WARHAMMER 40,000



CODEX

ORKS






Orks
THE GREAT GREEN TIDE

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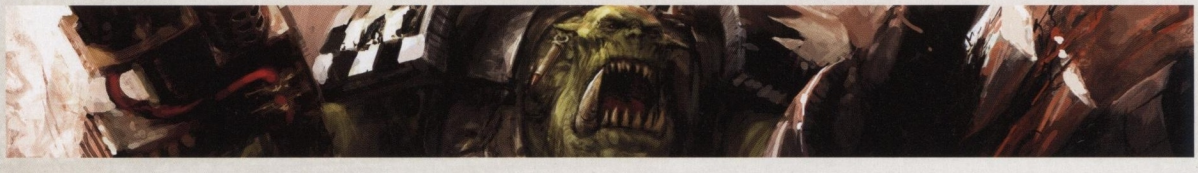
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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Dominatus
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Grand Warlord Ghazghkull Thraka, Prophet of the Waaagh!, stomped over a battlefield of corpses, wreckage and splintered rockcrete. Strong winds howled, rivalling the noise of cannonfire and the clash of blades. The gale whipped smoke and flame across the dark plain, and banks of cloud rolled over the night sky, threatening an approaching storm front. Ghazghkull hadn't bothered remembering the name of this planet but he knew exactly what he was there for. The humie world was somewhere his Meks could test their latest deadly inventions, and it offered a chance for some good loot. Mostly, however, the world's defending armies had given him and his Boyz a good fight. Along with countless other scraps, this battle would help his lads become the toughest fighters in the galaxy – those that lived anyway.

The first rain fell as Ghazghkull stomped up a rise. Over the clank of his kustom mega armour, even over the roar of his multi-barrelled shoota and the chants and yells of the mobs of Goff Orks surrounding him, he could feel the reverberation of his army in his iron-hard bones. It was the grind of engines powering super-heavy battlefortresses. It was the stomp of mountain-sized Gargants. It was the bellow of enough Orks to make the whole world green. Cresting the rise, Ghazghkull saw mobs of his warriors, squadrons of their ramshackle buggies and brutish war engines in numbers beyond even his decidedly un-Orky ability to count. They stretched as far as he could squint to either side of his position in a rough wedge – like a massive knuckle – with Ghazghkull as its gnarled centre.

In the darkness straight ahead of Ghazghkull, this world's last holdout rose out of the plain. It was the jutting lump of a hive city, illuminated as much by raging fires from the continuing Ork bombardment as it was by all the little lights of humie civilisation. The city reared up like a mountain, many times bigger than the biggest things his Meks had ever built. Still, Ghazghkull had fought bigger. He'd *killed* bigger.

Rows of fortifications and a colossal humie army defended it: weedy soldiers in flimsy uniforms and tougher ones in heavy armour, footsloggers and tanks, everything that was left on this world to fight Ghazghkull. Weeks of conquest across the planet had led the Orks here, to this last and best fight. He and his Boyz had stomped their way north from the southern continent, flattening city after city for this scrap.

Around him, Ghazghkull's mega-armoured Nobz stomped and roared and fired bursts of heavy dakka. All around them, dozens more Goff mobs ploughed forwards, eager to get in on the violent action. Some were swiftly killed by humie firepower or cut down in melee. Ghazghkull didn't care. He had bigger matters to keep an eye on.

Surging forwards, Ghazghkull drove into a stomping run down the lee side of the rise and slammed like an ironclad meteorite into a group of Space Marines seeking to fall back and regroup with other city defenders. Dodging around the Meganobz' crushing bulk, the Warlord's skinny sidekick grot, Makari, enthusiastically waved the bosspole bearing the Warlord's Waaagh! banner. Ghazghkull suppressed a grating chuckle at the sight as he swiped his klaw through two Space Marines before connecting with a third, gripping and crushing the warrior before hurling him into others and knocking them all to the ground.

With the moment's space the blow had granted him, Ghazghkull took in what he could see of the battle over the heads of the Orks around him. Some distance to his left, a humie armoured column was trying to sneak past Ghazghkull's flank. It had foundered, met head-on by the Orkish hordes. Mobs of Squighog Boyz, clanking walkers, hordes of Gretchin spurred on by lash-wielding Runtherds and heavy rigs with smoke-belching engines or pulled by enormous tramplasquigs all pounded headlong into the humie tanks. Many of the Orks bore the black and white checks and horned crests of the Goff Clan. But Ghazghkull also saw the cruder markings of Snakebite mobs too. The bionic bellow of Big Boss Rokgutz could be heard over the din, the Snakebite boss hoping to prove to Ghazghkull that he was harder in the head than the humie tanks were. Amongst the throng were splashes of lucky blue, on various ramshackle Deathskull vehicles heading at ramming speed towards the humie tanks. The thieving gitz were probably aiming to pulp the enemy crews so they could loot what remained of their tanks, Ghazghkull assumed.

The Grand Warlord flicked his gaze briefly to the right. The hurricane of oily smoke and dust thrown up by an Ork Kult of Speed swept forward at breakneck pace, underlit by the flash of explosions and the odd fireball of pinwheeling buggies. At the filthy storm front's leading edge was a smear of red, yellow and black. Red-clad Evil Sunz Orks on heavy warbikes or clinging to hurtling Trukks were outpacing their rivals, but Goff buggies and



over-equipped Bad Moons Deffkoptas weren't far behind. Ghazghkull's attention was dragged all the way to the far right of the hive city's defences by a titanic mushroom cloud that erupted there. The work of Boss Dreggit's Blood Axes and their Kommando saboteurs, he suspected.

Ghazghkull was driven onwards by these sights of Ork triumphs and their resultant spectacular carnage, feeling the energy of the Waaagh! coursing through him with every act of violence and each thunderous explosion. He smashed every humie git that dared get near him. He roared; he bossed his lads; he split skulls and burst tanks; he fired ear-bursting salvos of dakka; he was the epitome of everything an Ork longed to be.

The loudest threats, jeers, laughter and infighting among the Orks around Ghazghkull filtered past the din. The noise of colossal explosions to his right became almost deafening, but he could still hear his Orks thoroughly enjoying the huge fight. Madcap Ork artillery bathed the foe in searing green energy or threw weird shadows as their bolts earthed explosively amongst the humies, some malfunctioning so spectacularly that they killed almost as many of their own crews. Ork Weirdboyz, dotted throughout the massive horde, waved totemic staves and let out bursts of ectoplasmic vomit that dissolved screaming foes into glowing slime. Roars and the thunderous dakka of gunfire echoed from the Warlord's left; screaming engines and blazing detonations came from his right. Overhead, the storm had almost hit, the clouds lowered, the noise of thunder joined with the throbbing of flyboy aircraft engines.

Ghazghkull had kept moving forward. The noise and angry joy of fighting made him feel invincible. A surge of Space Marines with fancier armour and long swords suddenly smashed into the Ork advance. Meganobz were cut down around Ghazghkull. Anger and excitement rose in him. A green haze enveloped his vision. Things began to get a little weird.

Ghazghkull heard one of the Weirdboyz jabbering wildly. The luckless Ork levitated, held in place by minders with lengths of chain that were glowing as they tried to aim him before he emitted a gush of green energy. A string of Space Marines' heads exploded as the energy engulfed them, along with a few Orks and that of the Weirdboy himself.

Bizarre echoes and after-images fouled the Warlord's senses. Ghazghkull glanced behind himself to see oncoming mobs of Orks shoving and fighting and shooting, with a great green hand at their backs pushing them on. He turned back to the gitz he was fighting with a roar so loud he could feel in his boots. Above him, green stars trembled. A weaker Ork would have paused to wonder how he could see the stars behind the storm clouds. Ghazghkull didn't. He knew they were trembling for fear of him! Bulky green phantasms rushed at Ghazghkull, slashing and punching. He smashed one so hard it shattered into light. More came at him, each bigger than the last. But with each step, each crushing thump, he felt himself getting bigger.

'I smashed your boyz and their big wagons in da south,' Ghazghkull shouted at the things fighting him. 'I krumped the tek-humies and their gizmos in the mountains. I caught your sneaky kroozers wot tried to escape. Now I've come for *you*!'

It was as if he was crunching his way though the hive city, as weedy humie buildings and bunkers collapsed under his boots. Mork's Roar growled in his fist and obliterated a looming mountain seemingly sailing through the smoke-filled sky. The Warlord lifted one huge boot and cracked a continent grinding towards him. He saw moons and planets, he reached out Gork's Klaw and pulped a whole world, feeling it die at his hand and hearing a tectonic grunt of pain as he did so.

He forged on, stomping, shooting, roaring. At some point he left the shrinking world behind; beneath his feet the whole green galaxy was the battlefield. There were stars all around him, cracking and booming like infinite mega-dakka. The flash and noise seemed random at first, then Ghazghkull saw some kind of pattern, a trail of escalating destruction leading off from this world and across the galaxy. In the far distance, the Great Rift widened knowingly: Gork's or possibly Mork's Grin, smirking at his conquests even as they clobbered each other. The smirk told him they knew he was the strongest Ork, that he was the envoy of everything mean and green.

Ghazghkull blinked his remaining eye. He was back in the noise and the blood and the destruction of the battle. He realised the roar was his and all the Orks' around him, a war cry mighty enough to bring on a vision of his destiny among the stars, to catch the attention of Gork and Mork.

Piles of broken corpses surrounded him – Orks and humies. He was in the midst of the humie lines; he realised that he had smashed right through and turned to see the trail of destruction he had carved. Mobs of Orks were yelling exuberantly, running forward into the breach he had smashed. They were chanting his name. They were chanting their clans. They were bellowing and laughing for the joy of the fight.

Ghazghkull roared again, hearing his war cry taken up again by countless Orks around him. With the greatest Ork Warlord at their head, a green tide of muscle, iron, violence and unbridled joy rolled like an unstoppable avalanche into their enemies.

'WAAAAAAAAAAAAGH!'

The Waaagh!

THE ORKS ARE THE MOST RELENTLESSLY WARLIKE SPECIES IN THE GALAXY, AND ONE OF THE MOST NUMEROUS. HUMANITY HAS ENCOUNTERED THE ORK MENACE FROM THE FAR REACHES OF THE UHULIS SECTOR TO THE SHADOWY GHOUL STARS, FROM THE DEPTHS OF SEGMENTUM OBSCURUS TO THE EASTERN FRINGE. ALWAYS HOSTILE, ALWAYS UTTERLY ANARCHIC, THE ORKS ARE AN OMNIPRESENT THREAT TO EVERYONE THEY ENCOUNTER.

ORKS ATTACK WITH LITTLE THOUGHT FOR SELF-PRESERVATION OR STRATEGY; SUCH CONCEPTS ARE HAZY TO THEM, AND USUALLY SHOVED ASIDE IN FAVOUR OF THE SIMPLE JOY OF STORMING INTO BATTLE. THIS IS NOT TO SAY ORKS ARE NOTHING BUT SAVAGES, HOWEVER. A QUIRK OF THEIR GENETIC MAKEUP AFFORDS SOME AMONGST THEM THE INSTINCTIVE KNOWLEDGE TO BUILD TERRIFYING AND DEADLY WEAPONS, 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.





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 thuggish beasts to a world-conquering, almost 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 their way to the top of the heap and becomes Warboss. Those rivals 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 pyromaniacal burner and so on. The tribal warfare and breakneck races continue until such time



as a non-Ork enemy presents itself. At this point, 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 spring up 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-snouted oil squigs or the oddly musical squigpipes, to massive strains of riding squigs, delicious eating squigs, viciously fanged gnasher squigs and countless others. Along with these useful – if surly and vicious – creatures, an underclass of green-skinned runts manifests itself, divided into the simple-minded Snotlings – useful for fetching, carrying, squig-farming and little else – and the wiry, cunning Gretchin. These Gretchin, also known as grots, 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. Gretchin are physically smaller and weaker than Orks, but their conniving and sneaky nature is beyond anything most Orks are capable of. This allows the Gretchin 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 grots ever complain about this treatment – they accept their short, cruel lives as simply another part of the natural order of things. Besides, the spiteful 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 species in the galaxy. Theories abound that Orks originate from some conjoined sub-dimension 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 Orks are properly disposed of; should a world's defenders put up a spirited fight, word spreads amongst Ork 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 Orks they are just facts of life. One such peculiarity is that Orks use teeth – or teef – as currency. The bigger and gnarlier the tusk, 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 passers-by 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 species to function. Mekboyz are driven to compulsively tinker with technology, inventing

ORK INFESTATIONS

It is believed by some Imperial archeovists that Orks were amongst the earliest xenos species encountered by Humanity. The Orks were known, and cursed, long before that by the Aeldari, by the Gree, the Xa'ntosh and likely by many species for whom such contact resulted in extinction.

The Orks are pervasive throughout the galaxy. Their tribes have been found inhabiting drifting ice floes, and infesting irradiated asteroid fields perilously close to active stars. They have been discovered amid corrosive chemical swamps, on lightless nightmare worlds seething with horrific predators, and in the bombed-out remains of planets subjected to Exterminatus. Ever since the first invasion of Armageddon by the Ork Warlord Ghazghkull Thraka, Ork warbands have plagued the world. No matter how many are hunted down and eradicated by specialist kill teams of Ork hunters, no matter now unremitting the purges by fire and blade, by genetically tailored viruses, by huge counterinvasions of wilderness areas by Imperial armies tens of thousands in strength, still the Orks inevitably re-emerge. From the intercontinental jungles and ash wastes, from the ruined shells of fallen hive cities, every year sees a fresh tally of battle-hungry Orks pile with reckless abandon into frontier outposts and partially rebuilt hives.

Armageddon is but one world. Such tales of fiercely resilient Ork infestations have been known for millennia across the entire galaxy, and have fuelled ever more lurid explanations for their perpetual presence.



everything from armour and oversized machine guns to battle tanks, energy shields and madcap teleportation technology. Painboyz, meanwhile, instinctively know the gruesomely literal ins and outs of Orkoid 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 Runtherds, 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 Brainboyz who once ruled over Ork 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 species as anarchic as the Orks could not only survive, but thrive in even the most inhospitable environments in the galaxy.

Similar to the ineffable way in which Orks are drawn to violence, like-minded Orks tend to congregate with others who share their specific obsessions. Orks especially thrilled by the noisy and messy destruction of the enemy's tanks will gravitate to mobs of Tankbustas for example, while those in thrall to pyromaniac dreams gather in mobs of Burna Boyz. This trait of fixation is common to many aspects of the species' culture. It ranges from the very personal to the preferences of the different clans and to huge subkulturs common throughout Ork society and which straddle clan boundaries.

Orks are neither troubled by nor interested in the peculiarities of other Orks. Only if such obsessions start proving especially annoying or destructive among the warband does the Ork in question risk exile, while the wiliest Warbosses ensure they earn their keep on the battlefield by causing more damage to the enemy than to their mates.

POWER OF THE WAAAGH!

When Orks gather, 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 Imperium 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. Be it a punch-up between rival Nobz, a gnasher squig eating contest or the build-up to a battle, anything that feeds the Orks' aggressive natures also causes the power of the Waaagh! to flow. Raucous excitement generates more Waaagh! energy, which in turn drives the Orks to even 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 they themselves believe that it should. This seems ludicrous, yet it is an observable fact that no other species can make Ork technology work as intended.

Then there is the manner by which Orks 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 xenotech 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 the Ork gods Gork and Mork. Some Imperial 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 Oddboy acts as a focal point for all this tempestuous energy. These unfortunate beings are known as Weirdboyz.

WEIRDBOYZ

The lot of the Weirdboy is not a glorious one. Their lives are short, brutal and miserable. The reason is simple – Weirdboyz have little or no control over their dubious yet powerful 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 power rages within the Weirdboy's mind while crackling green lightning leaps from their fingertips, eyeballs and tongue. Ectoplasm drools from their lips, fire burns through their limbs and agonising pressure builds within their skull. If the Weirdboy does not manage to vent this accumulation in time, it causes their head to explode as though they had stuck a stikkbomb up their nose. Even worse, the resultant uncontrolled detonation of Waaagh! energy may even pop the heads of a few more Orks unlucky 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 Weirdboy has a vested interest in steering 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 Weirdboyz as convenient – if short-lived – artillery pieces, and so insist on them being dragged into battle. Here the Weirdboyz 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 Weirdboyz 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 Warpheads 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 overly colourful and outlandish garb. They have also been known to wield everything from dismembered limbs and metal chair legs to stuffed squigs in battle. Madboyz are drawn to Weirdboyz 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 Orks' 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 agglomerate vessels known as space hulks.

Orks do fashion their own space craft, from small but deadly ramships to the much larger Kill Kroozers, and heavily kustomised asteroid junk-ships known as roks. However, any Waaagh! worth its name employs huge traktor beams to capture a space hulk 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 hulks to be harbingers 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 violence-loving xenos 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 hulk, point it at the nearest warp storm and then take the plunge. They trust to Gork and Mork that they will emerge from the empyrean near – if not on top of – some settled planetary system that they can invade.

DA SUPARIG

Amidst a three-way war on Arthas Moloch against Commander Farsight and Chaos raiders under the Daemon Prince Ughalax the Soul Eater, the Bad Moons warlord Nazdreg vanished in a detonation of his tellyporta device. In the power vacuum that followed, three Orks rose to claim Nazdreg's crown. The warbands of Bolgrog Bigtusk, Skragga Fundastomp and Da Smoggboss, seeing the T'au as the less entertaining of their opponents, chased after the Soul Eater's forces as they escaped back to their Ark of Omen, the *Unhallowed*. The battles that followed raged from Arthas Moloch's surface, up to orbit, and into the space hulk itself. The Orks eventually - and loudly - claimed victory, but none of the rival warlords could decide for sure who had actually killed the Daemon Prince. Since that time, the huge corrupted vessel - renamed *Da Suparig* by Bigtusk - has led the combined warbands' invasions. The space hulk remains infested with all manner of vicious lifeforms, and battles frequently erupt between the three contenders' warbands. The prospect of fresh worlds to kill, however, usually asserts a temporary lull in their hostilities.





MORK

One of the Orks' two great green gods, Mork is said to be kunnin' but brutal. Rather than just bash his enemies over the head, Mork would rather sneak up on them with his enormous club behind his back, then bash them over the head. He is, of course, a deity of loud and apocalyptic destruction, he just likes to be a bit sneaky about it. From Mork flow such notions as tellyportas and blastas, complex flying machines, traktor beams and kustom force fields. Were a wily Ork such as a Kommando to name his weapons, he would likely call them something like da Clawz of Mork or Mork's fangz. When a Blood Axe gets a sudden strategic inkling, or a Deathskull spots an opportunity to stab an enemy – or a best friend – in the back, this is said to be the work of Mork. He is the obsessive need in every Oddboy, the devious gleam in a grot's eye. Mork is the Orks' bestial cunning personified, the glee of the green-skinned species to shock and confuse their luckless foes.



GORK

The more direct and belligerent of the Orks' two gods – if such a thing is possible – Gork is said to be brutal but kunnin'. 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 Snaggas. His war cry is the snarl of Battlewagon engines, the roar of kannon fire and the bestial bellowing of charging Orks. Gork is the divine equivalent of a boot to the teeth, a brace of stikkbombs 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.

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; Mekaniaks; Spanners – the Orks have many names for their ever-inventing, engineering caste. They are the source of every Orky contraption, vehicle and weapon more complex than a plank with nails bashed through it. Yet, for all their instinctive knowledge of how to bodge together every sort of madcap machinery, Meks are no less anarchic than the rest of their species. 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 are 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 teef or looted scrap. However, customers must be prepared to receive something rather different to what they ordered. Sluggas that fire glowy explosive shells; power klaws that also shoot flame; armour that



teleports its wearer at random – all these and countless other mad inventions may emerge from a Mek's workshop. These technology obsessives are easily distracted by new ideas and their scrap-strewn lairs are usually thick with half-completed odds and ends. A Mek may well start out making a simple slugga for another Ork when inspiration can strike. In a surge of reckless, experimental and totally unasked-for activity, the Mek will scavenge, cannibalise and outright steal whatever his fevered imagination demands, adding extra barrels, additional magazines, supa-scopes and power gizmos. With any notion of the original commission long forgotten, the Mek may add an engine and trakk units, connect the slugga's former barrels up as part of a steam-powered force field generator and add a kustom bomb lobba for decoration. The bewildered customer will usually be overjoyed, without having the first clue what it is they have purchased, while the Mek has already moved on to a dozen other projects, itching to cobble together some new and insane wonder.



VEHICULAR MAYHEM

Another high-tech and all too infamous subkultur 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.

Some Speed Freeks will enthusiastically attempt on-the-move repairs to their varied rides, but their impatient efforts invariably cause more damage. Speed Freek warbands therefore usually include large numbers of skilled Meks, as addicted to eking out greater speeds from their creations as the rest of their warband are to riding them. Speed Freek Meks churn out a stream of ramshackle buggies, warbikes, Trukks and weirder mechanisms employing various kinds of locomotive power, each Mek aiming to make something faster and more thrilling than their last invention. All sorts of amazing extras can appear on an Ork's newest speedsta after a tune-up by a well-paid Mek: piston-fuelled suspension capable of upending Imperial battle tanks if the Ork driver can angle their head-on collision just right; nitro-squig fuel injektors; ultraboomerz that belch Goff rokk at excruciating volumes; huge spoilers with rippy attachments; chugging exhaust vents that vomit geysers of thick smog; even strings of amusing stuffed squigs bolted on as a mix of decoration and ablative fenders. If there's one thing a Speed Freek likes nearly as much as going fast, it is looking more impressive than his mates as he does so.



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 or at the controls of barely air-worthy Deffkoptas. Tending towards rugged construction, minimal safety features and a remarkable array of raggedly-innacurate 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 Meks build bigger and bigger war machines. Battlewagons and gunwagons are comparable to other species' 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 Gorkanauts and Morkanauts – 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 grots, 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.

MADCAP GIZMOS

The array of technologies Meks spontaneously invent is truly incredible. From unstable energy weapons, matter-dragging traktor 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 kind – 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.

Several of the strangest forms of technology mastered by Ork Meks are frequently seen powering batteries of Big Gun artillery. Traktor kannons use powerful beams of energy to latch onto targets, dragging them – or bits of them – violently towards the weapon. Aircraft are especially susceptible, terminally stalling and falling from the sky. The smasha gun uses lifta-droppa technology, its crew trapping their target – preferably something big and heavy – in a localised force field before lifting them high up in the air. Depending on the Mek who made it, some smasha guns can crush the luckless foe as if with a giant invisible fist while others are simply switched off, leaving the target to plummet to the ground, often after having been manoeuvred over more enemies. Such results raise raucous laughter from nearby Orks, and wagers are made on the relative bounce and burst expected from an enemy tank or a boulder dropped onto doomed infantry.

For many Meks, the simple logic of making a gun better by attaching it to one or more other guns is unassailable. From such thinking has emerged the ostentatious snazzguns carried by Flash Gitz, the hefty weapon rigs known as deffguns as well as kustomised kombi-weapons of every conceivable form. Meks will tinker with their creations even in the midst of battle and few Orks – usually not even the Mek – can anticipate the results. Mobs of Ork Boyz welcome the presence of powerful Big Meks in a fight, not only for the unpredictable improvements they apply to the Orks' guns, but also for the weird gadgets and gizmos they bring with them. Amongst the most bizarre of these is the shokk-boosta. When it actually works properly, the shokk-boosta bores brief warp tunnels through the skin of reality. By piling through these after the Big Mek, mobs of Orks swiftly negotiate dense terrain and even solid fortress walls in order to fall upon – sometimes all too literally – their shocked enemies with choppas raised high.

PAIN AND GAIN

Meks and Painboyz often collaborate, much to the misfortune of everything 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, as their own Painbosses manage to fulfil something of both roles. That said, Painbosses also prefer to work on squigs than on Orks and, frankly, most of their Beast Snagga patients would prefer it that way too.

When Mekboyz and Painboyz really get working on collaborative efforts, a Dread Mob is often the result. Mekboyz fashion combat walkers known as Killa Kans and Deff Dreads, then the Painboyz work with them to wire volunteers into the war engines – grots into Killa Kans and Orks into Deff Dreads, hopefully installing the krew the right way up. This is a one-way trip involving a great deal of amputation and crude bioniks. That doesn't stop Orks and Gretchin queuing up for the process. After all, it appears a shortcut to being the biggest and the baddest. By the time the new pilots grasp how horribly restrictive it is being wired into an engine-driven armoured dustbin, it's a bit too late. That said, with a bossy enough Big Mek or two to herd them into battle, these Dread Mobs are clanking, fume-spewing nightmares for the enemy; their guns, snapping klaws and roaring saws have broken more than a few battle lines.





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 Orks can wrap their heads around the concept of gathering in massive mobs, bellowing while charging headlong at the enemy, then beating the foe to a bloody pulp. Such so-called green tides lie 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 Orkoid barbarians. 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 sluggas, 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 din, the more effective their owners consider the weapon to be, and so – perversely – 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; brawn; swarming runts 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 smatterings of piston-powered klaws, slab-sided battle tanks and brutish combat walkers – the better to clobber the foe.

BEAST SNAGGAS

One subkultur in particular epitomises the embracing of the so-called old ways, fused with the wonders of Orky bionik technology: the Beast Snagga stampedes. 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 Snagga 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 flapping off with hastily scrawled message glyphs; frond-trailing little squigs to wear like topknots; and

UFTHAK BLACKHAWK

A Bad Moon of exceptional cunning and intelligence – or the ability to pass off happenstance as his plan all along – Big Boss Ufthak Blackhawk has survived a meteoric rise in power. He has fought his way up the ranks of the TekWaaagh! until his feats at the forge world of Hephaesto propelled him to greater fame. Ufthak joined forces with Kaptin Badrukk to overwhelm Hephaesto, and even managed to destroy an Imperial Titan from the inside, only to be double-crossed by the Freebooter. Ufthak has since left a trail of looted destruction in his wake, much of it destroyed by his tellyporting Snazzhammer, as he seeks greater wealth and power.



boggle-eyed varieties to wire into the targeting systems of their guns. These squigs mingle with the crude warpaint and the alien-pelt armour of the Beast Snaggas to lend them an especially feral and ferocious appearance.

Every Ork subkultur finds its roots in some obsession that enough like-minded Orks share. For the Beast Snaggas, 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 Snaggas 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 Snaggas stay highly mobile. They rarely halt for any length of time, even eating, sleeping and practising their crude bionik surgeries on the move. A typical Beast Snagga tribe has, at its heart, one or more rugged scrap-iron Kill Rigs or Hunta Rigs. Pulled along by snorting tramplasquigs, these careering 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 squigosaurs. Meanwhile, the tribe's grots – known to the Beast Snaggas as saddlegitz 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. Sky-darkening 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 Orks and their steeds have built up a head of steam, there's little that can stop them.

Beast Snaggas 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 Snaggas 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 stikkas, hurling or firing them at their prey until they festoon its hide. Then, while some of the Beast Snaggas 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 Snaggas do not hunt completely at random. Not only do many possess a keen

RUNTHERD TOOLS

Runtherds work with some of the most lazy, deceitful or feral elements of Ork society. Gretchin, Snotlings and various kinds of squigs require repeated reinforcement of the Runtherd's domineering will. Though they have great patience compared to most Orks, Runtherds routinely use a variety of brutal tools of persuasion on their diminutive charges. Grabba stikks employ motor-driven or spring-loaded jaws lined with rusty spikes that snap shut around what bit of errant runt their long poles can reach, and are capable of breaking limbs or merely giving a runaway a good throttling. Other Runtherds use grot-lashes, thick whips of well-oiled squig-hide, or grot-prods, simple Mekboy inventions that deliver a sharp shock to a runt's squishy bits. Many traditionalist Runtherds instead use a ferocious squighound trained to devour wayward grots on command.



ORK FORTIFICATIONS

Despite being a force of destruction, Orks are capable of raising enormous fortified encampments in a surprisingly short space of time. As with all Ork creations, no two are alike. They depend almost entirely on a warband's subservient grots for most of the labour, while some are built with the aid of giant Squiggoth hauliers or anti-gravitic lifta-droppa technology. Most are usually formed from mountains of reused scrap, with Orks either repurposing whatever landing craft – or crashed ship –delivered them to the surface, or the remains of the first settlement they destroyed. Ork forts tend to be haphazard, monolithic and impressively armoured. Many incorporate gargantuan faces, fists or other intimidating features, representing Gork, Mork or the owning Warboss themselves.

eye for tracking prey, but they also have their Wurrboyz to guide them. These primitive, wild and remarkably unsavoury Weirdboyz channel the Waaagh! 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 Weirdboyz. Though dangerous and unstable, they are treated like oracles. Many are even afforded places in wurrtowers atop their tribe's Kill Rigs. From such vantage points, Wurrboyz can best spy out the prey from afar, while also remaining a nice safe distance from any Orks who may wish to keep their craniums unexploded.

Many Beast Snaggas belong to the Snakebite Clan, for their ways are naturally compatible. However, Beast Snaggas of every clan and stripe roam the stars, and many a Warboss seeks to include them in their Waaagh!. After all, if nothing else, one simply has to follow the stampede to find a damn good fight!

TRIBES, CLANS AND WARBANDS

The average Ork has as much time for formalised systems of military organisation as they do 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 is the tribe. Simply put, this is every Ork that lives in an area and fights beneath the Waaagh! banner of the local Warboss. Tribes include every squig, runt, Ork and war engine 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, Weirdboy towers, scrap-iron bunkers, rutted race tracks and the faecal-stinking, fungus-infested ablution pits known as the drops.

Other tribes stay always on the move, especially those largely or solely made up of Speed Freeks or Beast Snaggas. Such tribes may live off the land, in as much as they smash everything to bits and thieve or eat whatever they want from the wreckage. Entire mobile fortresses and encampments have also been witnessed, dragged along by huge teams of tramplasquigs or motorised trakk 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 what clan they belong to. This is no conscious choice, but rather a commonality of instinctive inclinations, outlooks and philosophies, not dissimilar to the spontaneous knowledge of the Oddboyz. 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 kultur.

