



Great Crusade Ork Rule Set

HQ

Urlakk Urg Overlord of Ullanor 450 points

WS BS S T W I A LD SV
8 2 6 3 6 5 7 10 2+

Unit Composition: 1 (Unique)

Unit Type: Monstrous Creature

Wargear: Giga Armor (Mega Armor with a 3+ invulnerable save), 2 power Klaws with built in Kustom mega Blastas, Twin linked Rokit Launchers

Special Rules

Feel No Pain, Waaagh!, Furious Charge Mob Rule, Independent Character, Eternal Warrior

Touched by Mork: All units in your army may re roll shooting

Bad Moon Warlord: Flash Gitz may be taken as troops

Chork Naghriz da walka, goff warlord 350 points

WS BS S T W I A LD Sv

Chork Naghriz 9 2 6 6 5 5 6 10 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Evy Armor, Fists of Steel (count as rending), *Dust Vulcha*: Range 12" Str D6+4 AP1 pistol, Beard Squig (Makes an additional Power Klaw attack even when using Roundhouse Kick), Hard as Nails (ignores the first unsaved wound taken each player turn)

Special Rules

Feel No Pain, Waaagh!, Furious Charge Mob Rule, Independent Character, 5+ Inv save

E' Luvs Da Big Uns: Chork Naghriz may only ever join units of Big Uns.

Roundhouse Kick: Instead of making his normal attacks in close combat, Chork may instead make a single Strength 10 Attack that ignores armour and invulnerable saves. Hits from this kick ignore the Eternal Warrior special rule.

Big Unz: Coming from the super dense star systems at the galactic core, the Ork horde led by Chork Naghriz is immense. With Nobz the size of warbosses, Orks the size of nobz and grotz the size of Orks it is little wonder that Chork is such a monster in stature himself. If you include Chork then any Ork Boyz, Burna Boyz, Tankbustas, Lootas or Stormboyz in his army may be upgraded to Big Unz. They gain +1 Strength, +1 Wound, +1 Initiative and +1 Attack for +13 points per model. This must be applied to every model of that type in the unit.

Goff Warlord: Goff armies are particularly brave in the face of overwhelming enemy force. All units in an army led by a Goff Warlord are Stubborn.

Skumsog Snikteef Blood Axe Warlord 150 points

WS BS S T W I A LD Sv

Skumsog Snikteef 6 2 5 5 3 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Evy Armor, Tank Hamma, Slugga, Cybork body

Special Rules

Independent Character, Infiltrate, Mob Rule, Furious Charge, Waaagh!, 5+ Invulnerable save

Blood Axe Warlord: Renowned for their kunnin and sneakiness, Blood Axe armies may take Kommando mobs as a Troops choice. A Blood Axe Warlord may re roll any of their reserve rolls. A Warlord does not share command.

WOTZUL GARMAGG SNAKE BITE WARLORD 150 points

WS BS S T W I A LD Sv

Wotzul Garmagg 6 2 5 5(6) 4 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Beast

Wargear: Power klaw, Slugga, Attack Squig, Cyboar, Cybork Body

Special Rules

Independent Character, Mob Rule, Furious Charge, Waaagh!, 5+ Invulnerable save

Snakebite Warlord: Snakebite armies have bred particularly savage Grotz and Squigs. Gretchin Mobs and models with Attack Squigs may Re roll hits on the first turn of combat in an army led by a Snake Bite Warlord. A Warlord does not share command.

VOLTUN WYRDGIT BAD MOON ODDBOSS 150 points

WS BS S T W I A LD Sv

Voltun Wyrdgit 5 2 5 5 4 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Power Weapon, Slugga, Cybork Body

Special Rules

Independent Character, Mob Rule, Furious Charge, Waaagh!, 5+ Invulnerable save

Bad Moon Oddboss: Bad Moon armies have their fair share of eccentricities. An army led by Wyrdgit may include Madboyz as Troops choices and may take Weirdboys as Elites and troops choices.

Mad as a Box of Hats: Voltun Wyrdgit may roll twice on the Madboy chart each turn. If you roll the same ability twice it counts as rolling a 6 instead. The abilities apply only to Wyrdgit.

NAFFORK GUD EVIL SUNZ WARLORD 150 points

WS BS S T W I A LD Sv

Naffork Gud 6 2 5 5(6) 4 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Jetbike

Wargear: Twin linked zzap gun, Deffcopta, Cybork Body, Buzzsaw

Special Rules

Independent Character, Mob Rule, Furious Charge, Waaagh!, 5+ Invulnerable save

Evil Sunz Warlord: The Evil Sunz makes use of lots of vehicles and as such a good Warlord keeps a Big Mek or two on hand to keep his wagonz in the best condition. An army led by an Evil Sunz

Warlord Big Mek become a troop choice All Evil Sunz vehicles may have Red Paint Job for free (must be represented on the models though, of course).

TEEFIN SKUM DEATH SKULL WARLORD 150 points

WS BS S T W I A LD Sv

Teefin Skum 6 2 5 5 3 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Evy Armor, Twin-Linked Deffgun, Slugga, Cybork Body, Da Kompensata (Rending close combat weapon)

Special Rules

Independent Character, Bomb 'em – Provided Teefin Skum does not move he may call on his boyz to fire an unlimited range Killkannon shot at the enemy, Mob Rule, Furious Charge, Waaagh!, 5+ Invulnerable save

Death Skull Warlord: Renowned for their lootin and shootin, Death Skull armies may take Lootaz mobs as a Troops choice. A Death Skull Warlord tends to be luckier than his peers and so he may force any successful armor saves taken against his Deffgun or Slugga shooting to be re rolled.

BIGNUTZ SHOKKSTIKK MEK BOSS 150 points

WS BS S T W I A LD Sv

Bignutz Shokkstikk 5 2 4 5 3 4 4 9 4+

Unit Composition: 1 (Unique)

Unit Type: Infantry

Wargear: Evy Armor, Kustom Force Field, Kustom Mega Blasta, Cybork Body, Choppa, Mek's Tools

Special Rules

Independent Character, Zzap Em Good – all Zzap guns may re-roll misses, Mob Rule, Furious Charge, Waaagh!, Counts as a Big Mek

Mek Boss: A Mek Boss is found at the heart of a bizarre force of *the* orky know wots. Armies led by a Mek Boss (and not including any Warbosses, or Warlords) may include maximum sized mobs of Killa Kanz as a Troops choice. Furthermore all Deff Dreads and all mobs of Killa Kanz that still contains more than one Kan at the end of the battle counts as scoring units.

Warboss 50 points

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

Unit Composition: 1 Warboss

Unit Type: Infantry

Wargear: slugga, shoota, choppa, stikkbombs

Options: may replace armor with mega armor for +30 points. May replace choppa for a big choppa for +5 points or a power klaw for +15 points. May replace the shoota for a shoota/skorcha kombi weapon for +5 points, a twin linked shoota for +7 points, or a shoota/rokket kombi weapon for +10 points. May take a warbike for +25 points, an ammo runt for +1 point, attack squig for +10 points, a cybork body for +7 points, bosspole for +2 points, or eavy armor for +5 points.

Special rules

Independent Character, Waaagh!, Furious Charge, mob rule

Painboss 60 points

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

Unit Composition: 1 painboss

Unit Type: Infantry

Wargear: slugga, urty syringe, dok's tools

Options: may take eavy armor for +2 points, cybork body for +5 points, bosspole for +7 points, and/or attack squig for +10 points. May replace the slugga for a big choppa for +5 points or a power klaw for +10 points. May be accompanied by 10 grot orderlies for +3 points each.

Special rules

Independent Character, Waaagh!, Furious Charge, mob rule

The Dok is in!: painboyz are a troop choice in an army lead by a painboss

Elites

Big Mek 30 points each

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

Unit Composition: between 1 and 5 Big Meks

Unit Type: Infantry

Wargear: slugga, shoota, choppa, mek tools

Options: May replace choppa for a burna for +10 points or a power klaw for +15 points. May replace the shoota for a shoota/skorcha kombi weapon for +5 points, a shoota/rokket kombi weapon for +10 points, or a kustom mega-blasta for +15 points. May replace armor with mega armor for +30 points. May take a shokk attack gun for +45 points. May take a kustom force field for +40 points. May take a warbike for +25 points, an ammo runt for +1 point, attack squig for +10 points, a cybork body for +7 points, bosspole for +2 points, or eavy armor for +5 points.

