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INTRODUCTION

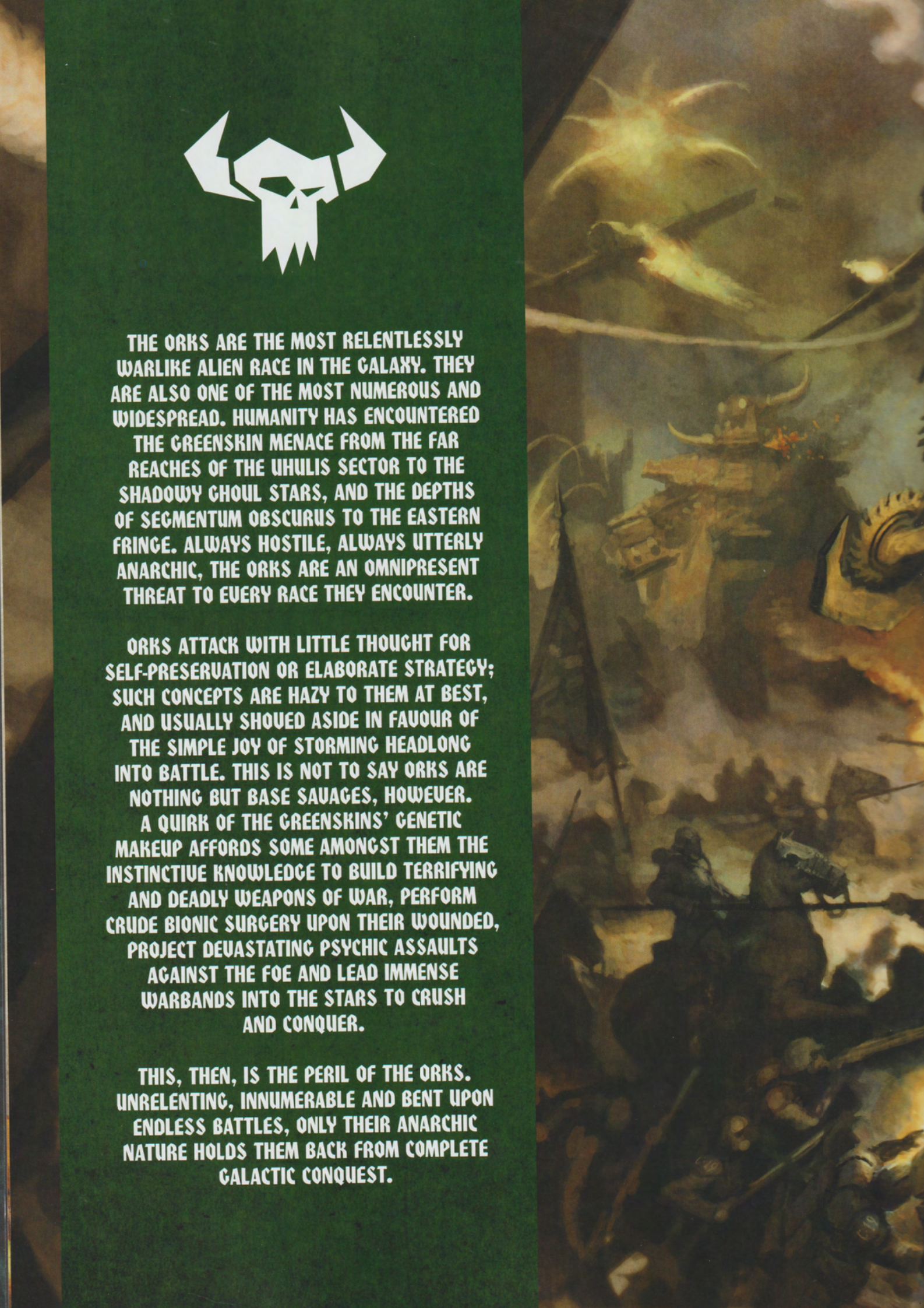
Alright ya gitz, stop mukkin' about and lissen up! We all know bookz are normally only useful fer bashin' yer enemies over da head wiv, but dis is *Codex: Orks,* and dat meanz it's da best book yer ever goin' ta get yer grubby green clawz on. Wiv da know-wotz you'll find on da followin' pages, you'll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

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

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

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

On the following pages you will find the brutal history and nature of the Orks, an inspirational array of greenskin photography and art, and all the rules you need to gather your own mighty warband and, as the Orks say, get stuck in!



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

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

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



MIGHT MAKES RIGHT

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

Orks love to fight. The bigger, louder and more anarchic the battle, the more the Orks enjoy it. They will brawl amongst one another if they cannot find any external party against whom to vent their aggression, and in doing so they establish a simple and robust pecking order: the biggest, strongest and most ferociously violent Ork inevitably fights 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 of things and so on. The tribal warfare and breakneck races continue until such time as a non-Ork enemy presents itself. At this point, the greenskins' rivalries are set aside – at least partially – to allow for all-out war against whatever unfortunate species they have encountered. Of course, such conflicts inevitably offer their own opportunities for Orks so inclined to prove they are the biggest, meanest and – ultimately – best.



ROBUST ECOSYSTEM

Wherever Orks are found, a strange ecosystem develops that sustains their crude society. Odd fungi 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 greenskin 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 practise 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 race 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 greenskins are properly disposed of; should a world's defenders put up a spirited fight, word spreads amongst greenskin warbands of a planet where a good scrap can be had. This brings wave upon wave of copycat invasions, often culminating in even the most stoic defence being overrun by Orks.

We don't fight fer food, fer teef or fer guns. We don't fight 'coz we'z told ta fight, but 'coz we woz born ta fight. An' win.



ORKY KULTUR

Many aspects of Orkoid society seem bewildering to outsiders, yet to the greenskins they are just facts of life. One such peculiarity is that Orks use teeth – or 'teef' – as currency. The bigger and gnarlier the 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 greenskins in their gobs and gather up the resultant blood-spattered windfall.

Another oddity is that some Orks spontaneously develop the specialist knowledge required for their race to function. Mekboyz are driven to compulsively tinker with technology, inventing everything from armour and oversized machine guns to battle tanks, energy shields and madcap teleportation technology. Painboyz, meanwhile, instinctively know the gruesomely literal ins and outs of greenskin anatomy. They are capable of providing rough-and-ready surgery to those willing to pay their exorbitant fees, and to chance their whimsical need to experiment on their patients. Then there are 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 known 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 greenskin society, then dwindled away. Theories persist that, if these beings truly did exist, then perhaps they engineered genetic knowledge into their servants before they disappeared. Certainly this would go some way to explaining how a race as short-termist and anarchic as the Orks could not only survive, but thrive in even the most inhospitable environments in the galaxy!

POWER OF THE WAAAGH!

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

Weirdboyz iz alright. Just don't stand too near 'em 'less ya want yer bonce ta go bang like a bomb squig under a Battlewagon.



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 greenskin such as a Kommando to name his weapons, he would likely call them something like 'da Clawz of Mork' or 'Mork's fangz'.

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 greenskins' aggressive natures also causes the power of the Waaagh! to flow. Raucous excitement generates more Waaagh! energy, which in turn drives the Orks to 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 the greenskins themselves believe that it should. This seems ludicrous, yet it is an observable fact that no other race can make Ork technology work as intended.

Then there is the manner by which greenskins are drawn towards conflict, as though by some homing instinct. Is this ill chance on the part of those already beset? Or, as some claim, are these fresh waves lured in by the 'call of the Waaagh!'? Reports even exist of Ork warbands vanishing in storms of green energy, only to appear again sub-sectors away. This could be the result of 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 Gork and Mork. Some scholars claim that the power of the Waaagh! must surely be the way in which Orks, as a species, interact with the warp. Whether this is accurate or not, a particular type of 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 tend towards the short, brutal and miserable. The reason is simple – Weirdboyz have little or no control over their dubious gifts.

If a Weirdboy is nearby when Waaagh! energy starts flowing, a great portion of that energy flows straight into him. A storm of primitive power rages within the Weirdboy's mind while crackling green lightning leaps from his fingertips, eyeballs and tongue. Ectoplasm drools from his lips, fire burns through his limbs and agonising pressure builds within his skull. If the Weirdboy does not manage to vent this accumulation in time, it causes his head to explode as though he had stuck a stikkbomb up his nose. Even worse, the resultant uncontrolled detonation of Waaagh! energy may even pop the heads of a few more greenskins 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 greenskins' 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 vast 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 greenskins get the fun of fighting and beating whatever other creatures may have infested their chosen vessel. Orks don't worry about where they themselves are going, they simply strap extra engines and guns onto their chosen hulk, point it at the nearest warp storm and then take the plunge. Greenskins 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.



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.



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.

Live off da land. Go ta find war. Kill wot comes close. Da old ways iz best.

SIMPLE SOLUTIONS

Even the densest greenskins 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' lay at the heart of many Ork warbands. Their efficacy cannot be denied, even if they leave something to be desired in terms of subtlety and the survival of most of the Orks involved. Countless enemy battle lines have fallen to the steamroller charge of several-hundred belligerent greenskins. In sufficient numbers, these most traditional of Orkish offensives can carry fortresses, hive cities or even worlds.

Married to such tactics, the more traditional Orks wield straightforward weapons. The ubiquitous choppas, for example, are often no more than a hefty handle with a heavy metal axe head on the end, or even just a club with several sharp rivets hammered through them. Meanwhile, such weapons as 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 sub-kultur 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 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 sub-kultur finds its roots in some obsession that enough like-minded



greenskins 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. Vast dust clouds rise in their wake and the ground shakes as though terrified beneath pounding claws, hooves and iron-shod wheels. Such warning does little to help the enemy, however, because once these hulking greenskins and their steeds have built up a head of steam, there's little that can stop them.

Beast 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 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!

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, ever-experimenting engineering caste. They are the source of every greenskin 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 race. Their workshops are deathtraps surrounded by heaps of junk that might come in handy, and stuffed to overflowing with oversized tools, half-built weaponry, chain-dangled engine blocks and discarded – often live – ordnance. Grot assistants – known as 'Oilers' – pick their way through the tangle, doing their best to assist their master while avoiding a sudden and explosive demise.

Meks don't tend to work from plans or blueprints, instead simply bolting together whatever feels right. As such, no two of their inventions is ever exactly the same, especially as Meks are driven to constantly tinker and experiment with new ideas. They will gladly do kustom jobs for other Orks in return for payment in 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 about at random; Battlewagons with protruding saw-arms and flickering power fields – all these and countless other mad inventions may emerge from a Mek's workshop.

The array of technologies Meks spontaneously invent is truly incredible. From unstable energy weapons, matter-dragging 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 species – not that the Orks see it this way – is that for all their wondrous abilities, the Meks only have the imagination to employ their technologies as weapons of war. They have the potential to make their species one of the most advanced in the galaxy, yet they simply render it one of the most dangerous, both to themselves and everyone else.

PAIN AND GAIN

Meks and Painboyz often collaborate, much to the misfortune of 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 greenskin 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. This is a one-way trip involving a great deal of amputation and crude bioniks. That doesn't stop greenskins 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, smoke-belching nightmares for the enemy; their guns, snapping klaws and roaring saws have broken more than a few battle lines.

VEHICULAR MAYHEM

Another high-tech and all too infamous sub-kultur within Ork society is the Kult of Speed. Known also as 'Speed Freeks', these are Orks who have become completely addicted to racing into battle as fast as possible. This they do aboard whatever scrap-metal speedsters or stripped-back, up-gunned Warbikes they can get their claws on.

Speed Freeks gather together into sizeable mobs and skwadrons. During the rare lulls between open warfare, they engage in raucous and breakneck races around – or often right through – their tribe's encampment. The majority of Orks consider such races the height of entertainment, wagering merrily on which Speed Freeks will make it over the finishing line first, and who will end up on fire in a ditch.

The craziest Speed Freeks of all become Flyboyz, taking to the skies in Mek-built combat aircraft. Tending towards rugged construction, minimal safety features and a remarkable array of raggedly-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 races' tanks and transports, albeit festooned with all manner of random dakka and close-quarters weaponry. Bigger still are the battle fortresses – rolling nightmares often built off the looted wrecks of Imperial super-heavy tanks. Then there are the war effigies. Made to resemble the Ork gods, even the smallest of these war engines – the 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.

Dere ain't a problem in life ya can't fix wiv worky gubbinz, a big enuff spanner an' a nice bit o' brute force.



TRIBES, CLANS AND WARBANDS

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

The most basic unit of organisation that can be applied to Orks is the tribe. Simply put, this is every Ork that lives in a particular area and fights beneath the Waaagh! banner of the local Warboss. Tribes include every squig, runt, Ork, war engine and Oddboy 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 he belongs 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.

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

More dubious still are the Blood Axe Clan, who all other Orks view askance. Observing such practices as wearing



Oomans, pointy-earz an' dat waste all dis time finkin' about stuff, an' while dey'z busy doin' dat, us Orks iz busy krumpin' 'em!



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.

Snakebite Clan Orks are traditionalists, from whom stem the greatest number of Beast Snaggas. They wear leathery, primitive garb and eschew the more complex Orky technologies.

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 greenskins 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 greenskins use their mechanical skills to keep their fellows' guns operational, and to stop them spontaneously igniting.

A warband, in comparison, is the catch-all term for an Ork army of almost any size. The smallest may include just a couple of mobs being bossed about by a Big Mek or Warboss, with aspirations of grandeur. Otherwise a warband might represent a portion of a tribe's strength, sent out to 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. 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.





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 greenskin 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 *Warlid 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. 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 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.

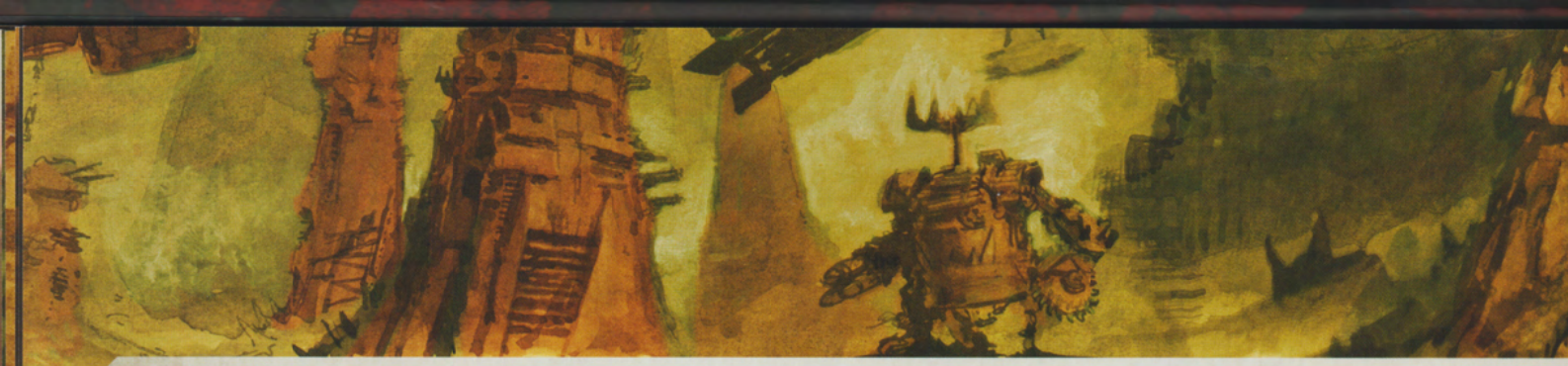
Meanwhile, Ghazghkull's hordes crossed the green hell of Armageddon's equatorial jungles, where Strab had claimed they would not tread. Having reached the continent of Armageddon Secundus, they crushed the Iron Skulls Titans and left their graffiti-scrawled wreckage to burn. Ghazghkull himself led the 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, 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

'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

Orks iz da best. Goffs iz da best Orks. Warbosses, dey'z da best Goffs. An' Ghazghkull? He's da best of da lot!



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

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

GREATER THINGS

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

Many and exhaustive are the accounts of the conflict that followed. Ghazghkull brought a war that his enemies – and even a number of his own underlings – were utterly wrong-footed by. The Grand Warlord had mercenary Freebooterz strike at agri worlds and shipping around Armageddon, both to choke off supply routes and to spread terror at his approach. He hit the system with multiple, roughly coordinated Ork fleets, the better to encircle and destroy the Imperial naval defences. Rather than get drawn into another fight for Hive Hades, Ghazghkull had his space hulks deploy traktor beams, using them to ensnare asteroids 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

I'm tellin' ya now, daf fing rippin' da galaxy in 'arf iz Gork's big green grin. An' why'z he grinnin', ladz? 'Coz it's our time!

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 pet 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.



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 soopa-Ork body that he had spent many decades 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 vast that its blades can enfold a fully-armoured Primaris Space Marine and slice them neatly into steaming chunks. Mork's roar – his kustom shoota – generates so much dakka that its victims don't so much die as simply evaporate into a red haze.

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…

THE GOFF CLAN

'BIG, MEAN, AND BLACK AND GREEN'

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

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

Despite their preference to hit enemy lines in a rolling tsunami of bellowing warriors, the Goffs are not above hitching a lift aboard a Battlewagon or speeding Trukk, provided it will get them into the fight faster. They equally have a soft spot for Deff 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 his 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 races would describe as strategy or tactics. The Goffs pride themselves on being the Orkiest of Orks, and will gladly seize on any excuse to prove their claim with feet, fists, tusks and choppas.



BATTLE SCARS

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

BOSS ZAGSTRUK

DA BOSS

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

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

The Vulcha Squad hold their leader in high esteem and – while as dense as any other Orks – have the sense to fear his famous rages. 'Da Boss', as his disciples call him, never lowers his voice below a shout, and executes any greenskin showing insubordination or cowardice on the spot. So fearsome has Da Boss' reputation grown – and so ambitious has he become since Gork's Grin split the stars – that he now leads a warband as big as any 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've fought beakies, gribbliez, pointy-earz, even funny deemun fingz. I'd rather face 'em all at once dan Da Boss when he's in wun of his moods...

'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



THE EVIL SUNZ CLAN

'RED WUNZ GO FASTA!'

The Orks of the Evil Sunz Clan feel an undeniable urge to travel as fast as they can. They care little whether this be in breakneck races around their tribe's encampment, riding bikes and speedsters headlong into battle, or as part of an immense 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 kustomised with a strange variety of personalised improvements. It is not uncommon for the richest Evil Sunz to drive contraptions powered by jet thrusters, bladed propellers or squig oil fusion engines. These vehicles boast everything from crackling energy blasters and 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!





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



The clan glyph of the Evil Sunz is a stylised Ork face on a blazing red sun. Flames or spikes typically surround these snarling grotesques.

THE BAD MOONS CLAN

'TOO MANY TEEF FER THEIR OWN GOOD'

Bad Moons Orks have a natural advantage in that their teef – and thus their wealth – grow at an exponential rate compared to all other greenskins. Never backward in flaunting their dental affluence, Bad Moons Orks tend towards garishly coloured garb, 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 races in order to steal everything golden they can get their claws on. Such loot is displayed as further trophies of wealth, or else melted down to make everything from nose rings to gold-plated Battlewagon 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 race. 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 the Human race.

'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



THE BLOOD AXE CLAN

KUNNIN' GITZ

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

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

The Blood Axe clan has no overarching colour. Instead, they prefer to drape themselves in as many camouflage schemes as possible. They grasp that such measures are intended to conceal their warriors but, being Orks, ascribe a 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.

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

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

Yooz can learn a lot from watchin' oomies. Like where's da best place ta stick yer choppa in 'em.

SQUIGBACK RAIDERZ

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



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

BOSS SNIKROT

DA GREEN GHOST

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. In the dark nights of the equatorial jungles, these grizzled veterans whisper tales of Boss Snikrot, the Stalker. They tell of a killer who can pass through 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 greenskins. Even the Ork Hunters pray to the Emperor that it is not their necks that the Stalker buries his knives into next.

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



'Ghazghkull led us ta Armageddon. Ghazghkull told us ta stomp da oomans 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

THE DEATHSKULLS CLAN

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 gits. When one does as much looting as the Deathskulls, a little good luck goes a long way!

Deathskull Orks believe possession is nine tenth 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!

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







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



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

MAD DOK GROTSNIK

'ONE SCALPEL SHORT OF A MEDPACK'

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

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

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

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

Since that day, Grotsnik has remained in Ghazghkull's shadow and enjoyed the Warlord's protection, which enables him to commit ever greater surgical atrocities. He has transplanted Orks' brains for live squigs. He has taken off several of his own limbs 'just to keep his hand in' and replaced them with donations from customers, overcome with generosity while out cold on the slab. After every battle, Grotsnik has his ghoulish pick of the bodies, leading his personal warband – Da Corpse Lootas – in the harvest. This macabre warband consists of many Deathskulls, some particularly unhinged Painboyz and a good portion of Bad Ork Freebooterz, 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'.

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

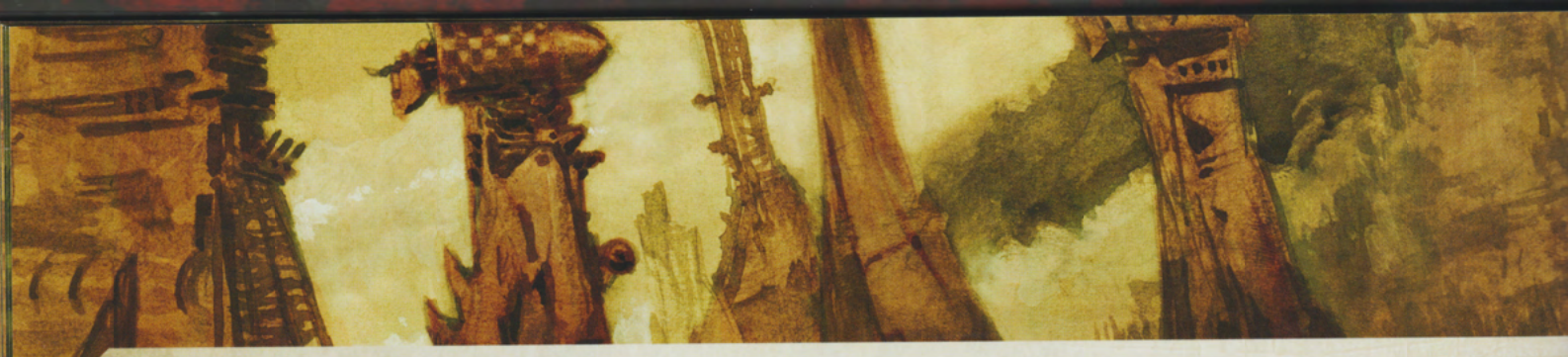


DA CORPSE GRAB

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

'Operate! Operate! Still time ta operate!'