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 Goff 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, with Goffs also exhibiting a preference for fighting the enemy on their own two feet. By contrast, the Evil Sunz Clan produces the most Speed Freeks. 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 teef. 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, meanwhile, exemplify the ability of other Orks to take advantage of such wealth and are well known to be unapologetic, thieving gitz. 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 askance. Observing such practices as wearing camouflage and formulating battle plans, these rather un-Orky Orks have a particular fondness for sneaky Kommandos, mobs of Tankbustas and skwadrons of very large tanks. By comparison, Snakebite Clan Orks are bloody-minded traditionalists, from whom stem the greatest number of Beast Snaggas. They wear leathery, primitive garb and eschew the more complex Orky technologies and ways of thinking.

Those Orks who do not fit into a clan quickly become outcasts. This status, in itself, leads them to selfish acquisitiveness, earning them reputations as nasty pieces of work. Whether they are exiled or leave voluntarily, such Orks become mercenary Freebooterz, fighting for plunder and riches while gladly allying themselves to anyone willing to pay.

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 Orks 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 recce, 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 whereas 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 hurtling bodies, dakka 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 Waaagh! begin.

DEFF'S DARK SHADOW

As every Ork on Armageddon knows, Boss Snikrot haunts the planet's dense jungles. In truth, Snikrot has led multiple missions far from the war-ravaged world. The latest resulted from his surviving a Deathwatch assassination attempt. Eviscerating the Space Marines and finding their landing craft, Snikrot and his infamous Red Skull Kommandos used the vessel to board the stealth ship that had launched it. After a vicious campaign of back-stabbing amidst the ship's corridors, Snikrot took command. He has since raided several supposedly secret Imperial bases and alien archives, making off with all manner of strange gear.



Narbrag shook his hard head as consciousness returned. Dust and bits of asteroid cascaded onto the Runtboss' leathery face. He wondered what the zog had happened. A dismembered Snotling arm fell out of his ear; he didn't remember putting it there. Around him, walls and tunnel entrances – carved with great labour by sweating grots – continued to rain debris. Ceiling supports had ruptured, others sagged ominously. Detritus had half buried the Runtboss. Splintered cages, snapped chains, broken machinery, lumps of reeking dung, slews of rock and pulped fungus were all mixed up with squashed bits of bloodied runt and twitching squigs burst like ripe fruit.

The Runtboss stuck a calloused finger in his lughole and waggled it until there was a pop. Now he heard the crash of rockfalls, creaking ironwork gantries and what he recognised as the crump and bang of a fight under way. The noise was overlaid with the gibbering and snarls of surviving runts, echoing from round the corner.

Narbrag forced his way through the grot-dug passages and decided someone was going to get skragged for all this upheaval. There weren't many other Orks scattered throughout the enormous mining complex the warband had dug into the asteroid. He guessed one of the gitz had flipped the wrong switch on some gizmo the Meks had rigged up, or one had called another a snot-faced squig-fondler and a fight had erupted. He couldn't blame them; nothing exciting ever happened here. Narbrag at least had his runts to take his frustration out on.

He finally barged into his primary runt-cavern. Escaped Snotlings scampered all over the place. Gretchin were bashing each other's faces in, while others had broken into a crate of scrawny eating-squigs and were gorging themselves. Narbrag shot out an arm and grabbed a passing runt, which shrieked in fear. He hurled it into the nearest tusseling mob and bellowed.

'Shut yer gobs! One of ya tell me wot's goin' on or I'll feed the lot of ya to Bigtoof.'

The runts went silent, staring at the Runtboss with fear. Narbrag had more patience than most Orks, but it only extended as far as coming up with new ways to beat his runts into line. One raised a hand and pointed out of the chamber's other exit.

'Out there, boss. In da mine…'

Narbrag growled and stalked over to take a look for himself. He booted the nearest grot, taking its head off, as a reminder to the rest to keep quiet. Greasy smoke drifted in from the doorway, and when he poked his head out it took a while to see clearly.

Narbrag could see a good portion of the primary mineworks. It was a truly gigantic space, so big it could have housed en entire Gargant Bigmob. Flames and smoke spewed from dozens of ruptures and crevasses throughout the rough-hewn cavern. Broken industrial machinery lay scattered about the space. Batteries of mega-blastas used for cutting deep into the asteroid were sparking dangerously. Drooping trackways hung in splinters and cracked rock bridges terminated in severed ruin. There were scattered explosions and bright bursts of dakka in the flame-lit darkness. It didn't immediately look any different to how it had yesterday.

Then the Runtboss saw the gaping rent in the far wall of the chamber and a scattering of Boyz and Meks who were either extremely dead or very asleep. Stocky figures in red armour fanned into the mining chamber, firing fancy shootas into anything Ork-shaped.

'Stunties,' Narbrag spat. 'Thieving Kin 'ave come to steal our ore!'

He itched to jump down right into the fight and have a go at the gitz. The red-armoured Kin had reached a hub of conveyor wagons the Orks used to shift the asteroid's ore out to a crude dock for off-loading. Narbrag suddenly realised that he couldn't see the hordes of grots who normally worked the lifta-gear for the wagons. He squinted suspiciously in every direction his lookout spot allowed and saw only a few dead runts.

'The cheeky zoggers 'av legged it!' he fumed.

Tunnel entrances, loading chutes, gantries, armoured hoppers and crevices beyond count lined the huge chamber. They must have all legged it into these when the Kin attacked, he decided.

As much as Narbrag wanted to race down and pound the invaders' faces in personally, he realised this was a chance to unleash his runts and squigs in a fight. He was sick of seeing his talents wasted just working them to death in this place; where was the skill in that? Besides, it was dead boring.

Narbrag turned back to his runts. Several were still evily eyeing each other up,



working out how to slit each other's throats without being noticed.

'Lissen up!' Narbrag yelled. 'Dere's a proper good fight out dere. I'm not missin' it, an' neither are you lot.'

He pointed at a grot he vaguely remembered as being not entirely stupid. The runt was transfixed in terror.

'You, get a load of yer mates 'ere and scarper right through the 'ole mine. Spread da word: da Boss knows all yer hidin' places and if yer don't get out an' fight I'm gonna come and find every one of ya. Me an' Bigtoof.'

The grot and several others clambered swiftly out of the doorway, skinny fists and elbows jabbing each other.

'The rest of yer, follow me.'

He gave the nearest a smack round the head to ensure they all got the message. Pausing only to fetch his grabba-stikk, Narbrag led the mob of grots through a maze of side passages hidden from the primary mineworks. He had no firm plan for dealing with the Kin, but he wanted to set loose – or boot into action – every runt and squig he could find.

Narbrag and his retinue of runts dodged in and out of the mineworks' side passages. As his threat spread throughout all the hidden tunnels, his herd grew. Individual runts filtered into his mob, bringing bits of gossip about where they'd spied the Kin going and how many there were. Around the mineworks themselves, Narbrag found several mobs of Gretchin, hiding behind slagheaps, in huge crates or in the cracks of broken down machinery. With skillful and frequent use of his grabba-stikk – and his fists and boots – Narbrag bullied one group of wretched runts after another to attack the Kin.

Narbrag kept his mob out of sight of the Kin warriors, fixated on kicking as many grots as he could find into the action before joining them for the big ruckus. Every now and then, he dispatched runners on missions back into the asteroid's tunnels. He told them to search out any old blastas the Meks had thrown out, to look for grots who'd hoped to evade the fight and to unlock the pens of vicious squigs he hoped still survived.

His gambit seemed to be working. Narbrag heard squalls of Kin firepower from several directions, as mobs of Gretchin made piecemeal attacks from every angle with blunderbusses and rusted sluggas, hurled rocks and shards of razor-sharp scrap. His progress through the tunnels brought Narbrag now and again towards the mineworks' edge, where he caught glances of the action before ducking away again. There were grots up on the ceiling, chiselling away at lumps of rock that went plummeting down on Kin positions. He saw others firing up the engines of mine carts packed with explosives before sending them off down surviving trackways towards the invaders.

Narbrag came across several trembling crews of the lifta-gear and mega-blastas. Enraged, the Runtboss punted a few of the grots through the air with his grabba-stikk until the rest caught the gist and scrambled back to their posts. By now, bursts of Kin firepower were near constant. Narbrag's threats had spread enough to force sneaky mobs of Gretchin to converge on the invaders from all over the mineworks, crawling up from processing pits and taking pot shots with crude blastas from overhead gantries. The runts died in droves, survivors panicking and fleeing. But more and more replaced them and, if the most recent new arrivals were to be believed, some had instead used their cunning merely to hide and would reappear any minute to join the fun.

Narbrag's growing mob had circled more than half the primary mineworks, the Runtboss' intimidating roars motivating more and more grots and snots into the fray. He didn't even have to lie to them any more about how many of their mates would be there to help them out. The tinny screech of Gretchin war cries and the patter of their near-worthless dakka could be heard more often.

Narbrag's mob at last reached the rough workshop area that had been the domain of the Meks. He spied what he was looking for: a mismatched mob of Killa Kans, chained up out of harm's way. The Meks had made them to fight Narbrag's biggest squigs, each other or any Ork who fancied their chances in bouts meant to stave off boredom. Standing well back, Narbrag ordered his grots to unchain the straining Kans. As soon as they were loose, their piston-driven legs went into overdrive. Metallic shrieks blared from their emitters as they gambolled off in the direction of the mineworks.

Narbrag had had enough of this organising and strategising lark. He thought there might well be enough grots involved now to make the fight last long enough to be interesting. He led his mob out into the mineworks and was met by the glare of mega-blasta shots bursting open huge chunks of rock and machinery. In the afterglow he could see the Kin ahead and runts – ***his*** runts – swarming all round them. They stabbed and gouged and shrieked and clawed at the now grim-faced Kin. Killa Kans bludgeoned and hacked their way through in bloody sprays of violence and even the big guns took enough shots to make several count spectacularly.

A roar welled up from the far side of the mineworks, reverberating in Narbrag's boots. The Runtboss grinned. Bigtoof, his favouritest squig bounded into view, hurling Kin, grots and slabs of scrap in all directions. Narbrag howled in delight and waded into the scrap himself.

'Dere! Ya see? The odds is in yer favour, just like I told yer!'







The Green Menace

GOFFS

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 the enemy lines in a rolling tsunami of bellowing warriors, the Goffs are not above hitching a lift aboard a Battlewagon or speeding Trukks, provided it will get them into the fight faster. They equally have a soft spot for Deff Dreads, 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 krump their unsuspecting enemies?



Goff Clan warbands make prodigious use of Stormboy korps. It is an irony utterly lost on the traditionalist Goffs that the very nature of their clan spawns such a high proportion of yoofs, Ork youngsters, seeking to rebel through excessive boot polishing, parade drills and aggressive saluting. Still, when several dozen hurtling Goff Orks strapped to rokkit packs lead the charge, it is not hard to see why the peculiar Stormboyz retain such favour with their clanmates. 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 species 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.

Those Goffs who can just about appreciate the more brutal applications of complex technology or less than straightforward ways of fighting are – if anything – even more violent than a lot of their mates, proving themselves just as much of an Ork despite their peculiar habits. Large shootas and kombi-weapons carried by Goffs usually sport massive combat attachments or boast long handles and reinforced casings to turn them into vicious clubs when used at close quarters. Goff Painboyz see the hack and thump of melee as a way of showing off the speed and brutality of their surgical skills. The clan's Weirdboyz, meanwhile, try to bleed off the excess of Waaagh! energy generated by the Goffs around them into truly spectacular psychoplasmic headbutts.

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.

GHAZGHKULL THRAKA

DA GRAND WARLORD, PROPHET OF GORK AND MORK

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

Ghazghkull started his career as a common Goff warrior on the backwater planet of Urk. During a raid upon a Space Marines command sanctum, Ghazghkull caught a bolter shell to the face that pulped 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 bioniks 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 Urk who didn't fall in line were rapidly bludgeoned into submission. Ghazghkull had brawn and belligerence enough to establish his dominance over the entire world. Few of his subjects gave much thought as to whether their new Warlord was really 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 Waaagh! to depart this world, and stomp the galaxy flat.

By some dark quirk of fortune, Ghazghkull and his hordes were able to capture and board the space hulk *Wurld 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, Waaagh! 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 disastrously incompetent egomaniac. Von 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.

Waaagh! 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 von Strab did not send for 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 hordes crossed the green hell of Armageddon's equatorial jungles, where von Strab had claimed they would not tread. Having reached the continent of Armageddon Secundus, they crushed the Iron Skulls Titans and left their graffiti-scrawled 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 retreating Imperial military assets as they tried to reach the safety of hive cities further south. In desperation, von 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 Waaagh! 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 scheme. Orks fought volunteer defence militia along every processional, at every barricade and even through the hive's myriad ducts and crawlways. 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 assailing 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 Orks were by the freshly arrived Adeptus Astartes, Ghazghkull did not give up. He again proved his superiority to most Orks by recognising the damage his obsession had caused, and setting plans in motion to address the balance. Now, though, he faced the unified strategic brilliance of Commander Dante of the Blood Angels, 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 for Ghazghkull. He fled Armageddon, leaving the world infested with scattered Ork warbands and isolated tribal survivors 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!

'I'm da hand of Gork an' Mork. I'm da profit of da Waaagh! an' whole worlds burn in my boot prints. We iz gonna stomp da ooniverse flat an' kill anyfing 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



MAKARI

If a monster as terrifying as Ghazghkull could be said to have anything approaching a soft spot, it is for his favoured banner-waving grot, Makari. This pugnacious little runt has stood by Ghazghkull's side for a remarkable count of years, hefting his boss' Waaagh! banner and waving it about as enthusiastically as his skinny little arms allow. Ghazghkull takes a perverse pride in Makari's longevity and preposterously good fortune – the number of enemies that have slipped in oil, or had their weapons malfunction just as they were about to squash Ghazghkull's favourite grot, defies explanation. This said, what no Ork has the heart – or indeed nerve – to tell the Grand Warlord is that even Makari didn't last forever. At last tally, several dozen Makaris have trotted obediently behind Ghazghkull into the fires of battle, and each time one perishes – sat on by a Squiggoth, caught in a Deathstrike missile blast or simply keeling over from old age – they are quietly and forcibly replaced before Ghazghkull has a chance to notice his tragic loss.

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 Freebooterz strike at agri worlds and shipping routes around Armageddon, both to choke off supply routes and to spread terror at his hasty 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 traktor beams, using them to ensnare nearby asteroids and debris before releasing them on Hades from low orbit. He unleashed drop-fortresses known as roks, built scrap iron submersibles 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 hurled 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 tail and fled.

Whatever the case, Ghazghkull's departure from Armageddon appears to have come just before Gork's Grin 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 Ghazghkull 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 unerringly towards wherever Ghazghkull 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 Ghazghkull's side. With each fresh influx he clobbers whatever big brute Warlord seeks to challenge him, and folds their followers into his own teeming ranks.

Even those who seek to stop Ghazghkull's rampage only seem to lend him more impetus. Every rival he beats down increases his notoriety. When worlds such as Karaheim and Obstinasus put up resolute defence against his invading hordes, Ghazghkull 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 Ghazghkull in battle upon the hive world of Krongar, almost sealing both combatants'



mutual destruction. Yet even as the broken Blackmane was being borne across the Rubicon Primaris following his crippling injuries, so was Mad Dok Grotsnik recapitating his beloved Warlord onto a mighty new supa-Ork body that he had spent many decades tweaking and perfecting.

So it is that Ghazghkull Thraka is now bigger and more terrifying than ever. Boasting an armoured bulk more akin to a Gorkanaut than a Warboss, Ghazghkull also wields weaponry to match. Gork's Klaw is so enormous 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.

Ghazghkull is a living war engine, a walking embodiment of Gork and Mork and the greatest prophet of the Waaagh! to bestride 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.

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 Ork 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 Warboss'. He has also become lord and master of the conquered St Rezmond'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 Klaws. 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 wot ya been told,

Stormboy Mobs iz mighty bold,

We'z da hardest of da lot,

We make yooz lot look like grots.'

- Stormboy drill-chant

EVIL SUNZ

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 Speedwaaagh! 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, shootiest 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 teef 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 Meks' workshops of the Evil Sunz Clan, all customised 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 nose 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 hurtle around their foes' flanks or tear through their battle lines and out the other side, amidst clouds of fumes 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!



BAD MOONS

TOO MANY TEEF FER THEIR OWN GOOD

Bad Moons have a natural advantage in that their teef – and thus their wealth – grow at an exponential rate compared to all other Orks. Never backward in flaunting their dental affluence, Bad Moons Orks tend towards garishly coloured garb, copious 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 ransack the temples and cultural centres of other species 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 rams, 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 recorded instances of 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 implying 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 species. They are equally as 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-present funds, Bad Moons tend to be well fed, highly motivated, belligerently 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 tricked out Battlewagons, skwadrons of aircraft so laden with ordnance 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 braggarts 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 Meganobz, Nazdreg has a vermilion clearance kill order from 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 Humanity.

DEATHSKULLS

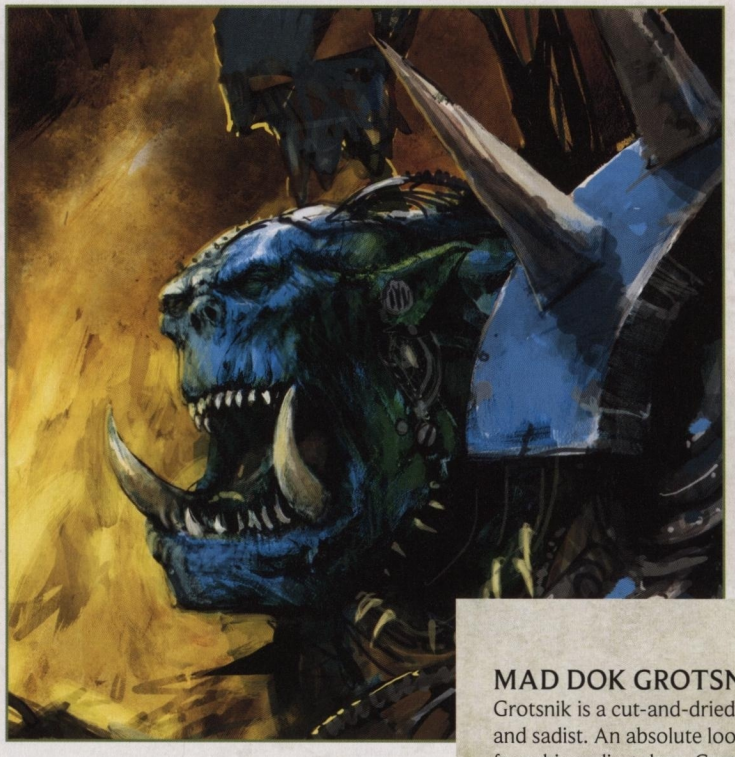
LIGHT-FINGERED LOOT-GRABBAS

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 shifty, thieving gitz. 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, buggy or whatever, swiftly paint it blue and cobble on a few kustomisations, then blithely 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 stikkbombs 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!

Many Deathskulls mobs can make sizeable livings from their post-battle salvaging. Amongst the most ghoulish of these harvesters are Da Corpse Lootas, the personal retinue of the infamously psychotic Mad Dok Grotsnik. This macabre warband includes many Deathskulls, and some particularly unhinged Painboyz, who will bundle anything or anyone into the Dok's reeking meat wagonz providing they get paid. Grotsnik is particularly proud of the many Cyborks in this warband, as well as the graft-kustomised monsters he calls his Stitchboyz Nor do they only take Orkish bits, having been seen to nab piles of humies and other species too. What use the twisted Dok has for such weedy specimens, none can say.



For all their unpopularity with their victims, Deathskulls are a favourite with Meks of all clans 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 Mek's workshop. In return, they receive discount rates on kustom weaponry, powerful armour and hulking vehicles – all daubed lucky blue, of course. Some of 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 – and most expensive-looking – targets. Thus, Deathskull warbands normally boast all manner of madcap Mek weaponry, thrumming power fields and tellyport tech to back up their grasping aggression.

MAD DOK GROTSNIK

Grotsnik is a cut-and-dried lunatic and sadist. An absolute loon even from his earliest days, Grotsnik became even more deranged after a nasty accident involving a Deff Dread and a buzz saw to the bonce. Thanks to spirited – if inexpert – brain surgery by his grot orderlies, during which the Dok died several times, he eventually staggered to his feet: alive, but quite, quite mad. Since that day, with the patronage and protection of his most famous patient – Ghazghkull Thraka – he has committed ever greater surgical atrocities. He even gets paid for some of them.

BLOOD AXES

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 species, 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 armour charge or proving to the mocking gitz of the other clans that the Blood Axe way works best.



The fact is, the rest of Orkdom will never be convinced that the Blood Axes' strange behaviour makes them anything other than untrustworthy cowards. 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 Deffkopta 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 Ork; 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 talismanic rather than literal value to the practise. 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.

The Orks of the other clans might look at Blood Axes askance, but these cunning fighters 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.

BOSS SNIKROT

DA GREEN GHOST

Boss 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. On the darkest nights, these grizzled veterans whisper tales of Boss Snikrot, the Stalker. They tell of a killer who can pass through throttlevine 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 his brutal kind. Of late, even some Orks have worried that their own necks could fall under the Stalker's knives. With the daemons of Chaos spilling onto Armageddon, Imperial and Ork forces have been compelled – in extreme cases – to temporarily fight side by side against the greater threat. Snikrot sees such compromise as weakness. More than one Nob has been dragged into the shadows, his severed head turning up on a spike shortly afterwards as a warning against mobbin' up with humies. Snikrot's terrifying kunnin' has become so legendary that even when other Orks can't see him they are adamant that he must be nearby. This has allowed Da Green Ghost to conduct sneaky missions throughout the system and further afield – without the knowledge of his allies, let alone his enemies – all in pursuit of his long term conquest.

'Ghazghkull led us ta Armageddon. Ghazghkull told us ta stomp da humies an' knock 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



SNAKEBITES

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 showing 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 Weirdboyz. It is more that Snakebites employ know-wotz only grudgingly when they have to, and that they don't consider devices proppa 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 Squiggoth 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 humie? 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 gut-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 seethe with squigs and runts of every stripe. These are bred in large numbers by the Snakebites' expert and numerous Runtherds. Where more technologically enlightened Orks might use some complicated gadget to achieve a given task, a Snakebite will often just bully the nearest group of a warband's smaller members to achieve the same result, thumping and kicking as many as it takes. Herds of sniffer squigs serve just as well as intricate scanning gizmos when rooting out infiltrating gitz. Gangs of trained grots collect multi-coloured dung from squigs fed a variety of diets and which then serves as excellent camouflage for Snakebite Kommandos, the eye-watering and vomit-inducing stench causing such mayhem among downwind garrisons that the Orks can sneak up on them unnoticed. Coolant-fed suspension or expertly distilled lubricant, meanwhile, is considered a waste of time when an impatient Snakebite Ork can jam a handful of shrieking Snotlings into whatever bits of a rusty vehicle are creaking.

The clan gives rise to large numbers of Beast Snaggas. Snakebite-dominated Beast Snagga warbands are some of the biggest and most successful of their kind. The Orks of the Snakebite Clan are especially prone to wanderlust, and this restless nature leads a great many to embrace the Beast Snagga way of war. The life of a squig-riding nomad who lives off the land, hunts huge horrible monsters and clobbers anything that crosses his path has great appeal to these simple souls.

A Snakebite's grudging aversion to fiddly technology doesn't prevent them enjoying the noise, explosions and widespread destruction offered by powerful guns. Snakebite shootas

MOZROG SKRAGBAD

DA MONSTA EATER

There's not an Ork alive that is tougher or more ruggedly belligerent than Mozrog Skragbad. Boasting a craggier 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 Orks. 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 Yrwyn II. A primordial world of soaring mountains and storm-lashed steppes, Yrwyn II was the adopted base of a warband of Iron Warriors 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 Snakebite'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 sac full of slime.

Impressed, and possibly intimidated, Warlord Gobgrinda had the best Painboyz 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 Orks 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 Skrapmud; dat fing 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 glare 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 squigosaur finally deigned 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.



are typically uncomplicated firearms. In place of fancy ratchets, whirring auto-loaders or sparking energy cells, most Snakebites prefer basic heavy bore firearms with magazines of solid slugs they can slam into place without thinking too much. Some use oversized blunderbusses, loading them up with whatever bits of scrap metal, rock and severed limbs they can gather from the battlefield while staying on the move. The clan's Lootas heave deffgun rigs to battle that sport oversized harpoon-shootas, fungus bomb launchas or enormous lumps of metal fired with so much propellant that – if the deffgun doesn't detonate on firing – they can scythe through the thickest armour. Some Snakebite Lootas instead fling volleys of gnasher squigs into the foe – usually after a tracer shot comprising a juicy Snotling. If the runt survives the landing, they can usually be relied on to race about the enemy positions in wide-eyed panic. Some Snakebites dunk the little creatures in bioluminescent fungi beforehand, ensuring that even in night-time raids the hungry squigs will spot and bound hungrily after it.

Though rare compared with those of the Evil Sunz, Snakebite Speed Freeks race to war aboard a bizarre mix of clanking, creaking rattletraps. Some are fuelled by squig-dung combustion, others by steam locomotion, sail power or by age-old mechanical junk that has nonetheless proved its worth to the Snakebites by lasting several battles. The grizzled Orks mount bestial totems on their mounts' prows, daub their chassis with snarling glyphic jaws and nail hardened squigosaur fangs to the grills. While a few speed-addled Snakebites seek out Meks to fit mono-wheels, bionic legs or boosta rokkits to their squighogs for added velocity, others instead swear by fiery cocktails of specially bred fungus to give their rides extra oomph. Especially surly Snakebite Speed Freeks might wrangle a pair of smasha squigs and lash them to a rusted wreck salvaged from the battlefield in order to serve as a makeshift Trukk. It is not uncommon to see Snakebite Flyboyz piloting aircraft that are little more than a metal skeletal frame over which enterprising Orks have nailed the skulls and hides of great flying beasts.

It can't be denied that the Snakebites' approach to life renders them as tough as Orks come. To prove their toughness, all Snakebite yoofs 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 on the assumption that any world weedy enough to let them invade in the first place will probably prove disappointingly inoffensive when it comes to the local wildlife. Alarmingly, they also release them into each new local ecosystem, much to the misfortune of absolutely every living thing that already calls the unlucky world home.

Snakebite Orks frequently keep these reptiles as vicious pets – along with toxarachnids, brinzi nightkrawlas, chompa wurms and a huge variety of highly aggressive forms of squig. Any opponent fighting face to face with a rampaging Snakebite has to put up with a menagerie of snapping jaws and poisoned stingers emerging from small cages, deep pockets and the unmentionable recesses of the warrior's pungent clothing, in addition to the Ork itself.

WILDBOYZ AND FERAL ORKS

Even amongst other clans and with access to the dubious pinnacles of Ork technology, mobs of Snakebites rarely encounter problems they can't solve with a big enough stick, a handy squig and a length of rope. Still, they are more advanced than the backward Wildboyz.

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. Should these Wildboyz encounter more forward-thinking warbands, they are taken in, learning – or relearning – about Ork kultur and exchanging their bone clubs and stone spears for sluggas and choppas. Left to their own devices, however, without the influence of other Orks, Wildboyz can quickly multiply into seething hordes of feral Orks. 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.

ZODGROD WORTSNAGGA

RUNTBOSS FER 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 baddest runts, and sells his peculiar services to the highest bidder.

Runtherds are considered peculiar. They hang about with runts, attempting to train and corral the little sneaks instead of cuffing them bloody on a whim. A Runtherd keeps oral histories, has little time for know-wotz and comes across just a bit too surly to join in with their fellows' riotous behaviour. Then there's their antisocial habit of smearing themselves in reeking 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 snots 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 Painboy-brewed serums, he managed to propagate superior grots, snots 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 Freek, 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 from his tribe named Ozmog started indiscriminately launching super runts 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 Ozmog, and curious as to how precisely the Runtherd had crunched his victim down small enough to fire him from his own weapon. None of this was enough to spare Zodgrod and his surviving super runts 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-stikk-cum-overcharged-grot-prod he called his Grabzappa, and in a series of increasingly powerful kombi-needle sluggas he called his Squigstoppas. 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 densest Warboss can now see the worth of Zodgrod as a mad-eyed and lethal mercenary for hire. Once they've witnessed his hypermetabolised super runts 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 Gunz, Zodgrod can virtually name his price.

FREEBOOTERZ

A CLAN FER DE CLANLESS

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

Freebooterz are the sneakiest, nastiest and most self-interested Orks 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 Weirboyz and Speed Freeks to Beast Snaggas. All it takes is to behave in so aberrant a fashion that the tribe rejects the un-Orky weirdos in their midst. Alternatively, some Orks 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 krews have left their tribe's 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 Badmeks who built a contraption that blew up half their tribe, who applied unstable kustom jobs to an excessive number of their tribe's wagons or looted the Warboss' personal ride. Freebooter Painboyz – often Bad Doks – may have performed one too many amputations, gotten a nasty reputation for excessive extortion of their patients or wired up a faulty Deff Dread that rampaged through the Warboss' hut. There are Ork bikers who wouldn't stop flattening their tribe's encampment, Freebooter Boyz mobs kicked out for mean-spirited thieving and spiteful backlashes against their biggers and betters and, of course, countless mobs of Freebooter Flash Gitz. After all, even the most tolerant Orks get sick of their bragging after a while.

Uniquely amongst their kind, Freebooterz don't fight for the simple joy of fighting. That isn't to say that 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; shorn of their tribes, Freebooterz need to claw together all the loot they can to keep going. Mostly, though, it is because these Orks are naturally more acquisitive and rapacious than the rest of their kind. Their Warbosses – often self-titled as Kaptins, Admirulz 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 Kaptin 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 horde of especially avaricious 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 and outcasts they've gathered up on their travels, but one thing is for sure – being in their path is never pleasant.

