack model takes up the space of 2 models.

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: Vehicle, Transport, Trukk
# BURNA-BOMMER

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Burna-bommer (7+ wounds remaining)</td>
<td>20-80&quot;</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Burna-bommer (4-6 wounds remaining)</td>
<td>20-40&quot;</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td></td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Burna-bommer (1-3 wounds remaining)</td>
<td>20-30&quot;</td>
<td>5+</td>
<td>6+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Burna-bommer is equipped with: 2 burna bombs; 2 supa-shootas; twin big shoota.

### WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skorcha missile racks</td>
<td>36&quot;</td>
<td>Assault 2D6</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.</td>
</tr>
<tr>
<td>Supa-shoota</td>
<td>36&quot;</td>
<td>Dakka 8/4</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Twin big shoota</td>
<td>36&quot;</td>
<td>Dakka 10/6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

### OTHER WARGEAR

<table>
<thead>
<tr>
<th>Ability</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burna bomb</td>
<td>Once per turn, if the bearer has any burna bombs remaining, it can drop one of them. In your Movement phase, after the bearer makes a Normal Move or Advances, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each model within 6&quot; of that point, subtracting 1 if that model is a CHARACTER (excluding VEHICLE or MONSTER models). On a 5+, that model's unit suffers 1 mortal wound. Each burna bomb can only be dropped once per battle.</td>
</tr>
</tbody>
</table>

### WARGEAR OPTIONS

- This model may be equipped with 1 skorcha missile racks.

### ABILITIES

- **Ramshackle, Waagh!** ([pg 80-81])
  - Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You can only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.
  - Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack’s hit roll.
  - Grot Gunner: Each time this model makes an attack with a twin big shoota, add 1 to that attack’s hit roll.
  - Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.
  - Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

---

**Faction Keywords:** Orks, <CLAN>

**Keywords:** Vehicle, Aircraft, Fly, Burna-bommer

Meant for burning enemy infantry out of fortifications and dense cover. Burna-bommers fly so low that they frequently scorch their undercarriage with their own ordinance. The burna boy pilots consider this a small price to pay in order to watch their victims do da burna dance as their skorcha missile racks and burna bombs rain down.
DAKKAJET

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dakkajet [7+ wounds remaining]</td>
<td>20-60°</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Dakkajet [6-6 wounds remaining]</td>
<td>20-43°</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td></td>
<td>01</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Dakkajet [5+ wounds remaining]</td>
<td>20-30°</td>
<td>5+</td>
<td>6+</td>
<td>6</td>
<td>6</td>
<td></td>
<td>01</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Dakkajet is equipped with: 4 supa-shootas.

WEAPON   RANGE     TYPE   S  AP  D  ABILITIES
Supa-shoota  36°  Dakka 6/4  6  -1  1  -

WARGEAR OPTIONS
- This model can be equipped with 2 additional supa-shootas.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: VEHICLE, AIRCRAFT, FLY, DAKKAJET

BLITZA-BOMMER

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Blitza-bommer [7+ wounds remaining]</td>
<td>20-60°</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Blitza-bommer [6-6 wounds remaining]</td>
<td>20-43°</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td></td>
<td>01</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Blitza-bommer [5+ wounds remaining]</td>
<td>20-30°</td>
<td>5+</td>
<td>6+</td>
<td>6</td>
<td>6</td>
<td></td>
<td>01</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Blitza-bommer is equipped with: big shoota, 2 boom bombs, 2 supa-shootas.

WEAPON   RANGE     TYPE   S  AP  D  ABILITIES
Big shoota  36°  Dakka 5/3  5  0  1  -
Supa-shoota  36°  Dakka 6/4  6  -1  1  -

OTHER WARGEAR ABILITIES

Once per turn, if the bearer has any boom bombs remaining, it can drop one of them. In your Movement phase, after the bearer makes a Normal Move or Advances, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6" of that point, subtracting 1 if that unit is a Character (excluding Vehicle or Monster units), on a 4+, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds instead. Each boom bomb can only be dropped once per battle.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Airborne [see the Dakkajet datasheet, above]

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack’s hit roll.

Grot Gunner: Each time this model makes an attack with a big shoota, add 1 to that attack’s hit roll.

supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: VEHICLE, AIRCRAFT, FLY, BLITZA-BOMMER
WAZBOM BLASTAJET

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
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<th>Ld</th>
<th>Sy</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wazbom Blastajet (2+ wounds remaining)</td>
<td>20-60’</td>
<td>5+</td>
<td>4+</td>
<td>6</td>
<td>6</td>
<td>12</td>
<td>3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Wazbom Blastajet (4-6 wounds remaining)</td>
<td>20-40’</td>
<td>5+</td>
<td>5+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>D3</td>
<td>6</td>
<td>4+</td>
</tr>
<tr>
<td></td>
<td>Wazbom Blastajet (1-3 wounds remaining)</td>
<td>20-30’</td>
<td>5+</td>
<td>6+</td>
<td>6</td>
<td>6</td>
<td>N/A</td>
<td>1</td>
<td>6</td>
<td>4+</td>
</tr>
</tbody>
</table>

A Wazbom Blastajet is equipped with: smasha gun, 2 wazbom mega-kannons, stikkombomb flinga.