- Mad Dok Grotsnik



THE SNAKEBITE CLAN

'ALWAYS FORWARD ABOUT BEIN' BACKWARD'

The typical Snakebite is gnarled, weather-worn and garbed in beast-hide leather. They are as traditional as Orks come, favouring low-tech weapons and wargear, and 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 oomie? After all, a solid metal club will bash skull after skull in all day and never run out of fuel. Have to have a Trukk to ride to battle in? Fine, but any self-respecting Snakebite Mek will slap it together from scrap iron, bind it with 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. It can't be denied, though, that the Snakebites' approach to life renders them as tough as Orks come. They also give rise to the most Beast Snagga warbands; the life of a 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.

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. 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.

FERAL ORKS

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



Snakebite mob glyphs usually depict either a snake or its fangs, fringed by tribal jag patterns or leaping flames.

Speedboss Nargrim gave a bellow of exhilaration as his wartrike sped towards the foe. Las-bolts flashed around him in a storm as the oomies opened fire. Nargrim laughed wildly, even as searing beams of light nicked his flesh and bullets ricocheted from the armour of his ride.

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

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

'Oh yeh!' replied Broggit, in a tone of sudden revelation. His boomstikk roared. Up ahead, an oomie was blown off his feet in a puff of blood.

More shells tore into the Imperial lines as Nargrim's speed mob bore down on them. Warbikers cackled like maniacs as they fired their dakkaguns, the recoil so ferocious that it drove several of them into impromptu wheelies. Boomdakka Snazzwagons spewed heavy calibre rounds while their crew Orks banged on roofs and bonnets, urging their drivers to go faster. Nargrim saw the gunner of a Rukkatrukk Squigbuggy land a beautifully placed gnasher squig right through the open hatch of an oomie tank. The resultant mayhem was only matched by the carnage as the Squigbuggy itself lost its front half to a sudden blast. Nargrim barked a laugh as the vehicle flipped; when would they learn not to hide squig mines under their drivers' seats as a gag?

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

'Zog off ya squig fondler! Dis lot iz ours!'

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

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

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

'Well?' he roared at Broggit. 'Ya 'erd da runt-boverer din'tcha? Give it sum welly!'

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

'WAAAGH!' bellowed Nargrim, and his ladz took up the cry. Bikers tore through the Imperial lines. Oomies scattered, or vanished under armoured tyres and spiked rams. Drazmak and his Burna Boyz spilled from their Trukk and began spraying fire in every direction while whooping with glee. To his surprise, Nargrim saw that Mugg and his Beast Snaggas had kept pace. Gobzogger was even now wolfing down a screaming oomie, throat working as the squigosaur swallowed its prey whole. Even as he laid into the panicking, wildly shooting foe, Nargrim was conscious of Squighog Boyz lobbing their rokkit propelled stikkas, chain-hauling Imperial transports onto their sides.

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

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

'Best o' three?'

Grinning like a maniac, Nargrim urged his ladz to give chase and Mugg did the same. The race was on again, and the fleeing oomies wouldn't know what hit them!

MOZROG SKRAGBAD

DA MONSTA EATER

There's not an Ork alive that is tougher or more ruggedly belligerent than Mozrog Skragbad. Boasting a 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 greenskins. He spent his days in self-imposed exile, hunting one monstrous beast after another. Mozrog's tribemates muttered that so much time alone had sent him a bit funny, but even they couldn't argue with his impressive tally of hunting trophies, so they left him to it. This status quo was broken when Mozrog's tribe joined Waaagh! Gobgrinda during their invasion of 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.



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 a bit 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.



Runts iz ded yoosful. Dey can climb into worky bitz Orks can't squeeze into, dey can fetch an' carry, dey clear minefields real well an', in a pinch, dey taste good too!

FREEBOOTERZ

A CLAN FER DA CLANLESS

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







Freebooterz are the sneakiest, nastiest and most self-interested greenskins in the galaxy. They are adventurers, rogues and mercenaries, who rebel even against the rough-and-ready strictures of Ork society – no small feat in itself! Any Ork can become a Freebooter, from Nobz to 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 greenskins who find themselves unable to fit into their tribe wind up striking out into the stars, after their own ill-gotten gains. Such an exit is rarely harmonious, and many burgeoning Freebooter 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 unwanted 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 with their races, 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.

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

Uniquely amongst their kind, Freebooterz don't fight for the simple joy of fighting. That isn't to say 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 greenskins 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, rogues and outcasts they've gathered up on their travels, but one thing is for sure – finding yourself in their path is never a pleasant experience.

It's a big old galaxy just stuffed full o' adventure, fightin' an' loot... speshully da loot!

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, 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 an oomie 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

'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



THE RULES

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

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

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

BATTLE-FORGED RULES

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

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

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

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

ARMY RULES

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

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

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

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

MATCHED PLAY RULES

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

You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

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

DATASHEETS

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

WARGEAR

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

POINTS

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

RULES REFERENCE

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

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

COMBAT PATROL

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

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

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

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

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

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



DETACHMENT ABILITIES

An **ORKS** Detachment is one that only includes models with the **ORKS** keyword (excluding models with the **UNALIGNED** keyword).

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

SPECIALIST LADZ

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

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

- **GHAZGHKULL THRAKA**
- **KAPTIN BADRUKK**
- **MAKARI**
- **MAD DOK GROTSNIK**
- **ZODGROD WORTSNAGGA**
- **SPECIALIST MOB** units.

I'M DA BOSS!

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

You can include a maximum of one **WARBOSS** or **DEFFKILLA WARTRIKE** model in each Detachment in your army.

NAMED CHARACTERS AND KILL RIGS

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

Character	Warlord Trait
Boss Snikrot	Brutal but Kunnin'
Boss Zagstruk	Big Gob
Ghazghkull Thraka	Proper Killy
Kaptin Badrukk	Killa Reputation
Kill Rig	Beastgob
Makari	Follow Me Ladz
Mozrog Skragbad	Surly as a Squiggoth
Zodgrod Wortsnagga	Beastgob



ORKS CLANS

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

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

CLAN KULTURS

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

CLAN WARLORD TRAITS

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

CLAN STRATAGEMS

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

CLAN RELICS

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

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

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

Yooz can't beat us in a fight, 'coz we'z tougher an' stronger dan yooz. An' yooz can't outshoot us, 'coz we got da most dakka. Orks is da best an' dat's dat!

GOFFS

KULTUR: NO MUKKIN' ABOUT

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

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

WARLORD TRAIT: PROPER KILLY

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

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

UNBRIDLED CARNAGE — 2CP

Goffs – Battle Tactic Stratagem

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

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

RELIC: DA IRONGOB

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

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

BAD MOONS

KULTUR: ARMED TO DA TEEF

Bad Moons are ostentatious show offs, whose predilection for the biggest, loudest and shiniest shootas is facilitated by the fact their teeth grow with such remarkable speed. With all manner of targeting arrays, underslung bomb launchas and bandoliers of additional munitions, Bad Moons can typically lay down a storm of dakka that eclipses the firepower of any other clan.

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

WARLORD TRAIT: DA BEST ARMOUR TEEF CAN BUY

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

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

SHOWIN' OFF 1CP

Bad Moons – Battle Tactic Stratagem

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

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

RELIC: DA GOBSHOT THUNDERBUSS

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

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

WEAPON	RANGE	TYPE	S	AP	D
Da Gobshot Thunderbuss	12"	Heavy 2D6	5	-1	1

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

EVIL SUNZ

KULTUR: RED ONES GO FASTA

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

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

WARLORD TRAIT: FASTA THAN YOOZ

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

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

DRIVE BY DAKKA 1CP

Evil Sunz – Strategic Ploy Stratagem

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

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

RELIC: REZMEKKA'S REDDER PAINT

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 Ork who can afford it can dazzle his mates with eye-bleeding redness.

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

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

SNAKEBITES

KULTUR: DA OLD WAYS

Snakebites appear backwards to the other Ork clans. Their technology base and traditional mindsets rarely advance far past the level of Wildboyz, and if a Snakebite can fix a problem with a big stick, a handy squig and a length of old rope, he will gladly do so. However, between their refusal to rely upon 'newfangled rubbish' and their bizarre habit of actually allowing themselves to be bitten by venomous serpents, the clan's ways breed remarkably resilient warriors.

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

WARLORD TRAIT: SURLY AS A SQUIGGOTH

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

The first time this **WARLORD** is destroyed, you can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when a model is destroyed (e.g. the Orks is Never Beaten Stratagem, page 63). If you do so, then on a 4+, set this **WARLORD** back up on the battlefield as close as possible to where they were destroyed and not within Engagement Range of any enemy models, with D3 wounds remaining.

MYSTIC CHANTING 1CP

Snakebites – Epic Deed Stratagem

Snakebites have been known to point-blank refute the existence of enemy psykers (presumably because they don't have the telltale green glow). This stubborn refusal has been known to dissipate the psychic powers of the foe before their very eyes, which the Snakebites say proves their claims.

Use this Stratagem during your opponent's Psychic phase. Select one **SNAKEBITES** unit from your army. Until the end of the phase, that unit can attempt to deny one psychic power as if it were a **PSYKER**.

RELIC: BROGG'S BUZZBOMB

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

SNAKEBITES model only. This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Brogg's Buzzbomb	6"	Grenade 3D6	5	-1	1

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



Snakebite Nob with choppa and slugga



Beast Snagga Boy



Squighog Boy

DEATHSKULLS

KULTUR: LUCKY BLUE GITZ

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

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

WARLORD TRAIT: OPPORTUNIST

This warlord is always on the lookout for gubbinz to scavenge, and is wily enough to know that the best loot can be bashed, blasted and ripped from the mangled remains of the enemy's biggest wagons and bosses.

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

WRECKAZ — 2CP

Deathskulls – Strategic Ploy Stratagem

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

Use this Stratagem at the start of your Shooting or Fight phase. Select one **DEATHSKULLS CORE** or **DEATHSKULLS CHARACTER** unit from your army. Until the end of the phase, each time a model in that unit makes an attack that targets a **VEHICLE**, add 1 to that attack's wound roll.

RELIC: DA FIXER UPPERZ

Originally the tools of Deathskull Mekaniak Frazdak, this toolbox incorporates a microtellyporta. Whenever its bearer needs some spare parts for an important repair job, the microtellyporta will scan the damage and, in a flash of light, 'aquire' the necessary gubbinz from a nearby vehicle.

DEATHSKULLS MEK or **BIG MEK** model only. Each time the bearer uses their Mekaniak or Big Mekaniak ability, roll one D6: on a 2+, the selected **VEHICLE** unit regains 1 additional wound, and you can select one enemy **VEHICLE** unit within 12" of the bearer. That enemy **VEHICLE** unit suffers D3 mortal wounds.



Deathskulls Beast Snagga Boy



Boomdakka Snazzwagon

BLOOD AXES

KULTUR: TAKTIKS

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

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

WARLORD TRAIT: I'VE GOT A PLAN LADZ!

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

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

DED SNEAKY — 1CP

Blood Axes – Strategic Ploy Stratagem

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

Use this Stratagem at the end of your Movement phase if the mission you are playing is using the Strategic Reserves rule. Select one **BLOOD AXES INFANTRY** unit from your army (excluding **MEGA ARMOUR** units) that is within 3" of any battlefield edge. Place that unit in Strategic Reserve.

RELIC: MORGOG'S FINKIN' CAP

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

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



Megatrakk Scrapjet





Blood Axe Nob with choppa and slugga

FREEBOOTERZ

KULTUR: COMPETITIVE STREAK

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

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

WARLORD TRAIT: KILLA REPUTATION (AURA)

This Freebooterz leader has a fearsome – and well deserved – reputation for being a stone-cold killer. It is enough to make even the fractious and self-serving Freebooterz fight harder beneath his glowering gaze.

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

GET DA LOOT 1CP

Freebooterz – Strategic Ploy Stratagem

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

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

RELIC: DA BADSKULL BANNA

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

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



Flash Gitz

Flash Gitz Kaptin

SPECIALIST MOBS

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

A Crusade force cannot start with any specialist mob units – to include one in a Crusade force, you must use the Specialist Mob Requisition (pg 73). You cannot upgrade named characters using these rules.

Pyromaniacs

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

BURNA BOYZ, **BURNA-BOMMER**, **BOOMDAKKA SNAZZWAGON**, **DEFFKILLA WARTRIKE**, **NOB** or **WARBOSS** units only. The selected unit gains the **PYROMANIACS** keyword and the following ability:

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

Boom Boyz

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

BIG MEK , **BLITZA-BOMMER**, **DEFFKOPTAS**, **MEK**, **NOB**, **TANKBUSTAS**, **WAGON** or **WARBOSS** units only. The selected unit gains the **BOOM BOYZ** keyword and the following ability:

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

Flyboyz

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

BLITZA-BOMMER, **BURNA-BOMMER**, **DAKKAJET**, **DEFFKOPTAS** or **WAZBOM BLASTAJET** units only. The selected unit gains the **FLYBOYZ** keyword and the following ability:

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

Big Krumpaz

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

DEFF DREADS, **GORKANAUT**, **MEGA ARMOUR NOBZ**, **MEGA ARMOUR CHARACTER** or **MORKANAUT** units only. The selected unit gains the **BIG KRUMPAZ** keyword and the following ability:

Krumpin' Time: Each time a **BIG KRUMPAZ** model makes a melee attack, add 1 to that attack's hit roll.

Madboyz

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

BIKER, **CAVALRY**, **CHARACTER** or **MOB** units only. The selected unit gains the **MADBOYZ** keyword and the following ability:

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

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

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

3. **Frenzied:** Each time a **MADBOYZ** model makes a melee attack, add 1 to the Strength characteristic of that attack.

Sneaky Gitz

Some Orks just can't enjoy clobbering an enemy without the satisfaction of knowing they never saw it coming. These sneaky gitz are rarely trusted by more straightforward Orks, but they don't care, so long as they can keep stabbing their victims in their backs.

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

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

Trukk Boyz

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

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

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

'Orrible Gitz

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

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

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



KUSTOM JOBS

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

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

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

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

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

VEHICLE KUSTOM JOBS

KUSTOM JOB	POWER	POINTS
Da Booma	+1	+15
Fortress on Wheels	+1	+20
Gyroscopic Whirligig	+1	+10
More Dakka	+1/+2	+15/+30
Nitro Squigs	+2	+25
Red Rolla	+1	+20
Shokka Hull	+1/+2	+15/+30
Souped-up Speshul	+1	+10
Squig-hide Tyres	+1	+15
Stompamatic Pistons	+1/+2	+15/+30

Da Booma

Da Booma has a much greater reach and explosive yield than the more primitive shells fired by a standard killkannon.

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

WEAPON	RANGE	TYPE	S	AP	D
Da Booma	36"	Heavy 2D6	8	-2	2

Abilities: Blast

Fortress on Wheels

This vehicle is replete with so much additional armour and non-essential 'extras' that landing a telling blow is almost impossible.

TRUKK or **WAGON** model only. This model has a 5+ invulnerable save.

Gyroscopic Whirlygig

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

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

More Dakka

Flared ammo feeds, squig-oiled rounds and increased rotary speeds ensure this vehicle's guns are even shootier than its rivals.

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

Nitro Squigs

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

RUKKATRUKK SQUIGBUGGIES model only. Each time an attack is made with this model's heavy squig launcha or squig launcha, add 1 to that attack's wound roll.

Red Rolla

Covered in extra spikes, this brutal deff rolla doesn't start out red...

BONEBREAKA model only. Replace this model's Bonebreaker Ram ability with the following: '**Red Rolla:** Each time this unit fights, if it made a charge move this turn, then until that fight is resolved, add D3+3 to the Attacks characteristic of this model.'

Shokka Hull
Rewired batteries ensure that careless enemies get a nasty surprise if they come too close.

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

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

BIGWDAKKA SNAZZWAGONS model only. Change the Type of this model's Mek speshul to 'Dakka 16/12'.

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

VEHICLE model only (excluding **WALKERZ** and **AIRCRAFT**).

- Add 1" to this model's Move characteristic.
- Each time this model Advances, add an additional 2" to this model's Move characteristic.

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

DEFF DREAD, **GORKANAUT** or **MORKANAUT** model only.

- Add 3" to this model's Move characteristic.
- Add 1 to Advance rolls made for this model.

MEK KUSTOM JOBS

KUSTOM JOB	POWER	POINTS
Bionik Oiler	+1	+10
Enhanced Runt-Sucker	+1	+15
Extra-Kustom Weapon	+1	+10
Smoky Gubbinz	+1/5 models	+1 per model
Zzapkrumpaz	+1/5 models	+2 per model

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

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

Enhanced Runt-Sucker
This kustomised shokk attack gun incorporates a vastly oversized suction device, drawing in nearby runts, squigs, loose scrap, the Mekboy's lunch and even poorly fastened pieces of the gun itself.

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

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

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

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

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

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

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

STRATAGEMS

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

CAREEN! 1CP/2CP

Orks – Battle Tactic Stratagem

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

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

GET STUCK IN LADZ! 1CP/2CP

Orks – Battle Tactic Stratagem

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

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

RAMMING SPEED 2CP

Orks – Battle Tactic Stratagem

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

Use this Stratagem in your Charge phase, when an **ORKS VEHICLE** unit from your army is selected to charge.

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

GUN CRAZY SHOW OFFS 2CP

Orks – Battle Tactic Stratagem

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

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

HIT 'EM HARDER 2CP

Orks – Battle Tactic Stratagem

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

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

TOUGH AS SQUIG-HIDE 2CP

Orks – Battle Tactic Stratagem

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

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

BREAKIN' HEADS 2CP

Orks – Battle Tactic Stratagem

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

Use this Stratagem in the Morale phase, when a Morale test is failed for a **<CLAN>** unit (excluding **GRETCHIN** units) from your army that is within 3" of any friendly **<CLAN> WARBOSS** or **<CLAN> NOBZ** units. That **<CLAN>** unit suffers D3 mortal wounds, and the Morale test is treated as having been passed.

ORKS IS NEVER BEATEN 2CP

Orks – Epic Deed Stratagem

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

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

DA BIGGER DEY IZ... 2CP

Orks – Epic Deed Stratagem

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

Use this Stratagem in the Fight phase, when a **BEAST SNAGGA WARBOSS** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack that targets a **TITANIC** unit, add 2 to the Damage characteristic of that attack.

EXTRA GUBBINZ 1CP

Orks – Requisition Stratagem

Some lucky gits get more than their fair share of shiny gubbinz.

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

BIG BOSS 1CP

Orks – Requisition Stratagem

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

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

TIDE OF MUSCLE 1CP

Orks – Strategic Ploy Stratagem

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

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

UNSTOPPABLE MOMENTUM 1CP

Orks – Strategic Ploy Stratagem

Smasha squigs are essentially battering rams on legs. Even after trampling one foe, they plunge headlong into the next.

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

GROT SHIELDS 2CP

Orks – Strategic Ploy Stratagem

Grots have a variety of uses, from fetching more ammunition to herding loose squigs, and even – despite their protestations – acting as surprisingly effective bullet shields.

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

TELLYPORTA 2CP

Orks – Strategic Ploy Stratagem

Nothing shocks the enemy like an angry mob of Boyz, or a looming war effigy suddenly appearing in a blast of green lightning!

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

LUMBERING STRIDES 1CP

Orks – Strategic Ploy Stratagem

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

Use this Stratagem in your Charge phase, when you use the 'Ere We Go ability to re-roll a charge roll for a **MORKANAUT**, **GORKANAUT** or **STOMPA** unit from your army. You can re-roll one of the dice for that charge roll instead of both.

BURN 'EM ALL! 1CP

Orks – Strategic Ploy Stratagem

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

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

MONSTER HUNTERZ 2CP

Orks – Strategic Ploy Stratagem

When a group of Beast Snaggas corner a monstrous foe they act with remarkable, almost un-Orky cohesion, with each mob doing their part to bring the beast down and deliver the killing blow.

Use this Stratagem at the start of any phase. Select one enemy **MONSTER** or **VEHICLE** unit and up to 3 **BEAST SNAGGA** units from your army. Each time an attack is made by a model in one of the selected **BEAST SNAGGA** units that targets the selected **MONSTER** or **VEHICLE** unit, add 1 to that attack's wound roll.

CUTTIN' FLAMES 1CP

Orks – Wargear Stratagem

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

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

MORE DAKKA! 2CP

Orks – Wargear Stratagem

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

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

CLOUD OF SMOKE 2CP

Orks – Wargear Stratagem

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

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

TANKBUSTA BOMB 1CP

Orks – Wargear Stratagem

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

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

SNAGGA GRAPPLE 2CP

Orks – Wargear Stratagem

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

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

GROUNDSHAKER SHELLS 1CP

Orks – Wargear Stratagem

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

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

FORCE FIELD BOOSTA 2CP

Orks – Wargear Stratagem

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

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

'**(Aura)** While a friendly **ORKS** unit is within 9" of the bearer, models in that unit have a 5+ invulnerable save.'

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

WARLORD TRAITS

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

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

ORKS WARLORD TRAITS

1. FOLLOW ME LADZ (AURA)

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

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

2. BIG GOB

This warlord's bellowing voice is so loud that it can be heard over the thickest of fighting.

Add 3" to the range of this **WARLORD**'s aura abilities (to a maximum of 9").

3. 'ARD AS NAILS

This greenskin has a hide as thick as a Squiggoth's. It takes a blow of truly phenomenal strength to even give him pause.

Each time an attack is made that targets this **WARLORD**, subtract 1 from that attack's wound roll.

4. BRUTAL BUT KUNNIN'

This Ork has a particular talent for close-quarters choppa work, even amongst his brutal kin.

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

5. KUNNIN' BUT BRUTAL

Feigning weakness, this warlord allows his foes to close in before delivering a brutal flurry of attacks.

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

6. MIGHT IS RIGHT

A solid slab of muscle and aggression, this Ork's strength is unsurpassed.

Add 1 to this **WARLORD**'s Strength and Attacks characteristics.

BEAST SNAGGA WARLORD TRAITS

1. BIGKILLA BOSS

This boss has spent his lifetime hunting the largest prey.