KAPTIN BADRUKK

DA FREEBOOTER KING

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

Badrukk's personal appearance is ostentatious in the extreme. He is festooned in medals taken from slain Imperial admirals, boasts a gob full of teef 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. Badrukk's back banners proclaim his supreme abilities as a fighter and a conqueror.

A lead-lined greatcoat protects Badrukk from the radiation generated by his beloved weapon, Da Rippa, 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.

Badrukk 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 T'au 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.

Badrukk'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, his 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 Alaric Prime. Badrukk has been wringing Mogrok dry for his technological know-wotz ever since. With the grudging aid of his pet Badmek, Badrukk successfully raided the Necron treasure world of Tanhotep, ransacked several planets in the Imperium Nihilus and defeated the so-called Grand Guard of Chaos Warlord Nahsghar the Unrepentant.



'Seems ta me yooz got yerself a humie problem 'ere. Don't look good, yooz keep gettin' beat by such weedy li'l 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 shiny wagon yooz been ridin' about in, an' we'll go from dere, eh?'

- Kaptin Badrukk to Warlord Borgog

Big Mek Grizbad Tufgrim grinned greedily. He drank in the battlefield before him with no small amount of awe, leaning on a pile of scrap atop a rocky outcrop that gave him a good view over the valley. In the distance, visible in gaps between thick drifting smoke, a fortified factorum was built into a cliff face on the other side of the gorge. Grizbad couldn't pronounce its fancy name, but it was clearly some kind of humie mega workshop. Huge stacks belched fumes and funny coloured sparks, while ziggurats topped with multiple heavy weapon emplacements fired down into the valley.

Sprawling around the factorum's towering walls, the army of Grand Warboss Killgrunta was trying to chew its way through the defending army of spiky bionik-boyz: Iron Warriors Killgrunta called them. Mobs of Ork infantry, buggies, gunwagons and Killa Kans were fighting their way towards the gates. On Grizbad's outcrop, Lootas, Mek Guns and other contraptions fired into the armoured Iron Warriors. They gave enthusiastic shouts and whoops of unbridled joy at the noise and destruction their overpowered payloads caused.

Killgrunta's Orks hugely outnumbered the Chaos bionik-boyz, but the Iron Warriors' resilience was proving hard to crack. That was even with the presence of Git-thumpa, Killgrunta's prized Stompa, whivh was smashing anything in reach. Grizbad sneered as he thought of the fun his rival Big Mek, Dregfist, must be having, commanding the Stompa from aboard its bridge, while Grizbad was stuck back here. Still, he thought, patting his shokk attack gun, I get to play with this!

It was not just Iron Warriors the Orks faced here, however. They had brought mates to the fight. Big, stompy mates with loads of guns. The towering Chaos Knights bore dark red armour covered in spiky bits and skulls. They were daubed with weird glyphs that made Grizbad's head hurt when he looked at them, but then, he thought, you couldn't have everything. Even the weedier Knights were several times as big as Warboss Killgrunta was. But there was one that was even bigger; it was the best thing Grizbad had ever seen.

The nasal whine of Bogwit, Grizbad's best runt, broke his contemplations.

'Boss? Er, boss?'

Ignoring the grot, Grizbad fantasised.

'Look at it, Bogwit. It's proper stompy. Hah, didya see dat! Splatted dat buggy with one massive step! Gotta get me one like dat. Lots of supastrukture for more dakka. I could boost da engine, add anuvva even, and bolt on more armour. And I'd put a big saddle right up top where I could sit and work all the gubbins and larf every time I make it stomp someone flat…'

Bogwit tried again, louder this time.

'Boss, dat fing's still makin' the noise.'

Grizbad looked round, annoyed at being interrupted. Bogwit pointed to the back of the outcrop where Grizbad had stacked all sorts of gear: tools, ammo and gizmos he thought he might need for the fight. It was obvious to Grizbad which fing the grot meant. A contraption nearly as big as Bogwit, covered in wires and pipes and vents, glowed with a pulsing green light. It drooled thin smoke and throbbed dangerously. He'd no idea what he'd built or what it was meant to do. It had just felt right. He wasn't going to admit that to a runt, though.

'Never you mind dat! 'Ere, them snots are all over da place. Get 'em sorted sharpish, it's nearly ready,' Grizbad jerked a thumb towards the shokk attack gun.

Snotlings milled around Grizbad, getting under his feet. His grot oilers tried to herd them, under the almost useless directions of Bogwit. The Big Mek jabbed tools into the shokk attack gun's worky bits, flicking switches and twiddling dials in between squinting at the battlefield to choose a target and continuing to cast avaricious glances at the huge Chaos Knight. He could make out Killgrunta himself – the Warboss and his hulking Nobz distinctly visible among the melee – making a beeline for the huge war engine.

It hit Grizbad that if he could bring the big Chaos Knight down, or better, wing it badly enough so Killgrunta could nobble it in person, he'd be well in with the Grand Warboss.

'Den we'll see who's best Mek, Dregfist ya git!' Grizbad muttered.

With a last measured wallop from a wrench, the Big Mek decided the shokk attack gun was ready to fire.

Grizbad drew a bead on the biggest Chaos Knight. The shokk attack gun started to whirr. Its spinny bit span. He yanked a lever and the ammo tube jerked, sucking up several happy and curious Snotlings pushed into its path by Bogwit. Grizbad pulled the trigger and a crackling burst of energy blasted out.

Grizbad squinted, seeing the resulting warp rupture open just in front of the Chaos Knight. He swore colourfully. The shot was not only short, the snotling ammunition had emerged as a shower of boiling blood and bone splinters that splashed against the Chaos Knight's ion shield in a flash of superheated gore.

Grizbad fiddled with the controls again, shouting at Bogwit to round up more Snotlings as he tried to work out how to feed more power into the gun. He glanced up to see if his target had moved and realised the Chaos Knight had turned towards his outcrop and was stomping

in his direction. The huge construct fired a massive beam of energy, detonating a pair of Mek Guns lower down the rise. The explosion of their ammo stores killed several Lootas.

After a moment's more tinkering, Grizbad fired again. A direct hit! He roared in delight, snatching up a multi-lensed scope from his toolbelt to see what damage he'd caused. The Chaos Knight's knee joint was rammed with squashed snotlings while others – wide-eyed in terror – scrabbled pathetically at its armour. Some were gnawing at a nest of cabling. There was a flash as they were suddenly burnt to a crisp, but Grizbad guessed some system must have shorted. The Chaos Knight staggered.

Grizbad's grin faltered; the Chaos Knight was righting itself and began to march once more towards his position. It was limping a bit, but it wasn't slowed enough for Grizbad's liking. He yelled over his shoulder.

'Bogwit, bring me tools: me *speshul* tools! I need to sort this fing out!'

Grizbad quickly tried to fiddle, wrangle and generally curse at whatever worky bits he could before the grot returned, glancing up every now and then to see where the Chaos Knight was. He grunted when he saw Git-thumpa lumbering towards it.

'Hah! Now you're gonna get it. Bogwit! Where's me stuff?'

Even with its bad leg, the Chaos Knight adjusted its pace and angle of advance. It manoeuvred expertly past the ungainly Stompa, weathering a hail of fire Git-thumpa unleashed as they passed. Grizbad saw the Stompa didn't make any effort to slow or turn, but instead trampled onwards into the Iron Warriors. He couldn't blame Dregfist; it was more fun stomping things that couldn't run away.

Grizbad heard a crash and turned to see Bogwit had set down his big metal crate of tools. The grot stared at the looming metal giant with undisguised terror.

'Dat's not good is it, boss?'

Grizbad scowled at the runt. If Bogwit had his way, they'd all just scarper. Still, the Chaos Knight was pretty zoggin' close now. Grizbad had to crane his thick neck to see the top of it. He grabbed a handful of useful looking tools from the heavy crate and began feverishly opening up a series of grime-sealed panels, looking for any kind of regulator he hadn't previously bypassed or yanked out, anything for more power. He yelled over his shoulder as he worked.

'Bogwit! Load everyfing. All da runts and anyfing ya can scrounge. Now!'

Bogwit rushed off to kick the other oilers into shape. The Snotlings had picked up on the heightened excitement, cackling and screeching. Enjoying the game, they hopped into the gun's ammo tube as the oilers threw bits of scrap, armfuls of rock and booted one of their own, screaming, into its greedy maw.

'More! Shove it all in! All the spare ammo in me stash.' He jerked his head at the stack of tools, ammo and spares behind him. A thought suddenly struck the Big Mek. It was the kind of instinctive urging that preceded his best inventions – or, at least, his most dangerous, which were virtually the same thing. His voice became calm and flat.

'Bogwit. Bring dat glowy fing too.'

The grot looked terrified. He cast a wary glance at the fing.

'Are you sure boss? Only it's–'

'Fetch it! Yer not too big to go in yerself!'

Bogwit and two other grots heaved the glowy fing into the ammo tube and leapt back. The Big Mek lined up his shot at the now far-too-near Chaos Knight. The shokk attack gun thrummed and lurched violently in Grizbad's muscled hands, as if trying to throw him off. He leaned his head away from the gun's mass as far as possible, bracing himself. Grizbad squeezed the trigger and a colossal burst of energy momentarily blinded and deafened him.

Rubbing his eyes, Grizbad squinted warily. His ears rang and his teef ached. Finally he focused on the huge silhouette of the Chaos Knight. It wasn't moving, and it looked wrong. Squashed bits, distended bits and twisted bits made the Chaos Knight look like a crumpled toy. Bloody ooze leaked from cracks all over it.

'Hah! It worked, it zoggin'…'

The Chaos Knight toppled, slamming down on top of Killgrunta and his Nobz. Grizbad wondered how much trouble he was going to be in. Then an outburst of bellowed laughter and cheers erupted from all the other Orks. A nearby Loota, turned and yelled at Grizbad.

'Dat was brilliant! Do it again, boss!'

Boss, Grizbad thought, looking around. *No Killgrunta.* A look of deep cunning spread over his features, then he began gleefully bawling orders to his newly claimed warband.





Showcase

A RIOT OF SNAZZY CLOBBER

NO TWO ORK ARMIES EVER LOOK ENTIRELY ALIKE. NOT ONLY DO THE DIFFERENT CLANS EMPLOY WILDLY VARIED COLOURS, TO WHICH THEY ATTRIBUTE VARIOUS STRANGE SUPERSTITIONS, BUT THEY ALSO PLASTER THEIR ARMOUR, WARGEAR AND VEHICLES WITH ALL MANNER OF GLYPHS – THE CRUDE PICTOGRAMS THAT SERVE THEM AS A WRITTEN LANGUAGE. THESE ARE COUPLED WITH THE WIDE VARIETY OF PERSONALISED WARGEAR ORKS CARRY, THEIR RICKETY WAR ENGINES AND THE INFESTATIONS OF GROTS AND SQUIGS AMONGST THEIR ARMIES.











Goff Spanner



Goff Burna Boy

'Some warbands is all from one clan, uvvers are mixed up wiv Orks from all da clanz – don't make no difference to me as long as the gitz we're up against get krumped good.'

- Boss Skarstud Gitsnik



Freebooter Kaptin



Freebooter Flash Git





Goff Warboss in Mega Armour

1 Darkness falls over the ruins of Hive Quintus, as Beastboss Urgok bellows his battle cry as his War Horde piles forward! In a tide of Boyz, ramshackle wagons and deafening dakka, the Orks smash headfirst into a cordon of stoic Ultramarines. Screaming Ork fighter craft plunge in near-suicidal strafing runs and speed-addled Warbikers scythe down Space Marines at point-blank range. Still, there are more than enough for Urgok and his drooling squigosaur mount to have their share of the fun.

2 In the polluted and scrap-strewn innards of his own hard-won space hulk, *Da Baddest Moon*, Warboss Krumpnaz Slugteef drives his horde of heavily armed Bad Moons on another hunt deeper into the vessel's bowels. No Ork argues that the space hulk is his, but fortunately there are many vicious entities and lurking horrors to give Slugteef's overequipped Boyz a fight before they find a world to invade.





1

2

3







Deathskulls Beast Snagga Boy





Snakebite Beast Snagga Boyz









Snakebite Painboss



Grot Orderly

Goff Beastboss on Squigosaur

3 All the frustrating sense of missed opportunity the Orks of Waaagh! Gorzag endured while tracking a splinter of Hive Fleet Leviathan from one dead world to the next is forgotten when the biggest Tyranid monstrosity they've ever seen is finally cornered. They had to tear their way through huge swarms to reach the towering beast and half of the Orks never made it, but the survivors gleefully trample their way towards the creature in a thunderous charge.

4 Deep below the irradiated surface of the seemingly dead world of Golgafax, Snakebite hunters tear through the mildewed and haunted vaults of a buried facility as they follow the lead of Mozrog Skragbad. The famed Beast Snagga ignores them, following his instincts – and a powerful stench – on the trail of a goliath predator that has made the facility its lair. He knows it's here, and he can smell it's afraid of him.









Blood Axe Megatrakk Scrapjet

6







5 Bad Moons Speed Freeks hurtle along the parched channels gouged across the moon of Skandarvo, in a blur of garish ostentation and choking exhaust. The Orks think the ancient and uncannily straight channels are nothing less than a gift from Gork (or possibly Mork). Who else, roars Speedboss Kartzagga as he races to the head of the pack, would lay out the best race tracks that also conveniently lead from one frontier Imperial settlement to the next? Every lap ends in a massive fight!

6 Spiked squig-hide tyres squeal as they churn up lumps of pulverised rockcrete and mashed mutant flesh, as the Evil Sunz rocket into – and through – a carefully planned ambush set by a Genestealer Cult. The weird-lookin' humies' are thrown into disarray as the Orks race each other to run down anything that moves, their ramshackle vehicles soon gaining a new layer of red from the sprays of blood.











Goff Big Mek



Bad Moons Big Mek in Mega Armour





7 Kin of the Ymyr Conglomerate aggressively defend their asteroidal quarry site, even as the moonlet's surface reverberates and cracks from the clanking stomp and concussive blasts of a Bad Moons Dread Mob. The artificial atmosphere churns with the weird energies unleashed by the Meks' latest inventions and while teams of grot riggers desperately patch ruptured boilers and fried systems in the larger effigies, the Meks drive their ramshackle horde on with an avaricious eye on the Kin's fancy tech.

8 Big Mek Bossdakka stands atop his scrap fortress, squinting as he takes aim at an oncoming flight of dropships with his – almost entirely – trusty traktor blasta. Deff Dreads and Killa Kans and the Gorkanaut, ***Gork's Foot***, eagerly flex klaws and snort exhaust as their pilots prepare to pounce on whatever gitz pour out of the dropship's torn belly.



9



10







Goff Boyz

Goff Boss Nob

Goff Boyz

9 The war for what was once the city of Verisimatos has ground on for months, reducing the once noble hive settlement to a ruin encrusted with blood, filth and countless corpses. Each time the Ultramarines have pushed forward to eradicate a new pocket of Orkish resistance, another wave of Goffs floods in from areas that were deemed to be already purged. For the Space Marines it is a gruelling war of attrition; for the Orks it is a never-ending fight that seems to get better all the time!

10 On the fringes of the Damocles Gulf, a T'au colony is struck by a tide of Evil Sunz. Crude transports launch the Orks into the T'au front lines, careening and skidding onwards despite being virtually wrecked by T'au firepower. The Evil Sunz pour from them in a torrent of green muscle, chanting their war cry and gleefully smashing into the dauntless defenders.

11 Despite managing to manoeuvre the Orks into a steeply sided kill box, even the massed firepower of the Cadians cannot stem the flood of Bad Moons that bludgeons its way forwards. The Orks' roars are deafeningly loud, the Boyz heedless of their continued losses as the brutal Warboss bullies his way to the front to show off his new choppa's killy edge.

12



13







Ghazghkull Thraka

12 Ghazghkull Thraka's legend somehow draws Orks from across the galaxy, all eager to fight beside the Prophet of the Waaagh! and to prove themselves before him. On Halgorth II, the Grand Warlord led a horde of the biggest Orks the Imperial strategos had ever seen; a scarred knot of Warbosses, Big Meks, and mob after mob of Nobz drove into the strongest section of the defences, shattering them as well as any chance of saving the world.

13 The Bully Boyz of Waaagh! Duffgit bulldoze their way through a subterranean Imperial substation to smash apart a phalanx of deathless Necrons. The city above fell soon enough to Warboss Duffgit's huge warband, but the war awoke a slumbering Necron tomb complex. The Bad Moons boss only trusted his most well-equipped and hulking veterans to demolish the Necrons enough that they couldn't stand up again. Besides, some of the Nobz were getting too big for their boots and it wouldn't hurt for them to learn their place under Duffgit.







Combat Patrol

In this section you will find all the essentials for using Morgrim's Butchas in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



MORGRIM'S BUTCHAS

BEASTBOSS MORGRIM (1 MODEL)

- **This model is equipped with:** shoota; beastchoppa; Beast Snagga klaw.

The Beastboss is an incredibly capable model in the Fight phase, his two different melee weapons ensuring that he always has the right tool for the job. The Bestial Bellow Stratagem is also important to keep in mind as, when used at the right time, it can completely flip control of a critical objective, potentially making the difference between victory and defeat. If you find yourself using the Bag the Big 'Un secondary objective against an opponent without any vehicles or monsters, the Bosskilla Enhancement is also worth considering as an excellent way to pick the enemy Warlord out from their Bodyguard unit.

BEAST SNAGGA BOYZ (10 MODELS)

- **The Beast Snagga Nob is equipped with:** slugga; power snappa.
- **1 Beast Snagga Boy is equipped with:** thump gun; close combat weapon.
- **8 Beast Snagga Boyz are equipped with:** slugga; choppa.

Beast Snagga Boyz are particularly vicious in combat, sporting a particularly high Strength characteristic for a Battleline unit, and even able to deal a degree of damage to vehicles and monsters thanks to their Monster Hunters ability. You should not expect them to take down these large threats by themselves though, so carefully combining their attacks with those of the Squighog Boyz and Beastboss is crucial to reaching a critical mass of damage output.





BEAST SNAGGA BOYZ (10 MODELS)

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- **1 Beast Snagga Boy is equipped with:** thump gun; close combat weapon.
- **8 Beast Snagga Boyz are equipped with:** slugga; choppa.

While the Tough As Squig-hide Stratagem lets your infantry units double down on their durability and hold fast against the strongest of enemy weapons, they are still vulnerable to large amounts of small arms fire, so don't forget to exploit the battlefield's terrain features to keep your units hidden or protected by the Benefit of Cover against such attacks.

SQUIGHOG BOYZ (4 MODELS)

- **The Nob on Smasha Squig is equipped with:** slugga; big choppa; squig jaws.
- **3 Squighog Boyz are equipped with:** saddlegit weapons; stikka; squig jaws.

The Squighog Boyz are the hardest hitting of all the models available to you in this Combat Patrol, and they are particularly effective on the charge. Watch out for enemy elite infantry that are capable in melee, however, as such threats can pose a real danger. You will want to avoid your Squighog Boyz getting tied down in a battle of attrition against such units, so do not be afraid to bide your time, going in for that killing charge only when you think the Squighog Boyz will have maximum impact.

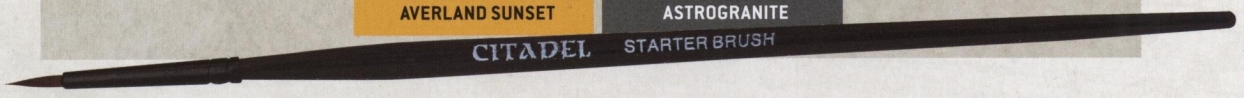
PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Orks Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Snakebite Clan to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- ORRUK FLESH
- WHITE SCAR
- BIEL-TAN GREEN
- ABADDON BLACK
- LEADBELCHER
- MOURNFANG BROWN
- AKHELIAN GREEN
- SQUIG ORANGE
- AGRAX EARTHSHADE
- KHORNE RED
- AVERLAND SUNSET
- ASTROGRANITE



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of White Scar Spray paint. You can use multiple thin coats of White Scar Layer paint instead.

Ork and Grot Skin





1 Apply thinned layers of Orruk Flesh to the skin of the Orks and Saddlegitz, aiming for a smooth finish. Splashes on other areas can be tidied up later. 2 Shade these areas using Biel-Tan Green.

Squig Hide





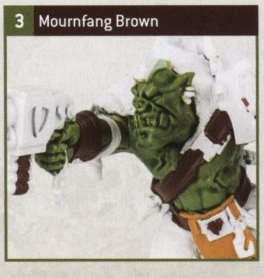
1 Basecoat the skin of the squighogs, the larger smasha squig and the small bomb squig with multiple thin coats of Squig Orange. 2 Carefully shade all these areas with Agrax Earthshade.

Other Base Colours

1 Using Khorne Red, basecoat the most prominent symbols, the scaly pelts on some of the models and any gums and tongues. 2 Paint the loincloths with Averland Sunset. You can also use a small brush to paint the squigs' eyes the same colour. 3 Basecoat the leather straps and belts with Mournfang Brown. 4 Re-layer the armour plates, weapon grips, trousers, fur, teeth and bones with White Scar, as well as any scaly pelts that will be painted at a later stage. 5 Basecoat any metallic areas with Leadbelcher.











Agrax Earthshade



Agrax Earthshade



Shading

Use Agrax Earthshade to shade all the areas painted Khorne Red, as well as weapon grips, trousers, teeth, leather, bones and metallic areas. On the white armour and the areas painted Averland Sunset, apply Agrax Earthshade only into the recesses such as folds of cloth and around rivets. Finally, apply multiple layers of Agrax Earthshade over areas of fur.

Metallic Areas

1 Leadbelcher



1 Lightly drybrush the raised metallic areas with Leadbelcher, leaving shade in the recesses.

Dark Red Areas

1 Squig Orange



1 Using Squig Orange, highlight the edges of dark red areas and drybrush any dark red pelts.

Black Areas

1 Abaddon Black



1 Basecoat the boots, hooves and the Beastboss' topknot with thin layers of Abaddon Black.

Scaly Pelts

1 Akhelian Green



1 Apply a layer of Akhelian Green over any scaly pelts not yet painted red.

Basing

1 Astrogranite



2 Agrax Earthshade



3 White Scar



1 Apply a neat layer of Astrogranite, being careful near the edges.
2 Once the layer of Astrogranite is completely dry, apply a shade of Agrax Earthshade.
3 Once the shade has dried, drybrush the base gently with White Scar then apply multiple thin coats of Abaddon Black to the base edge to finish.

Eyes

Khorne Red



Taking your time and using a small brush, apply a dot of Khorne Red to the Orks' eyes and use Abaddon Black to paint the squigs' pupils.







COMBAT PATROL
MORGRIM'S BUTCHAS

ABILITIES

The datasheets required to use Morgrim's Butchas can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Waaagh! – which is described below.

WAAAGH!

The infamous war cry of the Orks is known and feared throughout the galaxy. When it echoes across the battlefield, bellowed from hundreds or even thousands of toothy maws, even the most stalwart warriors fear the onslaught to come.

If your Army Faction is **ORKS**, once per battle, at the start of the battle round, you can call a Waaagh!. If you do, until the start of the next battle round, the Waaagh! is active for your army and:

- Units from your army with this ability are eligible to declare a charge in a turn in which they Advanced.
- Add 1 to the Strength and Attacks characteristics of melee weapons equipped by models from your army with this ability.
- Models from your army with this ability have a 5+ invulnerable save.

ENHANCEMENTS

Your **BEASTBOSS** model is your **WARLORD** and has the Half-chewed Enhancement. You can replace this with Bosskilla.

DEFAULT ENHANCEMENT

HALF-CHEWED

This boss' many bionik replacements attest to a lifetime of confronting the most dangerous beasts he can find, and coming out victorious. Those who follow him are eager to prove they are tough enough to join his biggest hunts and arrogantly ignore dire wounds that would keep them from their prey.

Models in the bearer's unit have the Feel No Pain 5+ ability. In addition, each time a ranged attack is allocated to a model in the bearer's unit, add 1 to any armour saving throw made against that attack.

OR

OPTIONAL ENHANCEMENT

BOSSKILLA

Ork bosses must constantly prove themselves the biggest and baddest fighters, and this Beastboss has a well-earned reputation for seeking out and pulverising the foe's most dangerous champions in gory displays of superiority.

Melee weapons equipped by the bearer have the **[PRECISION]** and **[SUSTAINED HITS 1]** abilities.



SECONDARY OBJECTIVES

You will use the Bag the Big 'Un secondary objective. You can replace this with Krumpin' Spree.

DEFAULT SECONDARY OBJECTIVE

BAG THE BIG 'UN

Beast Snagga Orks are instinctively drawn to the biggest threats on the battlefield, seeing their destruction as an irresistible challenge. Not to mention, of course, the bragging rights among the warband and the impressive trophies that can be harvested from their ruined carcass if they succeed.

At the start of the first battle round, select one enemy **MONSTER** or **VEHICLE** model. If there are no such enemy models, select the enemy **WARLORD** model instead.

At the end of the battle, you score 8VP if that enemy model is destroyed. If that enemy model was destroyed by your **BEASTBOSS** model, you score 12VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

KRUMPIN' SPREE

Whether aiming to loot the foe's stash of fancy gear, to show the gitz who's boss by getting right up in their face or just letting off steam after a successful hunt, Orks relish the simple strategy of piling right into – and often straight through – the enemy army's heart.

At the end of your turn, you score 3VP if you control the objective marker closest to your opponent's battlefield edge and you score 1VP for each other objective you control that is not within your deployment zone.

STRATAGEMS

You can use the following Stratagems:

TOUGH AS SQUIG-HIDE

MORGRIM'S BUTCHAS – BATTLE TACTIC STRATAGEM

Orks – and especially Beast Snaggas – live tough lives, their hardy constitutions pushed to extremes. They frequently try to outdo each other in feats of resilience in the face of enemy attacks, eager to mete out a kicking to the foe.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ORKS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

BESTIAL BELLOW

MORGRIM'S BUTCHAS – EPIC DEED STRATAGEM

In the face of a deafening roar erupting from an enormous gob filled with huge fangs, even the most stoic of warriors can be shaken to their core.

1CP

WHEN: Start of the Fight phase.

TARGET: One **BEASTBOSS** or **SQUIGHOG BOYZ** model from your army.

EFFECT: Select one enemy unit within 3" of your model. That enemy unit must take a Battle-shock test and when doing so, subtract 1 from the result.

GET IN THERE!

MORGRIM'S BUTCHAS – BATTLE TACTIC STRATAGEM

No Ork willingly holds back from a good fight like a weedy grot. With a threat-laden war cry, the most belligerent will encourage the rest of the ladz into a race to reach the enemy.

1CP

WHEN: Fight phase, just before an **ORKS** unit from your army Piles In.

TARGET: That **ORKS** unit.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in move, it can move up to 6" instead of up to 3".

BEASTBOSS MORGRIM



Combat Patrol Datasheet

It takes a ferocious and foul-tempered Ork to lead a stampede of Beast Snaggas. Beastboss Morgrim possesses these qualities in abundance. Boasting cybork enhancements, a wired-in targetin' squig and an array of brutal combat weaponry, this roaring monster can bring down even the largest prey one-on-one.

M	T	SV	W	LD	OC
6"	5	4+	6	6+	1

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shoota [RAPID FIRE 1]	18"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Beast Snagga klaw [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	3+	10	-2	2
Beastchoppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	6	-1	2

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

Beastboss: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

LEADER

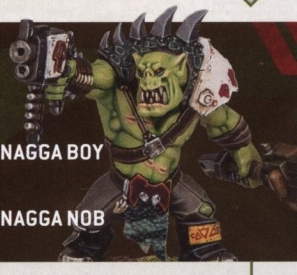
This model can be attached to the following unit:

- **BEAST SNAGGA BOYZ**

KEYWORDS: **INFANTRY, CHARACTER, BEAST SNAGGA, WARBOSS, BEASTBOSS, MORGRIM**

FACTION KEYWORDS: **ORKS**

BEAST SNAGGA BOYZ



Combat Patrol Datasheet

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

M	T	SV	W	LD	OC	
6"	5	5+	1	7+	2	BEAST SNAGGA BOY
6"	5	5+	2	7+	2	BEAST SNAGGA NOB

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Thump gun [BLAST]	18"	D3	5+	6	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	2	3+	5	0	1
Power snappa	Melee	4	3+	7	-1	2

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Waaagh!**

Monster Hunters: Each time a model in this unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Hit roll.

KEYWORDS: **INFANTRY, MOB, BATTLELINE, BEAST SNAGGA, BEAST SNAGGA BOYZ**

FACTION KEYWORDS: **ORKS**



SQUIGHOG BOYZ

Combat Patrol Datasheet

M	T	SV	W	LD	OC	
10"	7	4+	3	7+	2	SQUIGHOG BOY
10"	7	4+	4	7+	2	NOB ON SMASHA SQUIG

With their mounts snorting and saddlegitz hanging on for dear life, Squighog Boyz thunder into the fight, flinging rokkit-propelled stikkas with enough force to pierce plate armour. Led into the fray by Nobz atop thick-skulled smasha squigs, they employ muscle, weight, momentum and sheer belligerence to squash those foes still standing to a paste.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Saddlegit weapons [ASSAULT]	9"	1	4+	3	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, ASSAULT]	9"	1	5+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	3+	6	-1	2
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE]	Melee	3	3+	5	-1	2
Squig jaws [EXTRA ATTACKS]	Melee	3	4+	6	-1	2

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Waaagh!**

KEYWORDS: **Mounted, Beast Snagga, Squighog Boyz**

FACTION KEYWORDS: **Orks**





Beastboss Morgrim

'We're gonna find da biggest and meanest fings wot are out dere. We're gonna hunt 'em down, chase 'em when dey legs it, smash 'em good and keep smashing 'em until dey stop wrigglin'. You lot are my best butchas, and there ain't nuffin' we can't take down, even if I 'av to crawl down its gob to choke it!'