Special rules

Waaagh!, Furious Charge, mob rule

Kommandos 35 points

WS BS S T W I A LD SV

4 2 3 4 1 3 3 7 6+

Unit Composition: 1 nob and 4 kommandos

Unit Type: Infantry

Wargear: slugga, choppa, stikkbombz

Options: may include 25 more kommandoes for 7 points each. 2 kommandoes in every 5 may replace the slugga and choppa for a big shoota for +5 points per model, a rokkit launcha for +15 points per model, or a burna for +3 points per model. The nob may replace their choppa for a big choppa for +3 points or a power klaw for +10 points. The nob may take eavy armor for +3 points and/or a bosspole for +5 points

Special rules

Waaagh!, Furious Charge, mob rule, move threw cover, infiltrate

KULTIST OF MORK +85 Points

WS BS S T W I A LD Sv

Kultist of Mork 5 2 5 4 2 3 4 8 6+

Unit Composition: Any Kommando Mob may replace its Nob with a Kultist of Mork

Unit Type: Infantry

Wargear: Mork's Teeth, Stikk Bombs

Special Rules

Mob Rule, Furious Charge, Waaagh!, Infiltrate, Move Through Cover, Ambush (C:O pg 62), Killa Reputation (C:O pg 62), Master of Teras Morkai (5+ Cover Save)

OGRYN MOB 75 points

WS BS S T W I A LD Sv

Ogryn 4 3 5 5 3 2 3 6 5+

Squad Composition: 3 Ogryns

Unit Type: Infantry

Wargear: Dakkagun, Stikk Bombz

Options The Mob may be joined by up to 17 additional Ogryns for 25 points each. Mobs of 6 or fewer models may take a Trukk as a dedicated transport for +35 points.

Special Rules

Count as two models for transport purposes, Furious Charge, Mob Rule

Monstrous Grots 75 points

WS BS S T W I A LD SV

3 3 4 4 2 2 2 7 5+

Unit Composition: 3 Monstrous Grots

Unit Type: Monstrous Creature

Wargear: Any combination of two of the following: CCW, slugga, shoota, burna

Options: may include 7 more Monstrous Grots for 25 points each. May take a Nob Herder once there are 5 monstrous grots. The nob may buy any weapon or equipment available to a nob.

Special Rules

Rage, Monstrous Creature, Mob Rule(each monstrous grot counts as two models), furious Charge, 6+ invulnerable save

Go Dis Way! Please?: If the squad has a Nob herder with them, they are not affected by the Rage special rule.

Deys Gone Mad!: At the end of any assault phase (potentially including even the opponents assault phase) that the Monstrous Grot squad has not been in an assault or shot at an enemy in the previous (owners) shooting phase, roll a D6. On a result of 1 or 2 one model in the squad is immediately krumped with no armor or cover saves allowed (invuln allowed) as the monstrous grots get angry with no enemies to fight. If you must krump a model in this way and there is a Nob Herder with the group, roll another D6 before removing a model. On a 4+ (or even a 3+?) on this second D6 roll, you must remove the Nob Herder as the victim (no saves of any kind allowed) as the group turns against him for all his abuse! If the Monstrous Grot unit is in a transport, roll 2d6 for the chance of removing a model (but only remove 1, even if both results are 1-2. They don't like being so cramped!

Dere's No Way!: No Independent Characters are allowed to join a Monstrous Grot Squad. You don't get to be a big Ork if you are that stupid!

Grot Snipa Band! 60 points

WS BS S T W I A LD SV
2 3 2 2 1 3 1 7 6+

Unit Composition: 5 Gretchin

Unit Type: Infantry

Wargear: Snipa Rifal (range 24" strength X AP 6 heavy 1, sniper, pinning, get's hot)

Options: May include 10 more Gretchin for 12 points each. Upgrade one model to a Grot Sneaka for +15 points.

Special Rules

Move through Cover, Mob Rule, Stealth, Infiltrate(with Grot Sneaka)

What Gunz we uzin!?- Gretchin of a Snipa Band often times have a variety of weaponry amongst them, and rarely the gun is ever the same. At the beginning of the game roll a D6 and apply the following:

Note: This affect applies **ALL** Grot Snipa Bandz in the army.

1-2 Explosive rounds- All Grot Snipa Rifals wound on a 3+ instead of a 4+

3-4 Penetrator rounds- All Grot Snipa Rifals are AP4

5-6 Odd Projectiles- All Grot Snipa Rifals become Heavy 2

Weirdboy 45 points each

WS BS S T W I A LD SV
4 2 4 4 2 3 3 7 6+

Unit Composition: between 1 and 5 weirdboys

Unit Type: Infantry

Wargear: force weapon

Options: any weirdboy may be upgraded to a warhead (rolls twice on the psychic table chart) for +20 points

Special rules

Waaagh!, Furious Charge, mob rule

Psychic powers: roll a D6. On a 1 the weirdboy kills all friendly units within 5" of him. On a 2 the psychic power is a ranged attack with the following profile: range 24" strength 6 AP 3 3" blast,

pinning. On a 3 the psychic power is a ranged attack with the following profile: range 36" strength 10 AP 2 melta. On a 4 the weirdboy and all orks within 12" have +1 attack. On a 5 the weirdboy and all

friendly units within 6" are taken off the board and then deep strike back in. On a 6 all ork units on the battlefield are fearless

Nobz 45 points

WS BS S T W I A LD SV

4 2 4 4 2 3 3 7 6+

Unit Composition: 3 Nobz

Unit Type: Infantry

Wargear: Slugga, choppa

Options: may include 12 more nobz for 15 points each. The entire squad may have Bikes for +20 points each. Any nob may replace their choppa for a big choppa for +3 points per model or a power klaw for +15 points per model. Any nob may replace their slugga for a twin linked shoota for +4 points per model, a shoota/skorcha kombi weapon for +6 points per model, or a shoota/rokkit launcha kombi weapon for +12 points per model. Any nob may take eavy armor for +4 points per model, bosspole for +5 points per model, Waaagh banner for +10 points per model, and/or ammo grots for +2 points per model. The entire squad may have cybork bodies for +3 points per model

Special rules

Waaagh!, Furious Charge, mob rule

Meganobz 30 points

WS BS S T W I A LD SV

4 2 4 4 2 3 3 7 2+

Unit Composition: 1 Meganob

Unit Type: Infantry

Wargear: mega armor, twin linked shoota, power klaw, stikkbombz

Options: may include 9 more meganobs for 30 points each. And meganob may exchange their twin linked shoota for a shoota/skorcha kombi weapon for +5 points per model or a shoota/rokkit launch kombi weapon for +10 points per model.

Special rules

Waaagh!, Furious Charge, mob rule

Eavy Arma Grots 90 points

WS BS S T W I A Ld Sv

2 3 3 2 1 2 1(2) 7 4+

Unit Type: Infantry

Size: 10

Wargear: Grot Slicas, Grot Rattatat, Eavy Arma

Options: may include 20 more eavy armor grots for 9 points each One Grot may become a "Mega Arma'd Grot"...15 Pts. The "Mega Arma'd Grot" may then take ONE of the following replace its Slica and Rattatat: A Scorcha...10 Pts, A twin-linked Big Shoota...20 Pts, A Power Klaw...10 Pts, A Kustom Mega Blasta...30 Pts

Special Rules

Slow But Purposeful, Mob Rule, Surprise!!!, Death AND Glory

Surprise!!!: Grots often incorporate bombs and explosives into their comrades armor, as they want theirs to be the best, and often do so by any means... At any point during each player's Assault Phase, the Grot player nominates a single grot model and may roll a d6 and apply the following:

1: Dud- The bomb does not go off, rather just sparks and fizzes

2: Kathump- The bomb backfires, killing the nominated grot

3-5: BOOM!- The bomb goes off in a minor explosion, place a small blast template over the nominated grot, all units caught under it suffer a S3 AP- hit

6: BADABOOOOOM!- The rigged bomb explodes in a fierce fireball, vaporizing those in the

immediate vicinity, place a large blast template over the nominated grot, all units under the template suffer a S4 AP4 Hit, open-topped vehicles suffer a glance

Death AND Glory: The bombs included within the Grot's armor are often times triggered under extreme stress, if a Grot mob is Tank Shocked, D3 Grot's are removed as they are caught under the treads, causing a single Melta Bomb hit on the vehicle.

Grot Slicas- Sharpened bits and pieces scavenged from prior battles, are more or less perfect for the grots to wield, and confer a +1 to Strength as included in the grot's profile.