- Each time this **WARLORD** fights, if it is within Engagement Range of any enemy **VEHICLE** or **MONSTER** units, then until that fight is resolved, add 2 to this **WARLORD**'s Attacks characteristic.
- Each time this **WARLORD** makes a melee attack against a **VEHICLE** or **MONSTER** unit, add 1 to that attack's wound roll.

2. BEASTGOB (AURA)

This boss' mere presence riles up nearby squigs into a biting frenzy.

While a friendly **<CLAN> SQUIG** unit is within 6" of this **WARLORD**, each time a model in that unit makes a melee attack with squighog jaws, smasha squig jaws or a squigosaur's jaws, add 1 to that attack's Damage characteristic.

3. HALF-CHEWED

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

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

SPEED FREEKS WARLORD TRAITS

1. ROADKILLA

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

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

2. GET UP IN THEIR FACES

This boss weaves through the foes' lines, guns blazing point-blank.

This **WARLORD** is eligible to shoot in a turn in which they Fell Back.

3. JUNKBOSS

This warlord's ride is covered in extra gubbinz, making it remarkably hard to land a meaningful blow.

This **WARLORD** has a 4+ invulnerable save.

POWER OF THE WAAAGH! DISCIPLINE

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

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

1. 'EADBANGER

A bolt of raw power erupts from the Weirdboy's sloping forehead and rockets across the battlefield, causing the head of the first unfortunate victim caught in its path to explode in a shower of brains and gore.

Witchfire: *'Eadbanger* has a warp charge value of 5. If manifested, select one enemy unit within 18" of this **PSYKER** and roll one D6; if the result is higher than the selected unit's Toughness characteristic, that unit suffers D6 mortal wounds. No more than one model can be destroyed as a result of these mortal wounds (any excess damage is lost).

2. WARPATH

The Weirdboy disperses the Waaagh! energy coursing through his frame into the Ork warriors around him, stoking their already bellicose nature to a roaring fever pitch.

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

3. DA JUMP

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

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

4. FISTS OF GORK

The Weirdboy channels Waaagh! energy into his own fists or those of a nearby Ork, providing strength enough to punch through tank hulls.

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

5. DA KRUNCH

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

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

6. JABBIN' FINGERZ

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

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

Trubble wiv Weirdboyz is, if dey fink too 'ard dey can make yer 'ead explode! An' I don't care wot anywun sez, even Brog Bigskull. It's much 'arder ta enjoy a good scrap wivout yer 'ead!

BEASTHEAD DISCIPLINE

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

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

1. ROAR OF MORK

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

Malediction (Aura): *Roar of Mork* has a warp charge value of 6. If manifested:

- Select one enemy unit within 18" and visible to the **PSYKER**. Until the start of your next Psychic phase, subtract 2 from Advance and charge rolls made for that unit.
- Until the start of your next Psychic phase, while an enemy unit is within 18" of this **PSYKER**, subtract 1 from the Leadership characteristic of models in that unit.

2. FRAZZLE

The Wurrboy concentrates really hard, a sickly green glow emanating around his gnarled cranium as he builds up a store of Waaagh! energy within himself. At the point where the Weirdboy is almost fit to burst, a wave of crackling energy floods out, reducing nearby foes to shrivelled husks in an instant.

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

3. BITIN' JAWZ

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

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

4. SPIRIT OF GORK

The Wurrboy stokes the bestial fury of nearby squigs. Eyes aglow with Waaagh! energy, the enraged creatures plunge into enemy lines, tearing the foe apart while their amused riders cling on tightly!

Blessing: *Spirit of Gork* has a warp charge value of 6. If manifested, select one friendly **SQUIG** unit within 12" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- Each time that unit fights, it can make 1 additional attack with each Big Chompa's jaws, squighog jaws, smasha squig jaws or squigosaur's jaws it is equipped with.
- Each time a model in that unit makes an attack with Big Chompa's jaws, squighog jaws, smasha squig jaws or squigosaur's jaws, on an unmodified wound roll of 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

5. BEASTSCENT

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

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

6. SQUIGGLY CURSE

The Wurrboy cackles madly as he transforms the foe into a herd of squigs, the now terrified and confused beasts rampaging through their former comrades before bounding away.

Witchfire: *Squiggly Curse* has a warp charge value of 7. If manifested, select one enemy unit within 12" of this **PSYKER** and roll one D6 for each model in that unit (to a maximum of 6 dice). For each result of 4+, that unit suffers 1 mortal wound. If any models in that unit are destroyed by this psychic power, every other enemy unit within 6" of that unit suffers 1 mortal wound.

RELICS

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

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

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

SUPA-CYBORK BODY

The original owner of this one-of-a-kind endoskeleton became the envy of every Warboss around, and was soon gutted and stripped for parts by a stronger rival. The Supa-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...

INFANTRY model only.

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

HEADWOPPA'S KILLCHOPPA

Grand Warboss Headwoppa and his tribe were last seen charging headlong into a horde of 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.

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

WEAPON	RANGE	TYPE	S	AP	D
Killchoppa	Melee	Melee	x2	-3	2

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

DA KRUSHIN' ARMOUR

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

MEGA ARMOUR model only.

- The bearer has a 4+ invulnerable save.
- Add 1 to armour saving throws made for the bearer.
- After the bearer makes a charge move, you can select one enemy unit within 1" of it and roll one D6: on a 2+, that unit suffers D3 mortal wounds.

DA KILLA KLAW

Orkimedes himself fashioned this fearsome weapon from the blades of a Soul Grinder of Khorne. Thanks to its reputation for being 'ded killy', the baleful crimson glow emitted by da Killa Klaw has yet to discourage any Orks from donning the fabled gauntlet.

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

WEAPON	RANGE	TYPE	S	AP	D
Da Killa Klaw	Melee	Melee	x2	-4	3

DA DED SHINY SHOOTA

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

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

WEAPON	RANGE	TYPE	S	AP	D
Da Ded Shiny Shoota	18"	Dakka 14/10	5	-1	2

SCORCHED GITBONEZ

During the Second War for Armageddon, the name of Oddgit the Weirdboy garnered fame amongst the Ork race after he vomited a tide of psycho-plasma across the renowned Blood Angels Captain Tycho. Oddgit was swiftly incinerated by retaliatory fire, but his bones have been carried, worn and chewed on by various Weirdboyz since then, their latent power seeping into the half-sane brain of their owner.

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

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

BEASTHIDE MANTLE

The Beasthide Mantle consists of so many thick furs, reptilian hides, jutting squig tusks and other assorted trophies of glorious kills, it is sometimes hard to spot even the most hulking Ork wearer beneath it all.

BEAST SNAGGA model only.

- Add 1 to the bearer's Attacks characteristic.
- Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

CHAPTER APPROVED RULES

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

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

NO MERCY, NO RESPITE

STOMP 'EM GOOD

Progressive Objective

Orks love crushing enemies with powered claws or mighty choppas.

If you select this secondary objective, you can score victory points for the following:

- Score 3 victory points at the end of each battle round if the number of enemy units destroyed by melee attacks made by **ORKS** units from your army is more than the number of friendly non-**GRETCHIN** units that were destroyed by melee attacks during this battle round.
- Score 1 additional victory point at the end of each battle round if the number of enemy units destroyed by melee attacks made by **ORKS** units from your army is at least 2 and double or more than the number of friendly non-**GRETCHIN** units that were destroyed by melee attacks during this battle round.

PURGE THE ENEMY

DA BIGGEST AND DA BEST

Progressive Objective

Orkish leaders set an example to all the ladz beneath them by blasting, smashing, biting and crushing any enemy that is unfortunate enough to cross their path.

If you select this secondary objective, you score 3 victory points at the end of each battle round for each of the following achieved by your **ORKS WARLORD**, for a maximum of 5 victory points:

- An enemy **MONSTER** or **VEHICLE** unit is destroyed as the result of a melee attack made by this **WARLORD**.
- An enemy **CHARACTER** is destroyed as the result of a melee attack made by this **WARLORD**.
- 5 or more enemy models were destroyed as the result of attacks made by this **WARLORD**.

SHADOW OPERATIONS

GET DA GOOD BITZ

Progressive Objective

Cogitator banks and other priceless prizes make fine loot to sell.

If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, the players alternate selecting objective markers that are not within any player's deployment zone to be Good Bitz objective markers, until 3 objective markers have been selected (if there is only one such objective marker, then only that objective marker is a Good Bitz objective marker).

ORKS CORE units from your army can attempt the following action:

Get da Good Bitz (Action): At the end of your Movement phase, one or more **ORKS CORE** units from your army can start to perform this action. Each unit from your army that starts to perform this action must be in range of a different Good Bitz objective marker. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The action is completed at the end of your next Command phase, provided the unit attempting that action is still within range of that Good Bitz objective marker.

Score 3 victory points each time a unit from your army completes the Get da Good Bitz action.

BATTLEFIELD SUPREMACY

GREEN TIDE

Progressive Objective

Orks are known to swarm the battlefield in great waves. To their foes, it can seem as though their hordes stretch over the horizon.

At the start of the battle, divide the battlefield into four even quarters. Score 3 victory points at the end of the battle round if two or more battlefield quarters each have an **ORKS** unit from your army that contains 11 or more models wholly within them. Score 5 victory points at the end of the battle round instead if all four battlefield quarters each have an **ORKS** unit from your army that contains 11 or more models wholly within them.

'Waaagh! Dakka dakka dakka! Av' sum ya zoggers! Come on, an' you, come an' get a bit o' it! Oh, you want sum, do ya? Well 'ave a bit o' bootlevver in yer zoggin' face! Come on ladz, get stuck in an' give 'em a kickin'! Yeah? Well zog yooz! Dakka dakka dakka! Waaaaaaaagh!'

- Zorkbog Badgob, notorious Ork orator

CRUSADE RULES

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

This section contains the following additional rules:

MIGHT MAKES RIGHT

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

AGENDAS

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

REQUISITIONS

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

BATTLE TRAITS

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

SCRAP

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

CRUSADE RELICS

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

SHOWCASE CRUSADE ARMY

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

Squealing and revving, the Squighog Hunters lead a thunderous charge into the blistering fire of the T'au. For those who survive, glory, plunder and a bloody fight wait amidst the enemy's battle lines.



MIGHT MAKES RIGHT

If your Crusade Faction is **ORKS**, then you must nominate one **CHARACTER** unit (excluding named characters) on your Order of Battle to be your Waaagh!boss. That unit gains the **WAAAGH!BOSS** keyword and the following ability:

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

THE WAAAGH!BOSS

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

After each battle, after the Update Crusade Cards step, compare the experience points total of each **ORKS CHARACTER** on your Order of Battle to that of your Waaagh!boss. If any of those **CHARACTERS** have a higher total than your Waaagh!boss, the **CHARACTER** with the highest total will challenge your Waaagh!boss for leadership of your Crusade army. You can only resolve one leadership challenge after each game.

THE CHALLENGE

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

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

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

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

THE WINNER

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

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

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

THE LOSER

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

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

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

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

FIGHTIN' FAIR

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

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

MODEL	REPLACEMENT DATASHEET	EQUIPMENT
Deffkilla Wartrike	Warboss	snagga claw, slugga
Kill Rig	Wurrboy	Eyez of Mork
Beastboss on Squigosaur	Beastboss	beastchoppa, slugga

Fightin' is da best, nuffin' better dan fightin'. Unless maybe it's lootin', dat's fun too. Oh, an' maybe givin' it sum dakka, gotta love dat. Den dere's racin', nuffin' better dan racin'. Unless maybe it's fightin'...

AGENDAS

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

SCRAP 'EM

Orks Agenda

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

At the end of the battle:

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

KRUMPIN' SPREE

Orks Agenda

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.

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

BRING IT DOWN!

Orks Agenda

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

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

MEGAWAAAGH!

Orks Agenda

When their iconic war cry echoes across the battlefield, Orkish instinct is at its sharpest.

Keep a Waaagh! tally for each non-**GRETCHIN ORKS** unit from your army.

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

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

KUNNIN' STUNTZ

Orks Agenda

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

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

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

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

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

REQUISITIONS

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

YOU'Z FIGHT FOR ME NOW! 1RP

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

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

EXTRA SCRAP 1RP

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

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

SPECIALIST MOB 1RP

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

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

SNEAKY SCHEME 2RP

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

Purchase this Requisition when a leadership challenge takes place after a battle (see Might Makes Right, page 71). The leadership challenge does not take place. Instead, the Waaagh!boss is treated as the winner and the challenger is the loser.

Warboss Grak pulled his power klaw back then drove it forward. Even without the contraption lashed to his arm, he was notorious for having a right hook that would take the head off a Gorkanaut. Wielding Krumpin' Klaw, there was nothing that could survive his blows. Of course, even had such remarkably durable things existed in the galaxy, Warchief Bozbork's face was not amongst them.

Crackling with badly-contained energy, Krumpin Klaw hit home and Bozbork's cranium exploded under its impact. Blood and brains sheeted across the Snakebite Warchief's Nobz as his decapitated body staggered back, still swinging its choppas wildly. Leering, Grak levelled his shoota and applied liberal dakka to his headless foe. Fist-sized shells struck Bozbork's chest with meaty thuds and threw his body onto its back.

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

Virtual silence followed, the Orks of both Grak's warband and those of Bozbork's staring boggle-eyed at the spectacular display of violence. Knowing that their attention wouldn't last long, Grak brandished Krumping Klaw and bellowed.'

'Yer boss woz a runty grot an' I clobbered 'im good! Yooz wanna join 'im? Or do yooz wanna join me an' get stuck inta da best fights yooz ever 'ad?'

Another beat of near silence, during which the only sounds were the distant whump of Deffkoptas, the crackle of flames and the nervous whispering of grots. Then, as one, Bozbork's Nobz fired their shootas into the air and roared out Grak's name again and again.

'Dat's right!' he yelled, his voice carrying across the battlefield. 'Yooz all fight fer Grak now!'

BATTLE TRAITS

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

SQUIG CAVALRY UNITS

D6	TRAIT
1-2	**Savage Squigs** *These squigs are bitier than most.* Each time a model in this unit makes an attack with squighog jaws, smasha squig jaws or squigosaur's jaws, add 1 to that attack's hit roll.
3-4	**Irate Squigs** *The jaws of these squigs penetrate the thickest armour.* Improve the Armour Penetration characteristic of squighog jaws, smasha squig jaws or squigosaur's jaws that models in this unit are equipped with by 1.
5-6	**Tenacious Squigs** *These squigs will pursue their prey for miles.* Add 2" to the Move characteristic of models in this unit.

MEK OR BIG MEK UNITS

D6	TRAIT
1-3	**Boss Mek** *This Mek always makes sure his customers' vehicles are in full working order, at least when he hands them back.* If this model is part of your Crusade army, and if it has not been taken out of action during a battle, then at the end of the battle you can ignore one failed Out of Action test taken for a **<CLAN> VEHICLE** unit – that test is treated as having been passed instead.
4-6	**Mekanikal Mekaniak** *This Mek has conducted many experiments on his own body.* This model has a 5+ invulnerable save.

PAINBOY UNITS

D6	TRAIT
1-3	**Recykler** *This Dok stalks the battlefield for 'spare parts' after the battle, ensuring transplants are conducted in a timely manner.* If this model is part of your Crusade army, and if it has not been taken out of action during a battle, then at the end of the battle you can ignore one failed Out of Action test taken for a **<CLAN>** unit (excluding **VEHICLES**) – that test is treated as having been passed instead.
4-6	**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.

MOB UNITS

D6	TRAIT
1	**Ded Choppy** *These Orks show a great enthusiasm for battle, even above that of their warlike peers.* Each time this unit fights, if it made a charge move or performed a Heroic Intervention this turn, each time a model in this unit makes an attack, add 1 to that attack's hit roll.
2	**Cyborks** *These Orks know that if they stick near a Painboy on the battlefield and make sure he doesn't get scragged, they can ensure they get the best bionik bitz when they need them.* While this unit is within 6" of a friendly **PAINBOY** unit, each time a melee attack is made by a model in this unit, re-roll a wound roll of 1.
3	**Dakkaladz** *These Orks have learned that if you pour enough firepower into the enemy, it makes it almost impossible for them to fire back.* Each time a model in this unit makes an attack with a Dakka weapon (pg 80) against an enemy **INFANTRY** unit, if a hit is scored, that enemy unit cannot fire Overwatch this turn.
4	**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.* This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER**.
5	**Opportunistic** *These ladz have an instinct for spotting valuable bits of loot. When they swarm over enemy vehicles, they know which bits to bash and which bits to leave in one piece.* Each time an enemy **VEHICLE** unit is destroyed by a melee attack made by a model in this unit, you gain one additional Scrap point.
6	**Gnarly Scars (Aura)** *Through years of conflict, the ladz in this mob wear with pride their impressive array of horrific scars.* While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that enemy unit.

SCRAP

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

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

MEK JOBS

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

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

PATCH UP 3SP

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

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

KUSTOM JOB 3SP

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

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

Krusha Magog's brutal Goff Orks storm into battle against the Cohorts of forge world Metalica. Smashing their way through rank after rank of cyborg soldiery, the greenskins earn new battle scars while looting the biggest and shiniest looking bits of technology to bolt onto their guns and wagons.



CRUSADE RELICS

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

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

ARTIFICER RELICS

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

Bosspole

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

- Add 1 to the bearer's Leadership characteristic.
- Each time the bearer destroys an **ADEPTUS ASTARTES** unit, you can make a note of that unit's **<CHAPTER>** keyword. Once the bearer has destroyed enemy units with 3 different **<CHAPTER>** keywords, that model has the following ability:

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

Ded 'Ard Armour

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

INFANTRY or **CAVALRY** model only.

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

ANTIQUITY RELICS

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

Da Souped Up Shokka

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

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

WEAPON	RANGE	TYPE	S	AP	D
Da Souped Up Shokka	72"	Heavy 2D3	*	-5	D6

Abilities: Blast. Each time this weapon is selected to shoot with, roll 2D6+1 to determine the Strength of all its attacks. If the result is 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage.



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 bowl-like artefact nailed to Wazgit's head to try to contain some of his rampant power. Sadly it had the opposite effect, and the 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 model only. Each time the bearer manifests a Witchfire psychic power (excluding *Smite*), if the result of the Psychic test was 10+, after resolving that psychic power, resolve the effects of that psychic power a second time.

LEGENDARY RELICS

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

Gitstoppa Rounds

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

Model with a Dakka weapon (pg 80) only. When you select this Relic, select one Dakka weapon the bearer is equipped with. Once per battle, when the bearer shoots with that weapon, you can choose for it to fire a salvo of gitstoppa rounds. If you do so, change the weapon's type to Dakka 3/2. If an attack made with Gitstoppa Rounds scores a hit, that attack inflicts D3 mortal wounds on the target and the attack sequence ends.

Choppa of da Great Waaagh!

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

INFANTRY or **CAVALRY** model only. The Choppa of da Great Waaagh! has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Choppa of da Great Waaagh!	Melee	Melee	x3	-3	3

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

Mukkit the grot sifted through a towering heap of mechanical wot-notz and incomprehensible gubbinz. He cringed as his cautious excavations caused the mountain to sway. With each new cog or glow-bulb he worked loose, looted mechanical components clattered down the mound's flanks like small stones that precursor an avalanche. If the heap fell, he would be crushed under it for sure.

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

The grot winced and cowered as the scrapheap gave an ominous lurch. Nuts, bolts and a few surprised squigs pattered down around him. Mukkit cautiously opened one eye, then blew out a breath. He was still alive and unsquashed.

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

'Oi! Mukkit! Where's me gubbinz?'

The shout brought Mukkit back to himself with a jolt. Reminded of the dangers of tardiness, the grot scurried through the scrapheaps and half-buried workbenches of his master's hut. Ducking a nest of sparking cables and turning sideways to squeeze past a half-built speedster, Mukkit hurried to Big Mek Zagblat's side. The hulking Ork absent-mindedly relieved him of the gubbinz. Easily supporting its weight, Zagblat welded it onto the side of an intimidatingly large kustom shoota, then started meshing up wires and plugging cables into whatever port they would fit in.

'Wot does it do, boss?' asked Mukkit, in a small but curious voice. Zagblat stepped back to admire his work, then grinned with snaggled fangs down at his favourite runt.

'Zogged if I know, Mukkit,' he said, in the laissez-faire tone of one whose own curiosity far outweighs his concern for potential hazards. 'Let's go give it back ta Rogbrod. When 'ee pullz da trigger, I reckon we'll find out! Just… don't stand too close to 'im when 'ee does, eh?'

DATASHEETS

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

THE <CLAN> KEYWORD

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

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

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

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

DAKKA WEAPONS

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

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

WEAPON PROFILES

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

ABILITIES

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

'Ere We Go

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

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

Ramshackle

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

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

Mob Rule

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

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

Beast Snagga

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

- Each time a model with this ability makes an attack that targets a **VEHICLE** or **MONSTER**, add 1 to that attack's hit roll.
- Every model in this unit has a 6+ invulnerable save.

Waaagh!

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

If your **WARLORD** is a **WARBOSS**, then once per battle, in your Command phase, you can call a Waaagh!. To do so, that **WARBOSS** must be on the battlefield or embarked on a **TRANSPORT** that is on the battlefield. If your **WARLORD** is a **SPEEDBOSS**, then once per battle, in your Command phase, you can instead call a Speedwaaagh!. To do so, that **SPEEDBOSS** must be on the battlefield. If your **WARLORD** is **GHAZGHKULL THRAKA**, you can instead call a Great Waaagh!.

To do so, **GHAZGHKULL THRAKA** must be on the battlefield or embarked on a **TRANSPORT** that is on the battlefield.

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

Waaagh!

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

Stage 1: Call Da Waaagh!

- **ORKS CORE** and **ORKS CHARACTER** units from your army are eligible to declare a charge with even if they Advanced this turn.
- Add 1 to the Attacks characteristic of **ORKS** models from your army.

Stage 2: Get Stuck In!

- Add 1 to the Attacks characteristic of **ORKS** models from your army.

Speedwaaagh!

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

Stage 1: Da Big Race

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

Stage 2: Give 'Em Sum Dakka!

- Each time a model in an **ORKS VEHICLE** or **ORKS BIKER** unit from your army makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.



'Best bit about nickin' a big shiny shoota is usin' it on da git ya nicked it off!'