- Beastboss Morgrim



Beast Snagga Nob

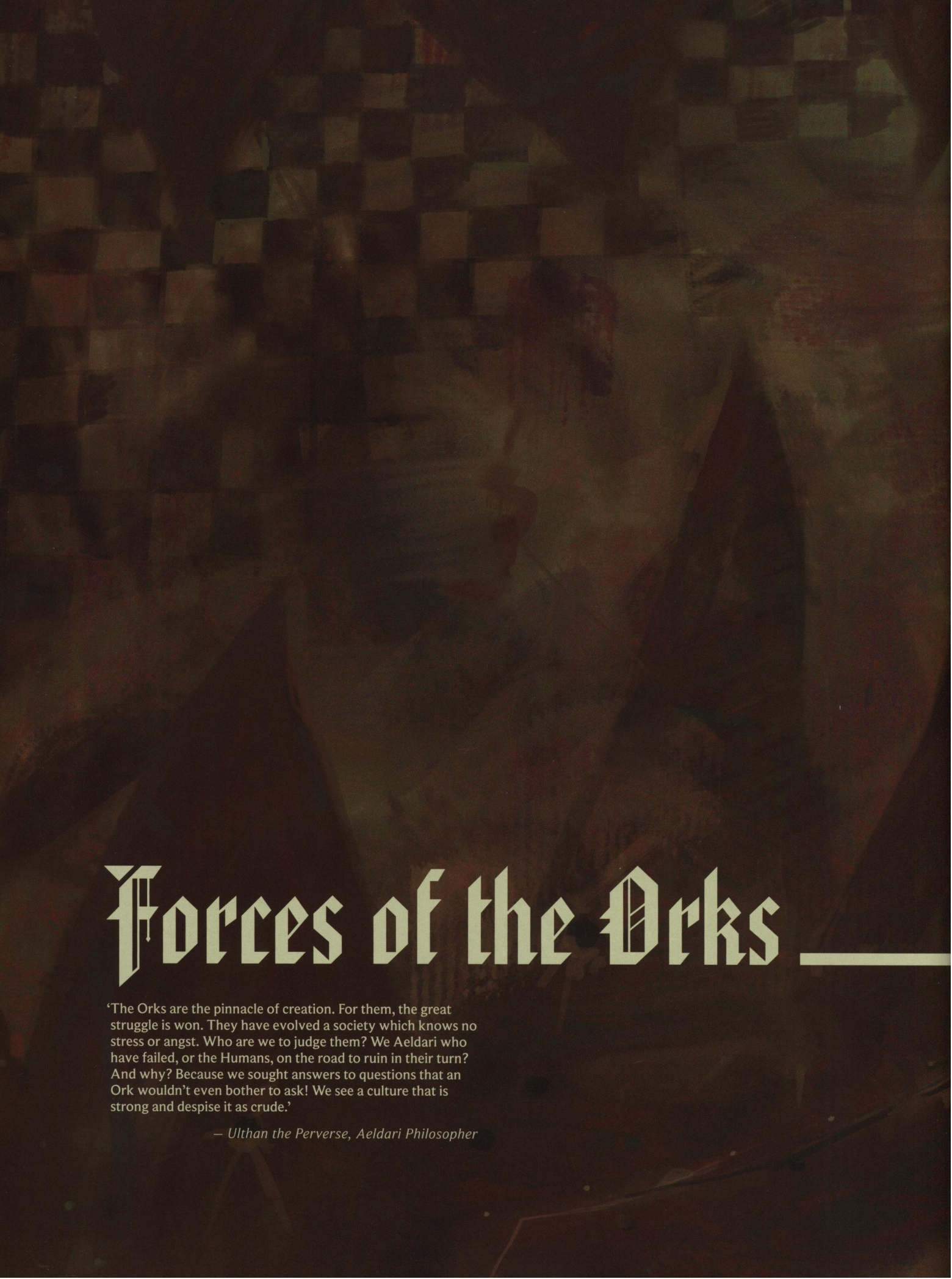




Beast Snagga Boyz with sluggas and choppas



Beast Snagga Boy with thump gun



Forces of the Orks

'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.'

— Ulthan the Perverse, Aeldari Philosopher



INTRODUCTION

Welcome to the rules section of *Codex: Orks*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Orks collection to life on the tabletop.

These include Detachment rules that Orks armies can use, along with the Orks army rule – Waaagh! – which is common to many of your units. This section also includes datasheets for Orks units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **Orks** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Orks – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **Characters** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56).

If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **Characters** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

WAAAGH!

The infamous war cry of the Orks is known and feared throughout the galaxy. When it echoes across the battlefield, bellowed from hundreds or even thousands of toothy maws, even the most stalwart warriors fear the onslaught to come.

If your Army Faction is **ORKS**, once per battle, at the start of the battle round, you can call a Waaagh!. If you do, until the start of the next battle round, the Waaagh! is active for your army and:

- Units from your army with this ability are eligible to declare a charge in a turn in which they Advanced.
- Add 1 to the Strength and Attacks characteristics of melee weapons equipped by models from your army with this ability.
- Models from your army with this ability have a 5+ invulnerable save.





WAR HORDE

DETACHMENT RULE

GET STUCK IN!

Once an Ork gets stuck into hand-to-hand combat, they quickly overwhelm their enemies through sheer ferocity and an eagerness to give the gitz a good kicking.

Melee weapons equipped by **ORKS** models from your army have the **[SUSTAINED HITS 1]** ability.

ENHANCEMENTS

FOLLOW ME LADZ

Always found at the forefront of an assault, this Ork likes to be the first into the fray.

ORKS model only. While the bearer is leading a unit, add 2" to the Move characteristic of models in that unit.

HEADWOPPA'S KILLCHOPPA

Grand Warboss Headwoppa and his tribe were last seen charging headlong into a horde of Khornate daemons, but legend speaks of a blood slick 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.

ORKS model only. Melee weapons equipped by the bearer (excluding Extra Attacks weapons) have the **[DEVASTATING WOUNDS]** ability.

KUNNIN' BUT BRUTAL

Feigning weakness, this Ork allows his foes to think he's legging it before suddenly piling back into the fight and delivering a brutal flurry of attacks.

ORKS model only. While the bearer is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

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-Cybork Body has been retransplanted several times since then, filling its new owner with confidence, resilience and a belated hope that the Painboyz gave it a quick clean before shoving it back in place…

ORKS model only. The bearer has the Feel No Pain 4+ ability.

Ork War Hordes vary greatly in size and composition, from warbands of a handful of mobs and a boss of inflated ambition to continent-spanning throngs of millions from every clan. Wherever they come from, they will usually have at their core a tough mass of Boyz and the Warboss or Big Mek who has pummelled his way to authority. With instinctive violence, these forces eagerly surge into the biggest fights in a seething and roaring mass of disordered brutality. Ramshackle wagons hurtle into the fray, ploughing headfirst into scattering enemies before disgorging mobs of Orks swinging huge choppas to crack armour and pulverise flesh. Clanking walkers, racing buggies and screaming aircraft unleash death at every turn. Deafening sprays of dakka and concussive detonations vie with the Orks' bellowed chants for supremacy. The Orks threaten and goad each other as much as the foe, with every mob seeking to outpace and outfight their rivals in displays of greater brawn and toughness, more reckless daring and unequalled acts of carnage.

CAREEN!

WAR HORDE – EPIC DEED STRATAGEM

1CP

If their vehicle is on its last legs, any sensible Ork driver will aim its fiery remains into the nearest foe.

WHEN: Any phase, just after an **ORKS VEHICLE** unit from your army with the Deadly Demise ability is destroyed.

TARGET: That destroyed **ORKS VEHICLE** unit, if you rolled a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move over enemy units (excluding **MONSTERS** and **VEHICLES**) as if they were not there.

ORKS IS NEVER BEATEN

WAR HORDE – EPIC DEED STRATAGEM

2CP

So resilient is Ork physiology – and so slow are Orks on the uptake – even death can take time to register.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ORKS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking unit has finished making attacks, and is then removed from play.

UNBRIDLED CARNAGE

WAR HORDE – BATTLE TACTIC STRATAGEM

1CP

When Orks get stuck into the foe, the carnage is wonderful to behold, at least for all their mates.

WHEN: Fight phase.

TARGET: One **ORKS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a melee attack, an unmodified hit roll of 5+ scores a Critical Hit.

'ARD AS NAILS

WAR HORDE – BATTLE TACTIC STRATAGEM

1CP

Even the lowliest Ork Boy has a toughened hide and a dense skull. While there yet remains the prospect of a git to give a good kicking, it takes a blow of truly phenomenal strength to even give the Ork pause.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **ORKS** unit from your army (excluding **GROTS**, **MONSTER** and **VEHICLE** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

MOB RULE

WAR HORDE – BATTLE TACTIC STRATAGEM

1CP

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

WHEN: End of your Command phase.

TARGET: One **MOB** unit from your army that contains 10 or more models and is not Below Half-strength.

EFFECT: Select one friendly Battle-shocked **ORKS INFANTRY** unit within 6" of that **MOB** unit. That **ORKS INFANTRY** unit is no longer Battle-shocked.

'ERE WE GO

WAR HORDE – BATTLE TACTIC STRATAGEM

1CP

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

WHEN: Start of your Movement phase.

TARGET: One **ORKS INFANTRY** unit from your army.

EFFECT: Until the end of the turn, add 2 to Advance and Charge rolls made for your unit.



DA BIG HUNT

DETACHMENT RULE

DA HUNT IS ON

Spying the largest or most dangerous threats on the battlefield – besides the Orks themselves – Beast Snaggas chase them down with gleeful enthusiasm, mobs racing each other to claim the kill and to snag a worthy trophy with which to proclaim their status as the warband's greatest hunters. Until, that is, the easily distracted ladz notice their next quarry.

At the start of your Command phase, select one **MONSTER**, **VEHICLE** or **WARLORD** unit from your opponent's army. If your opponent does not have any of these on the battlefield (or embarked within a **TRANSPORT** that is on the battlefield), you can select one **CHARACTER** unit from your opponent's army instead. Until the start of your next Command phase, that enemy unit is your Prey:

- Each time a **BEAST SNAGGA** unit from your army declares a charge that includes your Prey as one of the targets, you can re-roll the Charge roll.
- Each time a **BEAST SNAGGA** model from your army makes an attack that targets your Prey, improve the Armour Penetration characteristic of that attack by 1.

ENHANCEMENTS

GLORY HOG

Obsessed with being the first to make a kill, this hunter spurs his unruly mount ahead of the warband, coaxing his mob to follow him with the explicit threat of feeding them to his squigosaur if they don't keep up.

BEASTBOSS ON SQUIGOSAUR model only. Models in the bearer's unit have the Scouts 9" ability.

SKRAG EVERY STASH!

Successful hunt leaders are never short of a kunnin' plan to flush out the prey. This sneaky git has mastered the art of ransacking whatever the prey values, luring the quarry in to retaliate or else ensuring they're cornered, with no bolthole or gear to fall back on.

BEAST SNAGGA model only. At the end of your Command phase, if the bearer is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

PROPER KILLY

This Beast Snagga is an unstoppable engine of destructive butchery who has left the brutalised corpses of his huge prey piled in his wake on world after world.

BEAST SNAGGA model only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer.

SURLY AS A SQUIGGOTH

With a lifetime of leading notoriously deadly Beast Snagga hunts behind them, and gnarled hides thicker than Battlewagon armour, this Ork and his favoured Boyz have survived blows that would fell a Gargant.

BEASTBOSS ON SQUIGOSAUR model only. While the bearer is leading a unit, each time an attack targets that unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

The ground trembles when stampeding Orks embark on da Big Hunt. In a thundering mass of muscle, snorting squigs and growling engines, these Orks chase the biggest, baddest prey they can find. They don't much care if this is a monstrous beast, a slab-sided war engine or some ded important git wot fancies their chances; as long as the prey is dangerous and trophy-worthy, the Orks will hunt them down. Other mobs hitch a ride on hulking Hunta Rigs or speedy Trukks to outmanoeuvre – or smash into – foes who get between them and their target. Flyboyz chase off enemy aircraft, gunwagons pound hunt trails clear and sneaky Kommandos seal off the prey's escape routes. When the Beast Snaggas finally smash into their chosen quarry it is in a thunderclap of trampling hooves and goring horns. Then the jubilant Orks lay into the prey with huge choppas, bionik fists and bare teef if needs be, finding the weak spots in the most formidable foe, before immediately looking around for their next target.

DRAG IT DOWN

1CP

DA BIG HUNT – BATTLE TACTIC STRATAGEM

Beast Snaggas have many tales of the times they took on the biggest prey, clobbering them with so many blows that what was left was a crumpled mass of broken hide and squished innards.

WHEN: Fight phase.

TARGET: One **BEAST SNAGGA** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability. In addition, each time a model in your unit makes a melee attack that targets your Prey, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

UNSTOPPABLE MOMENTUM

1CP

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

Smasha squigs are essentially battering rams on legs. Driven on by the squighogs piling in behind them, they plunge headlong into the foe, trampling one after the next.

WHEN: Your Charge phase, just after a **BEAST SNAGGA MOUNTED** unit from your army ends a Charge move.

TARGET: That **BEAST SNAGGA** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If that enemy unit is your Prey, roll three additional D6.

DAT ONE'S EVEN BIGGA!

1CP

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

When bigger prey is sighted, nothing can keep a mob of Beast Snaggas from it. A great hunting chant erupts, and lesser gitz are swiftly forgotten in the enthusiastic impetus to pile into a bigger challenge.

WHEN: Your Charge phase.

TARGET: One **BEAST SNAGGA** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to charge in a turn in which it Advanced or Fell Back, provided one of the targets of that charge is your Prey.

WHERE D'YA FINK YOU'RE GOING?

1CP

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

Beast Snagga victims often make a break for it before the Orks have had their fill of fighting. With a roar, the Orks immediately give chase, or else lose interest and lunge after other potential trophies.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

TARGET: One **BEAST SNAGGA INFANTRY** or **BEAST SNAGGA MOUNTED** unit from your army that was within Engagement Range of that enemy unit at the start of the phase.

EFFECT: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

STALKIN' TAKTIKS

1CP

DA BIG HUNT – BATTLE TACTIC STRATAGEM

There is no hiding a Beast Snagga stampede, but the more agile amongst the hunters know how to evade the worst of an unsporting prey's dakka.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **BEAST SNAGGA INFANTRY** or **BEAST SNAGGA MOUNTED** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack. In addition, if your unit has the **INFANTRY** keyword, until the end of the phase, models in your unit have the Stealth ability.

INSTINCTIVE HUNTERS

1CP

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

With a keen eye for tracking their prey, especially kunnin' Beast Snaggas will circle round the hunt site to ambush the luckless gitz from another angle.

WHEN: End of your opponent's Fight phase.

TARGET: One **BEAST SNAGGA** unit from your army that is not within Engagement Range of one or more enemy unit.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.



KULT OF SPEED

DETACHMENT RULE

ADRENALINE JUNKIES

If there is one thing Speed Freeks love more than racing full tilt towards the enemy, smashing into them and pulling hair pin turns to do it all again, it is loosing incredible amounts of noisy, chugging dakka as they do so.

SPEED FREEKS units from your army are eligible to shoot in a turn in which they Advanced or Fell Back.

ENHANCEMENTS

WAZBLASTA

This warlord's fanatical devotion to speed is such that he cannot stand being anywhere other than in the heart of the action and he pushes the ladz around him to crank their throttles in order to close the distance with the enemy as soon as possible.

DEFFKILLA WARTRIKE model only. In your Shooting phase, after the bearer's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, it is not eligible to declare a charge.

FASTA THAN YOOZ

The thrill-seeking Orks at the head of Speed Freeks warbands lead their Kult of Speed brethren right into enemy lines, leaping from speeding Trukks and Battlewagons if need be to plunge into the fight.

ORKS INFANTRY model only. Each time the bearer's unit disembarks from a **TRANSPORT** after that **TRANSPORT** has made a Normal move, the bearer's unit is still eligible to declare a charge this turn.

SQUIG-HIDE TYRES

Scaly squig-hide is the perfect material for fast and grippy tyres, able to provide traction even in the mire of blood, guts and oil left over from most Speed Freek fights.

DEFFKILLA WARTRIKE model only. Each time a model in the bearer's unit makes a Consolidation move, it can move up to 6" instead of up to 3".

SPEED MAKES RIGHT

This Ork's adrenaline-addled mind lurches from one insight to the next, a bone-shaker whose engine only fires on all cylinders when he is in the thick of the fighting. Once there, however, it revs into overdrive.

ORKS model only. In your Command phase, if the bearer (or a **TRANSPORT** the bearer is embarked within) is within 9" of one or more enemy units, roll one D6: on a 3+, you gain 1CP.

Speed Freeks are highly valued as vanguard, reconnaissance and rapid reaction forces – not that most Warbosses would use such words. When such loons gather as a Kult of Speed led by a maniac as addicted to high-octane warfare as the rest of them, the resultant warband surges into battle amidst a deafening hurricane of smoke and firepower. Warbikers burst from the rushing cloud of smog as it nears the foe, their deffguns spewing streams of heavy shells as they race full tilt ahead of hurtling buggies and half-tracks firing kustomised cannons. Wagons with souped-up engines careen behind them carrying those big gunz the Speed Freeks couldn't bear to leave behind. Psychotic Flyboyz blitz from the sky, cranking their throttles past sane limits. Galloping Squighog Boyz and swaying Trukks full of grinning Orks plunge in the buggies' wake. With little chance to react, the foe are shredded by heavy shells or flattened by spiked rams and wheels, before the Orks perform hairpin turns to rocket back into the fight at reckless speeds.

SPEEDIEST FREEKS

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

Speed Freeks are often just blurs of vehicular mayhem that prove difficult to land a blow on.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **SPEED FREEKS** or **TRUKK** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 5+ invulnerable save. If your unit is a **VEHICLE** unit with an unmodified Toughness characteristic of 8 or less, until the end of the phase, models in your unit have a 4+ invulnerable save instead.

SQUIG FLINGIN'

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

Speed Freeks live in their vehicles, so it's no surprise to find small squigs lurking in some compartments. A few are vicious, and entertaining, enough to be worth lobbing into nearby enemies to cause anarchy.

1CP

WHEN: Your Movement phase, just after a **SPEED FREEKS** or **TRUKK** unit from your army ends a Normal, Advance or Fall Back move.

TARGET: That **SPEED FREEKS** or **TRUKK** unit.

EFFECT: Select one enemy unit within 9" of your unit. That enemy unit must take a Battle-shock test and, when doing so, subtract 1 from the result.

DAKKASTORM

KULT OF SPEED – BATTLE TACTIC STRATAGEM

Often all an enemy will see of a Kult of Speed is a blur as they speed by, all guns blazing.

1CP

WHEN: Your Shooting phase.

TARGET: One **SPEED FREEKS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability. While targeting a unit within 9", they have the **[SUSTAINED HITS 2]** ability instead.

RESTRICTIONS: A unit cannot be targeted by this and the Blitza Fire Stratagem in the same phase.

BLITZA FIRE

KULT OF SPEED – BATTLE TACTIC STRATAGEM

Fiercely gripping the trigger, with a manic grin as they close on their foes, Speed Freeks fire so many rounds that some just have to find a weak spot.

1CP

WHEN: Your Shooting phase.

TARGET: One **SPEED FREEKS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[LETHAL HITS]** ability and, each time a model in your unit makes an attack that targets a unit within 9", a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

RESTRICTIONS: A unit cannot be targeted by this and the Dakkastorm Stratagem in the same phase.

FULL THROTTLE!

KULT OF SPEED – BATTLE TACTIC STRATAGEM

When racing buggies and warbikes charge at full pelt, the power behind their crews' assault is so great that they can smash through the enemy.

1CP

WHEN: Your Charge phase, just after a **SPEED FREEKS** unit from your army ends a Charge move.

TARGET: That **SPEED FREEKS** unit.

EFFECT: Until the end of the turn, each time a model in your unit makes a melee attack, add 1 to the Wound roll.

MORE GITZ OVER 'ERE!

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

Sometimes new targets that emerge are just too juicy to ignore.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **SPEED FREEKS** unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6".



DREAD MOB

DETACHMENT RULE

TRY DAT BUTTON!

Inventive Meks wire all manner of kustomised gubbinz, suspicious extras and inviting big red buttons to weapons or into the cockpits of their clanking kan creations. Eager Orks are always enthusiastic to try out such random innovations to see what sort of destruction they can cause. Sometimes this can be risky, but that's half the fun!

Each time a **MEK**, **ORKS WALKER** or **GROTS VEHICLE** unit from your army is selected to shoot or fight, roll one D6. Until the end of the phase, weapons equipped by models in that unit have the corresponding ability shown in the table below.

D6	BUTTON EFFECT
1-2	[SUSTAINED HITS 1] ability.
3-4	[LETHAL HITS] ability.
5-6	Each time an attack is made with this weapon, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.

Alternatively, when such a unit is selected to shoot or fight, you can select one of the abilities above instead of rolling the D6. If you do, until the end of the phase, weapons equipped by models in that unit have the [HAZARDOUS] ability as well.

If a weapon equipped by a model from you army has the [HAZARDOUS] ability from multiple sources, each time you take a Hazardous test for that weapon, it is failed on a roll of a 1 or a 2.

KEYWORDS

GRETCHIN units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS

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.

MEK model only. Models in the bearer's unit have the Stealth ability.

SUPA-GLOWY FING

The Mek cobbled together this strange device in a flash of feverish inventin'. He isn't sure what it does – and it glows weirdly – but he proudly carries it to battle, eager to know what its big switch will do this time.

MEK model only. In your Command phase, select one enemy unit within 18" of and visible to the bearer, then roll one D6: on a 1-2, that enemy unit must take a Battle-shock test; on a 3-4, that enemy unit suffers D3 mortal wounds; on a 5-6, until the start of your next Command phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

PRESS IT FASTA!

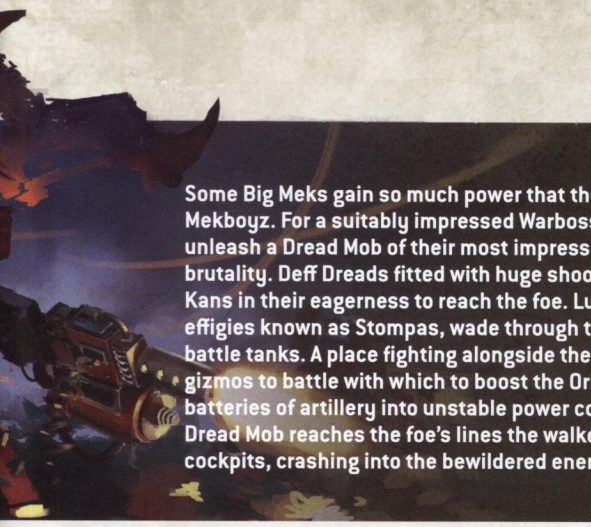
Impatient for better results, this Mek is an avid advocate of the theory that smashing buttons and cranking dials faster makes kustom guns more shooty.

MEK model only. Each time the bearer's unit is selected to shoot, when rolling to determine which ability that unit's weapons gain from the Try Dat Button! Detachment rule, roll one additional D6: until the end of the phase, ranged weapons equipped by models in that unit gain both Button Effects generated by those rolls. If a duplicate Button Effect is rolled, it has no additional effect.

GITFINDER GOGGLEZ

By squinting hard through the mismatched lenses of these goggles, even the sneakiest git can be pinpointed.

MEK model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.



Some Big Meks gain so much power that they garner a following of Boyz, tread-heads and fellow Mekboyz. For a suitably impressed Warboss, or to feed their own ambitions, such Big Meks may unleash a Dread Mob of their most impressive creations in a clanking mass of piston-driven brutality. Deff Dreads fitted with huge shootas and crushing klaws barge through gangs of Killa Kans in their eagerness to reach the foe. Lumbering Gorkanauts and Morkanauts, and the war effigies known as Stompas, wade through the heaviest firepower to squash infantry and pulverise battle tanks. A place fighting alongside the Meks is hotly contested, for they bring all sorts of gizmos to battle with which to boost the Orks' dakka to unpredictable levels and usually wire batteries of artillery into unstable power cores resulting in entertaining bombardments. When a Dread Mob reaches the foe's lines the walkers' pilots frenziedly hit the kustom buttons in their cockpits, crashing into the bewildered enemy in a supa-boosted surge.

KLANKIN' KLAWS

DREAD MOB – BATTLE TACTIC STRATAGEM

1CP

The krews of a Mek's stompiest contraptions revel in ripping apart anything they can get their klaws on, heedless of the damage done to their own gubbinz.

WHEN: Fight phase.

TARGET: One **ORKS WALKER** unit from your army that has not been selected to fight this phase.

EFFECT: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, add 2 to the Strength characteristic of melee weapons equipped by models in your unit and, if you chose to push it, until the end of the phase, add 1 to the Damage characteristic of those weapons and they have the [HAZARDOUS] ability as well.

DAKKA! DAKKA! DAKKA!

DREAD MOB – BATTLE TACTIC STRATAGEM

1CP

Orks have a tendency to hold the trigger down until their weapon stops firing, falls apart or misfires.

WHEN: Your Shooting phase.

TARGET: One **ORKS WALKER** or **GROTS VEHICLE** unit from your army that has not been selected to shoot this phase.

EFFECT: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If you chose to push it, you can re-roll the Hit roll instead and, until the end of the phase, ranged weapons equipped by models in your unit have the [HAZARDOUS] ability as well.

SUPERFUELLED BOILER

DREAD MOB – STRATEGIC PLOY STRATAGEM

1CP

By pushing their engines past any sane level, Ork combat walkers can build terrifying momentum.

WHEN: Your Movement phase, just after an **ORKS WALKER** unit from your army has been selected to Advance.

TARGET: That **ORKS WALKER** unit.

EFFECT: Until the end of the turn, you can re-roll Advance rolls made for your unit and ranged weapons equipped by models in your unit have the [ASSAULT] ability.

CONNIVING RUNTS

DREAD MOB – STRATEGIC PLOY STRATAGEM

1CP

A Gretchin's lot is often a wretched one, and the spiteful zoggers will take any chance to cause pain and mischief using sneaky traps before legging it.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **GRETCHIN** unit from your army that is within 9" of that enemy unit and not within Engagement Range of any enemy units.

EFFECT: Roll one D6: on a 4+, that enemy unit suffers D3+1 mortal wounds. Your unit can then make a Normal move.

BIGGER SHELLS FOR BIGGER GITZ

DREAD MOB – BATTLE TACTIC STRATAGEM

1CP

Stashes of extra speshul ammo provided by the Meks are often expended on rival monstrosities.

WHEN: Your Shooting phase.

TARGET: One **MEK**, **ORKS WALKER** or **GROTS VEHICLE** unit from your army that has not been selected to shoot this phase.

EFFECT: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, each time a model in your unit makes an attack that targets a **MONSTER** or **VEHICLE**, add 1 to the Wound roll. If you chose to push it, add 1 to the Damage characteristic of that attack and, until the end of the phase, ranged weapons equipped by models in your unit have the [HAZARDOUS] ability as well.

EXTRA GUBBINZ

DREAD MOB – BATTLE TACTIC STRATAGEM

1CP

The Meks' creations can afford to have all manner of useless junk blasted from them with little effect.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ORKS WALKER** or **GROTS VEHICLE** unit from your army (excluding **TITANIC** units) that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.



GREEN TIDE

DETACHMENT RULE

MOB MENTALITY

Caught up in the infectious and nigh supernatural belligerence that suffuses such large hordes of Orks on the warpath, the Boyz tend to push through lethal wounds, being too immersed in the energetic riot to worry about such things as long as they have a load of mates to enjoy the fight with.

Each time an attack targets a **BOYZ** unit from your army, models in that unit have a 5+ invulnerable save against that attack. In addition, each time an attack targets an **ORKS** unit from your army, if it contains 10 or more models, re-roll a saving throw of 1 made against that attack.

ENHANCEMENTS

FEROCIOUS SHOW OFF

This brutal fighter is even more dangerous with a raucous audience of chanting Orks as he displays his violent abilities as a warning to all.

ORKS INFANTRY model only. Each time the bearer fights, while resolving those attacks, add 1 to the Strength characteristic of the bearer's melee weapons. If the bearer's unit contains 10 or more models, while resolving those attacks, add 3 to the Strength characteristic instead.

BRUTAL BUT KUNNIN'

What tactics occasionally pop into this Ork's head revolve purely around throwing as many Boyz into the enemy's face as possible.

ORKS INFANTRY model only. In your Command phase, if the bearer is on the battlefield (or is embarked within a **TRANSPORT** that is on the battlefield), roll one D6, adding 2 to the result if the bearer's unit contains 10 or more models: on a 5+, you gain 1CP.

BLOODTHIRSTY BELLIGERENCE

Buoyed on by his chanting ladz and eager to smash into his enemies first, this boss leads the way, racing towards one fight after the next.

ORKS INFANTRY model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit. While that unit contains 10 or more models, you can re-roll Charge rolls made for that unit as well.

RAUCOUS WARCALLER

This hulking boss is a focal point of violent enthusiasm. Orks flocking to his bosspole feel emboldened, the boss exuding an energetic dynamism that keeps his ladz at the height of rampaging excitement.

ORKS INFANTRY model only. While the bearer is leading a unit, that unit always counts as containing 10 or more models for the purposes of your Detachment rule and any Stratagems you use.