**WEAPON RANGE TYPE S AP D ABILITIES**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Smasha gun</td>
<td>48”</td>
<td>Heavy D3</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Blast</td>
</tr>
<tr>
<td>Stikkombomb flinga</td>
<td>12”</td>
<td>Assault 20G</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Supa-shoota</td>
<td>36”</td>
<td>Dakka 6-4</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>D6-3 Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Tellyport mega-blasta</td>
<td>24”</td>
<td>Assault D6</td>
<td>9</td>
<td>-2</td>
<td>D3-3 Blast.</td>
<td></td>
</tr>
<tr>
<td>Wazbom mega-kannon</td>
<td>36”</td>
<td>Heavy D3</td>
<td>10</td>
<td>-3</td>
<td>D6</td>
<td>D6-3 Blast.</td>
</tr>
</tbody>
</table>

**OTHER WARGEAR ABILITIES**

Blastajet force field (Aura) While a friendly Orks Aircraft model is within 9” of the bearer, it has a 5+ invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

**WARGEAR OPTIONS**

- This model’s 2 wazbom mega-kannons can be replaced with 2 tellyport mega-blastes.
- This model can be equipped with 2 supa-shootas.
- This model’s stikkombomb flinga can be replaced with 1 blastajet force field.

**ABILITIES**

- Ramsackie, Waaagh! ([pg 80-81])
  - Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can Fly. You cannot only fight with this model if it is within Engagement Range of any enemy units that can Fly, and this model can only make melee attacks against units that can Fly. Enemy units can only make melee attacks against this model if they can Fly.
  - Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack’s hit roll.

**Supersonic:** Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

**Explosive:** When this model is destroyed, roll one D6 before removing it from play. On a 6, it explodes, and each unit within 6” suffers D3 mortal wounds.

**FACTION KEYWORDS:** Orks, <CLAN>

**KEYWORDS:** Vehicle, Aircraft, Fly, Mek, Wazbom Blastajet
MORKANAUT

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Morkanaut (13+ wounds remaining)</td>
<td>8+</td>
<td>3+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>24</td>
<td>4</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>2</td>
<td>Morkanaut (2-12 wounds remaining)</td>
<td>7+</td>
<td>4+</td>
<td>5+</td>
<td>8</td>
<td>9</td>
<td>N/A</td>
<td>3</td>
<td>7</td>
<td>3+</td>
</tr>
<tr>
<td>3</td>
<td>Morkanaut (1-6 wounds remaining)</td>
<td>6+</td>
<td>5+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>N/A</td>
<td>2</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Morkanaut is equipped with: kustom mega-blasta; kustom mega-zappa; 2 rokit launchas; 2 twin big shootas; klaw of Gork (or possibly Mork).

WEAPON | RANGE | TYPE | S  | AP | D  | ABILITIES
---|-------|------|----|----|----|-----------------------
Kustom mega-blasta | 24" | Assault D3 | 9  | -3 | D6 | Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom mega-zappa | 36" | Heavy 3+ | 8  | -3 | D6 | Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Rokit launcha | 24" | Heavy 3+ | 8  | -2 | 3  | Blast
Twink big shoota | 36" | Dakka 10/6 | 5  | 0  | 1  | -
Klaw of Gork (or possibly Mork) | Each time an attack is made with this weapon, select one of the profiles below to make that attack with.
- Crush | Melee | Melee | x2 | -4 | 6  | -
- Smash | Melee | Melee | User | -2 | 2  | Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.

OTHER WARGEAR | ABILITIES
---|-----------------------
Kustom force field | (Aura) While a friendly Orks unit is within 6" of the bearer, it has a +6 invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

WARGEAR OPTIONS

- This model can be equipped with 1 kustom force field.

ABILITIES

'Ere We Go, Waaagh! [pg 80-81]
Big an' Stomps. This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding MONSTER and VEHICLE models) as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 20" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 FLASH GITZ or <CLAN> INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.

FACTION KEYWORDS: Orks, <CLAN>
KEYWORDS: VEHICLE, TITANIC, TRANSPORT, WALKERZ, MORKANAUT
GORKANAUT

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Gorkanaut [13+ wounds remaining]</td>
<td>8+</td>
<td>3+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>24</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Gorkanaut [7-12 wounds remaining]</td>
<td>7+</td>
<td>4+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>N/A</td>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Gorkanaut [1-6 wounds remaining]</td>
<td>6+</td>
<td>5+</td>
<td>5+</td>
<td>8</td>
<td>8</td>
<td>N/A</td>
<td>3</td>
<td>7</td>
</tr>
</tbody>
</table>

A Gorkanaut is equipped with: 10x flamethrower, 2 rocket launchers; skorcha; 2 twin big shootas; klaw of Gork [or possibly Mork].