– Warboss Nurk Da Grabba



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

GHAZGHKULL THRAKA

15 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ghazghkull Thraka (7+ wounds remaining)	7"	2+	5+	7	7	12	5	8	2+
	Ghazghkull Thraka (4-6 wounds remaining)	6"	2+	5+	6	7	N/A	6	8	2+
	Ghazghkull Thraka (1-3 wounds remaining)	5"	2+	5+	5	7	N/A	7	8	2+

Ghazghkull Thraka is equipped with: Mork's Roar; Gork's Klaw; stikkbombs (pg 129). Your army can only include one **GHAZGHKULL THRAKA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mork's Roar	36"	Dakka 16/12	5	-1	1	-
Gork's Klaw	Melee	Melee	x2	-4	4	-

ABILITIES

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

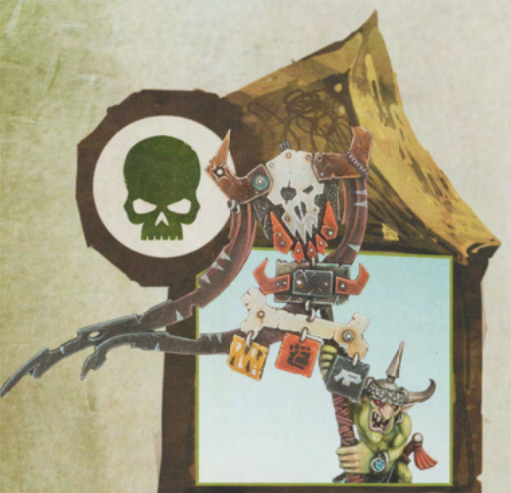
Goffs is da Best (Aura): While a friendly **GOFF CORE** or **GOFF CHARACTER** unit is within 6" of this model, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

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

Da Boss is Watchin' (Aura): While a friendly **ORKS** unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.

Prophet of Gork and Mork: This model has a 4+ invulnerable save. In addition, this model can only lose a maximum of 4 wounds in each phase.

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



Makari bears aloft the personal Waaagh! banner of Ghazghkull Thraka. There isn't a greenskin living who doesn't fight harder or dash towards the enemy faster in sight of that flag. It is even said that many Orks don't dare die in its presence no matter their wounds, for fear the Grand Warlord might just kill them for it!

MAKARI

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Makari	5"	4+	4+	3	3	4	2	6	6+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Makari's stabba	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target and the attack sequence ends.

ABILITIES

Waaagh! (pg 81)

Ghazghkull's Waaagh! Banner (Aura): While a friendly **GOFF ORKS** unit is within 3" of this model, and this model is within 3" of a friendly **GHAZGHKULL THRAKA** unit, each time a model in that friendly **GOFF ORKS** unit would lose a wound, roll one D6: on a 6, that wound is not lost.

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

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

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

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

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

BIG MEK WITH KUSTOM FORCE FIELD — 5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Big Mek with Kustom Force Field	5"	3+	4+	5	5	5	3	7	4+

A Big Mek with Kustom Force Field is equipped with: slugga; choppa; kustom force field; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Grot oiler	Once per battle, when the bearer repairs a **VEHICLE** model, that model can regain 1 additional lost wound. *We recommend placing a Grot Oiler model next to the unit as a reminder, removing it once this ability has been used (a Grot Oiler does not count as a model for any rules purposes).*
Kustom force field	(Aura) While a friendly **ORKS** unit is within 6" of the bearer, it has a 6+ invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

WARGEAR OPTIONS

- This model can be equipped with 1 grot oiler.

ABILITIES

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

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, BIG MEK**



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

BIG MEK WITH SHOKK ATTACK GUN — 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Big Mek with Shokk Attack Gun	5"	3+	4+	5	5	5	3	7	4+

A Big Mek with Shokk Attack Gun is equipped with: shokk attack gun; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shokk attack gun	60"	Heavy D6	*	-5	D6	Blast. Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks: on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage.

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

WARGEAR OPTIONS

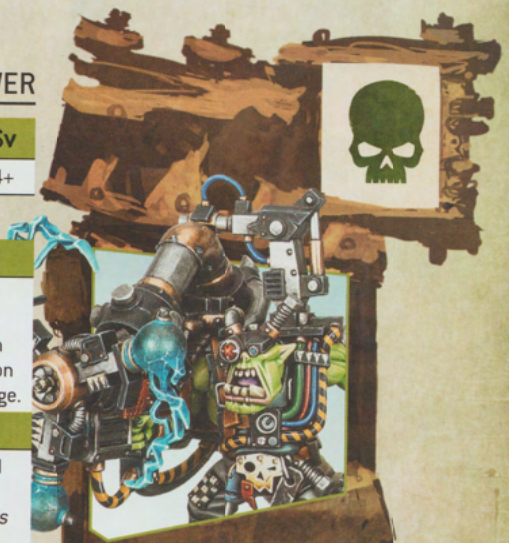
- This model can be equipped with 1 grot oiler.

ABILITIES

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

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, BIG MEK, SHOKK ATTACK GUN**



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



WARBOSS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Warboss	5"	2+	5+	6	6	6	5	8	4+

A Warboss is equipped with: big choppa; kombi-rokkit; 2 sluggas; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kombi-rokkit	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Rokkit	24"	Heavy D3	8	-2	3	Blast
- Shoota	18"	Dakka 3/2	4	0	1	-
Slugga	12"	Pistol 1	4	0	1	-
Attack squig	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.
Big choppa	Melee	Melee	+2	-1	2	-
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

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

ABILITIES

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

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

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

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: CHARACTER, INFANTRY, WARBOSS

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.



WARBOSS IN MEGA ARMOUR — 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Warboss in Mega Armour	5"	2+	5+	6	6	7	5	8	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
'Uge choppa	Melee	Melee	+3	-3	2	-

ABILITIES

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

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

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

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

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: CHARACTER, INFANTRY, MEGA ARMOUR, WARBOSS



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

WEIRDBOY — 4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Weirdboy	5"	3+	5+	5	5	5	3	6	6+

A Weirdboy is equipped with: Weirdboy staff.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Weirdboy staff	Melee	Melee	+3	-1	D3	-

ABILITIES

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

Waaagh! Energy: While there are 20 or more ORKS models (excluding GRETCHIN) within 12" of this model, this model can attempt to manifest one additional psychic power in your Psychic phase.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Power of the Waaagh! discipline (pg 66).

FACTION KEYWORDS: ORKS, <CLAN>
KEYWORDS: CHARACTER, INFANTRY, PSYKER, WEIRDBOY



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, vomiting blasts of devastating green ectoplasm across the enemy, teleporting Orks madly about the place or summoning spectral green feet to stomp the foe flat.



BIG MEK IN MEGA ARMOUR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Big Mek in Mega Armour	4"	3+	4+	5	5	6	3	8	2+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kombi-rokkit	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Rokkit	24"	Heavy D3	8	-2	3	Blast
- Shoota	18"	Dakka 3/2	4	0	1	-
Kombi-skorcha	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Shoota	18"	Dakka 3/2	4	0	1	-
Kustom mega-blasta	24"	Assault D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom shoota	18"	Dakka 6/4	4	0	1	-
Tellyport blasta	12"	Assault D6	8	-2	3	Blast
Killsaw	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killsaws, it makes 1 additional attack with this weapon.
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Grot oiler	Once per battle, when the bearer repairs a **VEHICLE** model, that model can regain 1 additional lost wound. *We recommend placing a Grot Oiler model next to the unit as a reminder, removing it once this ability has been used (a Grot Oiler does not count as a model for any rules purposes).*
Kustom force field	(Aura) While a friendly **ORKS** unit is within 6" of the bearer, it has a 6+ invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

WARGEAR OPTIONS

- This model's kustom mega-blasta can be replaced with one of the following: 1 killsaw; 1 kombi-rokkit; 1 kombi-skorcha; 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.

ABILITIES

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

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, MEGA ARMOUR, BIG MEK**

For all that its weight is akin to wearing half a tank, mega armour is incredibly resilient. Big Meks often build and wear it, adding unstable 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.

BOSS SNIKROT

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Boss Snikrot	6"	2+	5+	6	6	6	6	7	6+

Boss Snikrot is equipped with: Mork's Teeth; stikkbombs (pg 129). Your army can only include one **Boss Snikrot** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mork's Teeth	Melee	Melee	User	-2	2	-

ABILITIES

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

Kunnin' Infiltrator: During deployment, when you set up this model, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Terrifying Killer (Aura): While an enemy unit is within 6" of this model, subtract 2 from the Leadership characteristic of models in that unit.

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

Throat Slitta: Each time this model makes an attack, if it is within 1" of a terrain feature, add 1 to that attack's wound roll.

Red Skull Kommandos (Aura): While a friendly **Blood Axes Kommandos** unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

Sneakiest Git: Each time an attack is allocated to this model while it is receiving the benefits of cover, add an additional 2 to any armour saving throw made against that attack.

FACTION KEYWORDS: **Orks, Blood Axes**
KEYWORDS: **Character, Infantry, Kommando, Boss Snikrot**



Boss 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.

BOSS ZAGSTRUK

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Boss Zagstruk	12"	2+	5+	6	6	6	6	7	4+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blitz missiles	18"	Assault D3	6	-1	D3	Blast
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Da Vulcha's Klaws	Melee	Melee	+2	-3	2	-

ABILITIES

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

Full Throttle: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model and roll one D6: on a 1, this model suffers 1 mortal wound.

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

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

Stormboyz Strike: During deployment, you can set up this model high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

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



Plummeting from his kustom fighta-bommer at the head of his infamous Vulcha Boyz, Boss Zagstruk hits the enemy like a four hundred pound rocket-propelled missile of pure, belligerent fury. Amidst the roar of his blitz missiles and the crunch of bone beneath his cybork foot-klaws, bloody havoc ensues.



Ork Speedbosses thunder into battle on the backs of Deffkilla Wartrikes. These hurtling three-wheelers boast massive jet engines that fry the enemy 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.

DEFFKILLA WARTRIKE

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Deffkilla Wartrike	14"	2+	5+	5	6	8	5	7	4+

A Deffkilla Wartrike is equipped with: killa jet; 3 twin boomstikks; snagga klaw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Killa jet	Before selecting targets, select one of the profiles below to make attacks with.					
- Burna	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Cutta	12"	Assault 2	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.
Twin boomstikk	12"	Assault 2	5	0	1	-
Snagga klaw	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.

ABILITIES

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

Big Red Button: Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

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

Fuel-mixa Grot: Once per battle, when this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 9" to the Move characteristic of this model.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Character, Vehicle, Speed Freeks, Speedboss, Deffkilla Wartrike**



KAPTIN BADRUKK

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kaptin Badrukk	5"	2+	4+	5	6	6	5	8	3+

Kaptin Badrukk is equipped with: Da Rippa; slugga; choppa; stikkbombs (pg 129). Your army can only include one **KAPTIN BADRUKK** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Da Rippa	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Heavy 3	7	-3	2	-
- Supercharge	24"	Heavy 3	8	-3	3	Each time the bearer shoots, if any unmodified hit rolls of 1 are made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

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

WARGEAR OPTIONS

- This model can be equipped with 1 ammo runt.

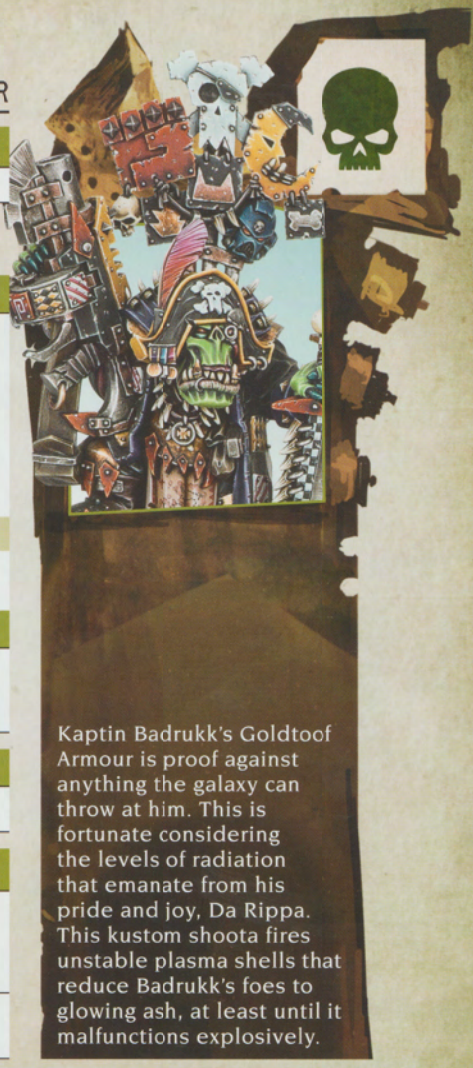
ABILITIES

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

Goldtoof Armour: This model has a 4+ invulnerable save.

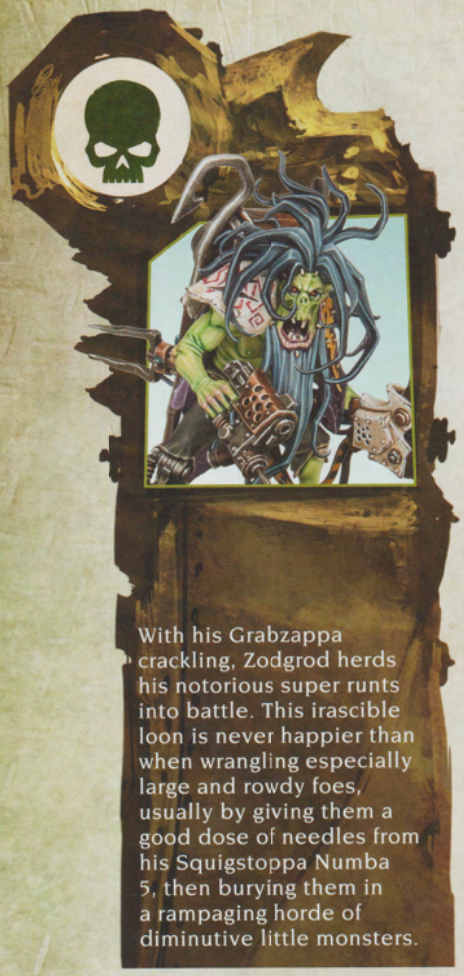
Flashiest Gitz (Aura): While a friendly **FLASH GITZ** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **ORKS, FREEBOOTERZ**
KEYWORDS: **CHARACTER, INFANTRY, WARBOSS, FLASH GITZ, KAPTIN BADRUKK**



Kaptin Badrukk's Goldtoof Armour is proof against anything the galaxy can throw at him. This is fortunate considering the levels of radiation that emanate from his pride and joy, Da Rippa. This kustom shoota fires unstable plasma shells that reduce Badrukk's foes to glowing ash, at least until it malfunctions explosively.





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.

ZODGROD WORTSNAGGA

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Zodgrod Wortsnagga	5"	2+	5+	5	5	6	4	7	6+

Zodgrod Wortsnagga is equipped with: slugga; Da Grabzappa. Your army can only include one **ZODGROD WORTSNAGGA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Da Grabzappa	Melee	Melee	+2	-3	2	-

ABILITIES

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

Squigstoppa: At the start of the Fight phase you can select one enemy **MONSTER** unit that is within 6" of this model and roll one D6: on a 2+, that unit is not eligible to fight this phase until after all eligible units from your army have done so.

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

FACTION KEYWORDS: **ORKS, SNAKEBITE**
KEYWORDS: **CHARACTER, INFANTRY, BEAST SNAGGA, RUNTHERD, ZODGROD WORTSNAGGA**



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.

BEASTBOSS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Beastboss	5"	2+	5+	6	6	6	5	8	4+

A Beastboss is equipped with: shoota; beastchoppa; Beast Snagga klaw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shoota	18"	Dakka 3/2	4	0	1	-
Beast Snagga klaw	Melee	Melee	+4	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Beastchoppa	Melee	Melee	User	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

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

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

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

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, BEAST SNAGGA, WARBOSS, BEASTBOSS**

BEASTBOSS ON SQUIGOSAUR

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Beastboss on Squigosaur	10"	2+	5+	6	7	9	5	8	4+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Thump gun	18"	Assault D3	6	-1	D3	Blast
Beastchoppa	Melee	Melee	User	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Squigosaur's jaws	Melee	Melee	7	-3	3	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 3 mortal wounds on the target and the attack sequence ends.

WARGEAR OPTIONS

- This model can be equipped with 1 thump gun.

ABILITIES

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

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

Thick Hide: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, CAVALRY, SQUIG, BEAST SNAGGA, WARBOSS, BEASTBOSS**



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

PAINBOSS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Painboss	7"	3+	5+	5	5	5	4	8	4+

A Painboss is equipped with: power snappa.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Beast Snagga klaw	Melee	Melee	+4	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power snappa	Melee	Melee	+2	-2	2	-

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

WARGEAR OPTIONS

- This model's power snappa can be replaced with 1 Beast Snagga klaw.
- This model can be equipped with 1 grot orderly.

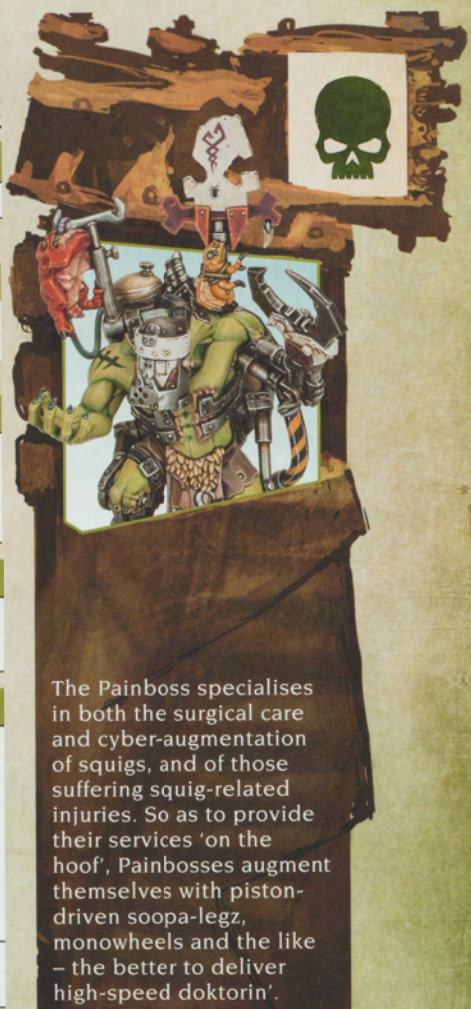
ABILITIES

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

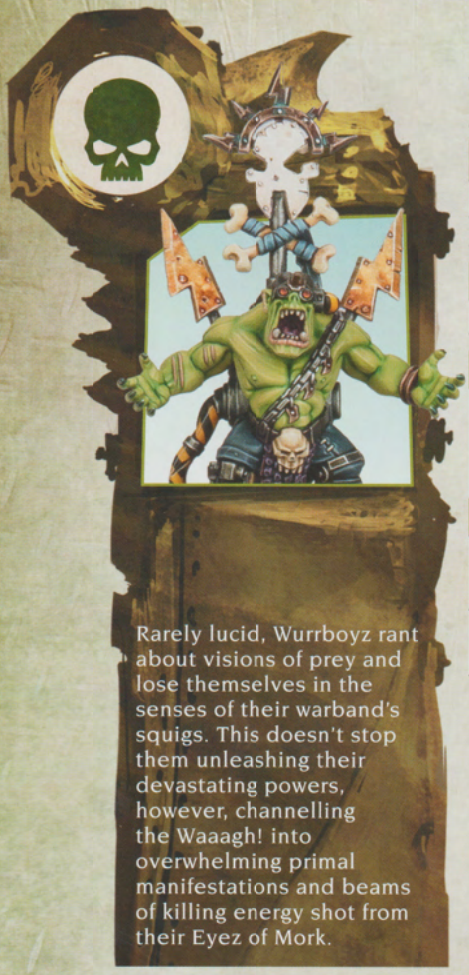
Dok's Toolz (Aura): While a friendly **<CLAN> INFANTRY, <CLAN> BIKER** or **<CLAN> CAVALRY** unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Sawbonez: At the end of your Movement phase, this model can heal one friendly **<CLAN> BEAST SNAGGA INFANTRY, <CLAN> BIKER** or **<CLAN> BEAST SNAGGA CAVALRY** model whose unit is within 3" of it. If you do so, roll one D6: on a 1, that model suffers 1 mortal wound. On a 2+, that model regains up to 2 lost wounds. Each model can only be healed once per turn.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, BEAST SNAGGA, PAINBOY, PAINBOSS**



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



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.

WURRBOY

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wurrboy	5"	3+	5+	5	5	5	3	6	6+

A Wurrboy is equipped with: Eyez of Mork.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eyez of Mork	12"	Assault 2	6	-3	D3	-

ABILITIES

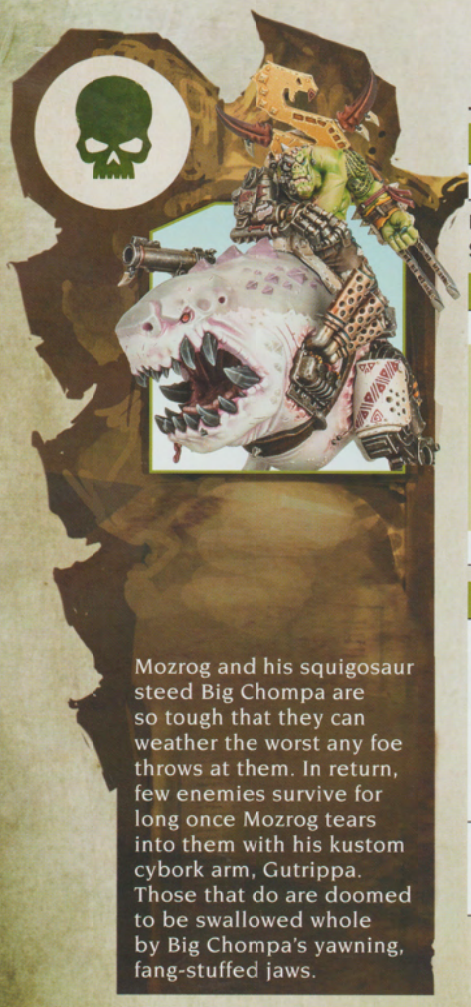
Beast Snagga, 'Ere We Go, Waaagh! (pg 80-81)

Waaagh! Energy: While there are 20 or more **ORKS** models (excluding **GRETCHIN**) within 12" of this model, this model can attempt to manifest one additional psychic power in your Psychic phase.