A single Ork is a formidable adversary, muscular and violent, with a resilient physiology. Orks are rarely encountered individually, however, and when they go to battle it can be in a bellowing horde that their victims have come to fear as the Green Tide. These massive gatherings are favoured by traditional or especially uncomplicated Warbosses, but any Orky population can swell to such proportions in a frighteningly short space of time. They typically comprise huge mobs of Orks that charge at the enemy in wave after wave, but such simplistic tactics belie the incredible strength at the warband's core. The close proximity of so many Orks, all caught up in the fervour of battle, creates an energy that is almost palpable. Ork Warbosses harness this fearsome force, using it to drive their warriors to new heights of bloodlust. Chanting war cries, the Orks pile into the fray aiming to be stronger, tougher, braver and meaner than any other mob. Goading each other into violent excesses, they fall upon the foe in an avalanche of muscle and gore-slick choppas.

COMPETITIVE STREAK

GREEN TIDE – BATTLE TACTIC STRATAGEM

1CP

Galvanised by the rest of their mates fighting around them, Orks will redouble their efforts to outdo each other.

WHEN: Fight phase.

TARGET: One **BOYZ** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If your unit contains 10 or more models, re-roll the Wound roll instead.

BULLDOZER BRUTALITY

GREEN TIDE – BATTLE TACTIC STRATAGEM

1CP

In the massive fights that Orks enjoy, the only way to ensure a slice of the action is to bludgeon a path through the press to get a hand on the enemy.

WHEN: Fight phase.

TARGET: One **BOYZ** unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

EFFECT: Until the end of the phase, each time your unit is selected to fight, when determining which models in your unit are eligible to fight, any models in your unit that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

BRAGGIN' RIGHTS

GREEN TIDE – STRATEGIC PLOY STRATAGEM

1CP

With volleys of wagers, threats, insults, dung and the occasional hurled rock, mobs of Orks bolster each other's spirits in the most Orky ways possible.

WHEN: Your Command phase.

TARGET: Two **BOYZ** units from your army that are within 6" of each other.

EFFECT: Until the start of your next Command phase, while those two units are within 6" of each other, they both count as containing 10 or more models for the purposea of your Detachment rule, any Enhancements models from your army have and any Stratagems you use.

COME ON LADZ!

GREEN TIDE – STRATEGIC PLOY STRATAGEM

1CP

Orks are drawn to conflict and constantly race into battle at the merest hint of violence.

WHEN: Your Command phase.

TARGET: One **BOYZ** unit from your army.

EFFECT: Return up to D3+2 destroyed models to your unit (excluding **CHARACTER** models).

TIDE OF MUSCLE

GREEN TIDE – EPIC DEED STRATAGEM

1CP

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

WHEN: Your Charge phase.

TARGET: One **BOYZ** unit from your army that has not declared a charge this phase.

EFFECT: Until the end of the phase, each time your unit declares a charge, add the current battle round number to the Charge roll.

GO GET 'EM!

GREEN TIDE – STRATEGIC PLOY STRATAGEM

1CP

Keeping Orks at arm's length and pummelling them with as much firepower as possible is often the safest tactic for their victims. Unfortunately, it can also draw their attention and give them the urge to re-educate the gitz in the joys of up-close savagery.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **BOYZ** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: After the attacking unit has shot, your unit can make a Go Get 'Em! move. To do so, roll one D6: each model in your unit can move a distance in inches up to the result, but your unit must end that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. If your unit contains 10 or more models, it can move up to 6" when making that move instead.



BULLY BOYZ

DETACHMENT RULE

DA BOSS IS WATCHIN'

Gathered together into an all-conquering mass of hulking brutes, the biggest Nobz and their even larger bosses are – or so they claim – more Orky than anyone else. Their bellowed war cries are louder, their self-belief, impetus and sheer presence an affront to the senses. Theirs is a violent momentum that can roll through entire enemy armies in an unrelenting wave of aggression.

At the start of a battle round in which you have not called a Waaagh!, if you have one or more **WARBOSS** models on the battlefield (or embarked within a **TRANSPORT** that is on the battlefield), you can call a Waaagh! for a second time this battle. When doing so, that second Waaagh! only counts as having been called for **WARBOSS**, **NOBZ** and **MEGANOBZ** units from your army.

ENHANCEMENTS

TELLYPORTA

Nothing shocks the enemy like an angry mob of the biggest and surliest Orks imaginable suddenly appearing in a blast of green lightning!

WARBOSS IN MEGA ARMOUR model only. Models in the bearer's unit have the Deep Strike ability.

BIG GOB

This warlord's bellowing war cry is so loud that it can be heard over the thickest of fighting, rolling outwards in a terrifying bestial roar.

INFANTRY WARBOSS model only. At the start of the Fight phase, select one enemy unit within Engagement range of the bearer. That unit must take a Battle-shock test, and when doing so, subtract 1 from the result.

DA BIGGEST BOSS

The bigger the Waaagh!, the bigger the boss must be to exert control. This Ork has countless huge battles under his belt and has grown in stature and aggression to match.

INFANTRY WARBOSS model only. Add 2 to the bearer's Wounds characteristic.

'EADSTOMPA

A solid slab of muscle and aggression, this Ork is living embodiment of the undeniable truth of his enemies' inferiority.

INFANTRY WARBOSS model only. Each time the bearer makes an attack that targets a unit that is below its Starting Strength, re-roll a Wound roll of 1. If that unit is Below Half-strength, you can re-roll the Wound roll instead.

If a Warboss needs something done right, be it storming a heavily fortified bridge of a voidship, counterattacking a spearhead of elite enemy or smashing through a shieldwall of bodyguards and cheering on their boss as he krumps the foe's commander, he will send for his Bully Boyz. Such a warband forms around a hardened core of the Warboss' most experienced Nobz and Meganobz. These scarred veterans use their expertise in casual violence and instinctive superiority in a fight, alongside their immense strength and low cunning, to make the most of their especially killy choppas and bizarre kombi-weapons. They exude arrogance and with their enormously muscled frames they can shrug off the foe's attempts to lay them low, at least until they've had a chance to get properly stuck in. Bully Boyz are a force to be reckoned with even alone. With a hulking Warboss at their head, the enemy softened up by some big guns and an audience of weedier Orks who need to be shown how it's done, the Bully Boyz' assault lands like a mailed fist.

ARMED TO DA TEEF

BULLY BOYZ – BATTLE TACTIC STRATAGEM

Nobz load themselves with all manner of weapons in shows of wealth and influence, enabling them to smash the foe with a ceaseless barrage of attacks.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **NOBZ** or **MEGANOBZ** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If a Waaagh! is active for your unit, you can re-roll the Hit roll instead.

TOO ARROGANT TO DIE

BULLY BOYZ – STRATEGIC PLOY STRATAGEM

With bone-headed arrogance, Nobz will carry on killing before their deaths finally register.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **NOBZ** or **MEGANOBZ** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not shot or fought this phase, roll one D6, adding 2 to the result if a Waaagh! is active for your unit. On a 5+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

ALWAYS LOOKIN' FER A FIGHT

BULLY BOYZ – STRATEGIC PLOY STRATAGEM

As one enemy falls to the choppas of a battle-hungry mob of Nobz, they immediately seek out more.

1CP

WHEN: Fight phase, just after an enemy unit is destroyed.

TARGET: One **NOBZ** or **MEGANOBZ** unit from your army that destroyed that enemy unit.

EFFECT: Until the end of the phase, each time your unit makes a Consolidation move, it can move up to D3+3" instead of up to 3". If a Waaagh! is active for your unit, it can move up to 6" instead.

CRUSHING IMPACT

BULLY BOYZ – EPIC DEED STRATAGEM

When a thundering mob of hulking Ork Nobz stampedes into the foe, their crushing momentum is a lethal weapon by itself.

1CP

WHEN: Your Charge phase, just after a **NOBZ** or **MEGANOBZ** unit from your army ends a Charge move.

TARGET: That **NOBZ** or **MEGANOBZ** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If a Waaagh! is active for your unit, that enemy unit suffers 1 mortal wound for each 4+ instead.

CUT 'EM DOWN

BULLY BOYZ – BATTLE TACTIC STRATAGEM

Furious with any snivelling gitz who attempt to back away from a good fight, Nobz will ruthlessly hack them apart as they turn to flee.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.

TARGET: One **NOBZ** or **MEGANOBZ** unit from your army within Engagement Range of that enemy unit.

EFFECT: When that enemy unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if a Waaagh! is active for your unit, subtract 1 from each of those tests.

HULKING BRUTES

BULLY BOYZ – BATTLE TACTIC STRATAGEM

The sheer aggressive contempt advancing Nobz project, not to mention their thick skulls and 'eavy armour, make them a terrifying prospect for foes desperately trying to gun them down.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **NOBZ** or **MEGANOBZ** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

EXAMPLE ARMIES

There are many ways to collect an Ork army, whether you use an existing paint scheme and clan background, or invent your own. Here you will find examples to inspire your collecting journey.

1 Grant saw starting his Deathskulls as a chance to get the whole force Battle Ready rather than spending a long time on each model. The scratches on his vehicles were achieved by using varnish and hairspray between two different colours and then wiping away some of the upper layer to show the grime beneath.

2 These brutal-looking Goffs are part of Jack's larger Ork army. He has added to them over time and, as a regular tournament player, this allows him to change the units he takes to each one. Jack loves the simplicity of the Goffs' approach to war. He recommends taking any units you think are cool and, when painting checks, never to worry about straight lines!

3 Wade's Blood Axe Orks are led by Kommanda Gorgit Killsnik and are loosely modelled on Imperial forces Gorgit has fought or heard about. Wade used bits from Astra Militarum kits to give the force a singular look. To contrast with the drab tones of their armour, the Orks' skin is a brighter shade of green.






3





Datasheets

'Us Orks neva lose a battle. If we win, we win. If we die, we die fightin', so it don't count. If we runs fer it we don't lose neither, 'coz we can come back fer anuvva go, see?'

- Commonly held Ork view of warfare



GHAZGHKULL THRAKA

	M	T	SV	W	LD	OC
GHAZGHKULL THRAKA	5"	6	2+	10	6+	4
MAKARI	5"	6	7+	1	8+	1

To face Ghazghkull Thraka in battle is to die. Messily. He is a totemic war leader of great kunnin' and terrifying presence who enjoys the personal protection of the Ork gods, not that he seems to need it! Makari, Ghazghkull's favoured Grot assistant bears aloft the personal Waaagh! banner of the Grand Warlord. There isn't an Ork living who doesn't fight harder in sight of that bosspole.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mork's Roar [RAPID FIRE 4]	36"	12	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gork's Klaw – strike	Melee	6	2+	14	-3	4
Gork's Klaw – sweep	Melee	12	2+	8	-2	2
Makari's stabba [DEVASTATING WOUNDS]	Melee	1	4+	3	0	1

LEADER

This unit can be attached to the following unit: **MEGANOBZ**

If this unit's Bodyguard unit is destroyed, Ghazghkull Thraka and Makari become a single unit with their original Starting Strength.

SUPREME COMMANDER

If this unit is in your army, its Ghazghkull Thraka model must be your **WARLORD**.

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Prophet of da Great Waaagh!: While this unit is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll and add 1 to the Wound roll and if you called a Waaagh! this battle round, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

Ghazghkull's Waaagh! Banner (Aura): While a friendly **ORKS** unit is within 12" of Makari, if you called a Waaagh! this battle round, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

UNIT COMPOSITION

- **1 Ghazghkull Thraka – EPIC HERO**
- **1 Makari**

Ghazghkull Thraka is equipped with: Mork's Roar; Gork's Klaw.

Makari is equipped with: Makari's stabba.

INVULNERABLE SAVE: GHAZGHKULL 4+

INVULNERABLE SAVE: MAKARI* 2+

** You cannot re-roll invulnerable saving throws made for this model.*



Ghazghkull Thraka



Makari

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: **INFANTRY, CHARACTER, EPIC HERO**
– GHAZGHKULL THRAKA: **WARBOSS, GHAZGHKULL THRAKA**

FACTION KEYWORDS:
ORKS



WARBOSS

M	T	SV	W	LD	OC
6"	5	4+	6	6+	1

5+ INVULNERABLE SAVE

A towering slab of muscle, fangs and bad attitude, the Warboss leads the charge from the very front. With klaw, fist and dakka the green behemoth bulldozes a bloody path through the enemy. Meanwhile, his window-rattling war cry and weapons-grade glower motivate his ladz to ever more gratuitous violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Twin sluggas [PISTOL, TWIN-LINKED]	12"	2	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Attack squig [EXTRA ATTACKS]	Melee	2	4+	4	0	1
Big choppa	Melee	5	2+	8	-1	2
Power klaw	Melee	4	3+	10	-2	2

WARGEAR OPTIONS

- This model's big choppa can be replaced with 1 power klaw.
- This model can be equipped with 1 attack squig.

LEADER

This model can be attached to the following units: **Boyz, Nobz**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Might Is Right: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Da Biggest and da Best: When you call a Waaagh!, until the start of the next battle round, add 4 to the Attacks characteristic of this model's melee weapons.

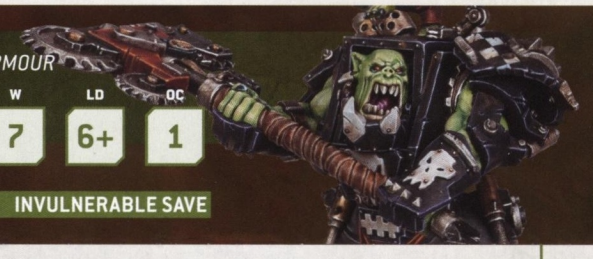
UNIT COMPOSITION

- **1 Warboss**

This model is equipped with: kombi-weapon; twin sluggas; big choppa.

KEYWORDS: **Infantry, Character, Grenades, Warboss**

FACTION KEYWORDS: **Orks**



WARBOSS *IN MEGA ARMOUR*

M	T	SV	W	LD	OC
5"	6	2+	7	6+	1

5+ INVULNERABLE SAVE

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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
'Uge choppa	Melee	4	2+	12	-2	2

LEADER

This model can be attached to the following unit: **Meganobz**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Might Is Right: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Dead Brutal: When you call a Waaagh!, until the start of the next battle round, this model's 'uge choppa has a Damage characteristic of 3.

UNIT COMPOSITION

- **1 Warboss in Mega Armour**

This model is equipped with: big shoota; 'uge choppa.

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

FACTION KEYWORDS: **Orks**

DEFFKILLA WARTRIKE

M	T	SV	W	LD	OC
12"	6	4+	9	6+	3

5+ INVULNERABLE SAVE

Ork Speedbosses thunder into battle on the backs of Deffkilla Wartrikes. These hurtling three-wheelers boast massive jet engines that fry the foe to a crisp while roaring through their ranks. Wartrikes also offer platforms from which the Speedbosses can messily chainhaul unfortunate foes with their grapnel-like snagga klaws.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boomstikks [ASSAULT]	12"	6	5+	5	0	1
Killa jet – burna [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Killa jet – cutta [MELTA 2]	12"	1	5+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Snagga klaw	Melee	4	3+	10	-2	2

LEADER

This model can be attached to the following unit: **WARBIKERS**

ABILITIES

CORE: **Deadly Demise 1, Leader**

FACTION: **Waaagh!**

Speedboss: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Fuel-mixa Grot: Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

UNIT COMPOSITION

- **1 Deffkilla Wartrike**

This model is equipped with: boomstikks; killa jet; snagga klaw.

KEYWORDS: **MOUNTED, CHARACTER, WARBOSS, SPEED FREEKS, DEFFKILLA WARTRIKE**

FACTION KEYWORDS: **ORKS**



Boomstikks



Deffkilla Wartrike



Snagga klaw

BIG MEK *IN MEGA ARMOUR*

M	T	SV	W	LD	OC
5"	6	2+	5	7+	1



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 kustom 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1
Tellyport blasta [BLAST]	12"	3	5+	8	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	3+	9	-2	2

WARGEAR OPTIONS

- This model's kustom-mega blasta can be replaced with one of the following:
  - 1 killsaw
  - 1 kombi-weapon
  - 1 kustom shoota
- 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 oiler.

LEADER

This model can be attached to the following unit: **MEGANOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

More Dakka: While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Fix Dat Armour Up: While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

WARGEAR ABILITIES

Kustom Force Field: While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Grot Oiler: Once per battle, at the end of your Movement phase, one model in the bearer's unit regains D3 lost wounds.

Designer's Note: *Place a Grot Oiler token next to the unit, removing it once this ability has been used.*

UNIT COMPOSITION

- **1 Big Mek in Mega Armour**

This model is equipped with: kustom-mega blasta; power klaw.

KEYWORDS: **INFANTRY, CHARACTER, MEGA ARMOUR, MEK, BIG MEK IN MEGA ARMOUR**

FACTION KEYWORDS: **ORKS**

'Why does it cost so much? Dat dere's da pinnerkal of da Mek's art, Lugnatz! Da pile of scrap you brought me wasn't worthy of bein' called a rokkit pack. Whoevva sold it yer must've seen ya comin'. Now you've got a rippy bit up top for tearing through dem big winged fings, an' a revved-up worky bit dere, an' a new spike on da front cos I know you like goin' into gitz 'ead first. An' see, I've fixed it up wiv two extra rokkits, so even if one goes wrong like last time, yer won't 'av to walk back da long way again.

Yeah, I know it's only da front wot's a bit red. Dats, er, dat's 'cos I ran out from using all my best, reddest paint *on da inside*. An' dat's where it counts more, see? Cos dat's where all da gubbinz iz.

Now, you 'and over dat bag o' teef yer hangin' onto, and I can talk ya throo all da speshul feechurs, da supa kustom bits wot I don't do every day…'

- Big Mek Gamdreg, concluding another successful sale



BIG MEK

M	T	SV	W	LD	OC
6"	5	3+	6	7+	1



Big Meks build all sorts of powerful weapons and bizarre devices. They readily bring their favourites into battle to test 'em out, even building and wearing a bionik exoskeleton to help them wield as many as possible. So equipped, the Big Mek unleashes mechanical violence and blasts of energy, or wrenches open warp tunnels down which he and his followers pile into the fight.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Traktor blasta [ANTI-FLY 3+, DEVASTATING WOUNDS]	36"	1	5+	10	-2	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Drilla	Melee	2	3+	12	-3	3
Power klaw	Melee	4	3+	9	-2	2

WARGEAR OPTIONS

- This model's kustom mega-blasta can be replaced with 1 traktor blasta.
- This model's power klaw can be replaced with 1 drilla.

LEADER

This model can be attached to the following units: **Boyz, Lootas, Mek Gunz, Nobz**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

More Dakka: While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Shokk-boosta: You can re-roll Advance rolls made for this model's unit. In addition, each time this model's unit makes a Normal, Advance or Fall Back move, until that move is finished, models in that unit can move horizontally through models and terrain features (but cannot finish a move on top of another model or its base).

UNIT COMPOSITION

- **1 Big Mek**

This model is equipped with: kustom mega-blasta; power klaw.

KEYWORDS: **Infantry, Character, Grenades, Mek, Big Mek**

FACTION KEYWORDS: **Orks**

MEK

M	T	SV	W	LD	OC
6"	5	5+	4	7+	1



Any Mekboy worth his spanners knows how to patch and repair Ork vehicles, artillery pieces and the like even amidst the fury of combat. Meks are also handy for a spot of good old-fashioned dakka and close-quarters violence, taking to the field armed to the teeth with kustom weaponry that they invented themselves.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom mega-slugga [BLAST, HAZARDOUS]	12"	D3	5+	8	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	1	4+	12	-3	2
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- This model's close combat weapon can be replaced with 1 killsaw.

LEADER

This model can be attached to the following units: **Boyz, Lootas, Mek Gunz, Nobz, Tankbustas**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Know-wotz: While this model is within 3" of one or more friendly **Orks Vehicle** units, this model has the Lone Operative ability.

Mekaniak: At the end of your Movement phase, you can select one friendly **Orks Vehicle** model within 3" of this model. That **Vehicle** model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that **Vehicle** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

UNIT COMPOSITION

- **1 Mek**

This model is equipped with: kustom mega-slugga; close combat weapon.

KEYWORDS: **Infantry, Character, Mek**

FACTION KEYWORDS: **Orks**



BIG MEK *WITH SHOKK ATTACK GUN*

M	T	SV	W	LD	OC
6"	5	4+	5	7+	1

Big Meks are masters of insane but highly destructive weaponry. Amongst the strangest devices that some lug to battle is the shokk attack gun which opens a tunnel through the warp to its target, then launches screaming Snotlings down it. The ammunition rematerialise as a terror-maddened, clawing, biting swarm. If this happens inside the target, the results are swift and horrific.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shokk attack gun [BLAST, HEAVY]	60"	D6+1	5+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 grot assistant.

LEADER

This model can be attached to the following units: **Boyz, Lootas, Mek Gunz, Nobz**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

More Dakka: While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Deranged Snotling Assault: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

WARGEAR ABILITIES

Grot Assistant: Once per battle, after rolling to determine how many attacks the bearer's shokk attack gun makes, you can re-roll that dice.

Designer's Note: *Place a Grot Assistant token next to the bearer, removing it once this ability has been used.*

UNIT COMPOSITION

- **1 Big Mek with Shokk Attack Gun**

This model is equipped with: close combat weapon, shokk attack gun.

KEYWORDS: **Infantry, Character, Grenades, Mek, Big Mek with Shokk Attack Gun**

FACTION KEYWORDS: **Orks**

BEASTBOSS

M	T	SV	W	LD	OC
6"	5	4+	6	6+	1

5+ INVULNERABLE SAVE

It takes a ferocious and foul-tempered Ork to lead a stampede of Beast Snaggas. Beastbosses possess these qualities in abundance. Boasting cybork enhancements, wired-in targetin' squigs and an array of brutal combat weaponry, these roaring monsters can bring down even the largest prey one-on-one.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shoota [RAPID FIRE 1]	18"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Beast Snagga klaw [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	3+	10	-2	2
Beastchoppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	6	-1	2

LEADER

This model can be attached to the following unit: **Beast Snagga Boyz**

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

Beastboss: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Ferocious Rage: Each time this model makes a Charge move, until the end of the turn, melee weapons it is equipped with have the [DEVASTATING WOUNDS] ability.

UNIT COMPOSITION

- **1 Beastboss**

This model is equipped with: shoota; beastchoppa; Beast Snagga klaw.

KEYWORDS: **Infantry, Character, Beast Snagga, Warboss, Beastboss**

FACTION KEYWORDS: **Orks**



BEASTBOSS *ON SQUIGOSAUR*

M	T	SV	W	LD	OC
10"	8	3+	8	6+	3

5+ INVULNERABLE SAVE



Beastbosses have the strength and violent temperament to subdue the most ferocious creatures. Squigosaurs, meanwhile, are single-minded predators that can bite through adamantine and shrug off enemy fire as though they were armour-plated. 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Thump gun [BLAST]	18"	D3	5+	6	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Beastchoppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	6	-1	2
Squigosaur's jaws [DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	3	4+	7	-2	3

WARGEAR OPTIONS

- This model can be equipped with 1 thump gun.

LEADER

This model can be attached to the following unit: **Squighog Boyz**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

Thundering Stampede: While this model is leading a unit, add 1 to Charge rolls made for that unit.

Single-minded Predator: You can target this model's unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

UNIT COMPOSITION

- **1 Beastboss on Squigosaur**

This model is equipped with: slugga; beastchoppa; squigosaur's jaws.

KEYWORDS: **Mounted, Character, Beast Snagga, Warboss, Beastboss on Squigosaur**

FACTION KEYWORDS: **Orks**



PAINBOSS

M	T	SV	W	LD	OC
6"	5	4+	4	7+	1



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 supa-legz, monowheels and the like – the better to deliver high-speed doktorin'.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Beast Snagga klaw [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

LEADER

This model can be attached to the following unit: **Beast Snagga Boyz**

UNIT COMPOSITION

- **1 Painboss**

This model is equipped with: Beast Snagga klaw.

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

Dok's Toolz: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Sawbonez: At the end of your Movement phase, select one friendly **Beast Snagga Character** model within 3" of this model. That model is healed and regains up to 3 lost wounds. Each model can only be healed once per turn.

WARGEAR ABILITIES

Grot Orderly: Once per battle, in your Command phase, if the bearer is leading a unit that is below its Starting Strength, you can return up to D3 destroyed Bodyguard models to that unit.

Designer's Note: *Place a Grot Orderly token next to the unit, removing it once this ability has been used.*

KEYWORDS: **Infantry, Character, Beast Snagga, Painboss**

FACTION KEYWORDS: **Orks**

PAINBOY

M	T	SV	W	LD	OC
6"	5	5+	3	7+	1



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 fat syringes also serve as an expedient means of dismembering the enemy with – if not surgical precision – at least a great deal of enthusiasm!

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power klaw	Melee	3	4+	9	-2	2
'Urty syringe [ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION]	Melee	1	3+	2	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

LEADER

This model can be attached to the following units: **Boyz, Nobz, Lootas, Burna Boyz, Tankbustas**

UNIT COMPOSITION

- **1 Painboy**

This model is equipped with: power klaw; 'urty syringe.

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Dok's Toolz: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Hold Still and Say 'Aargh!': Each time an attack made by this model with its 'urty syringe scores a Critical Wound against a unit (excluding **Vehicle** units), that unit suffers D6 mortal wounds.

WARGEAR ABILITIES

Grot Orderly: Once per battle, in your Command phase, if the bearer is leading a unit that is below its Starting Strength, you can return up to D3 destroyed Bodyguard models to that unit.

Designer's Note: *Place a Grot Orderly token next to the unit, removing it once this ability has been used.*

KEYWORDS: **Infantry, Character, Painboy**

FACTION KEYWORDS: **Orks**

WEIRDBOY

M	T	SV	W	LD	OC
6"	5	5+	4	7+	1



Weirdboyz channel the Waaagh! energy that builds up around battling Orks, unleashing it before it causes their heads to literally explode. This they do with gusto, whether vomiting blasts of devastating green ectoplasm at the enemy or teleporting Orks madly about the place.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
'Eadbanger [PRECISION, PSYCHIC]	24"	1	4+	6	-3	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Weirdboy staff [PSYCHIC]	Melee	3	3+	8	-1	D3

LEADER

This model can be attached to the following unit: **Boyz**

UNIT COMPOSITION

- **1 Weirdboy**

This model is equipped with: 'Eadbanger; weirdboy staff.

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Waaagh!**

Waaagh! Energy: While this model is leading a unit, add 1 to the Strength and Damage characteristics of this model's 'Eadbanger weapon for every 5 models in that unit (rounding down), but while that unit contains 10 or more models, that weapon has the [HAZARDOUS] ability.

Da Jump (Psychic): Once per turn, at the end of your Movement phase, one **Weirdboy** from your army can use this ability. If it does, roll one D6: on a 1, that **Weirdboy**'s unit suffers D6 mortal wounds; on a 2+, remove that **Weirdboy**'s unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

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

FACTION KEYWORDS: **Orks**

WURRBOY

M	T	SV	W	LD	OC
6"	5	5+	4	7+	1



Rarely lucid, Wurrboyz rant about visions of prey and lose themselves in the senses of their warband's squigs. This doesn't stop them unleashing their devastating powers, however, channelling the Waaagh! into overwhelming primal manifestations and beams of killing energy shot from their Eyez of Mork.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eyez of Mork [PSYCHIC]	18"	D6	5+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1

LEADER

This model can be attached to the following unit: **Beast Snagga Boyz**

UNIT COMPOSITION

- **1 Wurrboy**

This model is equipped with: Eyez of Mork; close combat weapon.

ABILITIES

CORE: **Deadly Demise D3, Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

Unstable Oracle: While this model is leading a unit, add 2 to the Attacks characteristic of this model's Eyez of Mork weapon for every 5 models in that unit (rounding down), but while that unit contains 10 or more models, that weapon has the [HAZARDOUS] ability.

Roar of Mork (Psychic): In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this **Psyker** and roll one D6: on a 1, this **Psyker**'s unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

KEYWORDS: **Infantry, Character, Psyker, Beast Snagga, Wurrboy**

FACTION KEYWORDS: **Orks**

MOZROG SKRAGBAD

M	T	SV	W	LD	OC
10"	8	3+	8	6+	3

4+ INVULNERABLE SAVE

Mozrog and his squigosaur 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 disembowelling punch-dagger, Gutrippa. Those that do are doomed to be swallowed whole by Big Chompa's yawning, fang-stuffed jaws.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Thump gun [BLAST]	18"	D3	5+	6	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big Chompa's jaws [DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	3	3+	7	-2	4
Gutrippa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	7	-1	3

LEADER

This model can be attached to the following unit: **Squighog Boyz**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

One Last Kill: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Da Bigger Dey Iz...: Each time this model makes a melee attack that targets a **Monster** or **Vehicle** unit, add 1 to the Damage characteristic of that attack. Each time this model makes a melee attack that targets a **Titanic** unit, add 2 to the Damage characteristic of that attack instead.

UNIT COMPOSITION

- **1 Mozrog Skragbad – Epic Hero**

This model is equipped with: thump gun; Big Chompa's jaws; gutrippa.

KEYWORDS: **Mounted, Character, Beast Snagga, Epic Hero, Warboss, Mozrog Skragbad**

FACTION KEYWORDS: **Orks**



Mozrog Skragbad and Big Chompa







Zodgrod Wortsnagga

ZODGROD WORTSNAGGA

M	T	SV	W	LD	OC
6"	5	5+	5	7+	1



With his Grabzappa crackling, Zodgrod herds his notorious super runts into battle. This irascible loon is never happier than when wrangling especially large and rowdy foes, usually by giving them a good dose of needles from his Squigstoppa Numba 5, then burying them in a rampaging horde of diminutive little monsters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Squigstoppa [ANTI-MONSTER 4+, PISTOL]	12"	1	5+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Da Grabzappa	Melee	5	2+	7	-2	2

LEADER

This model can be attached to the following unit: **GRETCHIN**

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

Super Runts: While this model is leading a unit:

- Models in that unit have the Scouts 9" ability.
- Each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.
- Each time an attack targets that unit, subtract 1 from the Wound roll.