WEAPON

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36&quot;</td>
<td>Dakka 30/20</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Boost</td>
</tr>
<tr>
<td>12&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, select one of the profiles below to make that attack with.</td>
</tr>
<tr>
<td>36&quot;</td>
<td>Dakka 10/6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-Crush: Melee Melee x2 -4 6. Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.</td>
</tr>
<tr>
<td>24&quot;</td>
<td>Melee</td>
<td></td>
<td></td>
<td></td>
<td>-Smash: Melee Melee User -2 2. Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.</td>
</tr>
</tbody>
</table>

ABLEITIES

'Ere We Go, Waaagh! [pg 80-81]

Big an' Stompy: This model is eligible to declare a charge in a turn in which it fell back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models [excluding MONSTER and VEHICLE models] as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Exploses: When this transport is destroyed, roll one D6 before any embarked models disembark and remove it from play. On a 6 it explodes, and each unit within 20" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 FLASH Gitz or <CLAN> INFANTRY models. Each Mega Armour or Jump Pack model takes up the space of 2 models.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: VEHICLE, TITANTIC, TRANSPORT, WALKERZ, GORKANAUT

Outcast Nobz pilot these lumbering war engines, following the echoing call of the Great Waaagh! out across the stars. They are welcomed by Ork warbands wherever they go, for the punishing hail of firepower they can unleash are devastating, and few foes can long survive the grasp of their enormous, piston-powered claws.
STOMPA

Some of this model’s characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Stompa [31+ wounds remaining]</td>
<td>10</td>
<td>3+</td>
<td>5+</td>
<td>10</td>
<td>8</td>
<td>40</td>
<td>8</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stompa [21-30 wounds remaining]</td>
<td>9</td>
<td>4+</td>
<td>5+</td>
<td>10</td>
<td>8</td>
<td>N/A</td>
<td>5</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stompa [11-20 wounds remaining]</td>
<td>8</td>
<td>4+</td>
<td>5+</td>
<td>10</td>
<td>8</td>
<td>N/A</td>
<td>4</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>Stompa [1-10 wounds remaining]</td>
<td>6</td>
<td>5+</td>
<td>5+</td>
<td>10</td>
<td>8</td>
<td>N/A</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Stompa is equipped with: 3 big shootas; deffkannon; skorcha; supa-gatlas; supa-rekkets; twin big shootas; mega-choppas.

WEAPON

<table>
<thead>
<tr>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>36”</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>72”</td>
<td>Heavy 306</td>
<td>10</td>
<td>-4</td>
<td>06 Blast</td>
<td></td>
</tr>
<tr>
<td>12”</td>
<td>Assault 66</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon, select one of the profiles below to make that attack with.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-Smash</td>
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<td>Melee</td>
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<td>-5</td>
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<td>Slash</td>
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<td>Melee</td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
<td></td>
<td>User</td>
</tr>
<tr>
<td></td>
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<td></td>
<td>-3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Mega-choppa</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Each time an attack is made with this weapon, make 3 hit rolls instead of 1.</td>
</tr>
</tbody>
</table>

ABILITIES

‘Ere We Go, Waaagh! [pg 80-81]

Explores: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3D6” suffers D6 mortal wounds.

Waaagh! Effigy [Aura]: While a friendly ORKS unit is within 6" of this model, each time a Morale test is taken for that unit, you can re-roll the result.

Big an’ Stompy: This model is eligible to declare a charge in a turn in which it Flails Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding MONSTER and VEHICLE models) as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Rigger Crew: At the end of your Movement phase, this model’s crew can attempt to repair it. If they do so, roll one D6, one a 2+, this model regains D3 lost wounds. This model can only be repaired once per turn.

TRANSPORT

This model has a transport capacity of 20 FLASH GITZ or 4 CLAN INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.

FACTION KEYWORDS: ORKS, CLAN-
KEYWORDS: VEHICLE, TRANSPORT, TITANIC, WALKERZ, STOMPA

Something akin to a bad-tempered, armoured-plated mountain covered in guns, the Stompa is a walking idol to Gork and Mork. It packs enough firepower to level an enemy fortress and to terribly another entire formation of troops with a single volley, while anything unlucky enough to get within reach is soon flattened.
MEKBOY WORKSHOP

A Mekboy Workshop consists of 1 Mekboy Workbench, 3 Scrap Piles and 3 Scrap Barricades. A Mekboy Workshop has no equipment.

ABILITIES

Workshop: When this fortification is set up on the battlefield, all of the Scrap Piles and Scrap Barricades must be set up within 6" of the Mekboy Workbench. Once it has been set up, each piece of this fortification is treated as a terrain feature.