PSYKER

This model can attempt to manifest one psychic power in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Beasthead discipline (pg 67).

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, PSYKER, BEAST SNAGGA, WEIRDBOY, WURRBOY**



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 cybork arm, Gutrippa. Those that do are doomed to be swallowed whole by Big Chompa's yawning, fang-stuffed jaws.

MOZROG SKRAGBAD

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mozrog Skragbad	10"	2+	5+	6	7	9	6	8	3+

Mozrog Skragbad is equipped with: thump gun; Gutrippa; Big Chompa's jaws. Your army can only include one **MOZROG SKRAGBAD** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Thump gun	18"	Assault D3	6	-1	D3	Blast
Big Chompa's jaws	Melee	Melee	7	-3	3	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 4 mortal wounds on the target and the attack sequence ends.
Gutrippa	Melee	Melee	+1	-2	3	-

ABILITIES

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

Tougher than a Rok Squig: This model has a 4+ invulnerable save.

Thick Hide: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

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

FACTION KEYWORDS: **ORKS, SNAKEBITE**
KEYWORDS: **CHARACTER, CAVALRY, SQUIG, WARBOSS, BEAST SNAGGA, BEASTBOSS, MOZROG SKRAGBAD**

GRETCHIN

2 POWER

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

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grot blasta	12"	Pistol 1	3	0	1	-

ABILITIES

Waaagh! (pg 81)

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

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **INFANTRY, CORE, GRETCHIN**



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

BOYZ

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-29	Ork Boy	5"	3+	5+	4	5	1	2	6	6+
1	Boss Nob	5"	3+	5+	5	5	2	3	7	6+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Shoota	18"	Dakka 3/2	4	0	1	-
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

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

ABILITIES

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

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **INFANTRY, MOB, CORE, TANKBUSTA BOMBS, BOYZ**



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



BEAST SNAGGA BOYZ

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-19	Beast Snagga Boy	5"	3+	5+	5	5	1	2	6	6+
1	Beast Snagga Nob	5"	3+	5+	5	5	2	3	7	6+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Thump gun	18"	Assault D3	6	-1	D3	Blast
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power snappa	Melee	Melee	+2	-2	2	-

WARGEAR OPTIONS

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

ABILITIES

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

FACTION KEYWORDS: **Orks**, **<Clan>**
KEYWORDS: **Infantry**, **Mob**, **Core**, **Beast Snagga**, **Beast Snagga Boyz**

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



NOB WITH WAAAGH! BANNER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Nob with Waaagh! Banner	5"	3+	5+	5	5	4	3	7	4+

A Nob with Waaagh! Banner is equipped with: kustom shoota; Waaagh! banner; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom shoota	18"	Dakka 6/4	4	0	1	-
Waaagh! banner	Melee	Melee	+2	0	2	-

ABILITIES

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

Waaagh! Banner: While a friendly **<Clan> Orks** unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

FACTION KEYWORDS: **Orks**, **<Clan>**
KEYWORDS: **Character**, **Infantry**, **Nob**

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

PAINBOY

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Painboy	5"	3+	5+	5	5	4	4	8	6+

A Painboy is equipped with: power klaw; 'urty syringe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
'Urty syringe	Melee	Melee	2	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, unless the target is a **VEHICLE** or **TITANIC** unit, that attack always wounds on an unmodified wound roll of 2+.

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

WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

ABILITIES

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

Sawbonez: At the end of your Movement phase, this model can heal one friendly **<CLAN> INFANTRY** or **<CLAN> BIKER** model whose unit is within 3" of it. If you do so, roll one D6: on a 1, that model suffers 1 mortal wound. On a 2+, that model regains up to 2 lost wounds. Each model can only be healed once per turn.

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

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



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





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

MAD DOK GROTSNIK

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mad Dok Grotsnik	5"	2+	5+	5	5	4	4	8	4+

Mad Dok Grotsnik is equipped with: slugga; power klaw; 'urty syringe. Your army can only include one **MAD DOK GROTSNIK** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
'Urty syringe	Melee	Melee	2	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, unless the target is a **VEHICLE** or **TITANIC** unit, that attack always wounds on an unmodified wound roll of 2+.

ABILITIES

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

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

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

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

Sawbonez: At the end of your Movement phase, this model can heal one friendly **ORKS INFANTRY** or **ORKS BIKER** model whose unit is within 3" of it. If you do so, roll one D6: on a 1, that model suffers 1 mortal wound. On a 2+, that model regains up to 2 lost wounds. Each model can only be healed once per turn.

FACTION KEYWORDS: **ORKS, DEATHSKULLS**
KEYWORDS: **CHARACTER, INFANTRY, PAINBOY, MAD DOK GROTSNIK**

RUNTHERD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Runtherd	5"	3+	5+	4	5	4	3	7	6+

A Runtherd is equipped with: slugga; grabba stikk.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Grabba stikk	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Grot-prod	Melee	Melee	+2	-1	1	-

OTHER WARGEAR	ABILITIES
Grot-lash	The bearer gains the following ability: '**Grot Lash (Aura):** While a friendly **GRETCHIN INFANTRY** unit is within 3" of any models equipped with a grot-lash, add 1" to the Move characteristic of models in that unit.'
Squig hound	The bearer gains the following ability: '**Squig Hound (Aura):** While a friendly **GRETCHIN INFANTRY** unit is within 3" of the bearer, models in that unit ignore modifiers to Combat Attrition tests.'

WARGEAR OPTIONS

- This model's grabba stikk can be replaced with 1 grot-prod.
- This model can be equipped with one of the following: 1 squig hound; 1 grot-lash.

ABILITIES

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

Runtherd: If your army is Battle-forged, you must include at least one **GRETCHIN INFANTRY** unit in a Detachment for each **RUNTHERD** unit in that Detachment. **RUNTHERD** units do not take up slots in a Detachment.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, RUNTHERD**



It takes an Ork of infinite patience – by Ork standards – and a gimlet glare to wrangle his warband's grots and snots. Of course, a savage squig hound with which to make a few examples, a well-oiled squighide whip, a grabbing stikk and an electrified prod don't hurt either.

BURNA BOYZ

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-12	Burna Boy	5"	3+	5+	4	5	1	2	6	6+
1-3	Spanner	5"	3+	5+	4	5	1	2	6	6+

This unit must contain 1 Spanner for every 4 Burna Boyz it contains. If this unit contains 6 or more models, it has **Power Rating 6**. If this unit contains 11 or more models, it has **Power Rating 9**. Every Spanner is equipped with: big shoota. Every Burna Boy is equipped with: burna.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Burna	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

WARGEAR OPTIONS

- Any number of Spanners can each have their big shoota replaced with one of the following: 1 kustom mega-blasta; 1 rokkit launcha.

ABILITIES

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

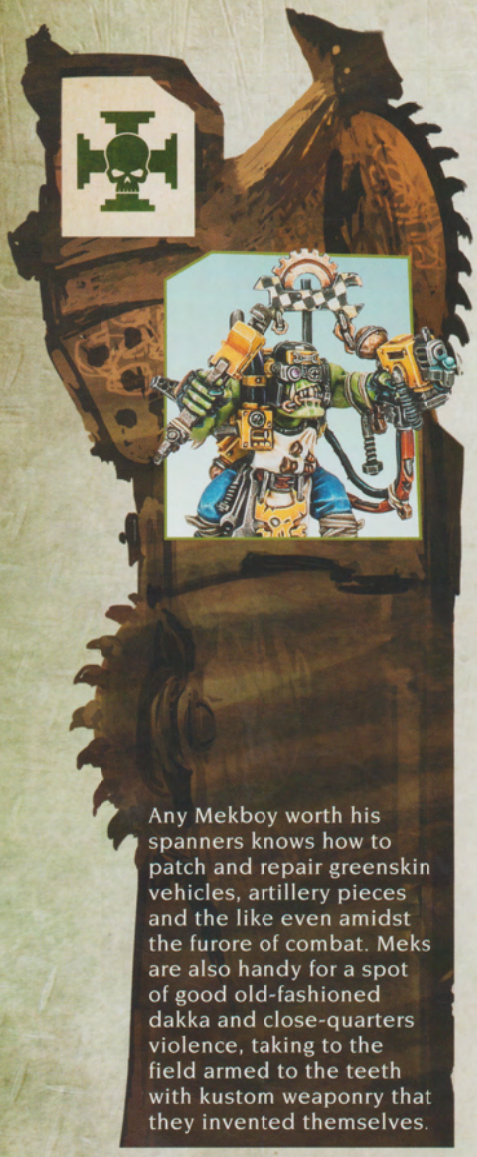
Pyromaniaks: If an enemy unit is destroyed by an attack made with a burna by this unit, until your next turn, each time a Morale test is taken for this unit, it is automatically passed.

Mekaniak: At the end of your Movement phase, each Spanner model can repair one friendly **<CLAN> VEHICLE** model within 3" of it. That **VEHICLE** model regains 1 lost wound. Each model can only be repaired once per turn.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **INFANTRY, MOB, CORE, BURNA BOYZ**



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.



Any Mekboy worth his spanners knows how to patch and repair greenskin vehicles, artillery pieces and the like even amidst the furore 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.

MEK

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Mek	5"	3+	5+	4	5	3	2	6	6+

A Mek is equipped with: kustom mega-slugga; choppa.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom mega-slugga	12"	Pistol D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Killsaw	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killsaws, it makes 1 additional attack with this weapon.

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

WARGEAR OPTIONS

- This model can replace its choppa with: 1 killsaw.
- This model can be equipped with 1 grot oiler.

ABILITIES

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

Mekaniak: At the end of your Movement phase, this model can repair one friendly **<CLAN> VEHICLE** model within 3" of it. That **VEHICLE** model regains 1 lost wound. Each model can only be repaired once per turn.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **CHARACTER, INFANTRY, MEK**



TANKBUSTAS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Tankbusta	5"	3+	5+	4	5	1	2	6	6+
1	Boss Nob	5"	3+	5+	5	5	2	3	7	6+

If this unit contains 6 or more models, it has **Power Rating 8**. If this unit contains 11 or more models, it has **Power Rating 12**. Every model is equipped with: rokkit launcha.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pair of rokkit pistols	12"	Pistol 2	7	-2	D3	-
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Tankhammer	Melee	Melee	-	-	-	Each time the bearer fights, it can only make 1 attack with this weapon. If that attack hits, the target unit suffers D6 mortal wounds and the bearer is destroyed.

OTHER WARGEAR	ABILITIES
Bomb squig	Once per turn, when a unit with a bomb squig is selected to shoot or fire Overwatch, if it has any bomb squigs remaining, the unit can release one. When it does so, you can select one enemy unit (excluding **AIRCRAFT**) that is within 12" of the unit with a bomb squig (when firing Overwatch this must be the charging unit) and roll one D6, adding 1 to the result if that enemy unit is a **VEHICLE**: on a 3+, that enemy unit suffers D3 mortal wounds. The number of bomb squigs the unit is equipped with is then reduced by 1. *We recommend placing a Bomb Squig model next to the unit for each bomb squig it is equipped with as a reminder, removing one each time this ability is used (a Bomb Squig does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- For every 5 models this unit contains, 1 Tankbusta's rokkit launcha can be replaced with 1 tankhammer.
- For every 5 models this unit contains, 1 Tankbusta's rokkit launcha can be replaced with 1 pair of rokkit pistols.
- For every 5 models this unit contains, this unit can be equipped with up to 2 bomb squigs.

ABILITIES

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

Tank Hunters: Each time a model with this ability makes an attack that targets a **VEHICLE** unit, add 1 to that attack's hit roll.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **INFANTRY, MOB, CORE, TANKBUSTA BOMBS, TANKBUSTAS**



Tankbustas stalk enemy vehicles like game hunters. Rokkit launchas to blast targets from range; high explosive tank hammers 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.



Tankbusta Boss Nob with rokkit launcha



Tankbusta with pair of rokkit pistols



Tankbusta with tankhammer



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.

KOMMANDOS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Kommando	6"	3+	5+	4	5	1	2	6	6+
1	Boss Nob	6"	3+	5+	5	5	2	3	7	6+

If this unit contains 6 or more models, it has **Power Rating 8**. If this unit contains 11 or more models, it has **Power Rating 12**. Every model is equipped with: slugga; choppa; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shokka pistol	6"	Pistol D3	6	-1	1	Blast. Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of D3.
Slugga	12"	Pistol 1	4	0	1	-
Breacha ram	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Bomb squig	Once per turn, when a unit with a bomb squig is selected to shoot or fire Overwatch, if it has any bomb squigs remaining, the unit can release one. When it does so, you can select one enemy unit (excluding **AIRCRAFT**) that is within 12" of the unit with a bomb squig (when firing Overwatch this must be the charging unit) and roll one D6, adding 1 to the result if that enemy unit is a **VEHICLE**: on a 3+, that enemy unit suffers D3 mortal wounds. The number of bomb squigs the unit is equipped with is then reduced by 1. *We recommend placing a Bomb Squig model next to the unit for each bomb squig it is equipped with as a reminder, removing one each time this ability is used (a Bomb Squig does not count as a model for any rules purposes).*
Distraction grot	Once per battle, when the bearer is selected to fight, you can treat models in this unit as if they are within 1" of a terrain feature. *We recommend placing a Distraction Grot model next to the unit as a reminder, removing it once this ability has been used (a Distraction Grot does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- The Boss Nob's choppa can be replaced with one of the following: 1 big choppa; 1 power klaw.
- For every 10 models this unit contains, 1 Kommando's slugga and choppa can be replaced with 1 big shoota.
- For every 10 models this unit contains, 1 Kommando's slugga and choppa can be replaced with 1 breacha ram.
- For every 10 models this unit contains, 1 Kommando's slugga can be replaced with 1 shokka pistol.
- For every 10 models this unit contains, 1 Kommando's slugga and choppa can be replaced with 1 burna.
- For every 10 models this unit contains, 1 Kommando's slugga and choppa can be replaced with 1 kustom shoota.
- For every 10 models this unit contains, 1 Kommando's slugga and choppa can be replaced with 1 rokkit launcha.
- For every 10 models this unit contains, this unit can be equipped with 1 bomb squig.
- For every 10 models this unit contains, this unit can be equipped with 1 distraction grot.

ABILITIES

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

Kunnin' Infiltrators: During deployment, when you set up this unit it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Sneaky Gitz: Each time an attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 2 to any armour saving throw made against that attack.

Throat Slittas: Each time a model in this unit makes a melee attack, if it is within 1" of a terrain feature, add 1 to that attack's wound roll.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **INFANTRY, MOB, CORE, TANKBUSTA BOMBS, KOMMANDOS**

MEGANOBZ

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-9	Meganob	5"	3+	5+	5	5	3	3	7	2+
1	Boss Meganob	5"	3+	5+	5	5	3	3	7	2+

If this unit contains 4 or more models, it has **Power Rating 12**. If this unit contains 7 or more models, it has **Power Rating 18**. Every model is equipped with: kustom shoota; power klaw; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kombi-rokkit	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Rokkit	24"	Heavy D3	8	-2	3	Blast
- Shoota	18"	Dakka 3/2	4	0	1	-
Kombi-skorcha	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Shoota	18"	Dakka 3/2	4	0	1	-
Kustom shoota	18"	Dakka 6/4	4	0	1	-
Killsaw	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killsaws, it makes 1 additional attack with this weapon.
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

WARGEAR OPTIONS

- Any model's power klaw can be replaced with 1 killsaw.
- Any model's kustom shoota can be replaced with 1 killsaw.
- Any model's kustom shoota can be replaced with one of the following: 1 kombi-skorcha; 1 kombi-rokkit.

ABILITIES

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

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Infantry, Mega Armour, Nobz, Mob, Core, Meganobz**



Mega armour comprises massive slabs of metal, bashed roughly into shape and powered by pistons and sheer brute strength. It is intimidatingly 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.



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.

NOBZ

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Nob	5"	3+	5+	5	5	2	3	7	4+
1	Boss Nob	5"	3+	5+	5	5	2	3	7	4+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with: slugga; choppa; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kombi-rokkit	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Rokkit	24"	Heavy D3	8	-2	3	Blast
- Shoota	18"	Dakka 3/2	4	0	1	-
Kombi-skorcha	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Shoota	18"	Dakka 3/2	4	0	1	-
Slugga	12"	Pistol 1	4	0	1	-
Big choppa	Melee	Melee	+2	-1	2	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Killsaw	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killsaws, it makes 1 additional attack with this weapon.
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power stabba	Melee	Melee	User	-2	1	-

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

WARGEAR OPTIONS

- Any number of models can each have their slugga and choppa replaced with two of the following: 1 big choppa; 1 choppa; 1 killsaw; 1 power klaw; 1 power stabba; 1 slugga.
- Any number of models can each have their slugga and choppa replaced with one of the following: 1 kombi-rokkit; 1 kombi-skorcha.
- For every 5 models this unit contains, this unit can be equipped with 1 ammo runt.

ABILITIES

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

FACTION KEYWORDS: **Orks**, **<Clan>**
KEYWORDS: **Infantry**, **Mob**, **Core**, **Nobz**

SHOKKJUMP DRAGSTAS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Shokkjump Dragsta	14"	4+	5+	5	6	8	4	7	4+

If this unit contains 2 models it has **Power Rating 10**. If this unit contains 3 models it has **Power Rating 15**. Every model is equipped with: kustom shokk rifle; rokkit launcha; saw blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom shokk rifle	24"	Assault 2	8	-3	D6	If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Saw blades	Melee	Melee	+2	-2	2	-

ABILITIES

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

Shokk Tunnel: If an Advance roll made for this unit is 4+, you can remove this unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models and roll one D6: on a 4+ this unit suffers D3 mortal wounds.

Grot Gunner and Targetin' Squig: Each time a model from this unit makes an attack with a kustom shokk rifle, treat that model as having a Ballistic Skill characteristic of 3+.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Speed Freeks, Shokkjump Dragstas**



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.

BOOMDAKKA SNAZZWAGONS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Boomdakka Snazzwagon	12"	4+	5+	5	6	8	4	7	4+

If this unit contains 2 models it has **Power Rating 10**. If this unit contains 3 models it has **Power Rating 15**. Every model is equipped with: big shoota; grot blasta; Mek speshul; burna bottles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Grot blasta	12"	Pistol 1	3	0	1	-
Mek speshul	30"	Dakka 14/10	5	-2	2	-
Burna bottles	6"	Grenade 2D3	4	0	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.

ABILITIES

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

Grot Gunner: Each time a model in this unit makes an attack with a grot blasta or big shoota, add 1 to that attack's hit roll.

Billowing Fumes: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

Riding Shotgun: Each time a model in this unit shoots, it can shoot with Grenade and Pistol weapons in addition to any other weapon types.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Speed Freeks, Boomdakka Snazzwagons**



The Boomdakka Snazzwagon is a high-speed riot on wheels. Bristling with dakka and swarming with anarchic greenskin 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.



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.

WARBIKERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-8	Warbiker	14"	3+	5+	4	5	3	2	6	4+
1	Boss Nob on Warbike	14"	3+	5+	5	5	4	3	7	4+

If this unit contains 4 or more models, it has **Power Rating 8**. If this unit contains 7 or more models, it has **Power Rating 12**. Every model is equipped with: 2 dakkaguns.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dakkagun	18"	Dakka 5/3	5	0	1	-

WARGEAR OPTIONS

- Any Warbiker can be equipped with one of the following: 1 slugga; 1 choppa.
- The Boss Nob on Warbike can be equipped with one of the following: 1 slugga; 1 big choppa; 1 choppa; 1 power klaw.

ABILITIES

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

Cloud of Smoke: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

Big Red Button: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of model's in this unit.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Biker, Speed Freeks, Core, Warbikers**



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.

KUSTOM BOOSTA-BLASTAS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Kustom Boosta-blasta	12"	4+	5+	5	6	8	4	7	4+

If this unit contains 2 models it has **Power Rating 8**. If this unit contains 3 models it has **Power Rating 12**. Every model is equipped with: 4 burna exhausts; grot blasta; rivet kannon; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burna exhaust	8"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Grot blasta	12"	Pistol 1	3	0	1	-
Rivet kannon	36"	Dakka 9/6	7	-2	2	-

ABILITIES

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

Grot Gunner: Each time a model in this unit makes an attack with a grot blasta, add 1 to that attack's hit roll.

Riding Shotgun: Each time a model in this unit shoots, it can shoot with Grenade and Pistol weapons in addition to any other weapon types.

Spiked Ram: After this unit makes a charge move, you can select one enemy unit within 1" of it and roll one D6 for each model this unit contains; for each roll of 4+, that enemy unit suffers D3 mortal wounds.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Speed Freeks, Kustom Boosta-blastas**

NOB ON SMASHA SQUIG

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Nob on Smasha Squig	10"	3+	5+	5	6	5	4	7	4+

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

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Big choppa	Melee	Melee	+2	-1	2	-
Smasha squig jaws	Melee	Melee	6	-1	2	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.

ABILITIES

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

Smasha 'Ead: Each time this model finishes a charge move or Heroic Intervention move, select one enemy unit that is within Engagement Range of this model and roll five D6; for each result of 4+, that enemy unit suffers 1 mortal wound.

Squigboss: For each **<Clan> Squighog Boyz** unit included in a Detachment, up to two **<Clan> Nob on Smasha Squig** units can be included in that Detachment without taking up any Battlefield Role slots.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Cavalry, Character, Beast Snagga, Squig, Nob, Nob on Smasha Squig**



The smasha squig has a skull so hard it can stave in armour and pulverise bone. To compensate for a lifetime of perpetual concussion, nature has furnished smasha squigs with virtually no brain power; therefore only the most belligerent Nobz can keep these beasts pointed at the enemy long enough to make impact.