Special Dose: When you call a Waaagh!, until the start of the next battle round, add 6" to the Move characteristic of models in this model's unit.

UNIT COMPOSITION

- **1 Zodgrod Wortsnagga – EPIC HERO**

This model is equipped with: Squigstoppa; Da Grabzappa.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, ZODGROD WORTSNAGGA**

FACTION KEYWORDS: **ORKS**

BOSS SNIKROT

M	T	SV	W	LD	OC
6"	5	5+	6	6+	1

5+ INVULNERABLE SAVE



Boss Snikrot is a murderous ghost whose obsession with kommando warfare has seen him transcend the cunning of his fellow Blood Axes and achieve instead something nigh supernatural. By the time his terrified foes realise he is upon them, the Boss is already opening their throats with his rip-toothed blades.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mork's Teeth [PRECISION, TWIN-LINKED]	Melee	6	2+	6	-1	2

LEADER

This model can be attached to the following unit: **KOMMANDOS**

ABILITIES

CORE: **Infiltrators, Leader, Lone Operative, Stealth**

FACTION: **Waaagh!**

Red Skull Kommandos: While this model is leading a unit, models in that unit have the Benefit of Cover.

Kunnin' Infiltrator: Once per battle, in your Movement phase, instead of making a Normal move with this model's unit, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

UNIT COMPOSITION

- **1 Boss Snikrot – EPIC HERO**

This model is equipped with: slugga; Mork's Teeth.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, SMOKE, EPIC HERO, BOSS SNIKROT**

FACTION KEYWORDS: **ORKS**

BOYZ

M	T	SV	W	LD	OC	
6"	5	5+	1	7+	2	BOY
6"	5	5+	2	7+	2	BOSS NOB

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Shoota [RAPID FIRE 1]	18"	2	5+	4	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- The Boss Nob's big choppa can be replaced with 1 power klaw.
- The Boss Nob's big choppa and slugga can be replaced with 1 kombi-weapon and 1 close combat weapon.
- Any number of Boyz can each have their slugga and choppa replaced with 1 shoota and 1 close combat weapon.
- For every 10 models in this unit, 1 Boy's choppa and slugga can be replaced with one of the following:
  - 1 big shoota and 1 close combat weapon
  - 1 rokkit launcha and 1 close combat weapon

BODYGUARD

If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one (but only if one of those is a **WARBOSS** model). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.

ABILITIES

FACTION: **Waaagh!**

Get Da Good Bitz: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNIT COMPOSITION

- **1 Boss Nob**
- **9-19 Boyz**

The Boss Nob is equipped with: slugga; big choppa.

Every Boy is equipped with: slugga; choppa.

KEYWORDS: **INFANTRY, BATTLELINE, MOB, GRENADES, BOYZ**

FACTION KEYWORDS: **ORKS**



Big choppa



Rokkit launcha



Shoota



Power klaw



Choppa



Boy with slugga and choppa



Boy with shoota



Boy with big shoota



BEAST SNAGGA BOYZ

M	T	SV	W	LD	OC	
6"	5	5+	1	7+	2	BEAST SNAGGA BOY
6"	5	5+	2	7+	2	BEAST SNAGGA NOB

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Thump gun [BLAST]	18"	D3	5+	6	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	2	3+	5	0	1
Power snappa	Melee	4	3+	7	-1	2

WARGEAR OPTIONS

- For every 10 models in this unit, 1 Beast Snagga Boy's slugga and choppa can be replaced with 1 thump gun and 1 close combat weapon.

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Waaagh!**

Monster Hunters: Each time a model in this unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Hit roll.

UNIT COMPOSITION

- **1 Beast Snagga Nob**
- **9-19 Beast Snagga Boyz**

The Beast Snagga Nob is equipped with: slugga; power snappa.

Every Beast Snagga Boy is equipped with: slugga; choppa.

KEYWORDS: **INFANTRY, MOB, BATTLELINE, BEAST SNAGGA, BEAST SNAGGA BOYZ**

FACTION KEYWORDS: **ORKS**

GRETCHIN

M	T	SV	W	LD	OC	
6"	2	7+	1	8+	2	GRETCHIN
6"	5	5+	2	7+	1	RUNTHERD

What Gretchin – also called grots – lack in stature, courage, resilience, discipline, loyalty, aggression and personal hygiene, they allegedly make up for in numbers, especially when motivated by the brutal Ork wranglers known as Runtherds. They are at least reasonable shots with their underpowered firearms, and if all else fails, the Orks find that grots make excellent bullet-stops.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grot blasta [PISTOL]	12"	1	4+	3	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1
Runtherd tools	Melee	3	3+	5	0	1

ABILITIES

FACTION: **Waaagh!**

Runtherd: Each time an attack targets this unit, if it contains one or more Gretchin models, until that attack is resolved, Runtherd models in this unit have a Toughness characteristic of 2.

Thievin' Scavengers: At the start of your Command phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it (excluding Battle-shocked units). If one or more of those rolls is a 4+, you gain 1CP.

UNIT COMPOSITION

- **1 Runtherd and 10 Gretchin**
  OR
- **2 Runtherds and 20 Gretchin**

Every Runtherd is equipped with: slugga; runtherd tools.

Every Gretchin is equipped with: grot blasta; close combat weapon.

KEYWORDS: **INFANTRY, GROTS, GRETCHIN**

FACTION KEYWORDS: **ORKS**

NOBZ

M	T	SV	W	LD	OC
6"	5	4+	2	7+	1



Nobz swagger into battle wielding a jaw-dropping assortment of kombi-weapons, favourite sluggas, very large choppas, piston-driven klaws and any other instrument of gratuitous violence they can get their claws on. Coupled with their exceptional resilience and sheer belligerence, this renders them terrifying combatants indeed.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Close combat weapon	Melee	3	3+	5	0	1
Power klaw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- Any number of models can each have their big choppa replaced with 1 power klaw.
- Any number of models can each have their slugga and big choppa replaced with 1 kombi-weapon and 1 close combat weapon.
- For every 5 models in this unit, this unit can be equipped with 1 ammo runt.

ABILITIES

FACTION: **Waaagh!**

Da Boss' Ladz: While a **WARBOSS** model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

WARGEAR ABILITIES

Ammo Runt: Once per battle for each ammo runt this unit has, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

Designer's Note: *Place the relevant number of Ammo Runt tokens next to the unit, removing one each time the unit uses this ability.*

UNIT COMPOSITION

- **1 Boss Nob**
- **4-9 Nobz**

Every model is equipped with: slugga; big choppa.

KEYWORDS: **INFANTRY, GRENADES, NOBZ**

FACTION KEYWORDS: **ORKS**



Nob with slugga and power klaw



Nob with slugga and power klaw



Ammo Runt



Nob with slugga and big choppa



Nob with kombi-weapon

MEGANOBZ

M	T	SV	W	LD	OC
5"	6	2+	3	7+	1



Mega armour comprises massive slabs of metal bashed roughly into shape, and is powered by pistons and sheer brute strength. It is highly resilient and can mount an array of potent weaponry. It is also usually worn to battle by toof-rich Nobz who would be scary enough even were they not each wearing their own Ork-portable bunker.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Twin killsaws [TWIN-LINKED]	Melee	2	4+	12	-3	2

WARGEAR OPTIONS

- Any number of models can each have their kustom shoota and power klaw replaced with one of the following:
  - 1 kombi-weapon and 1 power klaw
  - 1 kombi-weapon and 1 killsaw
  - 1 kustom shoota and 1 killsaw
  - 1 killsaw and 1 power klaw
  - 1 twin killsaws

ABILITIES

FACTION: **Waaagh!**

Krumpin' Time: During the battle round in which you call a Waaagh!, models in this unit have the Feel No Pain 4+ ability.

UNIT COMPOSITION

- **2-6 Meganobz**

Every model is equipped with: kustom shoota; power klaw.

KEYWORDS: **Infantry, Grenades, Mega Armour, Meganobz**

FACTION KEYWORDS: **Orks**



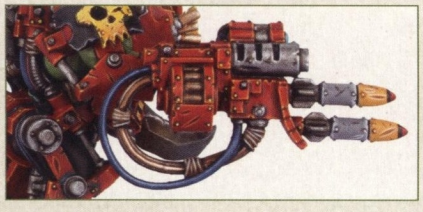
Meganob with kombi-weapon and power klaw



Meganob with kustom shoota and power klaw



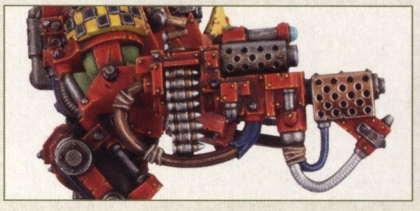
Meganob with kombi-weapon and power klaw



Kombi-weapon



Kustom shoota



Kombi-weapon

BURNA BOYZ

M	T	SV	W	LD	OC
6"	5	5+	1	7+	1



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 pyromaniacally inclined Orks delight in doing both.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Burna [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Cuttin' flames	Melee	2	4+	4	-2	1

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

FACTION: **Waaagh!**

Pyromaniaks: Each time a model in this unit makes a ranged attack with a burna that targets an enemy unit within 6", re-roll a Wound roll of 1. If the target of that attack is also within range of an objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- **1 Spanner and 4 Burna Boyz**
  OR
- **2 Spanners and 8 Burna Boyz**

Every Spanner is equipped with: close combat weapon; big shoota.

Every Burna Boy is equipped with: burna; cuttin' flames.

KEYWORDS: **Infantry, Burna Boyz**

FACTION KEYWORDS: **Orks**

STORMBOYZ

	M	T	SV	W	LD	OC
STORMBOY	12"	5	5+	1	7+	1
BOSS NOB	12"	5	5+	2	7+	1



Most Orks mock Stormboyz for their acts of juvenile rebellion, from taking orders and shining their boots to marching about, talking about 'taktiks' and even following a battle plan. Yet when that plan is strap on a high powered rokkit and hurtle into the enemy bellowing "Waaagh!", it does prove to have its merits.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	4	-1	1
Power klaw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- The Boss Nob's choppa can be replaced with 1 power klaw.

ABILITIES

CORE: **Deep Strike**

FACTION: **Waaagh!**

Full Throttle: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

UNIT COMPOSITION

- **1 Boss Nob**
- **4-9 Stormboyz**

Every model is equipped with: slugga; choppa.

KEYWORDS: **Infantry, Jump Pack, Fly, Grenades, Stormboyz**

FACTION KEYWORDS: **Orks**

TANKBUSTAS

	M	T	SV	W	LD	OC
TANKBUSTA	6"	5	5+	1	7+	1
BOSS NOB	6"	5	5+	2	7+	1



Tankbustas stalk enemy vehicles like game hunters. Rokkit launchas to blast targets from range; high explosive tankhammers swung 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-blazing wrecks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Pair of rokkit pistols [PISTOL, TWIN-LINKED]	12"	1	5+	7	-1	D3
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Tankhammer [ANTI-VEHICLE 5+, DEVASTATING WOUNDS, HAZARDOUS]	Melee	2	3+	7	-1	D3

ABILITIES

FACTION: **Waaagh!**

Tank Hunters: Each time a model in this unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll and add 1 to the Wound roll.

Bomb Squigs: Twice per battle, after this unit ends a Normal move, you can select one enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Designer's Note: *Place two Bomb Squig tokens next to the unit, removing one each time this unit uses this ability.*

UNIT COMPOSITION

- **1 Boss Nob**
- **4 Tankbustas**

The Boss Nob is equipped with: rokkit launcha; close combat weapon.

One Tankbusta is equipped with: pair of rokkit pistols; close combat weapon.

One other Tankbusta is equipped with: tankhammer.

Two other Tankbustas are equipped with: rokkit launcha; close combat weapon.

KEYWORDS: **INFANTRY, TANKBUSTAS**

FACTION KEYWORDS: **ORKS**

FLASH GITZ

M	T	SV	W	LD	OC
6"	5	4+	2	7+	1



Flash Gitz are despised by other Orks for being self-important show-offs with too much snazz and dakka for their own good. The Gitz couldn't care less, of course, delighting in ostentatiously brandishing their over-the-top snazzguns before using them to utterly demolish the enemy in a hail of shells, blasts and rokkits.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Snazzgun [HEAVY, SUSTAINED HITS 1]	24"	3	5+	6	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

WARGEAR OPTIONS

- This unit can be equipped with 1 ammo runt.

ABILITIES

FACTION: **Waaagh!**

Gun-crazy Show-offs: Each time a model in this unit targets the closest eligible target with its snazzgun, until the end of the phase, that weapon has an Attacks characteristic of 4.

WARGEAR ABILITIES

Ammo Runt: Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.

Designer's Note: *Place an Ammo Runt token next to the unit, removing it after this ability has been used.*

UNIT COMPOSITION

- **1 Kaptin**
- **4-9 Flash Gitz**

Every model is equipped with: snazzgun; choppa.

KEYWORDS: **Infantry, Grenades, Flash Gitz**

FACTION KEYWORDS: **Orks**

LOOTAS

M	T	SV	W	LD	OC
6"	5	5+	1	7+	1



Lootas grub together every toof and fistful of scrap they can, then use the former to pay the Meks to turn 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 battle tank in its tracks or scythe down squads of infantry.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Deffgun [HEAVY, RAPID FIRE 1]	48"	2	6+	8	-1	2
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

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

FACTION: **Waaagh!**

Dat's Our Loot! Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is within range of an objective marker, you can re-roll the Hit roll instead.

UNIT COMPOSITION

- **1 Spanner and 4 Lootas**
  OR
- **2 Spanners and 8 Lootas**

Every Spanner is equipped with: big shoota; close combat weapon.

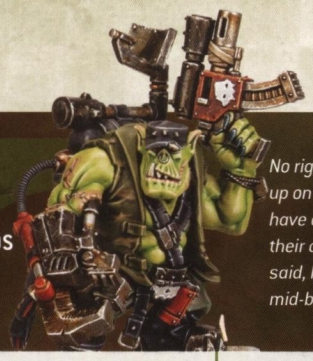
Every Loota is equipped with: deffgun; close combat weapon.

KEYWORDS: **Infantry, Lootas**

FACTION KEYWORDS: **Orks**

KOMMANDOS

	M	T	SV	W	LD	OC
KOMMANDOS	6"	5	5+	1	7+	1
BOSS NOB	6"	5	5+	2	7+	1



No right-thinking Ork trusts Kommandos. They sneak up on the enemy rather than charging in headlong, and have an unhealthy fascination with very big knives and their application to people's backs, throats and guts. That said, having a band of Kommandos ambush the enemy mid-battle definitely has its uses.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burna [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Breacha ram	Melee	2	4+	9	-2	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- The Boss Nob's choppa can be replaced with one of the following:
  - 1 big choppa
  - 1 power klaw
- Up to 2 Kommandos can each have their slugga and choppa replaced with 1 kustom shoota and 1 close combat weapon.
- 1 Kommando's slugga and choppa can be replaced with 1 breacha ram.
- 1 Kommando's slugga and choppa can be replaced with 1 burna and 1 close combat weapon.
- 1 Kommando's slugga and choppa can be replaced with 1 rokkit launcha and 1 close combat weapon.
- This unit can be equipped with 1 bomb squig.
- This unit can be equipped with 1 distraction grot.

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Waaagh!**

Sneaky Gitz: Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WARGEAR ABILITIES

Distraction Grot: Once per battle, in your opponent's Shooting phase, before making a saving throw for a model in this unit, it can deploy the distraction grot. If it does, until the end of the phase, models in this unit have a 5+ invulnerable save.

Designer's Note: *Place a Distraction Grot token next to the unit, removing it when this unit uses this ability.*

Bomb Squig: Once per battle, after this unit ends a Normal move, select one enemy unit within 12" of this unit and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Designer's Note: *Place a Bomb Squig token next to the unit, removing it when this unit uses this ability.*

UNIT COMPOSITION

- **1 Boss Nob**
- **9 Kommandos**

Every model is equipped with: slugga; choppa.

KEYWORDS: **Infantry, Grenades, Smoke, Kommandos**

FACTION KEYWORDS: **Orks**







Kommandos with sluggas and choppas

Kommando with rokkit launcha



Boss Nob with slugga and power klaw



Kommando with breacha ram



Kommando with kustom shoota



Kommando with burna

SQUIGHOG BOYZ

	M	T	SV	W	LD	OC
SQUIGHOG BOY	10"	7	4+	3	7+	2
NOB ON SMASHA SQUIG	10"	7	4+	4	7+	2



With their mounts snorting and saddlegitz hanging on for dear life, Squighog Boyz thunder into the fight, flinging rokkit-propelled stikkas with enough force to pierce plate armour. Led into the fray by Nobz atop thick-skulled smasha squigs, they employ muscle, weight, momentum and sheer belligerence to squash those foes still standing to a paste.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Saddlegit weapons [ASSAULT]	9"	1	4+	3	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, ASSAULT]	9"	1	5+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	3+	6	-1	2
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE]	Melee	3	3+	5	-1	2
Squig jaws [EXTRA ATTACKS]	Melee	3	4+	6	-1	2

WARGEAR OPTIONS

- For every 4 models in this unit, this unit can be equipped with 1 bomb squig.

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Waaagh!**

Wild Ride: You can ignore any or all modifiers to this unit's Move characteristic and to Advance and Charge rolls made for this unit.

WARGEAR ABILITIES

Bomb Squig: Once per battle for each bomb squig this unit has, after this unit ends a Normal move, you can select one enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Designer's Note: *Place the relevant number of Bomb Squig tokens next to the unit, removing one each time this unit uses this ability.*

UNIT COMPOSITION

- **1 Nob on Smasha Squig and 3 Squighog Boyz**
  OR
- **2 Nobz on Smasha Squigs and 6 Squighog Boyz**

Every Nob on Smasha Squig is equipped with: slugga; big choppa; squig jaws.

Every Squighog Boy is equipped with: saddlegit weapons; stikka; squig jaws.

KEYWORDS: **Mounted, Beast Snagga, Grenades, Squighog Boyz**

FACTION KEYWORDS: **Orks**



Squighog Boy



Bomb Squig



Nob on Smasha Squig

WARBIKERS

M	T	SV	W	LD	OC	
12"	6	4+	3	7+	2	WARBIKER
12"	6	4+	4	7+	2	BOSS NOB ON WARBIKE

6+ INVULNERABLE SAVE



Ork Warbikers race into battle with dakkaguns hammering, ragged trails of dust and smoke boiling up behind them like an ill omen. They race one another at breakneck pace to reach the enemy first, execute death-defying stunts at suicidal speeds, then crash headlong into the foe's battle line like battering rams.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Twin dakkagun [ASSAULT, RAPID FIRE 2, TWIN-LINKED]	18"	3	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- Each 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 power klaw

ABILITIES

FACTION: **Waaagh!**

Drive-by Dakka: Each time a model in this unit makes a ranged attack that targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1.

UNIT COMPOSITION

- **1 Boss Nob on Warbike**
- **2-5 Warbikers**

Every model is equipped with: twin dakkagun; close combat weapon.

KEYWORDS: **Mounted, Grenades, Speed Freeks, Warbikers**

FACTION KEYWORDS: **Orks**

TRUKK

M	T	SV	W	LD	OC
12"	8	4+	10	7+	2

6+ INVULNERABLE SAVE



Trukks are ramshackle assemblages of hastily welded and riveted scrap metal bolted to overpowered engine blocks and rusty chassis. Rolling on fat, armoured tyres, they bear mobs of Orks into battle at high speed, shrugging off enemy fire by the simple expedient of shedding ablative panels and plates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	3	4+	6	0	1
Wreckin' ball [EXTRA ATTACKS]	Melee	1	4+	10	0	D6

WARGEAR OPTIONS

- This model can be equipped with 1 wreckin' ball.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 12**

FACTION: **Waaagh!**

Grot Riggers: At the start of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- **1 Trukk**

This model is equipped with: big shoota; spiked wheels.

TRANSPORT

This model has a transport capacity of 12 **Orks Infantry** models. Each **Mega Armour** model takes up the space of 2 models. It cannot transport **Jump Pack** or **Ghazghkull Thraka** models.

KEYWORDS: **Vehicle, Transport, Dedicated Transport, Trukk**

FACTION KEYWORDS: **Orks**

'I am telling you, the things that attacked us were *our tanks*. I know it sounds absurd, General. It is a tenet of the Tactica Imperialis that the Orkish hordes contrive their armoured assets out of worthless scrap. Noisy, filthy, unnerving to the ranks and grossly over-armed, I grant you, but scrap nonetheless, and vulnerable to a faithful soldier's single shot, I'd wager.

But those things… those ordnance carriers and assault tanks, those transports – under all the abhorrent detritus the Orks seem to have piled on them, beyond replacement weapons systems and repulsive daubings, I still recognised the tragic silhouettes of the Pilastrum armoured company we lost last month!'

- Major Bekh Kale, former attaché to Pilastrum Command





BATTLEWAGON

M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

6+ INVULNERABLE SAVE

No two Battlewagons are the same, for the Meks that build them can never resist cobbling on armour plates, ramming spikes, assorted dakka and random worky-gubbinz. However, all are rugged transport tanks with the capacity to bear a large number of angry Orks into battle while shrugging off the worst the enemy can throw at them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Kannon – frag [BLAST]	36"	D6+3	5+	6	0	1
Kannon – shell	36"	1	5+	10	-2	D6
Killkannon	24"	D6+1	5+	9	-2	2
Lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	5	0	1
Zzap gun [ANTI-VEHICLE 4+]	36"	1	5+	D6+6	-3	5

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2
Grabbin' klaw [EXTRA ATTACKS]	Melee	2	3+	8	-2	2
Tracks and wheels	Melee	6	4+	8	0	1
Wreckin' ball [EXTRA ATTACKS]	Melee	1	4+	10	0	D6

WARGEAR OPTIONS

- This model can be equipped with one of the following:
  - 1 kannon
  - 1 killkannon
  - 1 zzap gun
- This model can be equipped with:
  - 1 lobba
- This model can be equipped with up to 4 big shootas.
- This model's tracks and wheels can be replaced with 1 deff rolla.
- This model can be equipped with any of the following:
  - 1 'ard case
  - 1 grabbin' klaw
  - 1 wreckin' ball

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 11**

FACTION: **Waaagh!**

Ramshackle but Rugged: Each time an attack is allocated to this model, worsen the Armour Penetration characteristic of that attack by 1.

WARGEAR ABILITIES

'Ard Case: Add 2 to the bearer's Toughness characteristic, but it no longer has the Firing Deck ability.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Battlewagon**

This model is equipped with: tracks and wheels.

TRANSPORT

This model has a transport capacity of 22 **ORKS INFANTRY** models. If this model is equipped with a killkannon, it has a transport capacity of 12 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. If this model is not equipped with an 'ard case, kannon, killkannon or zzap gun, it can transport 1 **GHAZGHKULL THRAKA**. The Ghazghkull Thraka model takes up the space of 18 models.

KEYWORDS: **VEHICLE, TRANSPORT, BATTLEWAGON**

FACTION KEYWORDS: **ORKS**



DEFF DREAD

M	T	SV	W	LD	OC
8"	9	2+	8	7+	3

6+ INVULNERABLE SAVE



Being wired into a Deff Dread affords strength, resilience and a terrifying array of vicious weaponry. Of course, the reality of being stuck in a metal box for life and drinking your meals through a straw soon gets old, but the pilots' resulting unhinged ferocity only serves to make Deff Dreads all the more dangerous in battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dread klaw [DEAD CHOPPY]	Melee	4	3+	12	-2	3
Dead Choppy: The Attacks characteristic of this weapon is increased by 1 for each additional Dread klaw the bearer is equipped with.						
Stompy feet	Melee	4	3+	5	0	1

WARGEAR OPTIONS

- This model's big shootas can each be replaced with one of the following:
  - 1 Dread klaw
  - 1 kustom-mega blasta
  - 1 rokkit launcha
  - 1 skorcha
- This model's dread klaws can each be replaced with one of the following:
  - 1 big shoota
  - 1 kustom-mega blasta
  - 1 rokkit launcha
  - 1 skorcha

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Piston-driven Brutality: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

UNIT COMPOSITION

- **1 Deff Dread**

This model is equipped with: 2 big shootas; 2 Dread klaws; stompy feet.

KEYWORDS: **VEHICLE, WALKER, DEFF DREAD**

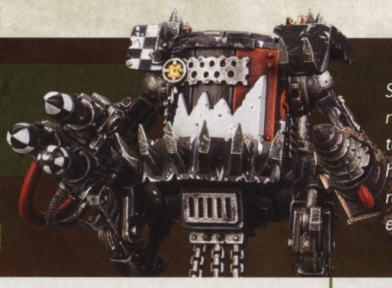
FACTION KEYWORDS: **ORKS**



KILLA KANS

M	T	SV	W	LD	OC
6"	6	3+	5	8+	2

6+ INVULNERABLE SAVE



Surgically wiring grots into combat walkers is risky: the runty 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-shrapnel even more hazardous to the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kan shoota [DEVASTATING WOUNDS, RAPID FIRE 2]	36"	3	4+	5	0	1
Grotzooka [BLAST, IGNORES COVER]	18"	D3+3	4+	6	-1	1
Rokkit launcha [BLAST]	24"	D3	4+	9	-2	3
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Kan klaw	Melee	3	4+	8	-2	3

WARGEAR OPTIONS

- Each Killa Kan's Kan shoota can be replaced with one of the following:
  - 1 grotzooka
  - 1 rokkit launcha
  - 1 skorcha

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Shooty Power Trip: Each time this unit is selected to shoot, you can roll one D6:

- On a 1-2, this unit suffers D6 mortal wounds.
- On a 3-4, until the end of the phase, add 1 to the Strength characteristic of ranged weapons equipped by models in this unit.
- On a 5-6, until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in this unit.

UNIT COMPOSITION

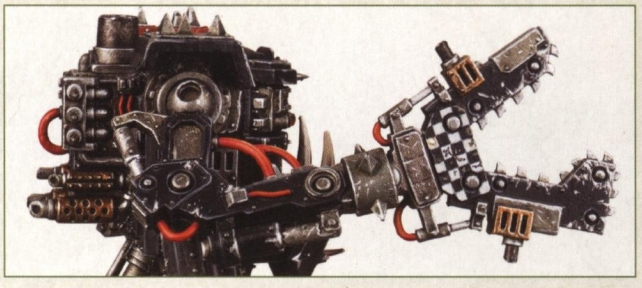
- **3-6 Killa Kans**

Every model is equipped with: Kan shoota; Kan klaw.

KEYWORDS: **VEHICLE, WALKER, GROTS, KILLA KANS**

FACTION KEYWORDS: **ORKS**

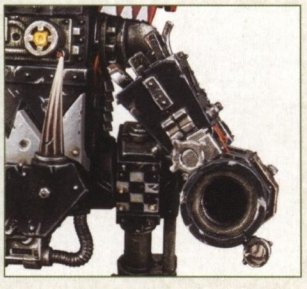




Kan klaws



Kan shoota



Grotzooka



Rokkit launcha

DEFFKOPTAS

M	T	SV	W	LD	OC
12"	6	4+	4	7+	2

6+ INVULNERABLE SAVE



Most Orks take a dim view of muckin' about in the sky, and would much rather go to war with their feet firmly on the ground. Deffkopta pilots are a 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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kopta rokkits [BLAST, TWIN-LINKED]	24"	D3	5+	9	-2	3
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spinnin' blades	Melee	6	3+	5	0	1

WARGEAR OPTIONS

- For every 3 models in this unit, 1 Deffkopta can have its kopta rokkits replaced with 1 kustom mega-blasta.

ABILITIES

CORE: **Deep Strike**

FACTION: **Waaagh!**

Deff from Above: Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **3-6 Deffkoptas**

Every model is equipped with: kopta rokkits; slugga; spinnin' blades.

KEYWORDS: **Vehicle, Fly, Grenades, Speed Freeks, Deffkoptas**

FACTION KEYWORDS: **Orks**



Deffkopta with kopta rokkits



Deffkopta with kustom mega-blasta



Deffkopta with kopta rokkits

MEK GUNZ

M	T	SV	W	LD	OC
3"	5	5+	6	8+	2

6+ INVULNERABLE SAVE



From guns that spew unstable force-bubbles to overcharged energy cannons, gravity beamers that crumple their targets like a squig-oil canister in a Nob's fist to tractor-beams that toss foes about and drag planes from the air, the only unifying factor about the madcap Mek Gunz is what a mess they make of the foe.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
1-2	Bubblechukka – big bubble [BLAST, BUBBLECHUKKA]	48"	2D6	4+	6	-1	1
3-4	Bubblechukka – wobbly bubble [BLAST, BUBBLECHUKKA]	48"	D6	4+	9	-2	3
5-6	Bubblechukka – dense bubble [BLAST, BUBBLECHUKKA]	48"	D3	4+	12	-3	D6+3

Bubblechukka: Before selecting targets for this weapon, roll one D6 to determine which of its profiles to make attacks with, comparing the result with the numbers shown on the left.

Kustom mega-kannon [BLAST, HAZARDOUS]	36"	D6	4+	12	-1	D6
Smasha gun [BLAST]	48"	D3+1	4+	9	-3	3
Traktor kannon [ANTI-FLY 2+, DEVASTATING WOUNDS]	48"	1	4+	10	-2	D6+1

	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Grot crew	Melee	6	5+	2	0	1

WARGEAR OPTIONS

- Each model's smasha gun can be replaced with one of the following:
  - 1 bubblechukka
  - 1 kustom mega-kannon
  - 1 traktor kannon

ABILITIES

FACTION: **Waaagh!**

Splat!: Each time a model in this unit makes a ranged attack that targets a unit that is at its Starting Strength (excluding **MONSTERS** and **VEHICLES**), re-roll a Hit roll of 1.

UNIT COMPOSITION

- **1-3 Mek Gunz**

Every model is equipped with: smasha gun; grot crew.