Grot Rattatats- Guns forged by Grots, pump out a ridiculous amount of extremely loud rounds, much to the joy of the Grot. These are given to 'Eavy Arma Grots, and have the following profile

Range Strength AP Type

12" 3 6 Pistol, Pinning

"Mega Arma'd Grot"- Confers a Armor 2+ Save to the grot due to ramshackled mass of metal surrounding it. Even when hit, odds are the weapon just blew off a mass of metal which served no purpose.

Burna boyz 30 points

WS BS S T W I A LD SV

4 2 3 4 1 2 2 7 6+

Unit Composition: 3 burna boyz

Unit Type: Infantry

Wargear: Burna

Options: may include 17 more burna boyz for 10 points each.

Special rules

Waaagh!, Furious Charge, mob rule

Tankbustas 45 points

WS BS S T W I A LD SV

4 2 3 4 1 2 2 7 6+

Unit Composition: 3 Tankbustas

Unit Type: Infantry

Wargear: rokket launcha, tankbusta bombs

Options: may include 17 more tankbustas for 15 points each. 2 out of every 3 may exchange their rokket launcha for a tankhammer for free.

Special rules

Waaagh!, Furious Charge, mob rule, glory hogs

Lootas 33 points

WS BS S T W I A LD SV

4 2 3 4 1 2 2 7 6+

Unit Composition: 3 Lootas

Unit Type: Infantry

Wargear: deffgun

Options: may include up to 12 more lootas for 11 points each.

Special rules

Waaagh!, Furious Charge, mob rule

Painboyz 40 points each

WS BS S T W I A LD SV

4 2 4 4 2 3 3 7 6+

Unit Composition: between 1 and 10 Painboyz (each operate independently from one another)

Unit Type: Infantry

Wargear: dok's tools, ury syringe

Options: any painboy may take eavy armor for +1 point each, bosspole for +5 points each, and/or grot orderlies for +3 points each

Special rules

Waaagh!, Furious Charge, mob rule

Rockerz 40 points

WS BS S T W I A LD SV

3 3 3 4 1 2 2 7 6+

Unit Composition: 3 Rockerz

Unit Type: Infantry

Wargear: Rocker device (range template strength 6 AP 5 assault 2, ignores cover saves)

Options: may include 17 more rockers for 13 points each.

Special rules

Waaagh!, Furious Charge, mob rule

TINBOYZ MOB 120 points

WS BS S T W I A LD Sv

Tinboyz 3 2 5 5 3 2 2 5 3+

Squad Composition: 3 Tinboyz

Unit Type: Infantry

Wargear: Big Shoota, Big Choppa

Options: The Mob may be joined by up to 7 additional Tinboyz at +40 points each. Any Tinboy may replace its big shoota with one of the following weapons: a skorcha at +5 points or a deffgun or rokkit launcha for +10 points. Any Tinboy may replace its huge choppa with a power klaw at +15 points.

Mobs of 6 or fewer models may take a Trukk as a dedicated transport for +35 points.

Special Rules

Count as two models for transport purposes, Fearless, Slow and Purposeful

Dedicated Transports

Trukk 20 points dedicated transport

Front Side Rear BS

10 10 10 2

Unit Composition: 1 Trukk

Unit type: tank, opened topped, fast

Transport capacity: 12

Wargear: big shoota

Options: may replace the big shoota with a rokkit launcha for +10 points. May take red paint job, grot riggers, stikkbomb chukka, grabbin klaw, reinforced ram, and/or boarding planks for +5 points and/or wreckin ball, armor plates, and/or ard case for +10 points

Scrap Trukk 25 points

Front Side Rear BS

10 10 10 2

Unit Composition: 1 Scrap Trukk

Unit type: tank, opened topped,

Transport capacity: 12

Wargear: big shoota, armored plates, grabbin klaw

Options: may replace the big shoota with a rokkit launcha for +10 points. May take red paint job, grot riggers, stikkbomb chukka, reinforced ram, and/or boarding planks for +5 points and/or wreckin ball for +10 points

Looted Wagon 30 points

Front Side Rear BS

11 11 10 3

Unit Composition: 1 looted wagon

Unit type: tank, opened topped

Transport capacity: 12

Wargear: big shoota, skorcha

Options: may take an additional big shoota for +5 points, or a rokkit launcha for +10 points. May take red paint job, grot riggers, stikkbomb chukka, grabbin klaw, reinforced ram, and/or boarding planks for +5 points and/or wreckin ball, armor plates, and/or ard case for +10 points

Special rules

Don't press Dat!: roll a D6 at the start ever every turn. On a 1 the looted wagon must move at full speed toward the nearest enemy. The orks cannon disembark that turn

Big Trakk 40 points

Front Side Rear BS

12 11 10 2

Unit composition: 1 Big Trakk

Unit type: tank, opened topped

Transport capacity: 12

Wargear: 2 big shootas, armored plates

Options: may replace either big shoota with skorchas for free, or rokkit launchas for +5 points. May mount a kannon, lobba, or supa skorcha for +5 points, zzap gun for +10 points, big zzappa for +25 points, flakk gunz for +35 points, killkannon for +40 points, or a supa kannon for +60 points however by taking any of these options the transport capacity is lowered to 6. May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokkit launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Special rules

Rumbler ignores difficult terrain tests and may re roll dangerous terrain tests

Mekboy Junka 50 points

Front Side Rear BS

11 11 10 2

Unit Composition: 1 Mekboy Junka

Unit type: tank, opened topped,

Transport capacity: 10

Wargear: 3 pintle mounted big shootas, grot riggers, turbo charga (roll a D6, on a 1 vehicle immobilized, on any other number counts as fast), and either a reinforced ram, deff rolla, wreckin ball, or a grabbin klaw

Options: may replace any big shoota with a skorcha for free, a rokkit launcha for +5 points, twin linked big shoota for +10 points, twin linked rokkit launcha or kustom mega blasta for +15 point. May take red paint job and/or stikkbomb chukkas for +5 points each, and/or ard case for +10 points. May take turret mount supa skorcha for +15 points, turret mount big zzappa gun for +25 points, two grot bombs for +15 points each, kustom force field generator for +70 points, or a turret mount shokk attack gun for +90 points however if any of these options are taken the transport capacity is lowered to 6

Troops

FREEBOOTERZ MOB 140 points

WS BS S T W I A LD Sv

Freebooter 4 2 3 4 1 2 2 7 5+

Freebooter Kaptin 4 2 4 4 2 3 3 7 5+

Unit Composition: 1 Kaptin and 9 Freebooterz

Unit Type: Infantry

Wargear: Snazzgun, A Pair of Kutlass (two close combat weapons), Stikk Bombz

Options: The Mob may be joined by up to 10 additional Freebooterz at +13 points each. The Kaptin may replace one of his Kutlass with a Power Klaw at +25 points. The Kaptin may take a Boss pole for +5 points and a Squig Parrot for +10 points (counts as an attack squig). The unit may take Shootier, More Dakka or Blasta for +5 points per model. Mobs of 12 or fewer models may take a Trukk as a dedicated transport for +35 points.

Special Rules

Furious Charge, Mob Rule, Untrustworthy Gitz (May not be joined by anyone!)

Ard Boyz Mob 90 points

WS BS S T W I A LD SV

4 2 3 4 1 2 2 7 4+

Unit Composition: 10 ard boyz

Unit type: infantry

Wargear: slugga, choppa, eavy armor

Options: may include 20 more ard boyz for 9 points each. The entire mob may take stikkbombs for +1 point per model. The entire squad may replace their slugga and choppa for a shoota for free. 3 in every 10 may replace their shoota/slugga and choppa for a big shoota for +5 points or a rokkit launcha for +10 points

Special rules

Waaagh!, Furious Charge, mob rule

Boyz Mob 45 points

WS BS S T W I A LD SV

4 2 3 4 1 2 2 7 6+

Unit Composition: 10 boyz

Unit type: infantry

Wargear: slugga, choppa

Options: may include 40 more boyz for 5 points each. The entire mob may take stikkbombs for +1 point per model. The entire squad may replace their slugga and choppa for a shoota for free. 2 in every 10 may replace their shoota/slugga and choppa for a big shoota for +5 points or a rokkit launcha for

+10 points

Special rules

Waaagh!, Furious Charge, mob rule

Grot Mob 20 points

	WS	BS	S	T	W	I	A	LD	SV
Grot	2	3	2	2	1	2	1	5	-
Runtherd	4	2	3	4	1	2	2	7	6+

Unit composition: 10 grots and 1 Runtherder

Unit type: infantry

Wargear runtherder: Grabba stikk, slugga, squig hound

Wargear grots: blasta

Options: may include 90 more grots for 2 points each. For every 10 you must take a runtherder for +5 points. Any runtherder may replace their grabba stikk for grot prod for +5 points each

Special rules grots

It's a grot life

Special rules runtherder

Waaagh!, Furious Charge, mob rule

Fast Attack

CYBOAR MOB 80 points

	WS	BS	S	T	W	I	A	LD	Sv
Cyboar Boy	4	2	3	5	1	2	2(3)	7	4+
Cyboar Boss	4	2	4	5	2	3	3(4)	7	4+

Squad Composition: 1 Cyboar Boss & 2 Cyboar Boys

Unit Type: Beasts

Wargear: Slugga or Shoota, Hunting Spear (+1 strength initiative 6 power weapon), Stikk Bombz, Cyboar

Options: The Mob may be joined by up to 9 additional Cyboar Boyz at +24 points each. The Cyboar Boss may replace his hunting spear with a Power Klaw at +15 points or a big choppa for +5 points. The Cyboar Boss may take a Boss pole for +5 points. One Cyboar Boy may be upgraded to a Pig Dok for +30 points. Pig Dok's are equipped with an 'urty syringe, stikk bombs and Dok's Tools.