Terrain Traits: Each piece of this terrain feature is treated as an Obstacle with the following terrain traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground.

Findin’ Tools: While a Mek or Big Mek model is within 1" of the Mekboy Workbench terrain feature, each time that model uses their Mekaniak or Big Mekaniak ability, add 1 to the number of wounds the VEHICLE unit being repaired regains.

I’ll Av Wat E’s Avin! If this model is included in your army, each Kustom Job (pg 60-61) can be selected twice for your army, instead of once. Each model can still only have one Kustom Job.

I’ve Got Just da Fling: Mek and Big Mek units in your army can attempt the following action:

Kustomise [Action]: Once per battle round, at the end of your Movement phase, select one Mek or Big Mek unit from your army that is within 1" of the Mekboy Workbench, then select one ORKS VEHICLE Unit (excluding TITANIC units) that is within 3" of this Mekboy Workbench. That VEHICLE unit must remain within 3" of that Mekboy Workbench until the action is completed. The action is completed at the end of your turn. Once completed, select one Kustom Job (pg 60-61) that VEHICLE unit is eligible for, including the normal restrictions on how many of each Kustom Job can be included in your army (see I’ll Av Wat E’s Avin!, opposite). That VEHICLE unit gains the selected Kustom Job (Do not increase the model’s Power Rating or points value). At the end of each battle round, roll one D6 for each Kustom Job gained from this ability. On a 1, that Kustom Job falls off again and cannot be used by or selected for that model for the rest of the battle.

Faction Keywords: Orks, <Clan>

Keywords: Mekboy Workshop

Mekboyz are more than happy to raise new workshops mid-battle, throwing the structures together from the wreck and ruin lying all about. Enemies watch in bemused horror as these ad-hoc structures swarm with activity and start churning out upgraded and kustomised war engines right before their eyes!
BIG'ED BOSSBUNKA

Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Big'ed Bossbunka (7+ wounds remaining)</td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>12</td>
<td>-</td>
<td>7</td>
<td>5+</td>
</tr>
<tr>
<td></td>
<td>Big'ed Bossbunka (5-6 wounds remaining)</td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>N/A</td>
<td>-</td>
<td>7</td>
<td>2+</td>
</tr>
<tr>
<td></td>
<td>Big'ed Bossbunka (1-3 wounds remaining)</td>
<td>-</td>
<td>-</td>
<td>8+</td>
<td>6</td>
<td>8</td>
<td>N/A</td>
<td>-</td>
<td>7</td>
<td>3+</td>
</tr>
</tbody>
</table>

A Big'ed Bossbunka is equipped with: Big Shoota, Gaze of Gork.

WEAPON

Big Shoota

- Squint
  - Range: 36" Dakka 5/3
  - S: 5
  - AP: 0
  - D: -
  - ABILITIES
    - Each time an attack is made with this weapon profile, select one eligible target unit, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wazd roll against the target unit, and each other unit this line passes over. Each time an attack is made with this weapon profile, that attack automatically hits the target.

Gaze of Gork

- Glare
  - Range: 24" Heavy D6
  - S: 5
  - AP: -1
  - D: 1
  - ABILITIES
    - Before selecting targets, select one of the profiles below to make attacks with.

OTHER WARGEAR

Shoutin' Pole

- While a WARBOSS model is embarked upon this TRANSPORT, the bearer gains that WARBOSS model's Warboss, Beastboss or Flashhead Gitz aura ability.

WARGEAR OPTIONS

- This model can be equipped with up to 3 additional Big Shootas.
- This model can be equipped with a Shoutin' Pole.

ABILITIES

Rampshackie, Waaagh! (pg 80-81)

- Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. Embarked models are considered to have Remained Stationary, unless they embarked this turn.

Exploodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6, it exploodes, and each unit within 6" suffers 03 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 FLASH GITZ or ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.

FACTION KEYWORDS: ORKS, <CLAN>

KEYWORDS: BUILDING, VEHICLE, TRANSPORT, BIG'ED BOSSBUNKA

Having a Gargant's severed head serve as a boss' hut is not only a status symbol, but also provides a base of operations equipped with a remarkable array of Orky features – from the potent Gaze of Gork, built into one eye to the Kommando's Shoutin' pole that carries the boss' bellowed commands far and wide.
WEAPON PROFILES

Below you will find the profiles for all the weapons that Orks models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book. Additionally, some weapons have the Dakka Type, described on page 80.