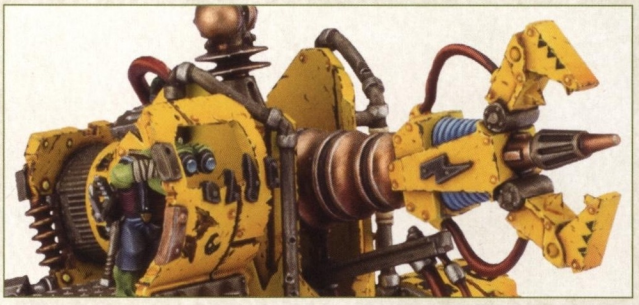
Designer's Note: *Place five Grot Crew tokens next to each Mek Gunz model when this unit is first set up, removing one each time its Mek Gunz model loses a wound (a Mek Gunz model itself is considered to represent its final wound).*

KEYWORDS: **VEHICLE, GROTS, MEK GUNZ**

FACTION KEYWORDS: **ORKS**



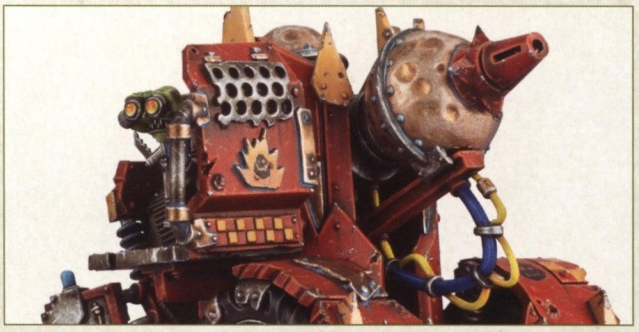
Kustom mega-kannon



Smasha gun



Traktor kannon



Bubblechukka

RUKKATRUKK SQUIGBUGGY

M	T	SV	W	LD	OC
12"	7	4+	9	7+	3

6+ INVULNERABLE SAVE



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 man-traps, squigs that vomited corrosive or toxic juices, and squigs with a propensity for detonating like an artillery shell.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Sawn-off shotgun [ASSAULT]	12"	2	5+	4	0	1
Squig-launchas [BLAST, IGNORES COVER, INDIRECT FIRE]	36"	D6+6	5+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Buzzer Squigs: In your Shooting phase, after this model has shot, select one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks made with squig-launchas and roll one D6: on a 4+, until the end of your opponent's next turn, that enemy unit is hindered. While a unit is hindered, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Squig Mine: Once per battle, at the start of any phase, select one enemy unit within 3" of this model and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds.

Designer's Note: *Place a Squig Mine token next to the model, removing it once this ability has been used.*

UNIT COMPOSITION

- **1 Rukkatrukk Squigbuggy**

This model is equipped with: sawn-off shotgun; squig-launchas; saw blades.

KEYWORDS: **VEHICLE, SPEED FREEKS, RUKKATRUKK SQUIGBUGGY**

FACTION KEYWORDS: **ORKS**



Sawn-off shotgun



Rukkatrukk Squigbuggy



Squig-launchas

SHOKKJUMP DRAGSTA



M	T	SV	W	LD	OC
12"	7	4+	9	7+	3

6+ INVULNERABLE SAVE

Combining shokk attack technology, great speed and a cheerful disregard for life and limb, the Shokkjump Dragsta provides the Orks with a vehicle that can teleport itself through – occasionally into – feet-thick fortress walls while its kustom shokk rifle bores warp tunnels right through its luckless victims.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom shokk rifle [DEVASTATING WOUNDS, HAZARDOUS, PRECISION]	24"	1	3+	8	-2	D6+1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Shokk Tunnel: Each time this model is selected to Advance, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models instead of making an Advance move (this model is still considered to have Advanced this turn).

UNIT COMPOSITION

- **1 Shokkjump Dragsta**

This model is equipped with: kustom shokk rifle; rokkit launcha; saw blades.

KEYWORDS: **Vehicle, Speed Freeks, Shokkjump Dragsta**

FACTION KEYWORDS: **Orks**

KUSTOM BOOSTA-BLASTA



M	T	SV	W	LD	OC
12"	7	4+	9	7+	3

6+ INVULNERABLE SAVE

Meks who build Kustom Boosta-blastas have the alarming habit of wiring themselves into the vehicles' rivet kannons as though into very fast and shooty Deff Dreads. They then speed to war, aiming hails of arm-length metal rivets at the enemy while scorching them with the Boosta-blasta's flame-jetting exhausts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burna exhausts [IGNORES COVER, TORRENT, TWIN-LINKED]	6"	2D6	N/A	4	0	1
Grot blasta [PISTOL]	12"	1	4+	3	0	1
Rivet kannon [ASSAULT, RAPID FIRE 3]	36"	6	5+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spiked ram	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Rivetin' Dakka: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with a rivet kannon. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes a ranged attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Kustom Boosta-blasta**

This model is equipped with: burna exhausts; grot blasta; rivet kannon; spiked ram.

KEYWORDS: **Vehicle, Grenades, Speed Freeks, Kustom Boosta-blasta**

FACTION KEYWORDS: **Orks**

MEGATRAKK SCRAPJET



M	T	SV	W	LD	OC
12"	7	4+	9	7+	3

6+ INVULNERABLE SAVE

Just because an Ork aircraft has lost a wing or two, doesn't mean some enterprising Speed Freek can't find a tremendously violent use for it. Megatrakk Scrapjets tear across the battlefield shooting hails of rokkits before ploughing nose-drill-first through the enemy lines, drivers bellowing with glee the whole time.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rokkit kannon [BLAST]	24"	D6+1	5+	9	-2	3
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Nose drill	Melee	4	4+	8	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Drill Through: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

UNIT COMPOSITION

- **1 Megatrakk Scrapjet**

This model is equipped with: rokkit kannon; 2 twin big shootas; wing missiles; nose drill.

KEYWORDS: **Vehicle, Speed Freeks, Megatrakk Scrapjet**

FACTION KEYWORDS: **Orks**

BOOMDAKKA SNAZZWAGON



M	T	SV	W	LD	OC
12"	7	4+	9	7+	3

6+ INVULNERABLE SAVE

The Boomdakka Snazzwagon is a high-speed riot on wheels. Bristling with dakka and swarming with anarchic and excitable crew, the vehicle roars through the enemy lines in a storm of roiling smoke, whistling bullets, incendiary burna bottles and shockingly foul language before skidding around for another pass.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Grot blasta [PISTOL]	12"	1	4+	3	0	1
Mek speshul [ASSAULT, RAPID FIRE 4, SUSTAINED HITS 1]	24"	12	5+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Billowing Fumes (Aura): While an enemy unit (excluding **Monsters** and **Vehicles**) is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Boomdakka Snazzwagon**

This model is equipped with: big shoota; grot blasta; Mek speshul; spiked wheels.

KEYWORDS: **Vehicle, Grenades, Speed Freeks, Boomdakka Snazzwagon**

FACTION KEYWORDS: **Orks**

WAZBOM BLASTAJET

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

6+ INVULNERABLE SAVE

Some Meks take to the skies in their own kustom aircraft. The result is the Wazbom Blastajet, an airborne workshop that is wreathed in a protective force field, and bristling with weird weapons that pluck their targets from the ground, blast them to atoms or rip them apart with conflicting tellyporta beams.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Smasha gun [BLAST]	48"	D3	4+	9	-3	4
Twin wazbom mega-kannon [BLAST, HAZARDOUS, TWIN-LINKED]	36"	D3	4+	12	-2	D6
Twin supa-shoota [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	4	4+	6	-1	1
Twin tellyport mega-blasta [BLAST, TWIN-LINKED]	24"	3	5+	9	-1	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's twin wazbom mega-kannon can be replaced with 1 twin tellyport mega-blasta.
- This model can be equipped with 1 blastajet force field.
- This model can be equipped with 1 twin supa-shoota.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Blastajet Attack Run: Each time this model makes a ranged attack that targets a unit that cannot **FLY**, re-roll a Hit roll of 1.

WARGEAR ABILITIES

Blastajet Force Field: The bearer has a 4+ invulnerable save, but it loses the **GRENADES** keyword.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Wazbom Blastajet**

This model is equipped with: smasha gun; twin wazbom mega-kannon; armoured hull.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, GRENADES, SPEED FREEKS, WAZBOM BLASTAJET**

FACTION KEYWORDS: **ORKS**



BURNA-BOMMER

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

6+ INVULNERABLE SAVE



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 ordnance. The Burna Boy pilots consider this a small price to pay in order to watch their victims do da burny dance as their skorcha missile racks and burna bombs rain down.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1
Twin supa-shoota [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	4	5+	6	-1	1
Skorcha missile rack [BLAST, IGNORES COVER]	36"	2D6	5+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 skorcha missile rack.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Burna Bomb: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover. In addition, roll one D6 for each model in that unit: for each 6, that unit suffers 1 mortal wound.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Burna-bommer**

This model is equipped with: twin big shoota; twin supa-shoota; armoured hull.

KEYWORDS: **Vehicle, Fly, Aircraft, Speed Freeks, Burna-bommer**

FACTION KEYWORDS: **Orks**

DAKKAJET

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

6+ INVULNERABLE SAVE



Rocketing through the skies on billowing trails of flame and smoke, Dakkajets come in low and hard over the battlefield. These single-seater Ork attack craft are ludicrously over-gunned for their size, all but shaking themselves apart as their pilots unleash storms of dakka on luckless ground targets or enemy aircraft with equal glee.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin supa-shoota [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	4	5+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 additional twin supa-shoota.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Dakkastorm: Each time this model makes a ranged attack, every successful Hit roll scores a Critical Hit.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Dakkajet**

This model is equipped with: 2 twin supa-shootas; armoured hull.

KEYWORDS: **Vehicle, Fly, Aircraft, Speed Freeks, Dakkajet**

FACTION KEYWORDS: **Orks**

BLITZA-BOMMER

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

6+ INVULNERABLE SAVE

While not as shooty as a Dakkajet, each Blitza-bommer lugs enormous boom bombs into battle under its wings. Dive-bombing the enemy with reckless abandon, the Blitza-bommer pilots detach their oversized payloads before – hopefully – pulling up and screaming skywards again while vast fireballs billow in their wake.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Twin supa-shoota [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	4	5+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Boom Bomb: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6: on a 4+, that unit suffers D6 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Blitza-bommer**

This model is equipped with: big shoota; twin supa-shoota; armoured hull.

KEYWORDS: **Vehicle, Aircraft, Fly, Speed Freeks, Blitza-bommer**

FACTION KEYWORDS: **Orks**



MORKANAUT

M	T	SV	W	LD	OC
8"	12	3+	20	7+	8

5+ INVULNERABLE SAVE

Usually piloted by the exiled Badmek who built it, a Morkanaut is a hulking combat walker with a dash of Mork-esque know-wotz applied. Packed with glowy gubbinz and wreathed in a kustom force field, Morkanauts unleash their arsenals of bizarre and deadly weapons in what their pilots think of as displays of pure kunnin' worthy of Mork.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Kustom mega-zappa [BLAST, HAZARDOUS]	36"	D6+3	5+	10	-2	D6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Klaw of Mork – strike	Melee	4	3+	18	-3	6
Klaw of Mork – sweep	Melee	12	3+	8	-1	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Clankin' Forward: Each time this model makes a Normal, Advance or Fall Back move, it can move over enemy models (excluding **MONSTERS** and **VEHICLES**) and terrain features that are 4" or less in height as if they were not there.

Big an' Shooty: Each time this model makes a ranged attack, if you have called a Waaagh! this battle round, add 1 to the Hit roll.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Morkanaut**

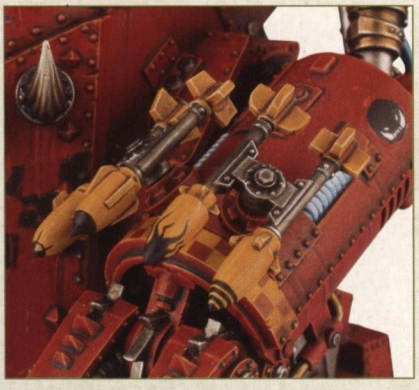
This model is equipped with: kustom mega-blasta; kustom mega-zappa; 2 rokkit launchas; 2 twin big shootas; klaw of Mork.

TRANSPORT

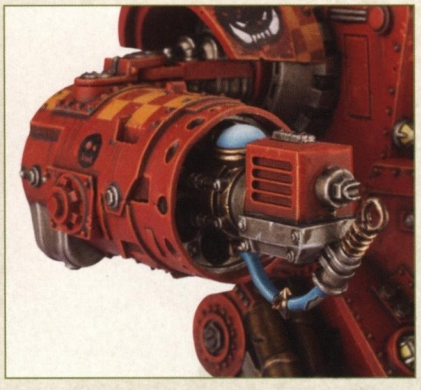
This model has a transport capacity of 12 **ORKS INFANTRY** models (excluding **GHAZGHKULL THRAKA**). Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

KEYWORDS: **VEHICLE, TITANIC, TOWERING, TRANSPORT, WALKER, MORKANAUT**

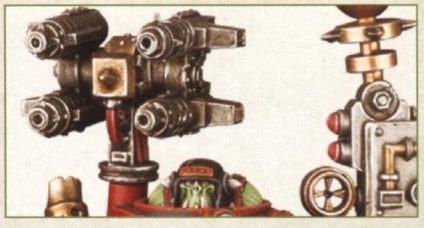
FACTION KEYWORDS: **ORKS**



Rokkit launchas



Kustom mega-zappa



Twin big shootas



Kustom mega-blasta

GORKANAUT

M	T	SV	W	LD	OC
8"	12	3+	20	7+	8

6+ INVULNERABLE SAVE



Outcast Nobz pilot these lumbering war engines, following the echoing call of the Waaagh! out across the stars. They are welcomed by Ork warbands wherever they go, for the punishing hails of firepower they can unleash are devastating, and few foes can long survive the grasp of their enormous, piston-powered klaws.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deffstorm mega-shoota [RAPID FIRE 10]	36"	20	5+	6	-1	1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Klaw of Gork – strike	Melee	5	3+	18	-3	6
Klaw of Gork – sweep	Melee	15	3+	8	-1	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Clankin' Forward: Each time this model makes a Normal, Advance or Fall Back move, it can move over enemy models (excluding **MONSTERS** and **VEHICLES**) and terrain features that are 4" or less in height as if they were not there.

Big an' Stompy: Each time this model makes a melee attack, if you have called a Waaagh! this battle round, add 1 to the Hit roll.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Gorkanaut**

This model is equipped with: deffstorm mega-shoota; 2 rokkit launchas; skorcha; 2 twin big shootas; klaw of Gork.

TRANSPORT

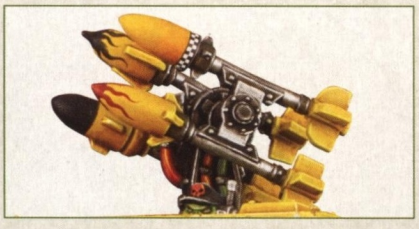
This model has a transport capacity of 12 **ORKS INFANTRY** models (excluding **GHAZGHKULL THRAKA**). Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

KEYWORDS: **VEHICLE, TITANIC, TOWERING, WALKER, TRANSPORT, GORKANAUT**

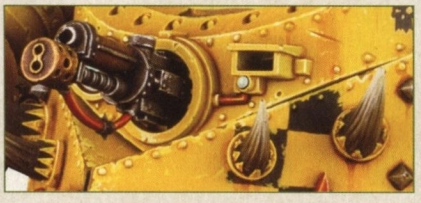
FACTION KEYWORDS: **ORKS**



Klaw of Gork and twin big shootas



Rokkit launchas



Skorcha



Deffstorm mega-shoota



KILL RIG

M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

The Kill Rig's stikka kannon fires rokkit-harpoons big enough to wrangle battle tanks. Its 'eavy lobba hits with ground-quaking force, and the tramplasquig that tows this land barge can flatten a fortress gate. Yet it is the Wurrboy atop his wurrtower that both the enemy and the Beast Snaggas themselves fear the most.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
'Eavy lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	6	0	2
Stikka kannon [ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SNAGGED]	12"	1	5+	12	-2	3
Snagged: Each time this weapon scores a hit against a **MONSTER** or **VEHICLE** unit, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer.						
Wurrtower [HAZARDOUS, PSYCHIC, TORRENT]	24"	D3	N/A	12	-3	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Butcha boyz [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS]	Melee	4	3+	5	-1	1
Savage horns and hooves [EXTRA ATTACKS, LANCE]	Melee	4	4+	8	-1	3
Saw blades	Melee	6	3+	10	-1	2

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 6+**

FACTION: **Waaagh!**

Spirit of Gork (Psychic): At the start of the Fight phase, you can select one friendly **ORKS** unit within 12" of this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit; on a 6, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit and those weapons have the [LETHAL HITS] ability.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Kill Rig**

This model is equipped with: 'eavy lobba; stikka kannon; wurrtower; butcha boyz; savage horns and hooves; saw blades.

TRANSPORT

This model has a transport capacity of 11 **BEAST SNAGGA INFANTRY** models.

KEYWORDS: **VEHICLE, TRANSPORT, PSYKER, BEAST SNAGGA, KILL RIG**

FACTION KEYWORDS: **ORKS**



Wurrtower



'Eavy lobba



Butcha boyz



HUNTA RIG

M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

Welded, lashed and nailed together from enemy wrecks and scavenged scrap, the Hunta Rig forgoes a Wurrboy wurrtower – much to its crew's relief. Instead it boasts an open metal deck and copious grab-handles, the better for chanting and bellowing mobs of Beast Snagga Boyz to ride along on the hunt.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
'Eavy lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	6	0	2
Stikka kannon [ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SNAGGED]	12"	1	5+	12	-2	3

Snagged: Each time this weapon scores a hit against a **MONSTER** or **VEHICLE** unit, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Butcha boyz [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, EXTRA ATTACKS]	Melee	4	3+	5	-1	1
Savage horns and hooves [EXTRA ATTACKS, LANCE]	Melee	4	4+	8	-1	3
Saw blades	Melee	6	3+	10	-1	2

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 6+, Firing Deck 11**

FACTION: **Waaagh!**

On Da Hunt: For each model embarked within this **TRANSPORT**, add 1 to the Attacks characteristic of this model's butcha boyz weapon (to a maximum of +6).

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Hunta Rig**

This model is equipped with: 'eavy lobba; stikka kannon; butcha boyz; savage horns and hooves; saw blades.

TRANSPORT

This model has a transport capacity of 21 **BEAST SNAGGA INFANTRY** models.

KEYWORDS: **VEHICLE, TRANSPORT, BEAST SNAGGA, HUNTA RIG**

FACTION KEYWORDS: **ORKS**



Stikka kannon



Butcha boyz and saw blades

STOMPA

M	T	SV	W	LD	OC
10"	14	2+	30	6+	12

6+ INVULNERABLE SAVE

Something akin to a bad-tempered, armour-plated mountain covered in guns, the Stompa is a walking idol to Gork and Mork. It packs enough firepower to level an enemy fortress or annihilate entire formations of troops with a single volley, while anything unlucky enough to get within reach is soon crushed flat.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Deffkannon [BLAST]	72"	3D6	5+	14	-3	D6
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Supa-gatler [SUSTAINED HITS 1]	24"	20	5+	7	-1	2
Supa-rokkits [BLAST]	100"	D6	5+	12	-3	D6+2
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mega-choppa – strike	Melee	6	3+	24	-5	10
Mega-choppa – sweep	Melee	18	3+	10	-2	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Waaagh!**

Waaagh! Effigy (Aura): While a friendly **ORKS** unit is within 12" of this model, each time you take a Battle-shock test for that unit, add 1 to that test.

Stompin' Forward: Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding **TITANIC** models) and terrain features that are 4" or less in height as if they were not there.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Stompa**

This model is equipped with: 3 big shootas; deffkannon; skorcha; supa-gatler; supa-rokkits; twin big shoota; mega-choppa.

TRANSPORT

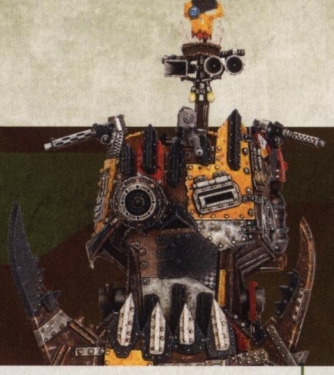
This model has a transport capacity of 22 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. The Ghazghkull Thraka model takes up the space of 18 models.

KEYWORDS: **VEHICLE, TRANSPORT, TITANIC, TOWERING, WALKER, STOMPA**

FACTION KEYWORDS: **ORKS**

BIG'ED BOSSBUNKA

M	T	SV	W	LD	OC
-	10	3+	12	7+	0



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 kommanda's shoutin' pole that carries the boss' bellowed commands far and wide.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Gaze of Gork – glare [BLAST, SUSTAINED HITS D3]	24"	D6	5+	5	0	1
Gaze of Gork – squint [SUSTAINED HITS D3]	18"	1	5+	12	-4	3

WARGEAR OPTIONS

- This model can be equipped with up to 3 additional big shootas.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 11**

FACTION: **Waaagh!**

Ramshackle Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Shoutin' Pole (Aura): While a friendly **ORKS** unit is within 6" of this **FORTIFICATION**, improve the Leadership characteristic of models in that unit by 1.

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

UNIT COMPOSITION

- **1 Big'ed Bossbunka**

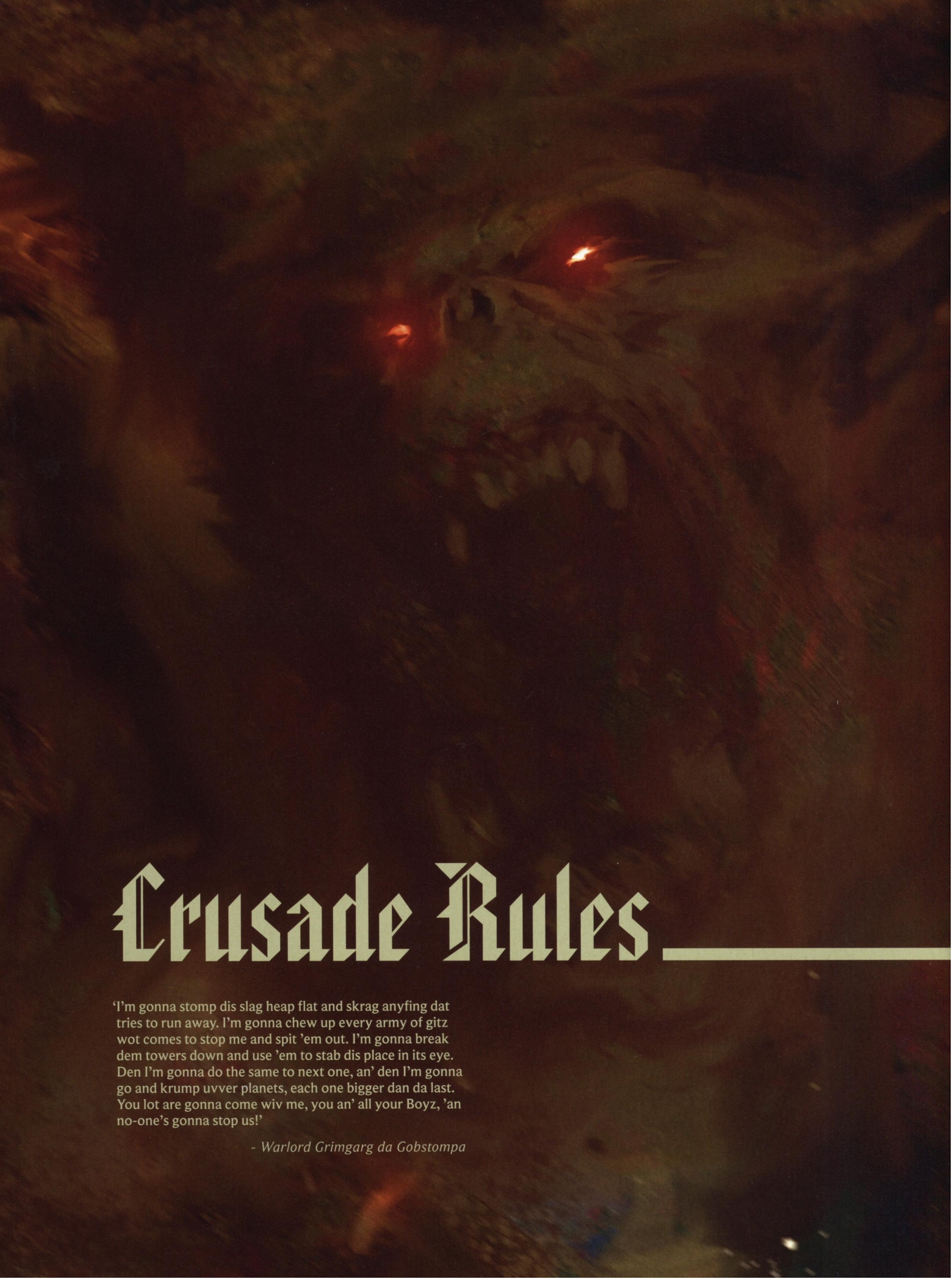
This model is equipped with: big shoota; Gaze of Gork.

TRANSPORT

This model has a transport capacity of 11 **ORKS INFANTRY** models (excluding **GHAZGHKULL THRAKA**). Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

KEYWORDS: **FORTIFICATION, VEHICLE, TRANSPORT, BIG'ED BOSSBUNKA**

FACTION KEYWORDS: **ORKS**



Crusade Rules

'I'm gonna stomp dis slag heap flat and skrag anyfing dat tries to run away. I'm gonna chew up every army of gitz wot comes to stop me and spit 'em out. I'm gonna break dem towers down and use 'em to stab dis place in its eye. Den I'm gonna do the same to next one, an' den I'm gonna go and krump uvver planets, each one bigger dan da last. You lot are gonna come wiv me, you an' all your Boyz, 'an no-one's gonna stop us!'

- Warlord Grimgarg da Gobstompa



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to ORKS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

LAUNCHING THE WAAAGH!

Your **ORKS** Crusade force will grow larger and more dangerous as your campaign goes on – but with that, it will also get out of hand! Orky Ructions await you, but so too does the magnificent power of an Ork Waaagh! tearing across the galaxy.

AGENDAS

ORKS units can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's goals and their particular methods of waging war.

REQUISITIONS

ORKS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience, **ORKS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

KUSTOM JOBS

As your Waaagh! grows, you gain access to kustom Battle Traits to enhance **ORKS VEHICLES**.

CRUSADE RELICS

In addition to the Crusade Relics presented in other Crusade publications, **ORKS CHARACTER** models can claim one of the Crusade Relics found here.

BESTEST BOSSLOOT

As well as their Crusade Relics, your Waaagh!boss can gain unique Crusade Relics as your Waaagh! grows, unavailable to other **CHARACTERS**.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once you have achieved one, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



LAUNCHING THE WAAAGH!

The Orks' infamous war cry takes on another meaning as a mass of Ork warbands begins to assimilate into a Waaagh!. Led by a single Waaagh!boss, a Waaagh! has the potential to conquer enemy fleets, whole worlds, entire systems and more. As the Waaagh! grows, the Orks' resources become more plentiful, their hordes more deadly, and the biggest and baddest rise to the top. Yet as a Waaagh! swells in size, it can also become less predictable, as described in the Orky Ructions section (pg 139).

WAAAGH!BOSS

When you create your Order of Battle, select one **WARBOSS** unit from your Crusade force to be your **WAAAGH!BOSS**. That unit gains the **WAAAGH!BOSS** keyword, which allows it to take unique upgrades and interact with various other Ork Crusade rules. If your **WAAAGH!BOSS** is removed from your Order of Battle (e.g. due to receiving too many Battle Scars), your Crusade force loses 20 Stompin' points, and you must select another **WARBOSS** unit from your Crusade force to be your **WAAAGH!BOSS** (adding one to your Order of Battle if it does not already include one).

TRACKING STOMPIN' POINTS

Stompin' points are an indicator of the size of your Waaagh!, and the more your Crusade force has, the more unique features you can access. They can be gained through specific events and actions you take, as well as through rules such as Crusade Relics and Requisitions. Keep a tally of your Stompin' points as you participate in battles and grow your Order of Battle. The standard methods of increasing your Crusade force's Stompin' points, and by how much, are listed below.

Each time you increase your Supply Limit	+1 STOMPIN' POINTS
Each time you win a battle	+2 STOMPIN' POINTS
Each time you destroy the enemy **WARLORD** in a battle	+2 STOMPIN' POINTS
Each time an **ORKS CHARACTER** unit from your Crusade force reaches Legendary rank	+5 STOMPIN' POINTS



STAGES OF THE WAAAGH!

As you gain Stompin' points, you move through Waaagh! stages that are approximate measurements of the size of your roving warband. Progressing through these stages allows for access to various new bonuses and other rules, including the possibility of suffering Orky Ructions (see opposite) as your Crusade force gets out of hand. The effects of each stage are listed below, as well as how many Stompin' points are required to enter that stage.

STAGE 1: GATHERING WAAAGH!

The ambitions of one visionary or especially bloodthirsty individual draw Orks together into a growing amalgamation of gleeful violence.

- **Stompin' Points:** After each battle, gain 1 Stompin' point.
- **Orky Ruction:** You cannot suffer Orky Ructions.

0-9 STOMPIN' POINTS

STAGE 2: ESCALATING WAAAGH!

The Waaagh! begins to span entire worlds, as rivalries between mobs, clans and entire tribes drive competition to unleash ever greater destruction.

- **Stompin' Points:** After each battle, gain 1 Stompin' point.
- **Orky Ruction:** After each battle, take a Ruction test, subtracting 1 from the result if you lost that battle.
- **Kustom Jobs:** You can apply one Kustom Job to an **ORKS VEHICLE** units from your Order of Battle using the Kustom Job Requisition (pg 145).