Special Rules

Furious Charge, Mob Rule, Fleet, Rage

Cyboar: A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants. Because of the toughness of the Cyboar and its value as cover, the rider gets 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon and the rider counts as being armed with an additional close combat weapon. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain take an automatic wound (saves allowed), as the Cyboar has a tendency to butt rocks and trees.

MADBOYZ MOB 100 points

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

Squad Composition: 10 Madboyz

Unit Type: Infantry

Wargear: Slugga, Choppa

Options The Mob may be joined by up to 20 additional Madboyz at 10 points each. Mobs of 20 or fewer models may take a Weirdboy Battlewagon as a dedicated transport for +145 points.

Special Rules

Fearless, Furious Charge, Mob Rule, Nutty Gitz (May only be joined by Weirdboy!)

Madboy: At the beginning of each Ork turn, the Ork player rolls a dice for each mob of Madboyz and consults the table below. The result applies until the roll is made at the start of the next Ork turn.

Weirdboys in the unit allow the result to be rerolled. The Madboy abilities apply to Weirdboys in the unit:

1 *We iz dead!* The unit is pinned for the turn (even though normally immune).

2 *Right Ladz!* The unit gains +1 Attack.

3 *Oooh, So Strong!* The unit gains +1 Strength.

4 *I Knows Fung Koo!* The Unit gains +1 WS

5 *Dats Nuffink!* The Unit gains Feel No Pain.

6 *Soopa Ork!* The unit gains all of the above bonuses (except We iz Dead!)

Gretchin Gun Runna Squad 90 points

WS BS S T W I A LD SV

3 2 2(3) 2 1 3(4) 1 7 6+

Unit Composition: 10 Gretchin

Unit Type: Infantry

Wargear: Grot Slicas, 'Ledda 'Arma, Grot Shoota, GrotNades! (Gretchin Gun Runnas count as being equipped with Assault Grenades, Melta bombs, and gain +1 to initiative(included in profile) the turn they charge into combat.)

Options: May include 10 more Gretchin for 9 points each. One Gretchin may take a power Klaw for (increasing his strength to 5) for +15 points)

Special Rules

Mob Rule, Fleet, Hit And Run

Leaps 'n Bounds: Such is the nature of these Gretchin that they are always where they should not be able to go. Gliding through cover, under and over all obstacles quickly and efficiently, these Gretchin are masters of movement. Gretchin Gun Runnas have the "Move through Cover" USR, in addition, they treat all impassable terrain as dangerous terrain.

Warbikers 60 points

WS BS S T W I A LD SV

4 2 3 5 1 2 2 7 4+

Unit composition: one warbike nob and 2 warbikers

Unit type: bikes

Wargear: warbike with twin linked dakkagun (range 18" strength 5 AP 5 assault 3), slugga, choppa

Options: may include 17 more warbikers for 20 points each. The nob may replace their choppa with a big choppa for +3 points or a power klaw for +10 points. The nob may take a bosspole for +5 points

Special rules

Mob rule, furious charge, exhaust cloud

Stormboyz 48 points

WS BS S T W I A LD SV

5 2 3 4 1 3 2 7 6+

Unit composition: 3 stormboyz and 1 nob

Unit type: jump infantry

Wargear: slugga, choppa, rokkit pack, stikkbombs

Options: may include 16 more stormboyz for 12 points each. The nob may replace their choppa for a big choppa for +3 points or a power klaw for +12 points. The nob may take eavy armor for +3 points and/or a bosspole for +5 points.

Special rules

Special rules

Mob rule, furious charge

Deffkopta squadron 30 points each

WS BS S T W I A LD SV

4 2 3 5 2 2 2 7 4+

Unit composition: between 1 and 20 Deffkoptas

Unit type: jetbikes

Wargear: choppa, eavy armor, twin linked big shoota

Options: any deffkopta may replace it's twin linked big shootas with a kustom mega blasta for +5 points per model or twin linked rokkit launcha for +10 points per model. Any deffkopta may take a bigbomm for +10 points per model and/or a buzzsaw for +15 points per model.

Special rules

Mob rule, furious charge, scouts, hit and run

Rippa Kan 45 points

WS S I A Front Side Rear

3 5 2 2 11 11 10

Unit Composition: 1 Rippa Kan

Unit Type: Fast Walker

Wargear: 2 Dreadnought Close Combat Weapons,

Options: May Include 7 additional Rippa Kans for 45 points each. Any kan may have Grot Passengers (This is counted as an additional ranged weapon, with the following profile: Range 12" Strength 3 AP - Assault D6. This attack may always be used) for +10 points, Arma Plates (increases front and side armor by 1) for +5 points, Force field (Kan counts as obscured) for +20 points, Grot Riggers for +10 points, Spiky Bitz (Any model attacking the kan that rolls a 1 when hitting in close combat suffers D3 strength 4 hits) for +10 points, Skorchy Bitz (counts as a flamer that may be used once per game) for +15 points, Mob Banner (any friendly Ork model within 12" of banner may re-roll failed tests) for +20 points.

Killa kans 35 points each fast attack

Front Side Rear WS BS S I A

11 11 10 2 3 5 2 2

Unit Composition: between 1 and 20 Killa kans

Unit type: walker, fast

Wargear: dreadnought close combat weapon, skorcha, red paint job

Options: may replace the skorcha for a big shoota for free, a grotzooka for +5 points, a Rokkit Launcha for +10 points, or a Kustom Mega-Blasta or an additional dreadnought close combat weapon for +15 points. May take grot riggers for +5 points and/or armor plates for +10 points

Grot Zoom Boat 75 points

Front Side Rear BS

11 11 10 3

Unit Composition: 1 Zoom Boat

Unit Type: Fast Skimmer

Transport: The Zoom Boat may carry up to 20 models. Note: 'Eavy 'Arma Grots count as 2 models.

Access points: Zoom Boats have one access point point on each side, and one at the rear.

Wargear: 2 Big Shootas, Searchlight

Options: The Zoom Boats may take ONE of the following in addition to the Big Shootas... 2 Twin-linked Deffguns 30 Pts, 2 Rokkit Launchas 25 Pts, A Kustom Mega-Blasta. 25 Pts, An additional 2 Big shootas 30 Pts, A Zzap Gun. 30 Pts. May include 9 more Zoom Boats for 75 points each.

Special Rules

Scout

Weez goin' down!!!: The stability of the craft is highly questionable, as Zoom Boats are highly inconsistant in design. Because of this, the Zoom Boats often combust upon destruction, smashing into their destroyer... If a Zoom Boat is destroyed in any way, roll a D6 and consult the following table:

1: Kercrash!: The Zoom Boat crashes in an extremely loud noise and fire. All transported models are destroyed, and the Zoom Boat, are destroyed.

2-5: DarBooM!: The Zoom Boat's passengers bail out, landing safely where the Zoom Boat was destroyed. The units within the Zoom Boat suffer D6 wounds, saves allowed.

6: Take Em' Wid Us!: Mark the location of the Zoom Boat, and place all passengers at the given point. If they cannot be placed due to interfering models, the transported units are destroyed. Then Roll a 2D6 and multiply the result by two. If the distance is enough to hit the weapon/unit which destroyed it, then the Zoom Boat smashes into the enemy. The unit automatically suffers a single Strength 8 AP 3 hit. Vehicles suffer the hit on the Rear Armor Value.

Droppin' Da' Load: When the Zoom Boat is to deploy it's cargo, use deep-strike for the units inside, measuring the scatter from the access point of the Grot player's choice.