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shotsa</td>
<td>36&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Blitz missiles</td>
<td>18&quot;</td>
<td>Assault D3</td>
<td>6</td>
<td>-1</td>
<td>0</td>
<td>Blast</td>
</tr>
<tr>
<td>Bubblechukka</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>After selecting targets, roll one D3 to determine which of the profiles below to make attacks with. If a unit contains more than one bubblechukka that is targeting the same unit, determine the profiles for each weapon separately before any attacks are resolved against that target.</td>
</tr>
<tr>
<td>D3 Result</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Big bubble: 48&quot; Heavy 3D3 6 -2 1 Blast</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Wobbly bubble: 48&quot; Heavy 06 8 -3 3 Blast</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Dense bubble: 48&quot; Heavy 1 10 -4 D3 -3 Blast</td>
</tr>
<tr>
<td>Burna</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Burna bottles</td>
<td>6&quot;</td>
<td>Grenade 203</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.</td>
</tr>
<tr>
<td>Burna exhaust</td>
<td>8&quot;</td>
<td>Assault D6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Da Rippa</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Standard: 24&quot; Heavy 3 7 -3 3 -</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>- Supercharge: 24&quot; Heavy 3 8 -3 3 -</td>
</tr>
<tr>
<td>Dakkagun</td>
<td>18&quot;</td>
<td>Dakka 5/3</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Deffgun</td>
<td>48&quot;</td>
<td>Dakka 3/2</td>
<td>7</td>
<td>-1</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>Deffkanon</td>
<td>22&quot;</td>
<td>Heavy 3D6</td>
<td>10</td>
<td>-4</td>
<td>0</td>
<td>Blast</td>
</tr>
<tr>
<td>Deffster megashoota</td>
<td>36&quot;</td>
<td>Dakka 30/20</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Eavy jobba</td>
<td>48&quot;</td>
<td>Heavy 06</td>
<td>6</td>
<td>-1</td>
<td>2</td>
<td>Blast. This weapon can target units that are not visible to the bearer.</td>
</tr>
<tr>
<td>Eez of Mork</td>
<td>12&quot;</td>
<td>Assault 2</td>
<td>6</td>
<td>-3</td>
<td>D3</td>
<td>-</td>
</tr>
<tr>
<td>Gaze of Gork</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td>Squint</td>
<td>18&quot;</td>
<td>Heavy 1</td>
<td>9</td>
<td>-4</td>
<td>3</td>
<td>Each time an attack is made with this weapon profile, select one eligible target unit, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>- Glare</td>
<td>24&quot;</td>
<td>Heavy 06</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Blast. Each time this weapon profile is selected, select a point on the battlefield within this weapon’s maximum range and resolve attacks against every eligible enemy unit within 3&quot; of that point, determining visibility from that point. Determine the number of attacks separately for each eligible enemy unit.</td>
</tr>
<tr>
<td>Grot blasta</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Grotzeuko</td>
<td>18&quot;</td>
<td>Heavy 203</td>
<td>6</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Heavy squiglauncha</td>
<td>36&quot;</td>
<td>Assault 206</td>
<td>5</td>
<td>-2</td>
<td>2</td>
<td>Blast. This weapon can target units that are not visible to the bearer.</td>
</tr>
<tr>
<td>Kannon</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td>- Flak</td>
<td>36&quot;</td>
<td>Heavy 06</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>- Shell</td>
<td>36&quot;</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>D6</td>
<td>-</td>
</tr>
<tr>
<td>Killkannon</td>
<td>24&quot;</td>
<td>Heavy 06</td>
<td>8</td>
<td>-2</td>
<td>2</td>
<td>Blast</td>
</tr>
<tr>
<td>Killajet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Before selecting targets, select one of the profiles below to make attacks with.</td>
</tr>
<tr>
<td>- Burna</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>- Catta</td>
<td>12&quot;</td>
<td>Assault 2</td>
<td>8</td>
<td>-4</td>
<td>D6</td>
<td>Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6-2.</td>
</tr>
<tr>
<td>RANGED WEAPONS</td>
<td>RANGE</td>
<td>TYPE</td>
<td>S</td>
<td>AP</td>
<td>D</td>
<td>ABILITIES</td>
</tr>
<tr>
<td>------------------------</td>
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<td>----</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Kombi-rocket</td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Rockette</td>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>- Shoota</td>
<td>18&quot;</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Kombi skarcha</td>
<td>Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Skarcha</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td>Each time an attack is made with this weapon profile, that attack automatically hits the target.</td>
</tr>
<tr>
<td>- Shoota</td>