RUKKATRUKK SQUIGBUGGIES

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Rukkatrukk Squigbuggy	10"	4+	5+	5	6	9	4	7	4+

If this unit contains 2 models it has **Power Rating 10**. If this unit contains 3 models it has **Power Rating 15**. Every model is equipped with: heavy squig launcha; sawn-off shotgun; squig launcha; squig mine; saw blades; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy squig launcha	36"	Assault 2D6	5	-2	2	Blast. This weapon can target units that are not visible to the bearer.
Sawn-off shotgun	12"	Assault 2	4	0	1	-
Squig launcha	18"	Assault D6	5	-2	2	Blast. This weapon can target units that are not visible to the bearer.
Saw blades	Melee	Melee	+2	-2	2	-

OTHER WARGEAR	ABILITIES
Squig mine	Once per turn, at the end of your Movement phase, if this unit has any squig mines remaining, this unit can release one. Select one enemy **Vehicle** unit that is within 6" of this unit and roll one D6: on a 3-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds instead. The number of squig mines this unit is equipped with is then reduced by 1.

ABILITIES

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

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

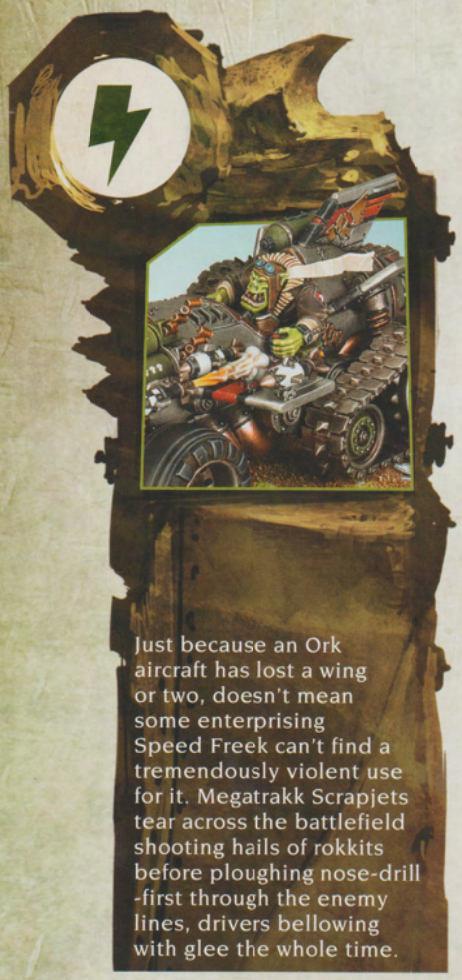
Grot Gunner: Each time a model in this unit makes an attack with a heavy squig launcha, add 1 to that attack's hit roll.

Riding Shotgun: Each time a model in this unit shoots, it can shoot with Grenade and Pistol weapons in addition to any other weapon types.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Speed Freeks, Rukkatrukk Squigbuggies**



These vehicles started out as mobile food wagons, but became weapons of war the moment Orks realised how hilarious it was to pelt the enemy (or their mates) with squigs that latched on like living man-traps, squigs that vomited corrosive or toxic juices, and squigs with a propensity for detonating like an artillery shell.



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.

MEGATRAKK SCRAPJETS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Megatrakk Scrapjet	10"	4+	5+	6	6	9	4	7	4+

If this unit contains 2 models it has **Power Rating 10**. If this unit contains 3 models it has **Power Rating 15**. Every model is equipped with: rokkit kannon; 2 twin big shootas; wing missiles; nose drill.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rokkit kannon	24"	Heavy 3D3	8	-2	3	Blast
Twin big shoota	36"	Dakka 10/6	5	0	1	-
Wing missiles	24"	Assault 1	8	-2	3	Each time an attack is made with this weapon that targets a **VEHICLE** unit, add 1 to that attack's hit roll.
Nose drill	Melee	Melee	+2	-2	D3	-

ABILITIES

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

Spiked Ram: After this unit makes a charge move, you can select one enemy unit within 1" of it and roll one D6 for each model this unit contains; for each roll of 4+, that enemy unit suffers D3 mortal wounds.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

Grot Gunner: Each time a model in this unit shoots, you can select one twin big shoota it is equipped with. Each time that model makes an attack with that twin big shoota, add 1 to that attack's hit roll.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, SPEED FREEKS, MEGATRAKK SCRAPJETS**



Most Orks mock Stormboyz for their acts of juvenile rebellion, from taking orders and shining their boots to marching about, talking about 'taktics' and even following a battleplan. 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.

STORMBOYZ

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Stormboy	12"	3+	5+	4	5	1	2	6	6+
1	Boss Nob	12"	3+	5+	5	5	2	3	7	6+

If this unit contains 6 or more models, it has **Power Rating 6**. If this unit contains 11 or more models, it has **Power Rating 9**. Every model is equipped with: slugga; choppa; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

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

ABILITIES

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

Full Throttle: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of model's in this unit and roll one D6: on a 4+, this unit suffers 1 mortal wound.

Stormboyz Strike: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **INFANTRY, JUMP PACK, FLY, MOB, CORE, STORMBOYZ**

SQUIGHOG BOYZ

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Squighog Boy	10"	3+	5+	5	6	3	3	6	4+

If this unit contains 4 or more models, it has **Power Rating 8**. Every model is equipped with: saddlegit weapons; stikka; squighog jaws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Saddlegit weapons (shooting)	8"	Assault 1	4	0	1	-
Stikka (shooting)	12"	Assault 1	User	-2	2	Each time an attack made with this weapon targets a unit within half range, that attack has a Strength characteristic of +1.
Saddlegit weapons (melee)	Melee	Melee	3	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Squighog jaws	Melee	Melee	6	-1	2	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.
Stikka (melee)	Melee	Melee	+1	-2	2	-

OTHER WARGEAR	ABILITIES
Bomb squig	Once per turn, when a unit with a bomb squig is selected to shoot or fire Overwatch, if it has any bomb squigs remaining, the unit can release one. When it does so, you can select one enemy unit (excluding **AIRCRAFT**) that is within 12" of the unit with a bomb squig (when firing Overwatch this must be the charging unit) and roll one D6, adding 1 to the result if that enemy unit is a **VEHICLE**: on a 3+, that enemy unit suffers D3 mortal wounds. The number of bomb squigs the unit is equipped with is then reduced by 1. *We recommend placing a Bomb Squig model next to the unit for each bomb squig it is equipped with as a reminder, removing one each time this ability is used (a Bomb Squig does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- For every 3 models this unit contains, this unit can be equipped with 1 bomb squig.

ABILITIES

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

FACTION KEYWORDS: **ORKS**, **<CLAN>**
KEYWORDS: **CAVALRY**, **BEAST SNAGGA**, **SQUIG**, **CORE**, **SQUIGHOG BOYZ**



With their mounts snorting and saddlegitz hanging on for dear life, Squighog Boyz thunder into the fight. They fling rokkit-propelled stikkas, hitting with enough force to pierce plate armour, then employ muscle, weight, momentum and sheer belligerence to squash those foes still standing to a paste.





DEFFKOPTAS

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Deffkopta	14"	3+	5+	4	5	4	2	6	4+

If this unit contains 4 or more models, it has **Power Rating 12**. Every model is equipped with: kopta rokkits; slugga; spinnin' blades; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kopta rokkits	24"	Heavy 2D3	8	-2	3	Blast
Kustom mega-blasta	24"	Assault D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Slugga	12"	Pistol 1	4	0	1	-
Spinnin' blades	Melee	Melee	+1	-1	1	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.

OTHER WARGEAR	ABILITIES
Big bomb	Once per battle, in your Movement phase, after the bearer makes a Normal Move or Advances, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 3" of that point, subtracting 1 if that unit is a **CHARACTER** (excluding **VEHICLE** or **MONSTER** units): on a 4+, that unit suffers D3 mortal wounds.

WARGEAR OPTIONS

- For every 3 models this unit contains, 1 model's kopta rokkits can be replaced with 1 kustom mega-blasta and 1 big bomb.

ABILITIES

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

Big Red Button: Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

Swoopin' Down: During deployment, you can set up this unit high in the skies instead of setting it up on the battlefield. If you do so, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, FLY, SPEED FREEKS, DEFFKOPTAS**

Most Orks take a dim view of muckin' about in the sky, and would much rather go to war with their feet firmly on the ground. Deffkopta pilots are the lunatic exception, hurtling ahead to spy out enemy forces for their warband to bring to battle, and to give those same enemies a good strafing run or three in the meantime.

Like most Ork technology, the precise design of any given Deffkopta can vary enormously. Some are fashioned from cannibalised Warbikes or pared-down speedsters, while others agglomerate around spare fighta jet engines. While most rely upon a combination of scrap-metal rotor blades and unstable rocket engines for aerial propulsion, some Mekboyz have been known to add dirigible balloons, vertical take-off rockets or even pilfered anti-grav engines to their creations. Ordnance also varies, from bombs stolen out of Imperial aircraft – or even artillery – to launchers stuffed with rokkits, incendiaries or even explosive airborne bomb squigs. The only thing really unifying Deffkoptas is the lunacy of their maniacally grinning pilots.



MEK GUNZ

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Mek Gun	3"	5+	4+	2	5	6	6	4	5+

If this unit contains 2 models it has **Power Rating 6**. If this unit contains 3 models it has **Power Rating 9**. Every model is equipped with: smasha gun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bubblechukka	After selecting targets, roll one D3 to determine which of the profiles below to make attacks with. If a unit contains more than one bubblechukka that is targeting the same unit, determine the profiles for each weapon separately before any attacks are resolved against that target.					
D3	**Result**					
1	Big bubble	48"	Heavy 3D3	6	-2	1	Blast
2	Wobbly bubble	48"	Heavy D6	8	-3	3	Blast
3	Dense bubble	48"	Heavy 1	10	-4	D3+3	-
Kustom mega-kannon	36"	Heavy D6	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Smasha gun	48"	Heavy D3	8	-4	D6	Blast
Traktor kannon	48"	Heavy 1	8	-2	D3+3	Each time an attack is made with this weapon: • Against a **VEHICLE** unit that can **FLY**, that attack has a Damage characteristic of D6+3. • Against an **AIRCRAFT** unit, add 2 to that attack's hit roll. • Against a non-**AIRCRAFT** unit, add 1 to that attack's hit roll.

WARGEAR OPTIONS

- This model's smasha gun can be replaced with one of the following: 1 bubblechukka; 1 kustom mega-kannon; 1 traktor kannon.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Artillery and Crew: Each Mek Gun and its crew are treated as a single model for all rules purposes (crew models must remain within 1" of their Mek Gun model). This means that the crew models cannot be targeted or attacked separately and that visibility and all ranges are measured to and from the Mek Gun's model, not the crew models. This unit cannot Advance, is never eligible to charge or Heroically Intervene, and cannot make pile-in or consolidation moves.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, ARTILLERY, GRETCHIN, MEK GUNZ**



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'z 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.



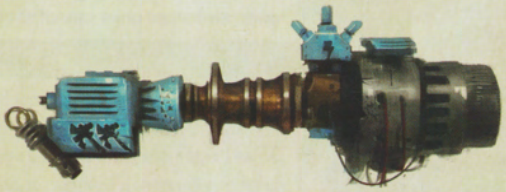
Traktor kannon



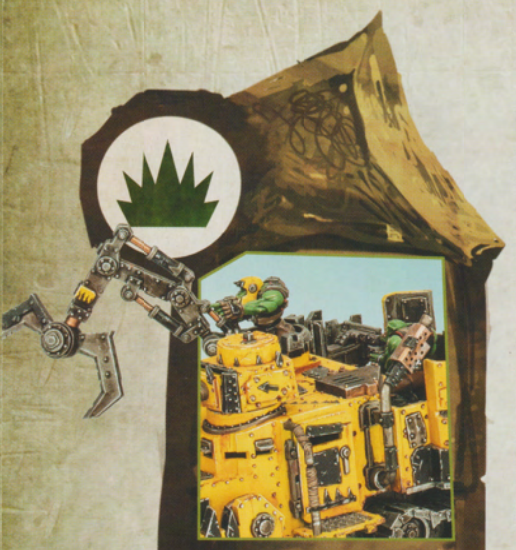
Bubblechukka



Smasha gun



Kustom mega-kannon



BATTLEWAGON

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Battlewagon (9+ wounds remaining)	12"	5+	5+	8	7	16	6	7	3+
	Battlewagon (5-8 wounds remaining)	9"	5+	5+	6	7	N/A	D6	7	3+
	Battlewagon (1-4 wounds remaining)	6"	5+	5+	4	7	N/A	D3	7	3+

A Battlewagon has no equipment.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Kannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	36"	Heavy D6	5	0	1	Blast
- Shell	36"	Heavy 1	8	-2	D6	-
Killkannon	24"	Heavy D6	8	-2	2	Blast
Lobba	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Zzap gun	36"	Heavy 1	*	-3	3	Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks: on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage, and the bearer suffers 1 mortal wound.
Deff rolla	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, treat the bearer as having a Weapon Skill characteristic of 2+.
Grabbin' klaw	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Wreckin' ball	Melee	Melee	+2	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

OTHER WARGEAR	ABILITIES
'Ard case	Add 1 to this model's Toughness characteristic. This model cannot use the Open Topped ability.

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 can be equipped with any of the following: 1 'ard case; 1 deff rolla; 1 grabbin' klaw; 1 wreckin' ball.

ABILITIES

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

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6, it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 20 **Flash Gitz** or **<Clan> Infantry** models. If this model is equipped with a killkannon, it has a transport capacity of 12 **Flash Gitz** or **<Clan> Infantry** models instead. Each **Mega Armour** or **Jump Pack** model takes up the space of 2 models. If this model has the **Goff** keyword and is not equipped with an 'ard case or a kannon, killkannon or zzap gun, it can transport 1 **Ghazghkull Thraka**. **Ghazghkull Thraka** takes up the space of 18 models.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Transport, Wagon, Battlewagon**

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 vast number of angry Orks into battle while shrugging off the worst the enemy can throw at them.

BONEBREAKA

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Bonebreaka (9+ wounds remaining)	12"	5+	5+	8	8	16	6	7	3+
	Bonebreaka (5-8 wounds remaining)	9"	5+	5+	6	8	N/A	D6	7	3+
	Bonebreaka (1-4 wounds remaining)	6"	5+	5+	4	8	N/A	D3	7	3+

A Bonebreaka is equipped with: deff rolla.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Kannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	36"	Heavy D6	5	0	1	Blast
- Shell	36"	Heavy 1	8	-2	D6	-
Killkannon	24"	Heavy D6	8	-2	2	Blast
Lobba	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Zzap gun	36"	Heavy 1	*	-3	3	Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks: on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage, and the bearer suffers 1 mortal wound.
Deff rolla	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, treat the bearer as having a Weapon Skill characteristic of 2+.
Grabbin' klaw	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Wreckin' ball	Melee	Melee	+2	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 kannon; 1 killkannon; 1 zzap gun.
- This model can take up to 4 big shootas.
- This model can be equipped with 1 lobba.
- This model can can be equipped with any of the following: 1 grabbin' klaw; 1 wreckin' ball.

ABILITIES

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

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Bonebreaka Ram: Each time this model fights, if it made a charge move this turn, then until that fight is resolved, add D6 to the Attacks characteristic of this model.

TRANSPORT

This model has a transport capacity of 12 **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes up the space of 2 models.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Transport, Wagon, Bonebreaka**



Subtle as a kick in the guts, the Bonebreaka is an assault carrier and linebreaker without equal. Foes not crushed by its rumbling deff rolla or mangled beneath its tracks soon succumb to the tank's arsenal of dakka and the mob of riled up Orks doubtless riding the hulking metal monster into battle.



GUNWAGON

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gunwagon (9+ wounds remaining)	12"	5+	5+	8	8	16	6	7	3+
	Gunwagon (5-8 wounds remaining)	9"	5+	5+	6	8	N/A	D6	7	3+
	Gunwagon (1-4 wounds remaining)	6"	5+	5+	4	8	N/A	D3	7	3+

A Gunwagon is equipped with: kannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Kannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	36"	Heavy D6	5	0	1	Blast
- Shell	36"	Heavy 1	8	-2	D6	-
Killkannon	24"	Heavy D6	8	-2	2	Blast
Lobba	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Zzap gun	36"	Heavy 1	*	-3	3	Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks: on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage, and the bearer suffers 1 mortal wound.
Deff rolla	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, treat the bearer as having a Weapon Skill characteristic of 2+.
Grabbin' klaw	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Wreckin' ball	Melee	Melee	+2	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

WARGEAR OPTIONS

- This model can replace its kannon with one of the following: 1 killkannon; 1 zzap gun.
- This model can take up to 4 big shootas.
- This model can be equipped with 1 lobba.
- This model can be equipped with any of the following: 1 deff rolla; 1 grabbin' klaw; 1 wreckin' ball.

ABILITIES

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

Periscope: Each time this model makes an attack with its kannon, killkannon, zzap gun or da booma, add 1 to that attack's hit roll.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes up the space of 2 models.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Transport, Wagon, Gunwagon**

Gunwagons exchange some of their transport capacity for a plethora of additional, extremely large guns. Their spotters excel in directing hails of spirited-if-innacurate artillery fire down upon the foe and, if it all goes wrong, at least the explosion from their capacious magazines is bound to take a few of the enemy with it!

KILLA KANS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Killa Kan	6"	4+	4+	5	5	5	3	6	3+

If this unit contains 4 or more models, it has **Power Rating 14**. Every model is equipped with: big shoota, Kan klaw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Grotzooka	18"	Heavy 2D3	6	0	1	Blast
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Kan klaw	Melee	Melee	+3	-3	3	-

WARGEAR OPTIONS

- Any number of models can each have their big shoota replaced with one of the following: 1 grotzooka; 1 rokkit launcha; 1 skorcha.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Scrag 'Em: While this unit contains 3 or more models, add 1 to the Attacks characteristic of models in this unit.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Gretchin, Walkerz, Killa Kans**



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.

LOOTAS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-12	Loota	5"	3+	5+	4	5	1	2	6	6+
1-3	Spanner	5"	3+	5+	4	5	1	2	6	6+

This unit must contain 1 Spanner for every 4 Lootas it contains. If this unit contains 6 or more models, it has **Power Rating 8**. If this unit contains 11 or more models, it has **Power Rating 12**. Every Spanner is equipped with: big shoota. Every Loota is equipped with: deffgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Deffgun	48"	Dakka 3/2	7	-1	2	-
Kustom mega-blasta	24"	Assault D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast

WARGEAR OPTIONS

- Any number of Spanners can each have their big shoota replaced with one of the following: 1 kustom mega-blasta; 1 rokkit launcha.

ABILITIES

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

Mekaniak: At the end of your Movement phase, each Spanner model can repair one friendly **<Clan> Vehicle** model within 3" of it. That **Vehicle** model regains 1 lost wound. Each model can only be repaired once per turn.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Infantry, Mob, Core, Lootas**



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 battletank in its tracks or scythe down squads of infantry.



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.

DEFF DREADS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Deff Dread	6"	3+	5+	5	7	8	3	7	3+

If this unit contains 2 models it has **Power Rating 12**. If this unit contains 3 models it has **Power Rating 18**. Every model is equipped with: 2 big shootas, 2 dread klaws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Kustom mega-blasta	24"	Assault D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Dread klaw	Melee	Melee	x2	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- Any number of models can each have each of their big shootas replaced with one of the following: 1 dread klaw; 1 kustom mega-blasta; 1 rokkit launcha; 1 skorcha.
- Any number of models can each have each of their dread klaws replaced with one of the following: 1 big shoota; 1 kustom mega-blasta; 1 rokkit launcha; 1 skorcha.

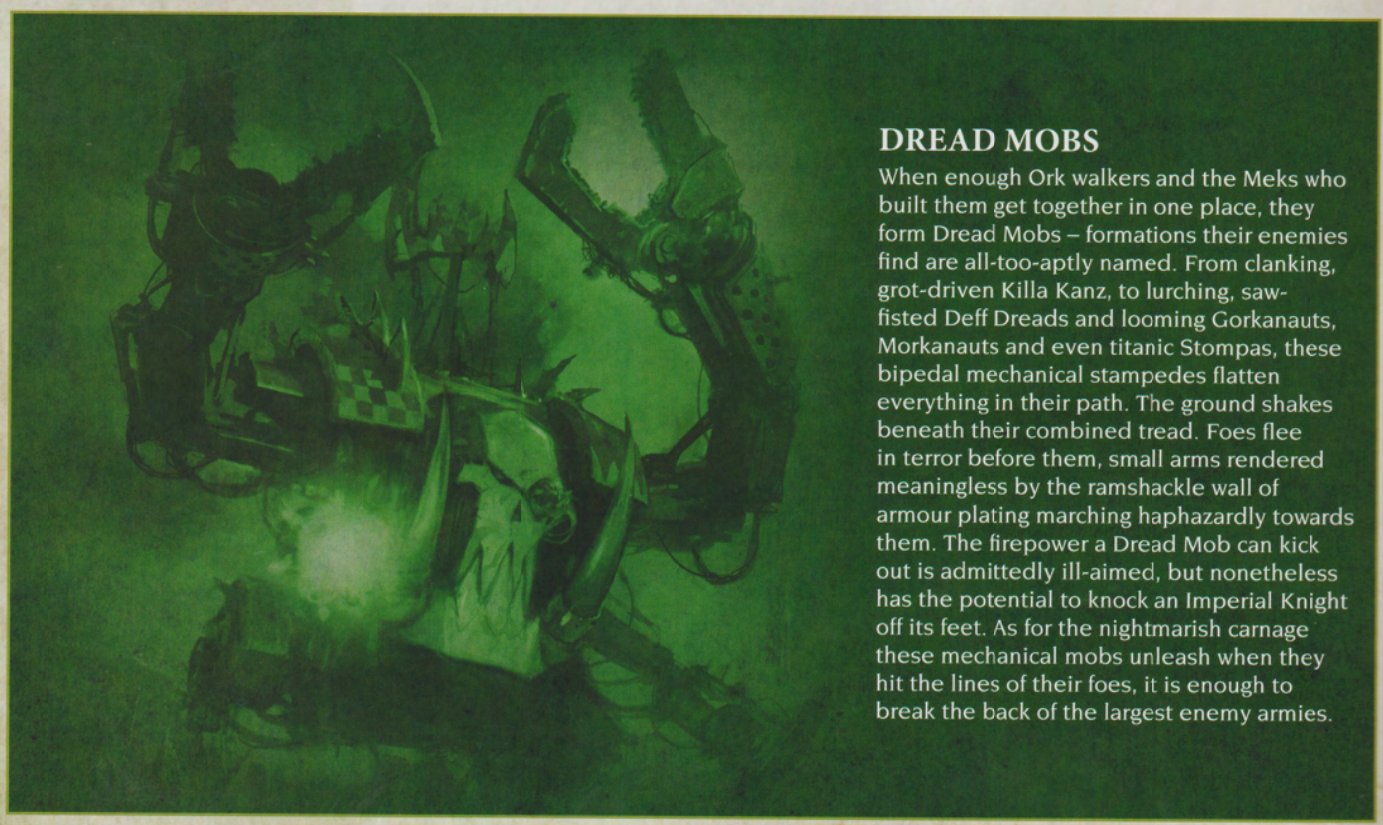
ABILITIES

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

Explodes: When this model is destroyed, roll one D6. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

Dread Mob: After this unit is set up on the battlefield for the first time, if this unit has more than 1 model, all models in this unit must be set up within 6" of another model from this unit. After they are set up for the first time, each model is treated as a separate unit.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, WALKERZ, DEFF DREADS**



DREAD MOBS

When enough Ork walkers and the Meks who built them get together in one place, they form Dread Mobs – formations their enemies find are all-too-aptly named. From clanking, grot-driven Killa Kanz, to lurching, saw-fisted Deff Dreads and looming Gorkanauts, Morkanauts and even titanic Stompas, these bipedal mechanical stampedes flatten everything in their path. The ground shakes beneath their combined tread. Foes flee in terror before them, small arms rendered meaningless by the ramshackle wall of armour plating marching haphazardly towards them. The firepower a Dread Mob can kick out is admittedly ill-aimed, but nonetheless has the potential to knock an Imperial Knight off its feet. As for the nightmarish carnage these mechanical mobs unleash when they hit the lines of their foes, it is enough to break the back of the largest enemy armies.