MEKBOY DRAGSTA 70 points each

Front Side Rear BS

10 10 10 2

Unit Composition: 1 to 5 Mekboy Dragsta

Vehicle Type: Fast

Crew: Mekboy

Wargear: Kustom Forcefield, Hull Mounted Twin-Linked Kustom Mega Blasta, Red Paint Job

Options: A Mekboy Dragsta may be given any of the following upgrades: Armor plates +10 points, Grot riggers +5 points, Reinforced ram +5 points May replace the Kustom Mega-Blastas with a Bubble Chukka +55 points, Lifta Droppa +55 points, Traktor Kannon +55 points, Pulsa Rokkit Salvo +45 points, or a Shokk Attack Gun +40 points

Grot Tanka Squadronz 20 points

Front Side Rear BS

12 10 10 3

Unit Composition: 1 grot 'anks

Unit Type: Tank, Open-topped, Fast

Wargear: Grot Mega-Shoota (range 36" Strength 5 AP 5 Heavy 2)

Options: May Take 4 more Grot 'anks for 20 points each. 1 Grot 'Ank may be upgraded to a Grot Command 'Ank for an additional 20 points. The Grot Command 'Ank has +1 to it's Side and Rear Armor Values in addition to adding the "Bedda Engines Boss!" rule. Any tank, including the command tank may take ONE of the following weapon options for the costs list: Grot zappa (range 24" strength

6 AP 4 Heavy, get's Very Hot If the shot misses on a 1 or a 2 the weapon has overloaded and the tank must take a hit equal to the weapons strength on it's side armor.) for +10 points, Grot Melty Thingamajig (range 12" Range 7 AP 5 assault 2, Melta) for +25 points, Grot Snipa cannon (range 48" strength 4 AP 4 assault 1, Twin-Linked, Ignores Cover, Rending) for +30 points, Burney cannon (range template strength 5 AP 5 Assault 1, Ignores cover) for +15 points.

Special Rules:

Squadron

Dangerous engines: Almost all the engines of the grot tanks have been cobbled together from bits and pieces they have found. Due to this the engines are usually dangerously, unstable, and thus can overheat at any point. Each time a Grot 'Ank squadron moves more than 12" roll a D6 and consult the table below

Overload table:

1: Kaput-The tank squadrons engines have failed, sputtering to a stand-still. The Squadron cannot move during this movement phase.

2-5: Working gud Boss!-The engines do not overload and instead billow a black smog, coughing along. The Squadron may move as normal.

6-Wotch out Boss!-The engine have gone critical causing the squadron to randomly explode or whirl off at blinding speeds. Roll a 2d6 and a Scatter die, if the scatter points behind the Squadron, they immediately suffer a S6 hit on their rear armor. If a hit is rolled, the player may chose where to move the Squadron.

Bedda 'ngines Boss!: The squad no longer suffers from the "Kaput" result on the movement table.

Instead, it treats this result as a "Working gud Boss!", as the Commander had the engines "Supa Tuned" before he conflict.

Dakkajet 100 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 25 Dakkajets

Unit type: flyer

Wargear: 2 twin linked supa shootas (range 30" strength 6 AP 4 assault 3)

Options: may take an additional twin linked supa shoota for +5 points. May take red paint job for +10 points. May take fighter ace (+1 BS) for +15 points

Special rules

Aerial assault, strafing run, supersonic

Waaagh plane: may fire assault weapons twice during a waaagh

Burna Bommer 115 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 25 Burna Bombers

Unit type: flyer

Wargear: twin linked big shoota, twin linked supa shoota, 2 Burna bombs (range: drop strength 5 AP 4 heavy 1, 5" blast, ignores cover, one use)

Options: may take 6 Skorcha missiles (range 24" strength 5 AP 4 heavy 1, 3" blast, ignores cover, one use) for 10 points each. May take red paint job for +5 points.

Special rules

Aerial assault, supersonic

Waaagh plane: may fire assault weapons twice during a waaagh

Grot gunner: The twin linked big shoota is BS 3

Blitza Bommer 125 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 25 Blitza Bommers

Unit type: flyer

Wargear: twin linked supa shoota, Big Shoota, 2 Boom bombs (range drop strength 7 AP 4 heavy 1, 3" blast, one use, roll 2D6. On a 2 the bomb becomes AP 2, on a 3 or 4 it becomes strength 9, on a 5 threw 9 the explosion only scatters D3", on a 10 threw 12 the bomb hits and the supa shootas may also fire)

Options: may take red paint job for +5 points

Special rules

Aerial assault, supersonic

Waaagh plane: may fire assault weapons twice during a waaagh

Grot gunner: The twin linked big shoota is BS 3

Flakk Trakk 80 points each

Front Side Rear BS

12 11 10 2

Unit composition: between 1 and 10 Flakk Trakks

Unit Type: tank, opened topped

Access points: rear access door

Transport capacity: 6

Wargear: twin linked big shoota. Twin linked Flakka Gunz (range 48" strength 7 AP 4 assault 4, AA)

Options: may replace the twin linked big shoota with twin linked shorchas for free, or twin linked rokkit launchas for +5 points. May take 2 pintle mount big shootas for +5 points, shorchas for +10 points, or Rokkit launchas for +15 points. May take boarding plank, stikkbomb chukka's, grot riggers, and/or red pain job for +5 points, Ard case, reinforced ram, deff rolla, wreckn ball, and/or grabbin klaw for +10 points

Special rules

Rumbier: ignores difficult terrain, may re roll dangerous terrain tests

Go, go, go!: may move at full speed and still shoot if targeting a fliers

Flakk Trukk 40 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 20 Flakk Trukks

Unit Type: tank, fast attack, opened topped

Wargear: big shoota, Twin linked Flakka Gunz (range 48" strength 7 AP 4 assault 4, AA)

Options: May take boarding plank, stikkbomb chukka's, grot riggers, and/or red pain job for +5 points, reinforced ram, deff rolla, wreckn ball, and/or grabbin klaw for +10 points. May replace the big shoota for a rokkit launchas for +5 points.

Special rules

Go, go, go!: may move at full speed and still shoot if targeting a fliers

Ramshackie: roll a D6 if the truck suffers a vehicle wrecked. On 1 or 2 the truck explodes causes a strength 3 hit on all Orks within 6". 3 or 4 move the truck 3D6" then apply the first result. On a 5 or 6 friendly models within 12" are unaffected but enemy models suffer a strength 4 AP 5 hit

Attak Fighta 85 points each

Front Side Rear BS

11 10 10 2

Unit composition: between 1 and 35 Attak Fighta's

Unit type: flyer

Wargear: nose mounted twin linked big shoota, wing mounted twin linked big shoota, 2 bomms (range drop strength 6 AP 4 heavy 1, 3" blast)

Options: may replace the bomms with Rokkits (range 72" strength 8 AP 3 heavy 1, one shot) for free

Special rules

Deep strike, supersonic

Fighta-Bommer 150 points each

Front Side Rear BS

12 10 10 2

Unit composition: between 1 and 30 Fighta-bombers

Unit type: flyer

Wargear: 4 hull mounted twin linked big shootas, turret mount twin linked big shoota, 6 Rokkits (range 72" strength 8 AP 3 heavy 1, one shot)

Options: may replace any Rokkits with bomms (range drop strength 6 AP 4 heavy 1, 3" blast) for free,

grot bomms (range drop strength 6 AP 4 heavy 1, 5" blast, does not scatter, one shot) for +15 points

each, burna bomms (range drop/hailstorm strength 5 AP 4 heavy 1, ignores cover, one shot) for +20

points each, and/or Apocalypse bomms (range drop strength 6 AP 3 apcalypse barrage 8, one shot) for

+ 25 points each

Special rules

Deep strike, supersonic

Warbuggies 20 points each

Front Side Rear BS

10 10 10 2

Unit Composition: between 1 and 40 Warbuggies

Unit type: tank, opened topped, fast

Wargear: twin linked big shoota

Options: may upgrade the big shoota to a twin linked rokket launcha for +5 points per model. May take

red pain job and grot riggers for +5 points each, and/or may take armored plates for +10 points per

model.

Special rules

Scout

Wartrakk 25 points each

Front Side Rear BS

10 10 10 2

Unit Composition: between 1 and 30 wartrakks

Unit type: tank, opened topped, fast

Wargear: twin linked big shoota

Options: may upgrade the big shoota to a twin linked rokket launcha for +5 points per model. May take

red pain job and grot riggers for +5 points each, and/or may take armored plates for +10 points per

model.