<td>18&quot;</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Kopka rokkits</td>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Kustom mega-blasta</td>
<td>24&quot;</td>
<td>Assault D3</td>
<td>8</td>
<td>-3</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Kustom mega-kannon</td>
<td>36&quot;</td>
<td>Heavy D6</td>
<td>8</td>
<td>-3</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Kustom mega-slugger</td>
<td>12&quot;</td>
<td>Pistol D3</td>
<td>8</td>
<td>-3</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Kustom mega-zapper</td>
<td>36&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-3</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Kustom shokk rifle</td>
<td>24&quot;</td>
<td>Assault 2</td>
<td>8</td>
<td>-3</td>
<td>1</td>
<td>If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
<tr>
<td>Kustom shoota</td>
<td>18&quot;</td>
<td>Dakka 6/4</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Lobba</td>
<td>48&quot;</td>
<td>Heavy D6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>Blast. This weapon can target units that are not visible to the bearer.</td>
</tr>
<tr>
<td>Melk speshul</td>
<td>30&quot;</td>
<td>Dakka 14/10</td>
<td>5</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Monk's Roar</td>
<td>36&quot;</td>
<td>Dakka 16/12</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Pair of rokkik pistols</td>
<td>12&quot;</td>
<td>Pistol 2</td>
<td>7</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Rivet kannon</td>
<td>36&quot;</td>
<td>Dakka 9/6</td>
<td>7</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Rokkit kannon</td>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Rokkit launcha</td>
<td>24&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Saddlebag weapons (shooting)</td>
<td>8&quot;</td>
<td>Assault 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Same-off shotgun</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Shokk attack gun</td>
<td>60&quot;</td>
<td>Heavy D6</td>
<td>x</td>
<td>-5</td>
<td>1</td>
<td>Blast. Each time this weapon is selected to shoot with, roll 206 to determine the Strength of all its attacks; on an 11+, each successful hit inflicts 03 mortal wounds on the target in addition to any normal damage.</td>
</tr>
<tr>
<td>Shokk pistol</td>
<td>6&quot;</td>
<td>Pistol D3</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>Blast. Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of 03.</td>
</tr>
<tr>
<td>Shooata</td>
<td>18&quot;</td>
<td>Dakka 3/2</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Skarcha</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Skarcha missile racks</td>
<td>36&quot;</td>
<td>Assault 20D</td>
<td>6</td>
<td>-2</td>
<td>1</td>
<td>Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.</td>
</tr>
<tr>
<td>Slogga</td>
<td>12&quot;</td>
<td>Pistol 1</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Smascha gun</td>
<td>48&quot;</td>
<td>Heavy D3</td>
<td>8</td>
<td>-4</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Snazzgun</td>
<td>24&quot;</td>
<td>Heavy 3</td>
<td>6</td>
<td>-2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Squig launcha</td>
<td>18&quot;</td>
<td>Assault D6</td>
<td>5</td>
<td>-2</td>
<td>2</td>
<td>Blast. This weapon can target units that are not visible to the bearer.</td>
</tr>
<tr>
<td>Stikka (shooting)</td>
<td>12&quot;</td>
<td>Assault 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack made with this weapon targets a unit within half range, that attack has a Strength characteristic of 1.</td>
</tr>
<tr>
<td>Stikka kannon</td>
<td>12&quot;</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Each time the bearer makes an attack with this weapon, if that attack targets a MONSTER or VEHICLE unit, you can re-roll the hit roll.</td>
</tr>
<tr>
<td>Stik knobmbaz</td>
<td>8&quot;</td>
<td>Grenade D6</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Stik knobm flinga</td>
<td>12&quot;</td>
<td>Assault 20D</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>Blast</td>
</tr>
<tr>
<td>Supa-gatler</td>
<td>48&quot;</td>
<td>Dakka 24/16</td>
<td>2</td>
<td>-2</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Supa rokkits</td>
<td>100&quot;</td>
<td>Heavy D6</td>
<td>8</td>
<td>-3</td>
<td>0</td>
<td>Blast</td>
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</table>
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stupa-shotka</td>
<td>Dakka G/4</td>
<td>6</td>
<td>-1</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Tellygort blasta</td>
<td>Assault 06</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Blast</td>
</tr>
<tr>
<td>Tellygort mega-blasta</td>
<td>Assault 06</td>
<td>9</td>
<td>-2</td>
<td>0 D3</td>
<td>Blast</td>
</tr>
<tr>
<td>Thump gun</td>
<td>Assault 03</td>
<td>6</td>
<td>-1</td>
<td>0 D3</td>
<td>Blast</td>
</tr>
<tr>
<td>Trakto kannon</td>
<td>Heavy 1</td>
<td>8</td>
<td>-2</td>
<td>0 D3</td>
<td>Blast</td>
</tr>
</tbody>
</table>