KILL RIG

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kill Rig (9+ wounds remaining)	12"	3+	5+	6	8	16	6	7	3+
	Kill Rig (5-8 wounds remaining)	9"	3+	5+	5	8	N/A	D6	7	3+
	Kill Rig (1-4 wounds remaining)	6"	3+	5+	4	8	N/A	D3	7	3+

A Kill Rig is equipped with: 'eavy lobba; stikka kannon; wurrtower; butcha boyz; savage horns and hooves; saw blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
'Eavy lobba	48"	Heavy D6	6	-1	2	Blast. This weapon can target units that are not visible to the bearer.
Stikka kannon	12"	Heavy 1	8	-2	3	Each time the bearer makes an attack with this weapon, if that attack targets a **MONSTER** or **VEHICLE** unit, you can re-roll the hit roll.
Wurrtower	24"	Assault 1	9	-3	D6	Each time this weapon is selected to shoot with, if the bearer successfully manifested any psychic powers this turn, change this weapon's Type to Assault D3. Each time an attack is made with this weapon, that attack automatically hits the target.
Butcha boyz	Melee	Melee	5	-1	1	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Savage horns and hooves	Melee	Melee	+1	-2	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Saw blades	Melee	Melee	+2	-2	2	-

ABILITIES

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

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Snagged: Each time this model makes an attack with its stikka kannon, if an enemy non-**TITANIC VEHICLE** or **MONSTER** model loses any wounds as a result of that attack, roll one D6: on a 4+, that enemy model cannot finish any type of move more than 12" from this model until the start of your next turn.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **<CLAN> BEAST SNAGGA INFANTRY** models.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Beasthead discipline (pg 67).

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TRANSPORT, CHARACTER, PSYKER, BEAST SNAGGA, WEIRDBOY, KILL RIG**



The Kill Rig's stikka kannon fires rokkit-harpoons big enough to wrangle battle tanks. It's '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.



FLASH GITZ

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Flash Git	5"	3+	4+	5	5	2	3	7	4+
1	Kaptin	5"	3+	4+	5	5	2	3	7	4+

If this unit contains 6 or more models, it has **Power Rating 14**. Every model is equipped with: snazzgun; stikkbombs (pg 129).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Slugga	12"	Pistol 1	4	0	1	-
Snazzgun	24"	Heavy 3	6	-2	2	-
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

OTHER WARGEAR	ABILITIES
Ammo runt	Once per battle, when the bearer makes a ranged attack, you can re-roll the hit roll. *We recommend placing an Ammo Runt model next to the unit as a reminder, removing it once this ability has been used (an Ammo Runt does not count as a model for any rules purposes).*
Gitfinda squig	Each time a ranged attack is made by this model, add 1 to that attack's hit roll.

WARGEAR OPTIONS

- The Kaptin can be equipped with one of the following: 1 choppa; 1 slugga.
- The Kaptin can be equipped with 1 gitfinda squig.
- For every 5 models this unit contains, this unit can be equipped with 1 ammo runt.

ABILITIES

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

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Infantry, Mob, Flash Gitz**

Flash Gitz are despised by other greenskins 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.

HUNTA RIG

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hunta Rig (9+ wounds remaining)	12"	3+	5+	6	8	16	6	7	3+
	Hunta Rig (5-8 wounds remaining)	9"	3+	5+	5	8	N/A	D6	7	3+
	Hunta Rig (1-4 wounds remaining)	6"	3+	5+	4	8	N/A	D3	7	3+

A Hunta Rig is equipped with: 'eavy lobba; stikka kannon; butcha boyz; savage horns and hooves; saw blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
'Eavy lobba	48"	Heavy D6	6	-1	2	Blast. This weapon can target units that are not visible to the bearer.
Stikka kannon	12"	Heavy 1	8	-2	3	Each time the bearer makes an attack with this weapon, if that attack targets a **MONSTER** or **VEHICLE** unit, you can re-roll the hit roll.
Butcha boyz	Melee	Melee	5	-1	1	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Savage horns and hooves	Melee	Melee	+1	-2	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Saw blades	Melee	Melee	+2	-2	2	-

ABILITIES

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

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

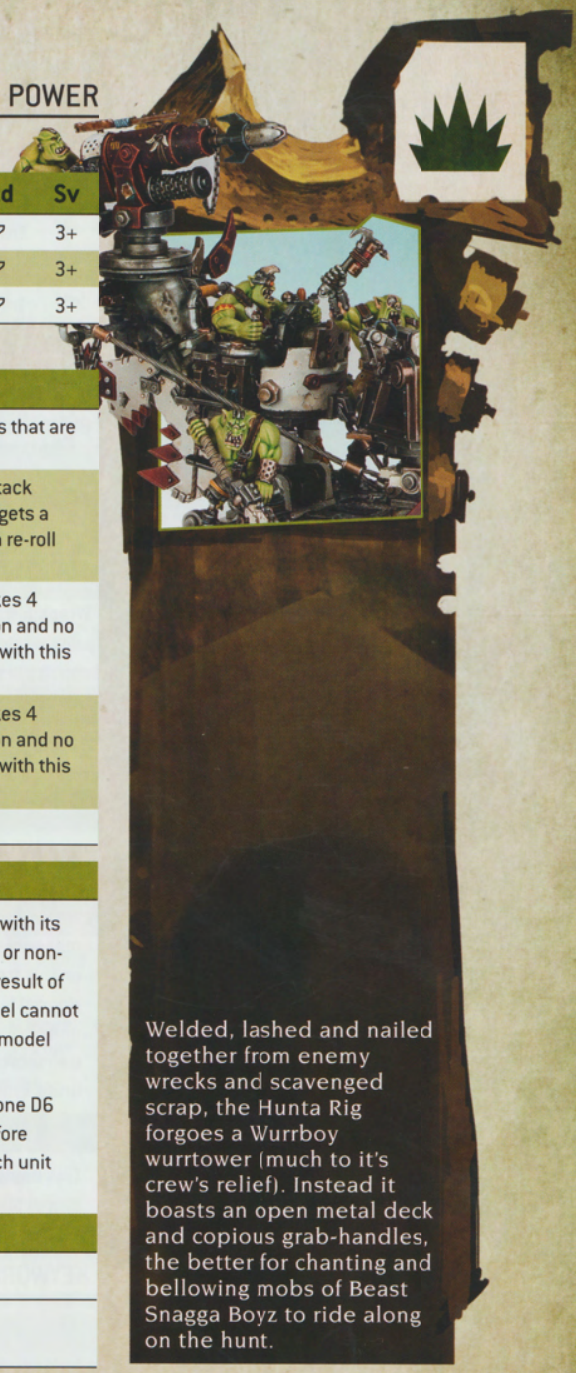
Snagged: Each time this model makes an attack with its stikka kannon, if an enemy non-**TITANIC VEHICLE** or non-**TITANIC MONSTER** model loses any wounds as a result of that attack, roll one D6: on a 4+, that enemy model cannot finish any type of move more than 12" from this model until the start of your next turn.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 15 **<CLAN> BEAST SNAGGA INFANTRY** models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TRANSPORT, BEAST SNAGGA, HUNTA RIG**



Welded, lashed and nailed together from enemy wrecks and scavenged scrap, the Hunta Rig forgoes a Wurrboy wurrtower (much to it's 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.



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.

TRUKK

4 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Trukk (6+ wounds remaining)	12"	5+	5+	6	6	10	3	6	4+
	Trukk (3-5 wounds remaining)	8"	5+	5+	5	6	N/A	D3	6	4+
	Trukk (1-2 wounds remaining)	6"	5+	5+	4	6	N/A	1	6	4+

A Trukk is equipped with: big shoota.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Grabbin' klaw	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Wreckin' ball	Melee	Melee	+2	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 grabbin' klaw; 1 wreckin' ball.

ABILITIES

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

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. If this transport made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 12 **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes up the space of 2 models.

FACTION KEYWORDS: **Orks, <Clan>**
KEYWORDS: **Vehicle, Transport, Trukk**

BURNA-BOMMER

7 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Burna-bommer (7+ wounds remaining)	20-60"	5+	5+	6	6	12	3	6	4+
	Burna-bommer (4-6 wounds remaining)	20-40"	5+	5+	6	6	N/A	D3	6	4+
	Burna-bommer (1-3 wounds remaining)	20-30"	5+	6+	6	6	N/A	1	6	4+

A Burna-bommer is equipped with: 2 burna bombs; 2 supa-shootas; twin big shoota.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Skorcha missile racks	36"	Assault 2D6	6	-2	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Supa-shoota	36"	Dakka 6/4	6	-1	1	-
Twin big shoota	36"	Dakka 10/6	5	0	1	-

OTHER WARGEAR	ABILITIES
Burna bomb	Once per turn, if the bearer has any burna bombs remaining, it can drop one of them. In your Movement phase, after the bearer makes a Normal Move or Advances, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each model within 6" of that point, subtracting 1 if that model is a **CHARACTER** (excluding **VEHICLE** or **MONSTER** models): on a 5+, that model's unit suffers 1 mortal wound. Each burna bomb can only be dropped once per battle.

WARGEAR OPTIONS

- This model can be equipped with 1 skorcha missile racks.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Grot Gunner: Each time this model makes an attack with a twin big shoota, add 1 to that attack's hit roll.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, BURNA-BOMMER**



Meant for burning enemy infantry out of fortifications and dense cover, Burna-bommers fly so low that they frequently scorch their undercarriage with their own 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.



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.

DAKKAJET

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Dakkajet (7+ wounds remaining)	20-60"	5+	5+	6	6	12	3	6	4+
	Dakkajet (4-6 wounds remaining)	20-40"	5+	5+	6	6	N/A	D3	6	4+
	Dakkajet (1-3 wounds remaining)	20-30"	5+	6+	6	6	N/A	1	6	4+

A Dakkajet is equipped with: 4 supa-shootas.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Supa-shoota	36"	Dakka 6/4	6	-1	1	-

WARGEAR OPTIONS

- This model can be equipped with 2 additional supa-shootas.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, DAKKAJET**



While not as shooty as a Dakkajet, each Blitza-bommer lugs a pair of enormous boom bombs into battle under its wings. Dive bombing the enemy with reckless abandon, the Blitza-bommers detach their oversized payloads before (hopefully) pulling up and screaming skywards again while vast fireballs billow in their wake.

BLITZA-BOMMER

8 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Blitza-bommer (7+ wounds)	20-60"	5+	5+	6	6	12	3	6	4+
	Blitza-bommer (4-6 wounds)	20-40"	5+	5+	6	6	N/A	D3	6	4+
	Blitza-bommer (1-3 wounds)	20-30"	5+	6+	6	6	N/A	1	6	4+

A Blitza-bommer is equipped with: big shoota; 2 boom bombs; 2 supa-shootas.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Supa-shoota	36"	Dakka 6/4	6	-1	1	-

OTHER WARGEAR	ABILITIES
Boom bomb	Once per turn, if the bearer has any boom bombs remaining, it can drop one of them. In your Movement phase, after the bearer makes a Normal Move or Advances, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6" of that point, subtracting 1 if that unit is a **CHARACTER** (excluding **VEHICLE** or **MONSTER** units): on a 4+, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds instead. Each boom bomb can only be dropped once per battle.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Airborne (see the Dakkajet datasheet, above)

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Grot Gunner: Each time this model makes an attack with a big shoota, add 1 to that attack's hit roll.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, BLITZA-BOMMER**

WAZBOM BLASTAJET

10 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Wazbom Blastajet (7+ wounds remaining)	20-60"	5+	4+	6	6	12	3	6	4+
	Wazbom Blastajet (4-6 wounds remaining)	20-40"	5+	5+	6	6	N/A	D3	6	4+
	Wazbom Blastajet (1-3 wounds remaining)	20-30"	5+	6+	6	6	N/A	1	6	4+

A Wazbom Blastajet is equipped with: smasha gun; 2 wazbom mega-kannons; stikkbomb flinga.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Smasha gun	48"	Heavy D3	8	-4	D6	Blast
Stikkbomb flinga	12"	Assault 2D6	3	0	1	Blast
Supa-shoota	36"	Dakka 6/4	6	-1	1	-
Tellyport mega-blasta	24"	Assault D6	9	-2	D3+3	Blast
Wazbom mega-kannon	36"	Heavy D3	10	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.

OTHER WARGEAR	ABILITIES
Blastajet force field	(Aura) While a friendly **ORKS AIRCRAFT** model is within 9" of the bearer, it has a 5+ invulnerable save. The range of this aura ability can never be increased, unless specifically stated otherwise.

WARGEAR OPTIONS

- This model's 2 wazbom mega-kannons can be replaced with 2 tellyport mega-blastas.
- This model can be equipped with 2 supa-shootas.
- This model's stikkbomb flinga can be replaced with 1 blastajet force field.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, MEK, WAZBOM BLASTAJET**



Some Meks take to the skies in their own kustom aircraft. The result is the Wazbom Blastajet, an airborn workshop that is wreathed in a protective force field, and also bristling with weird weapons that pluck their targets from the ground, blast them to atoms or rip them apart with conflicting tellyporta beams.



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. Its kustom force field wreathes the armoured war engine in a protective energy bubble, allowing the Morkanaut to unleash its array of kustom weapons and assorted dakka with impunity.

MORKANAUT

19 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Morkanaut (13+ wounds remaining)	8"	3+	5+	8	8	24	4	7	3+
	Morkanaut (7-12 wounds remaining)	7"	4+	5+	8	8	N/A	3	7	3+
	Morkanaut (1-6 wounds remaining)	6"	5+	5+	8	8	N/A	2	7	3+

A Morkanaut is equipped with: kustom mega-blasta; kustom mega-zappa; 2 rokkit launchas; 2 twin big shootas; klaw of Gork (or possibly Mork).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kustom mega-blasta	24"	Assault D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom mega-zappa	36"	Heavy 3D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Twin big shoota	36"	Dakka 10/6	5	0	1	-
Klaw of Gork (or possibly Mork)	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Crush	Melee	Melee	x2	-4	6	-
- Smash	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.

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

WARGEAR OPTIONS

- This model can be equipped with 1 kustom force field.

ABILITIES

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

Big an' Stompy: This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, WALKERZ, MORKANAUT**

GORKANAUT

19 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Gorkanaut (13+ wounds remaining)	8"	3+	5+	8	8	24	5	7	3+
	Gorkanaut (7-12 wounds remaining)	7"	4+	5+	8	8	N/A	4	7	3+
	Gorkanaut (1-6 wounds remaining)	6"	5+	5+	8	8	N/A	3	7	3+

A Gorkanaut is equipped with: deffstorm mega-shoota; 2 rokkit launchas; skorcha; 2 twin big shootas; klaw of Gork (or possibly Mork).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Deffstorm mega-shoota	36"	Dakka 30/20	6	-1	1	-
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin big shoota	36"	Dakka 10/6	5	0	1	-
Klaw of Gork (or possibly Mork)	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Crush	Melee	Melee	x2	-4	6	-
- Smash	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.

ABILITIES

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

Big an' Stompy: This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TITANTIC, TRANSPORT, WALKERZ, GORKANAUT**



Outcast Nobz pilot these lumbering war engines, following the echoing call of the Great Waaagh! out across the stars. They are welcomed by Ork warbands wherever they go, for the punishing hails of firepower they can unleash are devastating, and few foes can long survive the grasp of their enormous, piston-powered klaws.



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.

STOMPA

34 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stompa (31+ wounds remaining)	10"	3+	5+	10	8	40	6	8	3+
	Stompa (21-30 wounds remaining)	9"	4+	5+	10	8	N/A	5	8	3+
	Stompa (11-20 wounds remaining)	8"	4+	5+	10	8	N/A	4	8	3+
	Stompa (1-10 wounds remaining)	6"	5+	5+	10	8	N/A	3	8	3+

A Stompa is equipped with: 3 big shootas; deffkannon; skorcha; supa-gatler; supa-rokkits; twin big shoota; mega-choppa.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Deffkannon	72"	Heavy 3D6	10	-4	D6	Blast
Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Supa-gatler	48"	Dakka 24/16	7	-2	1	-
Supa-rokkits	100"	Heavy D6	8	-3	D6	Blast
Twin big shoota	36"	Dakka 10/6	5	0	1	-
Mega-choppa	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Smash	Melee	Melee	x2	-5	9	-
- Slash	Melee	Melee	User	-2	3	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.

ABILITIES

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

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 3D6" suffers D6 mortal wounds.

Waaagh! Effigy (Aura): While a friendly **ORKS** unit is within 6" of this model, each time a Morale test is taken for that unit, you can re-roll the result.

Big an' Stompy: This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does so it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.

Rigger Crew: At the end of your Movement phase, this model's grot riggers can attempt to repair it. If they do so, roll one D6; one a 2+, this model regains D3 lost wounds. This model can only be repaired once per turn.

TRANSPORT

This model has a transport capacity of 20 **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **VEHICLE, TRANSPORT, TITANIC, WALKERZ, STOMPA**

MEKBOY WORKSHOP

4 POWER

A Mekboy Workshop consists of 1 Mekboy Workbench, 3 Scrap Piles and 3 Scrap Barricades. A Mekboy Workshop has no equipment.

ABILITIES

Workshop: When this fortification is set up on the battlefield, all of the Scrap Piles and Scrap Barricades must be set up within 6" of the Mekboy Workbench. Once it has been set up, each piece of this Fortification is treated as a terrain feature.

Terrain Traits: Each piece of this terrain feature is treated as an Obstacle with the following terrain traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground.

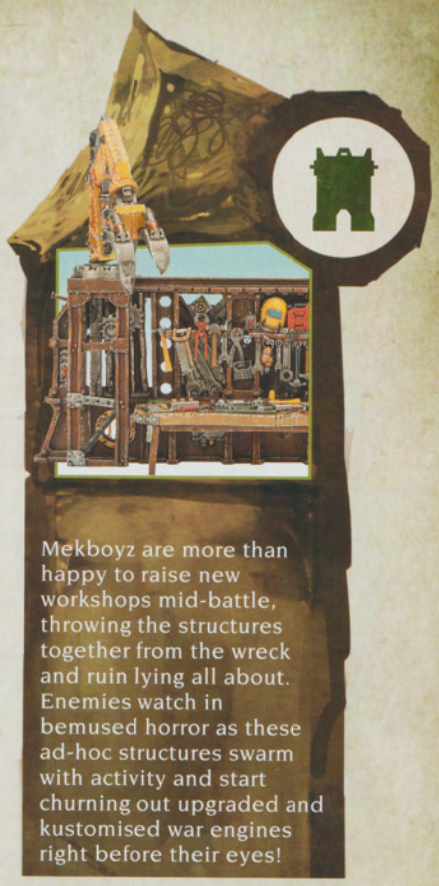
Fixin' Toolz: While a **MEK** or **BIG MEK** model is within 1" of the Mekboy Workbench terrain feature, each time that model uses their Mekaniak or Big Mekaniak ability, add 1 to the number of wounds the **VEHICLE** unit being repaired regains.

I'll Av Wot E's Avin!: If this model is included in your army, each Kustom Job (pg 60-61) can be selected twice for your army, instead of once. Each model can still only have one Kustom Job.

I've Got Just da Fing: MEK and **BIG MEK** units in your army can attempt the following action:

Kustomise (Action): Once per battle round, at the end of your Movement phase, select one **MEK** or **BIG MEK** unit from your army that is within 1" of the Mekboy Workbench, then select one **ORKS VEHICLE** unit (excluding **TITANIC** units) that is within 3" of this Mekboy Workbench. That **VEHICLE** unit must remain within 3" of that Mekboy Workbench until the action is completed. The action is completed at the end of your turn. Once completed, select one Kustom Job (pg 60-61) that **VEHICLE** unit is eligible for, including the normal restrictions on how many of each Kustom Job can be included in your army (see I'll Av Wot E's Avin!, opposite). That **VEHICLE** unit gains the selected Kustom Job (Do not increase the model's Power Rating or points value). At the end of each battle round, roll one D6 for each Kustom Job gained from this ability: on a 1, that Kustom Job falls off again and cannot be used by or selected for that model for the rest of the battle.

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



Mekboyz are more than happy to raise new workshops mid-battle, throwing the structures together from the wreck and ruin lying all about. Enemies watch in bemused horror as these ad-hoc structures swarm with activity and start churning out upgraded and kustomised war engines right before their eyes!





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.