10-24 STOMPIN' POINTS

STAGE 3: THUNDEROUS WAAAGH!

The Orks mass in numbers that swell with a roar like a savage ocean.

- **Stompin' Points:** After each battle, gain 2 Stompin' points.
- **Orky Ruction:** After each battle, take a Ruction test, subtracting 1 from the result if you lost that battle.
- **Kustom Jobs:** You can apply one Kustom Job to an **ORKS VEHICLE** units from your Order of Battle using the Kustom Job Requisition.
- **Bestest Bossloot:** Your **WAAAGH!BOSS** can be given one Bestest Bossloot Crusade Relic (pg 147).

25-49 STOMPIN' POINTS

STAGE 4: ALL-CONQUERING WAAAGH!

Only an Ork of supreme strength can keep the largest Waaagh! on course.

- **Stompin' Points:** You no longer gain Stompin' points. The Waaagh! is as big as it gets; try to hold on!
- **Orky Ruction:** After each battle, take a Ruction test, subtracting 2 from the result if you lost that battle.
- **Kustom Jobs:** You can apply one Kustom Job to an **ORKS VEHICLE** units from your Order of Battle using the Kustom Job Requisition.
- **Bestest Bossloot:** Your **WAAAGH!BOSS** can be given one Bestest Bossloot Crusade Relic.
- **Massive Waaagh!:** After each battle, your Crusade force gains 2 Requisition points instead of 1. Additionally, you can select one additional unit to be Marked for Greatness after each battle.

50+ STOMPIN' POINTS

ORKY RUCTIONS

When a Waaagh! forms, two things are certain: it will cause immense destruction, and it will be fraught with infighting, risk-taking and unpredictable calamities. After a battle, if your Waaagh! is at Stage 2 or higher, you must take a Ruction test. To do so, take a Leadership test using your **WAAAGH!BOSS**' Leadership characteristic, applying any modifier that may apply based on your current Waaagh! stage (see opposite). If that test is passed, nothing happens. Otherwise:

- **If that test is failed but no double was rolled:** You must choose either for your Crusade force to suffer a Minor Ruction (see Minor Ructions table below), or reduce your Stompin' points by 10.
- **If that test is failed on a double (e.g. double 1, double 2):** You must choose either for your Crusade force to suffer a Major Ruction (see Major Ructions table below), or reduce your Stompin' points by 15.

MINOR RUCTIONS

If your Crusade force suffers a Minor Ruction, roll one D6 and apply the relevant Minor Ruction below. If it is not possible to apply that Minor Ruction, re-roll the result.

MINOR RUCTIONS	D6

UNRULY MOBS

Select two **ORKS INFANTRY** units from your Order of Battle with the lowest XP, then roll one D6 for each of those units (re-rolling duplicate results): the unit you roll higher for gains 2XP; the other unit must take an Out of Action test.

RECKLESS MEKS

Select one **ORKS VEHICLE** unit from your Order of Battle. Treat that unit as if it had just failed an Out of Action test. You can then select one **MEK** unit from your Order of Battle to gain 2XP.

IMPATIENT IRRITABILITY

During your next battle, until you use the Waaagh! army rule, reduce the Leadership characteristic of **ORKS** units from your Crusade army by 1.

THIEVIN' GITS

Select one **ORKS CHARACTER** model from your Order of Battle that has an Enhancement or Crusade Relic, then select one of those Enhancements or Crusade Relics. Until the end of the next battle, that model cannot use that Enhancement or Crusade Relic. If you win the battle, that **CHARACTER** model gains 3XP.

ROWDY YOOFS

The next time you purchase the Increase Supply Limit Requisition, it costs 1 additional Requisition point.

CONFRAZZLED BY MIND MONSTERS

During your next battle, at the start of the battle round, **ORKS PSYKER** units from your Crusade army that start your Command phase on the battlefield must take a Battle-shock test, even if their unit is not Below Half-strength. After the battle, each **ORKS PSYKER** unit from your Crusade army that is not destroyed gains 3XP.

MAJOR RUCTIONS

If your Crusade force suffers a Major Ruction, roll one D6 and apply the relevant Major Ruction below. If it is not possible to apply that Major Ruction, re-roll the result. Each Major Ruction can only occur once per Waaagh! stage, but if you regress to an earlier stage in which that Major Ruction previously occurred, it can occur again.

MAJOR RUCTIONS	D6

RUCKUS IN DA RANKS

Select one **ORKS INFANTRY** unit from your Order of Battle; that unit gains one Battle Scar.

EXTERNAL COMBUSTION TEST

Select one **ORKS VEHICLE** unit from your Order of Battle; that unit gains one Battle Scar.

LAST BOSS STANDIN'

Select two **ORKS CHARACTER** units from your Order of Battle, then roll one D6 for each of those units, adding 2 to the result if the unit being rolled for is your **WAAAGH!BOSS** (re-rolling duplicate results): the unit you roll higher for gains 3XP; the other unit gains D3 Battle Scars.

UNSTABLE DISCHARGE

Select one of the following to apply:

- Reduce your Stompin' points by 10.
- Select one **WEIRDBOY** or **WURRBOY** model from your Order of Battle; that model gains one Battle Scar.

FIZZLIN' MOMENTUM

During your next battle, you cannot use the Waaagh! army rule in the first or second battle rounds.

LOST IN DA WARP

Reduce your Requisition points to 0. If your number of Requisition points is already 0, reduce your Stompin' points by 10 instead.

AGENDAS

If your Crusade army includes any ORKS units, you can select Agendas from those presented here.

SCRAP 'EM

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, each **ORKS** unit from your Crusade army that is within Engagement Range of one or more enemy **VEHICLES** and/or destroyed one or more enemy **VEHICLE** models with a melee attack during the battle gains 1XP. If one or more **MEK** units from your Crusade army gain XP from this Agenda, your Crusade force gains 2 Stompin' points.

SHOW 'EM HOW IT'S DONE

It's important for even the most cerebral of Warbosses to get stuck in and show the ladz 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.

Each time your **WARLORD** model destroys an enemy **CHARACTER**, **MONSTER** or **VEHICLE** unit, it gains 2XP (or 3XP instead if that **WARLORD** model is your **WAAAGH!BOSS**).

SKRAG DA KILLIEST GITZ

Keen to show off, Orks often make a beeline for the flashiest and most dangerous enemies around.

At the start of the battle, select the unit from your opponent's Crusade army that has the highest points value (if one or more are tied for the highest points value, your opponent selects one). Until the end of the battle, that enemy unit is Da Killiest Gitz.

Each time Da Killiest Gitz unit is reduced to Below Half-strength as a result of an attack made by an **ORKS** unit from your army, that **ORKS** unit gains 3XP. If an **ORKS** unit from your Crusade army destroys Da Killiest Gitz, that unit gains 3XP. At the end of the battle, if Da Killiest Gitz unit is destroyed, your Crusade force gains 3 Stompin' points.

OVERWHELMING AGGRESSION

Orks are known to swarm the battlefield in great waves. To their foes, it can seem as though their hordes stretch over the horizon.

At the end of the battle, for each table quarter, if there are more **ORKS** units from your Crusade army wholly within that table quarter than there are units from your opponent's Crusade army wholly within it, you can select one of those units from your Crusade army. Each of those selected units gains 2XP. If you are able to select an **ORKS** unit from each table quarter for this Agenda, your Crusade force gains 2 Stompin' points.



'Dis 'ere, Nogwit, is me bestest tool. Kalibrated dead speshul for twistin', smackin' and leverin' both big bits and gubbinz no bigger'n you. Best of all, it's great fer twisting dem flash helmets off beakies – those big humies in fancy armour – an' it keeps their bonce still inside while ya do.'

- Mekboy Kopgrabba

REQUISITIONS

If your Crusade army includes any ORKS units, you can spend Requisition points (RP) on any of the following Requisitions.

DOK'S ORDERS 1RP

Ork physiology is incredibly resilient and even possessed of some regenerative properties. Often, though, the only thing that will make an Ork feel better is to embark on an unremitting rampage.

Purchase this Requisition after your **WAAAGH!BOSS** gains a Battle Scar. During the next battle in which your **WAAAGH!BOSS** is part of your Crusade army, if its unit destroys one or more enemy units, your **WAAAGH!BOSS** gains 2XP. If one or more of those destroyed enemy units were **MONSTER** or **VEHICLE** units, your **WAAAGH!BOSS** gains an additional 2XP. At the end of that next battle, if you won that battle and your **WAAAGH!BOSS** gained 4XP from this Requisition, you can do one of the following:

- Remove the Battle Scar your **WAAAGH!BOSS** gained just before you purchased this Requisition.
- Your **WAAAGH!BOSS** gains an additional 5XP.

TIME FOR NEW GEAR 1RP

Whether obsessed with new and more impressive wargear or needing to replace weapons and armour that have failed to stand up to the Ork's more aggressive tendencies, the biggest bosses make sure they have the best gear for the fights to come.

Purchase this Requisition when you add a new **WARBOSS** unit to your Order of Battle. Remove your **WAAAGH!BOSS** from your Order of Battle. The new **WARBOSS** unit starts with the same number of XP as that **WAAAGH!BOSS**, and gains the appropriate number of Battle Honours for its rank. That new **WARBOSS** unit is now your Waaagh!boss and gains the **WAAAGH!BOSS** keyword. Using this Requisition does not cause you to lose 20 Stompin' points for removing your **WAAAGH!BOSS** from your Order of Battle.

KUSTOM JOB 2RP

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 Requisition at any time, if your Order of Battle includes one or more **MEK** units. Select one **VEHICLE** unit from your Order of Battle that can gain a Battle Trait; that **VEHICLE** unit gains one Battle Trait from the Kustom Jobs section (pg 143). If that unit has the maximum number of Battle Honours, you can replace one of its existing Battle Honours with a Kustom Job Battle Trait. Each **VEHICLE** unit can only have one Kustom Job Battle Trait at the same time.

BESTEST BOSSLOOT 2RP

With the right threats or bribes – or a bit of both – Mekaniaks can be motivated to invent or improve some tasty bit of kit to make their boss even more dangerous.

Purchase this Requisition at any time, if your Order of Battle includes one or more **MEK** units. Your **WAAAGH!BOSS** gains one Crusade Relic from the Bestest Bossloot section (pg 145). If that unit has the maximum number of Battle Honours, you can replace one of its existing Battle Honours with a Bestest Bossloot Crusade Relic.



BATTLE TRAITS

When an ORKS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

MOUNTED UNITS — D6

RIDE 'EM DOWN

These lunatics have forked out handfuls of hard-earned teef to have their roaring mounts' speed boosted so as to ensure no cowardly enemies can get away.

Add 1 to Advance and Charge rolls made for this unit.

HIGH-SPEED DAKKA

Nothing fills these Orks with more of a thrill than unloading storms of shots into the enemy at full pelt.

Each time a model in this unit makes a ranged attack, add 1 to the Hit roll.

SMOG-BELCHAS

Plumes of exhaust and sprays of dust and chewed up dirt fill the air around these stampeding Orks, obscuring them – and their obscene gestures – from the enemy.

This unit gains the **SMOKE** keyword and, once per battle, you can target this unit with the Smokescreen Stratagem for OCP.

MOB UNITS — D6

DED CHOPPY

These Orks show a great enthusiasm for battle, even above that of their warlike peers.

While the Waaagh! is active for your army, each time a model in this unit makes a melee attack, re-roll a Wound roll of 1.

BIONIK TARGETERS

These ladz have scrounged enough teef together for all manner of rangefinders, optiks, skopes and targetin' squigs that have been stitched, bolted or stapled into place to improve their aim.

Each time a model in this unit makes a ranged attack, add 1 to the Hit roll.

DAKKALADZ

These Orks have learned that if you pour enough firepower into the enemy, it makes the gitz less inclined to start any sneaky nonsense.

Once per battle, in your Shooting phase, when this unit is selected to shoot, it can use this ability. If it does, after it has shot, select one enemy unit hit by one or more of those attacks; that enemy unit must take a Battle-shock test.

DED KEEN

These ladz can't wait to get stuck into the enemy, leaping on any that come near in a surge of green muscle.

You can target this unit with the Heroic Intervention Stratagem for OCP.

OPPORTUNISTIC

These ladz have an instinct for spotting valuable bits of loot. They swarm over likely sites, knowing which bits to bash and which bits to leave in one piece.

Once per battle, at the start of your Command phase, this unit can use this ability. If it does, until the end of the turn, add 1 to the Objective Control characteristic of models in that unit.

GNARLY SCARS

The ladz in this mob wear with pride their impressive array of horrific scars.

While an enemy unit is within Engagement Range of one or more units with this ability, worsen that unit's Leadership characteristic by 1.

MEK AND BIG MEK MODELS D6

BOSS MEK

This Mek always makes sure his customers' vehicles are in full working order, at least when he hands them back.

At the end of the battle, if this model was part of your Crusade army and is not destroyed, you can ignore one failed Out of Action test taken for an **ORKS VEHICLE** unit from your Crusade army – that test is treated as having been passed instead.



MEKANIKAL MEKANIAK

This Mek has conducted many experiments on his own body.

This model has a 5+ invulnerable save.



PAINBOY AND PAINBOSS MODELS D6

RECYKLER

This Dok stalks the battlefield for 'spare parts' after the battle, ensuring transplants are conducted in a timely manner.

At the end of the battle, if this model was part of your Crusade army and is not destroyed, you can ignore one failed Out of Action test taken for an **ORKS** unit from your Crusade army (excluding **VEHICLES**) – that test is treated as having been passed instead.



BAD REPUTATION

This Dok has conducted plenty of surgery on himself, augmenting his body to fend off customers unhappy with the experimental cybork limbs they don't remember asking for.

This model has a 5+ invulnerable save.



KUSTOM JOBS

Kustom Jobs count as Battle Traits and follow the same rules as Battle Traits.

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 **BATTLEWAGON** model only. Add 1 to the Toughness characteristic of this model, and this model has a 5+ invulnerable save.

SHOOTIER GUNZ

Flared ammo feeds, squig-oiled rounds and increased rotary speeds ensure this vehicle's guns are even shootier than its rivals'.

Each time this unit is selected to shoot, you can roll one D6: on a 1, until the end of the phase, ranged weapons equipped by models in this unit have the [HAZARDOUS] ability; on a 2-5, until the end of the phase, improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1; on a 6, until the end of the phase, improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1 and those weapons have the [IGNORES COVER] ability.

SHOKKA HULL

Rewired batteries ensure that careless enemies get a nasty surprise if they come too close.

In the Fight phase, each time an enemy unit is selected to fight, if this unit was selected as the target of one or more of the attacking unit's attacks, after those after those attacks have been resolved, roll one D6: on a 4+, that enemy unit suffers D3 mortal wounds.

STOMPAMATIC PISTONS

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

WALKER model only (excluding **KILLA KANS**).

- Add 2" to this model's Move characteristic.
- Add 1 to Advance and Charge rolls made for this model.

FUNGUS-FUEL INJECTA

Fermented through entirely unstable processes by specialist brewboyz, potent fungal additives are kept in this thickly shielded injecta system. Just a drop can supercharge any Mek-built engine.

SPEED FREEKS unit only.

- Add 2" to the Move characteristic of models in this unit.
- Once per battle, you can target this unit with the Smokescreen Stratagem for 0CP.

CRUSADE RELICS

ARTIFICER RELICS

BOSSPOLE

Space Marine helmets are the favoured trophy of many an Ork. They proclaim that the bearer has bested one of the finest warriors the Imperium has to offer, and also come in a variety of snazzy colours to collect.

Improve the Leadership characteristic of the bearer by 1. Once the bearer has participated in at least three battles during which its unit destroyed one or more **ADEPTUS ASTARTES** units, the bearer gains the following ability:

'Elmet Rack: Each time this model's unit takes a Battle-shock or Leadership test, you can ignore any or all modifiers to that test.

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 **MOUNTED** model only.

- Add 1 to the bearer's Wounds characteristic.
- Each time an attack is allocated to the bearer, worsen the Armour Penetration of that attack by 1.

ANTIQUITY RELICS

GLOWY GIZMO UPGRADE

This chunk of mechanisms, wires, switches, buttons and strange pulsing glyphs has found its way onto a variety of guns. It never fails to impart all manner of weird lethality to its host weapon. Almost never.

MEK model only.

- Add 1 to the Ballistic Skill and Strength characteristics of the bearer's ranged weapons.
- Add 6" to the Range characteristic of the bearer's ranged weapons.

Each time the bearer's unit is selected to shoot, if that unit is not within Engagement Range of one or more enemy units, the bearer can use this Crusade Relic. If it does, roll one D6:

- On a 1, the bearer's unit cannot make ranged attacks this phase.
- On a 2-3, until the end of the phase, the bearer's ranged weapons have the **[HAZARDOUS]** ability.
- On a 4+, until the end of the phase, the bearer's ranged weapons have the **[SUSTAINED HITS 1]** ability, and ranged attacks made by the bearer score a Critical Hit on a successful unmodified Hit roll of 5+.

WAZGIT'S KOPPER SKULLKAP

Mad Wazgit was an especially unstable Warphead in the employ of Blood Axes Warboss Razdakka da Finka. Razdakka eventually got fed up with Wazgit's presence giving him headaches when he was trying to come up with da grand plan, and had this dented bowllike artefact nailed to Wazgit's head to try to contain some of his rampant power. Sadly it had the opposite effect, and the skullkap was the only thing found in the crater after a mighty green explosion consumed Razdakka's planning hut. This unfortunate event hasn't stopped countless subsequent Weirdboyz from nailing this device to their head in an attempt try and stop da voices.

WEIRDBOY or **WURRBOY** model only. Each time the bearer makes a Psychic Attack, add 1 to the Hit roll and if that attack destroys one or more enemy models, the bearer regains up to 2 lost wounds.

LEGENDARY RELICS

CHOPPA OF DA GREAT WAAAGH!

Orkish legend tells of a great choppa – or possibly a massive klaw, Orkish legends aren't bothered about such details – 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 their species. Many Orks have claimed to possess this fabled weapon over the millennia, and though different bits of it have been repaired, replaced and reworked hundreds of times, this weapon 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 WAAAGH!BOSS or **MOUNTED WAAAGH!BOSS** model only. Select one melee weapon equipped by the bearer (excluding Extra Attacks weapons). Add 1 to the Strength and Armour Penetration characteristics of that weapon. In addition, each time you call a Waaagh!, if the bearer is on the battlefield, melee weapons equipped by friendly **ORKS** models have the **[LETHAL HITS]** ability.

BESTEST BOSSLOOT

Each Bestest Bossloot counts as a Crusade Relic, and follows the rules for such Battle Honours. Your WAAAGH!BOSS can only have a single Bestest Bossloot Crusade Relic at once, and you must use the Bestest Bossloot Requisition each time you wish to replace one for another.

REZMEKKA'S REDDER PAINT

Badmek 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 daubed it over his best suit of 'eavy armour. A few pots of this paint have made it onto the open market, so any boss who can afford it can dazzle his underlings and his enemies with eye-bleeding redness.

MOUNTED WAAAGH!BOSS model only. Add 2" to the Move characteristic of models in the bearer's unit, and models in the bearer's unit have the Fights First ability.

DA IRONGOB

This brutal iron-plated jaw 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.

At the start of the Fight phase, you can select one enemy **INFANTRY** unit within Engagement Range of the bearer and roll one D6: on a 2+, that enemy unit suffers 3 mortal wounds and must take a Battle-shock test.

FRAZZLE FIELD GENERATOR

When wired into the boss' favourite choppa, this happy accident of force field technology wreathes his weapon in a crackling cloud of green lightning. On a good day, the energy can rip open armour plating and burn flesh black. The frazzle field has the habit of emitting sparking backdrafts that cause any hair squigs the user wears to go rigid and stand on end. This is viewed as a fashionable extra and serves to make him look even more imposing.

Select one melee weapon equipped by the bearer. That weapon gains the **[DEVASTATING WOUNDS]** ability.

DA KRUSHIN' ARMOUR

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

- The bearer has a 4+ invulnerable save.
- Add 1 to the bearer's Wounds characteristic.
- Each time the bearer's unit ends a Charge move, select one enemy unit within Engagement Range of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

DA SHOOTIEST BLASTA

A mountain of teef is alleged to have gone into procuring all the components that supplement this impressive looking gun. So has said every Mek to have passed this on to his Warboss. Gyrostabilisers and weird iridescent stones scavenged from war zones, plasma cores and molecular realignment fields looted from watch fortresses, additional ammo-racks and supa-charged boosta barrels have all been tinkered with through millennia of inventive Orky know-wotz. With a good enough aim, it can obliterate the toughest of enemies.

Select one ranged weapon equipped by the bearer. That weapon gains the **[MELTA 3]** ability.



CRUSADE BADGES

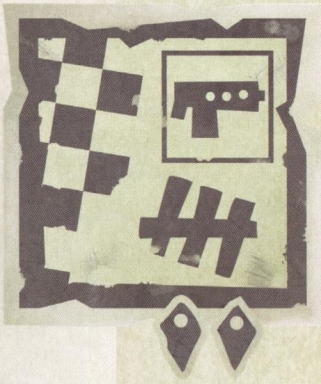
When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



AMBITIOUS BOSS

Your infamy as a ferocious fighter brings mobs flooding to your garish banner as your growing Waaagh! stampedes from one thrilling fight to the next. Cities and voidcraft have fallen to your expanding horde, but this is only the beginning. Your eyes now stray to the stars. Your strength and victories have drawn other Orks in your wake, keen to share in the violence. Coteries of Oddboyz in thrall to your ambitions – and scared of your temper – have given you access to the know-wotz needed to realise your visions of bloodshed. Seize your chance, don't slow down, just get out there and get stompin'!

- Your Waaagh! has reached Stage 2.
- You have won two or more battles.



RAMPAGING BIGBOSS

There seems no stopping the avalanche of slaughter and riotous destruction your Waaagh! visits upon every world your armies reach. What losses and disruptive calamities have occurred among your teeming warbands have been steamrollered into insignificance – where you bother to acknowledge them at all – by your fearsome charisma and timely doses of no-nonsense violence. Roaring tides of Orks, whole blitz brigades of ramshackle war engines, herds of unruly beasts and towering war effigies follow your lead onto new battlefields aplenty, taking up your war cry with each new promise of the best punch-up in the galaxy.

- Your Waaagh! has reached Stage 3.
- You have won six or more battles.



GRAND WARLORD

Your Waaagh! is known and feared amongst the greatest of Ork conquests and your name is chanted on more battlefields than even the brainiest Oddboyz can count. You have forged a trail of truly epic destruction, a warpath so grand it has surely distracted Gork and Mork from their eternal brawling. Warbands flock to your bosspole, eager for the privilege of fighting in the best Waaagh!, bulking your huge horde further, with you as the biggest, meanest and greenest Ork of them all, a hulking idol of brutality!

- Your Waaagh! has reached Stage 4.
- You have won 10 or more battles.
- You have given five or more **VEHICLE** units Kustom Jobs.
- Your **WAAAGH!BOSS** has reached Legendary rank.







POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Battlewagon
1 model ..... 175 pts

Beast Snagga Boyz
10 models ..... 105 pts
20 models ..... 210 pts

Beastboss
1 model ..... 80 pts

Beastboss on Squigosaur
1 model ..... 130 pts

Big Mek
1 model ..... 80 pts

Big Mek in Mega Armour
1 model ..... 100 pts

Big Mek with Shokk Attack Gun
1 model ..... 75 pts

Big'ed Bossbunka
1 model ..... 135 pts

Blitza-bommer
1 model ..... 115 pts

Boomdakka Snazzwagon
1 model ..... 90 pts

Boss Snikrot
1 model ..... 105 pts

Boyz
10 models ..... 90 pts
20 models ..... 180 pts

Burna Boyz
5 models ..... 70 pts
10 models ..... 140 pts

Burna-bommer
1 model ..... 125 pts

Dakkajet
1 model ..... 135 pts

Deff Dread
1 model ..... 155 pts

Deffkilla Wartrike
1 model ..... 90 pts

Deffkoptas
3 models ..... 115 pts
6 models ..... 230 pts

Flash Gitz
5 models ..... 95 pts
10 models ..... 190 pts

Ghazghkull Thraka
2 models ..... 235 pts

Gorkanaut
1 model ..... 295 pts

Gretchin
11 models ..... 45 pts
22 models ..... 90 pts

Hunta Rig
1 model ..... 175 pts

Kill Rig
1 model ..... 220 pts

Killa Kans
3 models ..... 145 pts
6 models ..... 290 pts

Kommandos
10 models ..... 135 pts

Kustom Boosta-blasta
1 model ..... 85 pts

Lootas
5 models ..... 80 pts
10 models ..... 160 pts

Meganobz
2 models ..... 60 pts
3 models ..... 90 pts
5 models ..... 150 pts
6 models ..... 180 pts

Megatrakk Scrapjet
1 model ..... 90 pts

Mek
1 model ..... 45 pts

Mek Gunz
1 model ..... 40 pts
2 models ..... 80 pts
3 models ..... 120 pts

Morkanaut
1 model ..... 305 pts

Mozrog Skragbad
1 model ..... 165 pts

Nobz
5 model ..... 105 pts
10 model ..... 210 pts

Painboss
1 model ..... 70 pts

Painboy
1 model ..... 80 pts

Rukkatrukk Squigbuggy
1 model ..... 110 pts

Shokkjump Dragsta
1 model ..... 85 pts

Squighog Boyz
4 models ..... 150 pts
8 models ..... 300 pts

Stompa
1 model ..... 800 pts

Stormboyz
5 models ..... 65 pts
10 models ..... 130 pts

Tankbustas
5 models ..... 135 pts

Trukk
1 model ..... 50 pts

Warbikers
3 models ..... 75 pts
6 models ..... 150 pts

Warboss
1 model ..... 70 pts

Warboss in Mega Armour
1 model ..... 95 pts

Wazbom Blastajet
1 model ..... 175 pts

Weirdboy
1 model ..... 55 pts

Wurrboy
1 model ..... 60 pts

Zodgrod Wortsnagga
1 model ..... 80 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To see the latest points values for your army, scan this QR code or check the Warhammer 40,000 app.

DETACHMENT ENHANCEMENTS

Bully Boyz	
Big Gob	20 pts
Da Biggest Boss	15 pts
'Eadstompa	10 pts
Tellyporta	25 pts

Da Big Hunt	
Glory Hog	30 pts
Proper Killy	15 pts
Skrag Every Stash!	25 pts
Surly as a Squiggoth	20 pts

Dread Mob	
Gitfinder Googlez	10 pts
Press It Fasta!	35 pts
Smoky Gubbinz	15 pts
Supa-glowy Fing	20 pts

Green Tide	
Bloodthirsty Belligerence	15 pts
Brutal But Kunnin'	25 pts
Ferocious Show Off	10 pts
Raucous Warcaller	20 pts

Kult of Speed	
Fasta Than Yooz	35 pts
Speed Makes Right	25 pts
Squig-hide Tyres	15 pts
Wazblasta	10 pts

War Horde	
Follow Me Ladz	15 pts
Headwoppa's Killchoppa	10 pts
Kunnin' but Brutal	20 pts
Supa-cybork Body	25 pts



ORKS NAME GENERATOR

If you wish to create a name for one of your Ork ladz, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.



FRONT BIT	D66
Urzog	11
Snikrat	12
Krogskull	13
Gorgrok	14
Droknog	15
Grodd	16
Zogwarp	21
Gitzog	22
Ruggat	23
Zargruk	24
Stugbrog	25
Snarkrat	26
Zagblag	31
Bokgrobber	32
Zarknutz	33
Dhakadak	34
Nargrunt	35
Farksnot	36
Gharagh	41
Urlakk	42
Zogger	43
Slazbag	44
Squigface	45
Ugul	46
Tuska	51
Nakboz	52
Skarzot	53
Kroggler	54
Grukk	55
Fragbad	56
Traknug	61
Grizgutz	62
Shrokbog	63
Kraznag	64
Gragnatz	65
Blokrotz	66

UVVA BIT	D66
Drakka	11
Grug	12
Gitstompa	13
Skullcrusha	14
Facekrumpa	15
da 'Ard	16
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Orks are brutal and violent aliens who love nothing more than to fight. They are tough, with hulking physiques, thick skulls and toothy maws. Storming forwards in mobs of thuggish infantry, Orks wield saw-edged choppas and unleash loud volleys of wild firepower from a motley assortment of bizarre guns and energy cannons. Ramshackle speedsters, galloping beast riders and brutish scrap-iron battle tanks hurtle into the fight while armoured walking fortress war effigies lumber behind. Leading these riotous and anarchic hordes are the biggest and meanest Orks of all, muscled brutes who crush their foes with overwhelming violence, sneaky kunnin', or both. When gathered in an excitable crush of noise and death, Orks become infused with a strange energy that drives them to even greater acts of unrestrained ferocity. They gleefully pile into the fight, bellowing their deafening war cry of 'Waaagh!'.

INSIDE YOU WILL FIND:

- An overview of Orks throughout the galaxy, their obsessions, kultur and clans, their migratory warpaths and the terrible threat they pose to sentient life in their search for never-ending war.
- All the rules you will need to assemble your collection of Orks Citadel miniatures into a brutally effective tabletop army ready to engage in Combat Patrol, Crusade or Matched Play games of Warhammer 40,000.
- An impressive showcase of expertly painted Citadel miniatures that displays the Orks in all their ramshackle variety, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

ISBN 978-1-80457-320-4

9 781804 573204

DESIGNED IN THE UK

PRINTED IN CHINA

60 03 01 03 013

WARHAMMER.COM

Manufactured by:
Games Workshop Limited.
Willow Road, Nottingham, NG7 2WS, UK

European address:
Games Workshop Limited - Irish Branch
Unit 3, Lower Liffey Street,
Dublin 1, D01 K199, Ireland