Special rules

Ignored difficult and dangerous terrain tests

Skorcha 30 points each fast attack

Front Side Rear BS

10 10 10 2

Unit Composition: between 1 and 30 Skorchas

Unit type: tank, opened topped, fast

Wargear: Heavy Skorcha (range 12"/template strength 5 AP 4 heavy 2

Options: May take red pain job and grot riggers for +5 points each, and/or may take armored plates for +10 points per model.

Special rules

Ignored difficult and dangerous terrain tests

Warkoptas 55 points each

Front Side Rear BS

10 10 10 2

Unit Composition: between 1 and 15 warkoptas

Unit type: flier, opened topped

Transport capacity: 10

Wargear: wing mounted twin linked deffgun, nose mounted big shoota

Options: may replace the big shoota with a skorcha for free, a rokket launcha for +5 points, or a kustom mega blasta for +10 points. May replace the twin linked deffgun with a twin linked rattler kannon (Range 24" Strength 4 AP 6 Heavy 2D6) for +10 points. May take red paint job and/or stikkbomb chukkas for +5 points each, or two bigbombs for +15 points each

Grot Battle Tank 25 points each

Front Side Rear BS

10 10 10 3

Unit Composition: between 1 and 50 Grot Battle tanks

Unit type: tank

Wargear: skorcha

Options: any tank may replace the skorcha with a big shoota for free, grotzooka for +5 points, rokket launcha for +10 points, or a kustom mega blasta for +15 points. May take red paint jobs for +5 points each

Special rules

5+ invulnerable save

Full Speed Ahead!: roll 2D6 before moving. Dice roll determines distance allowed to move but may still fire weapons. Or roll 3D6 and fire no weapons

Grot Bomm launcha 30 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 60 Grot Bomm launchas

Unit type: tank, opened topped, fast

Wargear: one grot guided bomm (tange 12"-72" strength 8 AP 3 ordinance 1, 5" Blast, barrage, twin linked, one use

Bonecruncha 75 points each

Front Side Rear BS

11 11 10 2

Unit composition: between 1 and 75 Bonecrunchas

Unit type: tank, fast

Wargear: turret mount twin linked dakkaguns (range 20" strength 5 AP 5 assault 3)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Spleenrippa 85 points each

Front Side Rear BS

11 11 11 2

Unit composition: between 1 and 50 Spleenrippas

Unit type: tank, fast

Wargear: hull mount Spleenrippa kannon (range 84" strength 5 AP 1 ordinance D6, 3" blast, no cover saves)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Bowelburna 45 points each

Front Side Rear BS

11 11 11 2

Unit composition: between 1 and 50 Bowelburnas

Unit type: tank, fast

Wargear: hull mount Bowelburna falme kannon (range hailstorm strength 8 AP 2 heavy 1, no cover saves)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Heavy Support

BUBBLE CHUKKA 80 points

WS BS S T W I A L D Sv

Mekboy 4 2 3 4 1 1 2 7 6+

Grotz 2 3 2 2 1 2 1 5 -

Unit Composition: 1 Bubble Chukka, 1 Mekboy, 3 Grotz

Unit Type: Artillery

Wargear: Mekboy is armed with a slugga and choppa, Grotz are armed with blastas.

Bubble Chukka: To fire the weapon, choose an enemy vehicle or squadron (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armor and it is within 36" range it is caught in a force field and immediately rises up, floating a few feet above the battlefield. If they are out of range the shot misses. While in the bubble the unit is invulnerable to all attacks. A unit caught in the bubble is helpless and may do nothing. Being caught in the bubble blocks all exit points and embarked passengers may not disembark. The bubble may not be attacked by allies outside of the bubble for fear of hitting the unit inside. In each player's movement phase the bubble bounces (with the unit inside counting as moving) 2d6 inches in a random direction. On a roll of a

double for the random movement the bubble pops automatically. Should the bubble pop the unit is may act normally on its next turn. Anything in the bubble's path is simply squashed or batted out of the way. Treat it as a tank shock. Vehicles and terrain are unaffected and instead cause the bubble to automatically pop (releasing the captured unit as above). If the bubble floats off the table the unit inside is considered destroyed. The Chukka can fire once every turn and may have multiple bubbles in play.

LIFTA DROPPA 80 points

WS BS S T W I A LD Sv

Mekboy 4 2 3 4 1 1 2 7 6+

Grotz 2 3 2 2 1 2 1 5 -

Unit Composition: 1 Lifty Droppa, 1 Mekboy, 3 Grotz

Unit Type: Artillery

Wargear: Mekboy is armed with a slugga and choppa, Grotz are armed with blastas.

Lifty Droppa: To fire the weapon, choose an enemy vehicle or squadron (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armor and it is within 36" range it is lifted into the air. If the vehicle is out of range or the roll is less than the vehicle's front armor value then the shot has missed. If the dice rolled are a triple the Lifty Droppa inverts the tractor beam and throws itself the distance rolled in a random direction described below. Provided the Lifty Droppa has hit, roll a scatter dice. If a hit is rolled the vehicle is dropped on the spot and takes an automatic penetrating hit. If an arrow is rolled then the Lifty Droppa may move the vehicle up to 12" in the direction indicated before dropping it. If the vehicle is dropped on another vehicle then both suffer a penetrating hit and the dropped vehicle comes to rest facing in the direction indicated and to the side of the vehicle which it was dropped on. If the vehicle is dropped on a non vehicle unit, the unit takes 2d6 wounds (saves permitted) and the dropped vehicle suffers a glancing hit. Move the non vehicle unit exactly as though it had been tank shocked. If the vehicle is dropped into impassable terrain it is destroyed. The vehicle may not be dropped off the table edge.

PULSA ROKKIT LAUNCHA 80 points

WS BS S T W I A LD Sv

Mekboy 4 2 3 4 1 1 2 7 6+

Grotz 2 3 2 2 1 2 1 5 -

Unit Composition: 1 Pulsa Rokkit Launcha, 1 Mekboy, 3 Grotz

Unit Type: Artillery

Wargear: Mekboy is armed with a slugga and choppa, Grotz are armed with blastas.

Pulsa Rokkit Launcha: To fire the weapon each turn, choose a target within 72" of the launcher. Place a marker at the point of impact. The Rokkit is treated as Ordnance that scatters 2D6". Hits from a Pulsa Rokkit ignore cover. When it has landed, roll on the following table:

1 Dud – The Pulsa Rokkit casing shatters harmlessly on impact. It has no effect (other than making the Mek look stupid).

2 - 3 Fzzrcrack - The Pulsa Rokkit sends out a short sharp pulse of force, all units within 3D6" must take a Pinning test.

4 - 5 Thrrrummm - The ground itself trembles and shakes, all units with a model within 3D6" of the Pulsa Rokkit have their WS and BS reduced to 1 until the beginning of the next Ork turn and must take a Pinning test at -1 Ld.

6 Wohhhm - The Pulsa Rokkit thrum and shakes, sending out waves of suppressive energy. All units within 3D6" are pinned (even Fearless units) and take D6 S6 hits, Vehicles (including skimmers and fliers) instead take a glancing hit.

TRAKTOR KANNON 80 points

WS BS S T W I A LD Sv

Mekboy 4 2 3 4 1 1 2 7 6+

Grotz 2 3 2 2 1 2 1 5 -

Unit Composition: 1 Traktor Kannon, 1 Mekboy, 3 Grotz

Unit Type: Artillery

Wargear: Mekboy is armed with a slugga and choppa, Grotz are armed with blastas.

Traktor Kannon: To fire the weapon, choose an enemy vehicle (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armor and it is within 36" range it is caught in a force field and is immediately dragged towards the kannon. If they are out of range the shot misses. A vehicle affected by the Kannon beam is dragged 4d6 inches towards the Traktor Kannon. Each vehicle (friend or foe) struck by the vehicle being dragged suffers an automatic glancing hit. Enemy units in its path suffer tank shock (even if the vehicle being dragged is not a tank). Once the Traktor Kannon has finished dragging the enemy vehicle resolve a single glancing hit on the enemy tank +1 to the result for each terrain feature or vehicle struck. Should the vehicle being dragged strike impassable terrain it travels no further and instead suffers a penetrating hit as though hit by and AP1 weapon.