BIG'ED BOSSBUNKA

5 POWER

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

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Big'ed Bossbunka (7+ wounds remaining)	-	-	5+	6	8	12	-	7	3+
	Big'ed Bossbunka (4-6 wounds remaining)	-	-	5+	6	8	N/A	-	7	3+
	Big'ed Bossbunka (1-3 wounds remaining)	-	-	6+	6	8	N/A	-	7	3+

A Big'ed Bossbunka is equipped with: big shoota; Gaze of Gork.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Gaze of Gork	Before selecting targets, select one of the profiles below to make attacks with.					
- Squint	18"	Heavy 1	9	-4	3	Each time an attack is made with this weapon profile, select one eligible target unit, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Glare	24"	Heavy D6	5	-1	1	Blast. Each time this weapon profile is selected, select a point on the battlefield within this weapon's maximum range and resolve attacks against every eligible enemy unit within 3" of that point, determining visibility from that point. Determine the number of attacks seperately for each eligible enemy unit.

OTHER WARGEAR	ABILITIES
Shoutin' pole	While a **WARBOSS** model is embarked upon this **TRANSPORT**, the bearer gains that **WARBOSS** model's Warboss, Beastboss or Flashiest Gitz aura ability.

WARGEAR OPTIONS

- This model can be equipped with up to 3 additional big shootas.
- This model can be equipped with a shoutin' pole.

ABILITIES

Ramshackle, Waaagh! (pg 80-81)

Open-topped: In your Shooting phase, units embarked within this transport can be selected to shoot with; measure distances and draw line of sight from any point on this transport when doing so. Embarked models are considered to have Remained Stationary, unless they embarked this turn.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 **FLASH GITZ** or **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models.

FACTION KEYWORDS: **ORKS, <CLAN>**
KEYWORDS: **BUILDING, VEHICLE, TRANSPORT, BIG'ED BOSSBUNKA**



WEAPON PROFILES

Below you will find the profiles for all the weapons that Orks models can be equipped with. Note that some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book. Additionally, some weapons have the Dakka Type, described on page 80.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Big shoota	36"	Dakka 5/3	5	0	1	-
Blitz missiles	18"	Assault D3	6	-1	D3	Blast
Bubblechukka	After selecting targets, roll one D3 to determine which of the profiles below to make attacks with. If a unit contains more than one bubblechukka that is targeting the same unit, determine the profiles for each weapon separately before any attacks are resolved against that target.					
D3 Result						
1 Big bubble	48"	Heavy 3D3	6	-2	1	Blast
2 Wobbly bubble	48"	Heavy D6	8	-3	3	Blast
3 Dense bubble	48"	Heavy 1	10	-4	D3+3	-
Burna	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Burna bottles	6"	Grenade 2D3	4	0	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Burna exhaust	8"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Da Rippa	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Heavy 3	7	-3	2	-
- Supercharge	24"	Heavy 3	8	-3	3	Each time the bearer shoots, if any unmodified hit rolls of 1 are made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Dakkagun	18"	Dakka 5/3	5	0	1	-
Deffgun	48"	Dakka 3/2	7	-1	2	-
Deffkannon	72"	Heavy 3D6	10	-4	D6	Blast
Deffstorm mega-shoota	36"	Dakka 30/20	6	-1	1	-
'Eavy lobba	48"	Heavy D6	6	-1	2	Blast. This weapon can target units that are not visible to the bearer.
Eyez of Mork	12"	Assault 2	6	-3	D3	-
Gaze of Gork	Before selecting targets, select one of the profiles below to make attacks with.					
- Squint	18"	Heavy 1	9	-4	3	Each time an attack is made with this weapon profile, select one eligible target unit, draw a straight line between the closest point of the bearer's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Glare	24"	Heavy D6	5	-1	1	Blast. Each time this weapon profile is selected, select a point on the battlefield within this weapon's maximum range and resolve attacks against every eligible enemy unit within 3" of that point, determining visibility from that point. Determine the number of attacks seperately for each eligible enemy unit.
Grot blasta	12"	Pistol 1	3	0	1	-
Grotzooka	18"	Heavy 2D3	6	0	1	Blast
Heavy squig launcha	36"	Assault 2D6	5	-2	2	Blast. This weapon can target units that are not visible to the bearer.
Kannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag	36"	Heavy D6	5	0	1	Blast
- Shell	36"	Heavy 1	8	-2	D6	-
Killkannon	24"	Heavy D6	8	-2	2	Blast
Killa jet	Before selecting targets, select one of the profiles below to make attacks with.					
- Burna	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Cutta	12"	Assault 2	8	-4	D6	Each time an attack made with this weapon profile targets a unit within half range, that attack has a Damage characteristic of D6+2.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Kombi-rokkit	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Rokkit	24"	Heavy D3	8	-2	3	Blast
- Shoota	18"	Dakka 3/2	4	0	1	-
Kombi-skorcha	Before selecting targets, select one or both of the profiles below to make attacks with. If you select both, then each time an attack is made with this weapon this phase, subtract 1 from that attack's hit roll.					
- Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon profile, that attack automatically hits the target.
- Shoota	18"	Dakka 3/2	4	0	1	-
Kopta rokkits	24"	Heavy 2D3	8	-2	3	Blast
Kustom mega-blasta	24"	Assault D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom mega-kannon	36"	Heavy D6	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom mega-slugga	12"	Pistol D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom mega-zappa	36"	Heavy 3D3	8	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Kustom shokk rifle	24"	Assault 2	8	-3	D6	If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Kustom shoota	18"	Dakka 6/4	4	0	1	-
Lobba	48"	Heavy D6	5	0	1	Blast. This weapon can target units that are not visible to the bearer.
Mek speshul	30"	Dakka 14/10	5	-2	2	-
Mork's Roar	36"	Dakka 16/12	5	-1	1	-
Pair of rokkit pistols	12"	Pistol 2	7	-2	D3	-
Rivet kannon	36"	Dakka 9/6	7	-2	2	-
Rokkit kannon	24"	Heavy 3D3	8	-2	3	Blast
Rokkit launcha	24"	Heavy D3	8	-2	3	Blast
Saddlegit weapons (shooting)	8"	Assault 1	4	0	1	-
Sawn-off shotgun	12"	Assault 2	4	0	1	-
Shokk attack gun	60"	Heavy D6	*	-5	D6	Blast. Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks: on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage.
Shokka pistol	6"	Pistol D3	6	-1	1	Blast. Each time an attack made with this weapon is allocated to a **VEHICLE** model, that attack has a Damage characteristic of D3.
Shoota	18"	Dakka 3/2	4	0	1	-
Skorcha	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Skorcha missile racks	36"	Assault 2D6	6	-2	1	Blast. Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Slugga	12"	Pistol 1	4	0	1	-
Smasha gun	48"	Heavy D3	8	-4	D6	Blast
Snazzgun	24"	Heavy 3	6	-2	2	-
Squig launcha	18"	Assault D6	5	-2	2	Blast. This weapon can target units that are not visible to the bearer.
Stikka (shooting)	12"	Assault 1	User	-2	2	Each time an attack made with this weapon targets a unit within half range, that attack has a Strength characteristic of +1.
Stikka kannon	12"	Heavy 1	8	-2	3	Each time the bearer makes an attack with this weapon, if that attack targets a **MONSTER** or **VEHICLE** unit, you can re-roll the hit roll.
Stikkbombz	8"	Grenade D6	3	0	1	Blast
Stikkbomb flinga	12"	Assault 2D6	3	0	1	Blast
Supa-gatler	48"	Dakka 24/16	7	-2	1	-
Supa-rokkits	100"	Heavy D6	8	-3	D6	Blast

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Supa-shoota	36"	Dakka 6/4	6	-1	1	-
Tellyport blasta	12"	Assault D6	8	-2	3	Blast
Tellyport mega-blasta	24"	Assault D6	9	-2	D3+3	Blast
Thump gun	18"	Assault D3	6	-1	D3	Blast
Traktor kannon	48"	Heavy 1	8	-2	D3+3	Each time an attack is made with this weapon: • Against a **VEHICLE** unit that can **FLY**, that attack has a Damage characteristic of D6+3. • Against an **AIRCRAFT** unit, add 2 to that attack's hit roll. • Against a non-**AIRCRAFT** unit, add 1 to that attack's hit roll.
Twin big shoota	36"	Dakka 10/6	5	0	1	-
Twin boomstikk	12"	Assault 2	5	0	1	-
Wazbom mega-kannon	36"	Heavy D3	10	-3	D6	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Wing missiles	24"	Assault 1	8	-2	3	Each time an attack is made with this weapon that targets a **VEHICLE** unit, add 1 to that attack's hit roll.
Wurrtower	24"	Assault 1	9	-3	D6	Each time this weapon is selected to shoot with, if the bearer successfully manifested any psychic powers this turn, change this weapon's Type to Assault D3. Each time an attack is made with this weapon, that attack automatically hits the target.
Zzap gun	36"	Heavy 1	*	-3	3	Each time this weapon is selected to shoot with, roll 2D6 to determine the Strength of all its attacks: on an 11+, each successful hit inflicts D3 mortal wounds on the target in addition to any normal damage, and the bearer suffers 1 mortal wound.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Attack squig	Melee	Melee	4	-1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.
Beastchoppa	Melee	Melee	User	-2	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Beast Snagga klaw	Melee	Melee	+4	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Big Chompa's jaws	Melee	Melee	7	-3	3	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 4 mortal wounds on the target and the attack sequence ends.
Big choppa	Melee	Melee	+2	-1	2	-
Breacha ram	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, the target does not receive the benefits of cover against that attack.
Butcha boyz	Melee	Melee	5	-1	1	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Choppa	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Da Grabzappa	Melee	Melee	+2	-3	2	-
Da Vulcha's Klaws	Melee	Melee	+2	-3	2	-
Deff rolla	Melee	Melee	+1	-2	2	Each time an attack is made with this weapon, treat the bearer as having a Weapon Skill characteristic of 2+.
Dread klaw	Melee	Melee	x2	-3	3	Each time the bearer fights, it makes 1 additional attack with this weapon.
Grabba stikk	Melee	Melee	+1	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Grabbin' klaw	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Grot-prod	Melee	Melee	+2	-1	1	-
Gork's Klaw	Melee	Melee	x2	-4	4	-
Gutrippa	Melee	Melee	+1	-2	3	-
Kan klaw	Melee	Melee	+3	-3	3	-
Killsaw	Melee	Melee	x2	-4	D3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll. Each time the bearer fights, if it is equipped with 2 killsaws, it makes 1 additional attack with this weapon.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Klaw of Gork (or possibly Mork)	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Crush	Melee	Melee	x2	-4	6	-
- Smash	Melee	Melee	User	-2	2	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Makari's stabba	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts D3 mortal wounds on the target and the attack sequence ends.
Mega-choppa	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Smash	Melee	Melee	x2	-5	9	-
- Slash	Melee	Melee	User	-2	3	Each time an attack is made with this weapon profile, make 3 hit rolls instead of 1.
Mork's Teeth	Melee	Melee	User	-2	2	-
Nose drill	Melee	Melee	+2	-2	D3	-
Power klaw	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power snappa	Melee	Melee	+2	-2	2	-
Power stabba	Melee	Melee	User	-2	1	-
Saddlegit weapons (melee)	Melee	Melee	3	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Savage horns and hooves	Melee	Melee	+1	-2	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Saw blades	Melee	Melee	+2	-2	2	-
Smasha squig jaws	Melee	Melee	6	-1	2	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.
Snagga klaw	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, you can re-roll the wound roll.
Spinnin' blades	Melee	Melee	+1	-1	1	Each time an attack is made with this weapon, make 3 hit rolls instead of 1.
Squighog jaws	Melee	Melee	6	-1	2	Each time the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon.
Squigosaur's jaws	Melee	Melee	7	-3	3	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 3 mortal wounds on the target and the attack sequence ends.
Stikka (melee)	Melee	Melee	+1	-2	2	-
Tankhammer	Melee	Melee	-	-	-	Each time the bearer fights, it can only make 1 attack with this weapon. If that attack hits, the target unit suffers D6 mortal wounds and the bearer is destroyed.
'Uge choppa	Melee	Melee	+3	-3	2	-
'Urty syringe	Melee	Melee	2	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon, unless the target is a **VEHICLE** or **TITANIC** unit, that attack always wounds on an unmodified wound roll of 2+.
Waaagh! banner	Melee	Melee	+2	0	2	-
Weirdboy staff	Melee	Melee	+3	-1	D3	-
Wreckin' ball	Melee	Melee	+2	-1	2	Each time the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of '*x* pts/model', then the unit costs *x* points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Beastboss (pg 90)
Unit size ..... 1 model
Unit cost ..... 95 pts

Beastboss on Squigosaur (pg 91)
Unit size ..... 1 model
Unit cost ..... 145 pts
- Thump gun ..... +5 pts

Big Mek with Kustom Force Field (pg 83)
Unit size ..... 1 model
Unit cost ..... 85 pts
- Grot oiler ..... +5 pts

Big Mek in Mega Armour (pg 86)
Unit size ..... 1 model
Unit cost ..... 85 pts
- Grot oiler ..... +5 pts
- Killsaw ..... +5 pts
- Kustom force field ..... +30 pts
- Tellyport blasta ..... +10 pts

Big Mek with Shokk Attack Gun (pg 83)
Unit size ..... 1 model
Unit cost ..... 110 pts
- Grot oiler ..... +5 pts

Boss Snikrot (pg 87)
Unit size ..... 1 model
Unit cost ..... 95 pts

Boss Zagstruk (pg 87)
Unit size ..... 1 model
Unit cost ..... 110 pts

Deffkilla Wartrike (pg 88)
Unit size ..... 1 model
Unit cost ..... 120 pts

Ghazghkull Thraka (pg 82)
Unit size ..... 1 model
Unit cost ..... 300 pts

Kaptin Badrukk (pg 89)
Unit size ..... 1 model
Unit cost ..... 95 pts
- Ammo runt ..... +5 pts

Makari (pg 82)
Unit size ..... 1 model
Unit cost ..... 55 pts

Mozrog Skragbad (pg 92)
Unit size ..... 1 model
Unit cost ..... 170 pts

Painboss (pg 91)
Unit size ..... 1 model
Unit cost ..... 80 pts
- Beast Snagga klaw ..... +5 pts
- Grot orderly ..... +5 pts

Warboss (pg 84)
Unit size ..... 1 model
Unit cost ..... 90 pts
- Attack squig ..... +5 pts
- Power klaw ..... +10 pts

Warboss in Mega Armour (pg 85)
Unit size ..... 1 model
Unit cost ..... 115 pts

Weirdboy (pg 85)
Unit size ..... 1 model
Unit cost ..... 70 pts

Wurrboy (pg 92)
Unit size ..... 1 model
Unit cost ..... 70 pts

Zodgrod Wortsnagga (pg 90)
Unit size ..... 1 model
Unit cost ..... 65 pts

TROOPS

Beast Snagga Boyz (pg 94)
Unit size ..... 10-20 models
Unit cost ..... 11 pts/model
- Thump gun ..... +5 pts

Boyz (pg 93)
Unit size ..... 10-30 models
Unit cost ..... 9 pts/model
- Big choppa ..... +5 pts
- Big shoota ..... +5 pts
- Killsaw ..... +10 pts
- Kombi-rokkit ..... +10 pts
- Kombi-skorcha ..... +10 pts
- Power klaw ..... +10 pts
- Power stabba ..... +5 pts
- Rokkit launcha ..... +10 pts

Gretchin (pg 93)
Unit size ..... 10-30 models
Unit cost ..... 5 pts/model

ELITES

Burna Boyz (pg 97)
Unit size ..... 5-15 models
Unit cost ..... 11 pts/model
- Kustom mega-blasta ..... +5 pts
- Rokkit launcha ..... +5 pts

Kommandos (pg 100)
Unit size ..... 5-15 models
Unit cost ..... 10 pts/model
- Big choppa ..... +5 pts
- Big shoota ..... +5 pts
- Bomb squig ..... +5 pts
- Breacha ram ..... +5 pts
- Burna ..... +5 pts
- Distraction grot ..... +10 pts
- Kustom shoota ..... +5 pts
- Power klaw ..... +5 pts
- Rokkit launcha ..... +10 pts
- Shokka pistol ..... +5 pts

Mad Dok Grotsnik (pg 96)
Unit size ..... 1 model
Unit cost ..... 85 pts

Meganobz (pg 101)
Unit size ..... 3-10 models
Unit cost ..... 35 pts/model
- Killsaw ..... +5 pts
- Kombi-rokkit ..... +5 pts
- Kombi-skorcha ..... +10 pts

Mek (pg 98)
Unit size ..... 1 model
Unit cost ..... 25 pts
- Grot oiler ..... +5 pts
- Killsaw ..... +10 pts

Nob with Waaagh! Banner (pg 94)
Unit size ..... 1 model
Unit cost ..... 70 pts

Nobz (pg 102)
Unit size ..... 5-10 models
Unit cost ..... 18 pts/model
- Ammo runt ..... +5 pts
- Big choppa ..... +3 pts
- Killsaw ..... +10 pts
- Kombi-rokkit ..... +10 pts
- Kombi-skorcha ..... +10 pts
- Power klaw ..... +8 pts
- Power stabba ..... +5 pts

Painboy (pg 95)
Unit size ..... 1 model
Unit cost ..... 70 pts
- Grot orderly ..... +5 pts

Runtherd (pg 97)
Unit size ..... 1 model
Unit cost ..... 30 pts
- Grot-lash ..... +5 pts
- Squig hound ..... +5 pts

Tankbustas (pg 99)

Unit size ..... 5-15 models
Unit cost ..... 17 pts/model
- Bomb squig ..... +5 pts

FAST ATTACK

Boomdakka Snazzwagons (pg 103)

Unit size ..... 1-3 models
Unit cost ..... 90 pts/model

Deffkoptas (pg 108)

Unit size ..... 3-6 models
Unit cost ..... 50 pts/model
- Big bomb ..... +5 pts

Kustom Boosta-blastas (pg 104)

Unit size ..... 1-3 models
Unit cost ..... 80 pts/model

Megatrakk Scrapjets (pg 106)

Unit size ..... 1-3 models
Unit cost ..... 90 pts/model

Nob on Smasha Squig (pg 105)

Unit size ..... 1 model
Unit cost ..... 65 pts

Rukkatrukk Squigbuggies (pg 105)

Unit size ..... 1-3 models
Unit cost ..... 90 pts/model

Shokkjump Dragstas (pg 103)

Unit size ..... 1-3 models
Unit cost ..... 85 pts/model

Squighog Boyz (pg 107)

Unit size ..... 3-6 models
Unit cost ..... 25 pts/model
- Bomb squig ..... +5 pts

Stormboyz (pg 106)

Unit size ..... 5-15 models
Unit cost ..... 11 pts/model
- Power klaw ..... +10 pts

Warbikers (pg 104)

Unit size ..... 3-9 models
Unit cost ..... 25 pts/model
- Big choppa ..... +5 pts
- Power klaw ..... +10 pts

HEAVY SUPPORT

Battlewagon (pg 110)

Unit size ..... 1 model
Unit cost ..... 120 pts
- 'Ard case ..... +15 pts
- Big shoota ..... +5 pts
- Deff rolla ..... +15 pts
- Grabbin' klaw ..... +5 pts
- Kannon ..... +5 pts
- Killkannon ..... +15 pts
- Lobba ..... +5 pts
- Wreckin' ball ..... +5 pts
- Zzap gun ..... +5 pts

Bonebreaka (pg 111)

Unit size ..... 1 model
Unit cost ..... 175 pts
- Big shoota ..... +5 pts
- Grabbin' klaw ..... +5 pts
- Kannon ..... +5 pts
- Killkannon ..... +15 pts
- Lobba ..... +5 pts
- Wreckin' ball ..... +5 pts
- Zzap gun ..... +5 pts

Deff Dreads (pg 114)

Unit size ..... 1-3 models
Unit cost ..... 85 pts/model
- Kustom mega-blasta ..... +10 pts
- Skorcha ..... +5 pts
- Rokkit launcha ..... +10 pts

Flash Gitz (pg 116)

Unit size ..... 5-10 models
Unit cost ..... 27 pts/model
- Ammo runt ..... +5 pts
- Gitfinda Squig ..... +5 pts

Gunwagon (pg 112)

Unit size ..... 1 model
Unit cost ..... 165 pts
- Big shoota ..... +5 pts
- Deff rolla ..... +15 pts
- Grabbin' klaw ..... +5 pts
- Killkannon ..... +10 pts
- Lobba ..... +10 pts
- Wreckin' ball ..... +5 pts

Hunta Rig (pg 117)

Unit size ..... 1 model
Unit cost ..... 160 pts

Kill Rig (pg 115)

Unit size ..... 1 model
Unit cost ..... 190 pts

Killa Kans (pg 113)

Unit size ..... 3-6 models
Unit cost ..... 40 pts/model
- Skorcha ..... +5 pts
- Rokkit launcha ..... +15 pts

Lootas (pg 113)

Unit size ..... 5-15 models
Unit cost ..... 17 pts/model
- Kustom mega-blasta ..... +5 pts
- Rokkit launcha ..... +5 pts

Mek Gunz (pg 109)

Unit size ..... 1-3 models
Unit cost ..... 45 pts/model

DEDICATED TRANSPORTS

Trukk (pg 118)

Unit size ..... 1 model
Unit cost ..... 70 pts
- Grabbin' klaw ..... +5 pts
- Wreckin' ball ..... +5 pts

FLYERS

Blitza-bommer (pg 120)

Unit size ..... 1 model
Unit cost ..... 150 pts

Burna-bommer (pg 119)

Unit size ..... 1 model
Unit cost ..... 135 pts
- Skorcha missile racks ..... +15 pts

Dakkajet (pg 120)

Unit size ..... 1 model
Unit cost ..... 100 pts
- Additional supa-shoota ..... +10 pts

Wazbom Blastajet (pg 121)

Unit size ..... 1 model
Unit cost ..... 170 pts
- Blastajet force field ..... +20 pts
- Supa-shoota ..... +10 pts
- Tellyport mega-blasta ..... +10 pts

LORDS OF WAR

Gorkanaut (pg 123)

Unit size ..... 1 model
Unit cost ..... 365 pts

Morkanaut (pg 122)

Unit size ..... 1 model
Unit cost ..... 350 pts
- Kustom force field ..... +30 pts

Stompa (pg 124)

Unit size ..... 1 model
Unit cost ..... 675 pts

FORTIFICATIONS

Big'ed Bossbunka (pg 126)

Unit size ..... 1 model
Unit cost ..... 75 pts
- Big shoota ..... +5 pts
- Shoutin' pole ..... +5 pts

Mekboy Workshop (pg 125)

Unit size ..... 7 models
Unit cost ..... 70 pts