- Each time an attack is made with this weapon:
  * Against a VEHICLE unit that can PLY, that attack has a Damage characteristic of D6-3.
  * Against an AIRCRAFT unit, add 2 to that attack's hit roll.
  * Against a non-AIRCRAFT unit, add 1 to that attack's hit roll.

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin big shotka</td>
<td>Dakka T/6</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Twin boomstick</td>
<td>Assault 2</td>
<td>5</td>
<td>0</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Wazlomb mega-kannon</td>
<td>Heavy 1</td>
<td>10</td>
<td>-3</td>
<td>0 D6</td>
<td>Blast, if any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wing missiles</td>
<td>Assault 1</td>
<td>8</td>
<td>-2</td>
<td>3</td>
<td>Each time an attack is made with this weapon that targets a VEHICLE unit, add 1 to that attack's hit roll. Each time this weapon is selected to shoot with, if the bearer successfully manifested any psychic powers this turn, change this weapon's type to Assault 03. Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
<tr>
<td>Wurttower</td>
<td>Assault 1</td>
<td>9</td>
<td>-3</td>
<td>0 D6</td>
<td>Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks on an 11+, each successful hit inflicts 0 D3 mortal wounds on the target. In addition to any normal damage, the bearer suffers 1 mortal wound.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zaap gun</td>
<td>Heavy 1</td>
<td>10</td>
<td>-3</td>
<td>3</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks on an 11+, each successful hit inflicts 0 D3 mortal wounds on the target. In addition to any normal damage, the bearer suffers 1 mortal wound.</td>
</tr>
</tbody>
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### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
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<th>AP</th>
<th>D</th>
<th>ABILITIES</th>
</tr>
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<tbody>
<tr>
<td>Attack squig</td>
<td>Melee</td>
<td>Melee</td>
<td>4</td>
<td>-1</td>
<td>1</td>
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<tr>
<td>Beast choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Beast Snaggl Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+4</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Big Chompa's jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>7</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Big choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Brechca ram</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Butch'a bogg</td>
<td>Melee</td>
<td>Melee</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Cheppa</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-1</td>
<td>1</td>
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<tr>
<td>Da Grabzappa</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>2</td>
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<tr>
<td>Da Vuchka's Clawz</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Def'fella</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
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<tr>
<td>Dread Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>3</td>
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<tr>
<td>Grabbad'kikh</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>0</td>
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</tr>
<tr>
<td>Grabbin' Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Grut-prod</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Gork's Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>4</td>
</tr>
<tr>
<td>Gutripna</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Kaj Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>3</td>
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<tr>
<td>Killaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>D3</td>
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<td>MELEE WEAPONS</td>
<td>RANGE</td>
<td>TYPE</td>
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<tr>
<td>Klaw of Gork (or possibly Mork)</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-4</td>
<td>6</td>
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<tr>
<td>- Crush</td>
<td>Melee</td>
<td>Melee</td>
<td></td>
<td>-2</td>
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<tr>
<td>- Smash</td>
<td>Melee</td>
<td>Melee</td>
<td></td>
<td>-2</td>
<td>2</td>
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<tr>
<td>Makash's stabba</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Mega-choppa</td>
<td>Melee</td>
<td>Melee</td>
<td></td>
<td>-2</td>
<td>2</td>
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<tr>
<td>- Smash</td>
<td>Melee</td>
<td>Melee</td>
<td></td>
<td>-2</td>
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<tr>
<td>Mork's Teeth</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>2</td>
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<tr>
<td>Nose drill</td>
<td>Melee</td>
<td>Melee</td>
<td>-2</td>
<td>-2</td>
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<tr>
<td>Power Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Power snappa</td>
<td>Melee</td>
<td>Melee</td>
<td>-2</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Power stabbas</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Saddlegut weapons (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>3</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Savage horns and hooves</td>
<td>Melee</td>
<td>Melee</td>
<td>-1</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Saw blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Smasha squig jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Snaggle Klaw</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Spinjall blades</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Squigbash jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>6</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Squigosaur's jaws</td>
<td>Melee</td>
<td>Melee</td>
<td>7</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Stakk (melee)</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-2</td>
<td>2</td>
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<tr>
<td>Tankhammer</td>
<td>Melee</td>
<td>Melee</td>
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<td></td>
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<tr>
<td>'Uge choppa</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-3</td>
<td>2</td>
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<tr>
<td>'Dirty syringe</td>
<td>Melee</td>
<td>Melee</td>
<td>2</td>
<td>0</td>
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</tr>
<tr>
<td>Waaagh! banner</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>Wrecked' staff</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-1</td>
<td>0</td>
</tr>
<tr>
<td>Wrecked' ball</td>
<td>Melee</td>
<td>Melee</td>
<td>+2</td>
<td>-1</td>
<td>2</td>
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</tbody>
</table>
## POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of x pts/model, then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