Flash gitz 100 points

WS BS S T W I A LD SV

4 2 4 4 2 3 3 7 4+

Unit composition: 5 Flash Gitz

Unit type: infantry

Wargear: eavy armor, snazzgun, gitfinda

Options: may include 10 more flash gitz for 20 points each. Any model may take more dakka for +3 points per model, shootier and/or blastas for +5 points per model. The unit may include up to 3 ammo runs for +3 points each

Special rules

Waaagh!, mob rule, furious charge

Big Gunz 20 points each

Front Side Rear

Gunz 10 10 10

WS BS S T W I A LD SV

Grots 2 3 2 2 1 2 1 5 -

Unit composition: between 1 and 10 Big gunz each manned by 2 grots

Unit type: artillery

Wargear grots: blasta

Wargear Gun: kannon

Options: any Big Gun may replace their kannon with a lobba for +5 points per gun or a zzap gun for +10 points per gun.

Big Squiggoth 50 points each

WS BS S T W I A LD SV

2 2 7 6 4 1 3 7 5+

Unit composition: between 1 and 30 Big Squiggoths

Unit type: monstrous creature

Transport capacity: 10

Wargear: tusks, fangs, stomping feet

Options: may take a kannon for +5 points, a lobba for +10 points, or a zzap gun for +15 points

WEIRDBOY BATTLEWAGON 150 points each

Front Side Rear BS

14 12 10 2

Unit Composition: 1 to 5 Weirdboy Battlewagons

Vehicle Type: Tank, Open topped

Crew: Weirdboy and Minderz

Transport Capacity: 20

Wargear: Weirdboy Tower

Options: May take any of the following upgrades: 'ard case +15 points, armor plates +10 points, deff rolla +20 points, grot riggers +5 points, red paint job +5 points, reinforced ram +5 points, stikkbombz chukka +5 points, warphead +30 points. May take up to four of the following: Big shoota +5 points, Rokkit Launchas +10 points

Weirdboy Tower: Even in his tower surrounded by cables to drain off the more dangerous psychic discharges, a Weirdboy cannot control his powers. At the beginning of each turn roll a D6 and consult the chart below to see what power the Weirdboy has automatically cast. Because of the design of the tower, a Weirdboy automatically passes his psychic test.

1 *Wagon-Banger!* Energies fly out of the tower and tear through the wagon. The Battlewagon takes an automatic glancing hit.

2 *Frazzle.* The tower emits a deadly beam of green energy. Resolve as a Frazzle (C:0 pg 37).

3 *Zzap!* A massive blast like a thunderbolt lashes out. Resolve as a Zzap (C:0 pg 37).

4 *Invincible!* The Battlewagon is covered in a shimmering barrier. Count as equipped with a Kustom Force Field until the beginning of the next Ork turn.

5 *Bampf!* The Battlewagon vanishes in a puff of green smoke. Immediately place it anywhere on the board using the rules for Deep Strike.

6 *Waaagh!* The Battlewagon shudders with the Weirdboy's war cry. Resolve as a Waagah! (C:0 pg37).

WIERDBOY BATTLE TOWER 550 points each

BS FRONT SIDE REAR

2 14 12 10

UNIT: 1 to 10 Wierdboy tower

TYPE: tank, open-top

TRANSPORT: 2 (only wierdboyz and warpheadz)

WEAPONS AND EQUIPMENT: 2 Twin-linked bowshots

OPTIONS: The Wierdboy Battle Tower may be equiped with any of the following:

- 'Ard case for +15 points.
- Reinforced ram for +5 points.
- Armor plates for +10 points.

SPECIAL RULES:

Weirdboys and warpheads aboard the Weirdboy Tower always count as passing any psychic test. When they use their psychic powers, they roll from the following table:

1: 'EadBang - The energies raging through the Weirdboy go out of control and are absorbed by the tower's capacitors. The tower gains 1 power field. (note: power fields stack. There is no limit to their number)

2: Frazzle - The Tower amplifies arcs of crackling energy from the wierdboy and is projected across the battlefield. Resolve with the following profile: R 48" S 6 Ap 3 Ordinance 1, 5" Blast, Pinning

3: Zzap - The wierdboy powered tower glows green with energy and discharges an incandescent beam that strikes with the force of a thunderbolt. Resolve with the following profile: R 60" S 10, Ap 2
4: Warpath - The tower disperses psychic energy into one ork unit within 18" of the tower, granting them +1A until the start of the next ork turn.

5: 'Ere We Go - In a storm of green light, the Weirdboy Tower teleports an ork unit within 18" across the battlefield. They re-enter immediately using the deepstrike rules.

6 : Waaagh! - The Wierdboy's warcry is echoed from the Tower. A Waaagh! is invoked this turn (even if it is turn one). on every Ork unit within 24" Waaaghs! do stack.

GunKan 35 points

WS	BS	S	I	A	Front	Side	Rear
2	3	5	2	2	11	11	10

Unit Composition: 1 Gunkan

Unit Type: Walker

Wargear: 2 Big Shootas

Options: May Include 19 additional Gunkans for 35 points each. Any kan may have Grot Passengers (This is counted as an additional ranged weapon, with the following profile: Range 12" Strength 3 AP - Assault D6. This attack may always be used) for +10 points, Arma Plates (increases front and side armor by 1) for +5 points, Force field (Kan counts as obscured) for +20 points, Grot Riggers for +10 points, Spiky Bitz (Any model attacking the kan that rolls a 1 when hitting in close combat suffers D3 strength 4 hits) for +10 points, Skorchy Bitz (counts as a flamer that may be used once per game) for +15 points, Mob Banner (any friendly Ork model within 12" of banner may re-roll failed tests) for +20 points, Glowygun (range 24" strength 4 AP 5 assault 3) for +10 points. One or both big shoota's may be replaced with a Skorcha or Supa Blasta (range 18" strength 4 AP 6 assault 6) for free; Rokkits, Grotzooka, or a Trappa (range 24" strength 2 AP 3 heavy 1, blast. Any models hit by the blast are I 1 until the next grot turn) for +5 points.

Special Rules

Move threw Cover, Slow And Purposeful

Deff Dread 60 points each

Front	Side	Rear	WS	BS	S	I	A
12	12	10	4	2	5	2	3+2

Unit Composition: between 1 and 10 Deff Dreads

Unit type: walker

Wargear: 2 dreadnought close combat weapons, 2 skorchas

Options: may replace the skorchas with big shootas for free, a rokket launcha for +5 points each, kustom mega-blasta or additional dreadnought close combat weapon for +10 points each. May take grot riggers for +5 points and/or armor plates for +10 points

Mega Dread 150 points each

Front	Side	Rear	WS	BS	S	I	A
13	13	11	4	2	10	2	3

Unit composition: between 1 and 10 Mega Dreads

Unit type: walker

Wargear: killkannon, rippa klaw, 2 big shootas, armored plates

Options: may take an additional big shoota for +5 points, grot riggers for free, and/or a mega charge (roll a D6 at the start of each turn. On a 1 the Mega dread is immobilized, on any other roll it gains fleet) for +10 points. May replace the killkannon with a supa skorcha for free or an additional rippa

klaw (+1 attack) for free. May replace any big shoota with skorchas for free, rokkit launchas for +5 points, or mega blastas for +10 points. May replace the rippa klaw for a killkannon (-1 attack) for +25 points

Special rules

5+ invulnerable save

Rippa Klaw: adds +1 to the vehicle damage rolls

Kustom Meka Dread 170 points each

Front Side Rear WS BS S I A

13 13 11 4 2 10 2 3

Unit composition: between 1 and 5 Kustom Meka dreads

Unit type: walker

Wargear: Fixin claws (counts as mek tools and may repair itself), 2 rippa claws (+1 damage on the vehicle damage chart), armored plates, grot riggers

Options: mega charge (roll a D6, on a 1 it is immobile. On any other result gains fleet) for +10 points, Rokkit bom racks (counts as a lobba that may fire D3 shots per turn) for +30 points or Kustom force field (grants a 5+ cover save for all friendly units including itself) for +60 points. May replace one rippa klaw for big zzappa for +10 points, rattler kannon for +5 points, or shuta (range 24" strength 8 AP 4 heavy 1, 3" blast, pinning, re roll armor penetration) for +20 points

Special rules

5+ invulnerable save

Looted Wagon 80 points each

Front Side Rear BS

11 11 10 3

Unit Composition: between 1 and 20 looted wagons

Unit type: tank, opened topped

Wargear: Boomgun (range 40" strength 8 AP 3 ordinance 1, 5" blast)

Options: may take a skorcha for free, a big shoota for +5 points, and/or a rokkit launcha for +10 points. May take red paint job, grot riggers, stikkbomb chukka, grabbin klaw, reinforced ram, and/or boarding planks for +5 points and/or wreckin ball, armor plates, and/or ard case for +10 points

Special rules

Don't press Dat!: roll a D6 at the start ever every turn. On a 1 the looted wagon must move at full speed toward the nearest enemy.