### HO

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Unit Size</th>
<th>Unit Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beastboss (pg 90)</td>
<td>1 model</td>
<td>95 pts</td>
<td></td>
</tr>
<tr>
<td>Beastboss on Squigsaurus (pg 91)</td>
<td>1 model</td>
<td>145 pts</td>
<td>Thump gun</td>
</tr>
<tr>
<td>Big Mek with Kustom Force Field (pg 83)</td>
<td>1 model</td>
<td>85 pts</td>
<td>Grot grots</td>
</tr>
<tr>
<td>Big Mek in Mega Armour (pg 85)</td>
<td>1 model</td>
<td>85 pts</td>
<td>Killikew</td>
</tr>
<tr>
<td>Big Mek with Shock Attack Gun (pg 93)</td>
<td>1 model</td>
<td>110 pts</td>
<td>Tellyport Blasta</td>
</tr>
<tr>
<td>Boss Snikrot (pg 87)</td>
<td>1 model</td>
<td>95 pts</td>
<td></td>
</tr>
<tr>
<td>Boss Jegstruk (pg 87)</td>
<td>1 model</td>
<td>110 pts</td>
<td></td>
</tr>
<tr>
<td>Defkilga Wartrike (pg 88)</td>
<td>1 model</td>
<td>120 pts</td>
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</tr>
<tr>
<td>Ghazghul Thraka (pg 82)</td>
<td>1 model</td>
<td>300 pts</td>
<td></td>
</tr>
<tr>
<td>Kaptn Badruk (pg 89)</td>
<td>1 model</td>
<td>35 pts</td>
<td>Ammo run</td>
</tr>
<tr>
<td>Makeri (pg 82)</td>
<td>1 model</td>
<td>55 pts</td>
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<tr>
<td>Moxrog Skrapbad (pg 92)</td>
<td>1 model</td>
<td>170 pts</td>
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<tr>
<td>Peaceboss (pg 91)</td>
<td>1 model</td>
<td>80 pts</td>
<td>Beast Snagga klaw</td>
</tr>
<tr>
<td>Warboss (pg 84)</td>
<td>1 model</td>
<td>90 pts</td>
<td>Beast Snagga klaw</td>
</tr>
<tr>
<td>Warboss in Mega Armour (pg 85)</td>
<td>1 model</td>
<td>115 pts</td>
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</tr>
<tr>
<td>Weirdboy (pg 85)</td>
<td>1 model</td>
<td>70 pts</td>
<td></td>
</tr>
<tr>
<td>Kurrboy (pg 92)</td>
<td>1 model</td>
<td>70 pts</td>
<td></td>
</tr>
<tr>
<td>Zodgrod Wortsnagga (pg 90)</td>
<td>1 model</td>
<td>65 pts</td>
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### TROOPS

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<thead>
<tr>
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<th>Unit Size</th>
<th>Unit Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beast Snagga Boys (pg 94)</td>
<td>10-20 models</td>
<td>9 pts/model</td>
<td>Thump gun</td>
</tr>
<tr>
<td>Boys (pg 93)</td>
<td>9 pts/model</td>
<td>5 pts</td>
<td>Big choppa</td>
</tr>
<tr>
<td>Boys (pg 93)</td>
<td>10-30 models</td>
<td>10 pts/model</td>
<td>Kombil-rigol, Power klaw, Power stabba</td>
</tr>
<tr>
<td>Grotschin (pg 93)</td>
<td>5 pts/model</td>
<td>5 pts</td>
<td>Rokkit launcha</td>
</tr>
</tbody>
</table>

### ELITES

<table>
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<tr>
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<th>Unit Size</th>
<th>Unit Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burna Boys (pg 97)</td>
<td>5-15 models</td>
<td>11 pts/model</td>
<td>Kustom mega-blasta, Squighound</td>
</tr>
<tr>
<td>Kurrboy (pg 92)</td>
<td>1 model</td>
<td>70 pts</td>
<td></td>
</tr>
<tr>
<td>Mek (pg 98)</td>
<td>1 model</td>
<td>25 pts</td>
<td></td>
</tr>
<tr>
<td>Nobs with Waaagh! Banner (pg 94)</td>
<td>1 model</td>
<td>70 pts</td>
<td></td>
</tr>
<tr>
<td>Nobs (pg 102)</td>
<td>5-10 models</td>
<td>18 pts/model</td>
<td></td>
</tr>
<tr>
<td>Painboy (pg 95)</td>
<td>1 model</td>
<td>70 pts</td>
<td></td>
</tr>
<tr>
<td>Runtnerd (pg 97)</td>
<td>1 model</td>
<td>30 pts</td>
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</table>

### Kommandos (pg 100)

<table>
<thead>
<tr>
<th>Unit Name</th>
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<th>Unit Cost</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kommandos</td>
<td>5-15 models</td>
<td>10 pts/model</td>
<td>Big choppa, Bomb squig, Breacha ram, Burna, Distraction gun, Kustom shades, Power klaw, Rokkit launcha, Shocka pistol</td>
</tr>
<tr>
<td>Meganobz (pg 101)</td>
<td>3-10 models</td>
<td>95 pts/model</td>
<td>Killikew, Kombil-rigol, Kombil-schakka, Mek</td>
</tr>
<tr>
<td>Nobs (pg 102)</td>
<td>5-10 models</td>
<td>18 pts/model</td>
<td></td>
</tr>
<tr>
<td>Painboy (pg 95)</td>
<td>1 model</td>
<td>70 pts</td>
<td></td>
</tr>
<tr>
<td>Runtnerd (pg 97)</td>
<td>1 model</td>
<td>30 pts</td>
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### FLYERS

<table>
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### LORDS OF WAR

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<tbody>
<tr>
<td>Sharknaut</td>
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