Lifta wagon 200 points each

Front Side Rear BS

14 12 10 2

Unit composition: between 1 and 10 Lifta wagons

Unit type: tank, opened topped

Transport capacity: 6

Wargear: lifta droppa (range 48" strength D AP 1 heavy 1, 10" blast)

Lungbursta 200 points each

Front Side Rear BS

13 12 10 2

Unit composition: between 1 and 20 Lungburstas

Unit type: tank

Wargear: turret mount Heavy killkannon (range 36" strength 8 AP 2 ordinance 1, 5" blast), hull mount twin linked big shoota

Options: may replace the twin linked big shoota with a twin linked skorcha for free or a twin linked rokket launcha for +10 points. May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Gobsmasha 150 points each

Front Side Rear BS
13 11 10 2

Unit composition: between 1 and 20 Gobsmashas

Unit type: tank

Wargear: hull mount Gobsmasha kannon (range 18" strength 10 AP 3 ordinance D3, 7" blast, ignores cover)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Braincrusha 120 points each

Front Side Rear BS
12 11 10 2

Unit composition: between 1 and 20 Braincrusha

Unit type: tank, fast

Wargear: hull mount Braincrusha kannon (range 120" strength 9 AP 4 heavy 2D6, rending)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Bonebreaka 130 points each

Front Side Rear BS
12 11 10 2

Unit composition: between 1 and 30 Bonebreakas

Unit type: tank

Wargear: turret mount Bonebreaka kannon (range 42" strength 6 AP 4 heavy 3D6, pinning)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokket launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Battlewagon 85 points each

Front Side Rear BS
14 12 10 2

Unit Composition: between 1 and 10 Battlewagons

Unit type: tank, opened topped

Transport capacity: 20

Wargear: big shoota

Options: may include 3 more big shootas for +5 points each, or rokket launchas for +10 points each. May replace the big shoota with a rokket launcha for +5 points May take a kannon for +5 points, or a

lobba or zzap gun for +10 points. May take a killkannon (reduces transport capacity down to 12) for +50 points. May take red paint job, grot riggers, stikkbomb chukka, grabbin klaw, reinforced ram, and/or boarding planks for +5 points and/or wreckin ball, armor plates, and/or ard case for +10 points and/or a deff rolla for +15 points

Super Heavies

Pulsa Rokkit 150 points each

Front Side Rear BS
12 12 12 3

Unit composition: between 1 and 20 Pulsa Rokkits

Unit type: super heavy artillery, immobile

Structure points: 2

Wargear: Pulsa rokket (range 120", roll a D6, on a 1 all enemy units within 2D6 must take a pinning test. On a 2 or 3 all models within 3D6" from impact point must take a pinning test and their WS and BS are 1. On a 4 throw 6 all models within 4D6" of impact point must go to ground and suffer 3D6 strength 4 AP 3 hits. Vehicles suffer D3 glancing hits)

Minelayer 200 points each super heavy

Front Side Rear BS
13 12 11 2

Unit composition: between 1 and 20 Minelayers

Unit type: super heavy skimmer

Structure points: 2

Wargear: mine laying winch (may deploy a mine every turn. One the mine is placed any enemy model that comes within 5" of it sets it off causing a 10" strength 8 AP 3 hit))

Options: may take 3 big shootas for +5 points each and/or a killkannon for +50 points

Kill Krusha 250 points each super heavy

Front Side Rear BS
14 12 10 2

Unit composition: between 1 and 15 Kill Krushas

Unit type: super heavy tank, fast

Structure points: 3

Transport capacity: 12

Wargear: turret mount krusha kannon (boom shell: range 60" strength 8 AP 3 ordinance 1, 5" blast.

Tankhamma shell: range 60" strength 10 AP 2 ordinance 1. Scrap kanister: range hailstorm strength 5 AP 4 heavy 1. Blast Burna: range 48" strength 4 AP 5 heavy 1, 7" blast, no cover saves), grot riggers, reinforced ram

Options: may take 5 of the following; big shoota for +5 points each, skorcha for +5 points each, rokket launcha for +10 points each, twin linked big shoota for +10 points each, twin linked rokket launcha for +15 points each. May replace ram with a deff rolla for +15 points. May take grot gunners (increasing BS to 3) for +20 points. May take 2 grot bombs for +15 points each

Bommer 275 points each super heavy

Front Side Rear BS
10 10 10 2

Unit composition: between 1 and 15 bommers

Unit type: super heavy flier

Structure points: 3

Transport capacity: 20 stormboyz

Wargear: nose mounted twin linked big shoota, 4 big shootas mounted in port turrets, 4 big shootas mounted in starboard turrets, twin linked shoota mounted in rear turret, 6 wing mounted bomms (range drop strength 6 AP 4 heavy 1, 5" blast)

Options: may replace the entire transport capacity with 10 more bomms for +50 points. May replace 2 of the wing bomms with 2 grot bomms for +15 points per bomb

Dethrolla battle fortress 300 points each

Front Side Rear BS

14 13 11 2

Unit composition: between 1 and 10 Dethrolla battle fortress

Unit type: super heavy tank

Structure points: 2

Transport capacity: 20

Wargear: turret mount kannon, 2 turret mount zzap guns, 2 pintle mount twin linked big shootas

Options: may replace it's kannon or zzap guns with lobbas, kannons, or zzap guns for free. May replace either set of twin linked big shootas for twin linked skorchas or rokkit launchas for free. May take stikkbomb chukkas, red paint job, grot riggers, and/or boarding plank for +5 points each, and/or a deff rolla, armored plates, and/or reinforced ram for +10 points each, and/or grot bomm launcha for +15 points

Submersible 300 points each

Front Side Rear BS

13 12 12 2

Unit composition: between 1 and 50 Submersibles

Unit type: super heavy vehicle

Transport capacity: 60

Access points: front jaw

Structure points: 2

Wargear: seacannon (range 90" strength 9 AP 3 ordinance 1, 7" blast), 3 big shootas with the AA special rule

Kill Blasta 300 points each

Front Side Rear BS

14 13 10 2

Unit composition: between 1 and 15 Kill Blasta's

Unit type: super heavy tank

Structure points: 3

Transport capacity: 12

Wargear: Hull mount Giga shoota (range 48" strength 6 AP 4 heavy 6D6), twin linked big shootas, grot riggers, reinforced ram.

Options: may take 2 of the following; big shoota for +5 points each, skorcha for +5 points each, rokkit launcha for +10 points each, twin linked big shoota for +10 points each, twin linked rokkit launcha for +15 points each. May replace ram with a deff rolla for +15 points. May take grot gunners (increasing BS to 3) for +20 points.

Arge Gobsmasha 300 points each

Front Side Rear BS

14 12 10 2

Unit composition: between 1 and 10 Arge Gobsmashas

Unit Type: super heavy tank

Structure points: 2

Wargear: Hull mount heavy Gobsmasha kannon (range 36" strength D AP 2 ordinance D6, 10" blast ignores cover saves)

Options: May take 2 pintle mounted big shootas or skorchas for +5 points each, or rokkit launchas for +10 points each. May have boarding plank, stikkbomb chukkas, red paint job, and/or grot riggers for +5 points and/or ard case, reinforced ram, deff rolla, wrekin ball, and/or grabbin klaw for +10 points.

Kill Bursta 300 points each

Front Side Rear BS

14 13 10 2

Unit composition: between 1 and 15 kill burstas

Unit type: super heavy tank

Structure points: 3

Transport capacity: 12

Wargear: hull mount Belly gun (range 72" strength 7 AP 3 ordinance 1, blast 3D6), twin linked big shootas, grot riggers, reinforced ram

Options: may take 2 of the following; big shoota for +5 points each, skorcha for +5 points each, rokkit launcha for +10 points each, twin linked big shoota for +10 points each, twin linked rokkit launcha for +15 points each. May replace ram with a deff rolla for +15 points. May take grot gunners (increasing BS to 3) for +20 points.

Skullhamma battle fortress 350 points each

Front Side Rear BS

13 13 11 2

Unit composition: between 1 and 10 Skullhamma battle fortress

Unit type: super heavy tank

Structure points: 2

Transport capacity: 30

Wargear: turret mount Skullhamma kannon (range 60" strength 9 AP 3 ordinance 1, 10" blast), 2 twin linked big shootas, one kannon or lobba

Options: may replace either set of twin linked big shootas for twin linked rokkit launchas for free

Blasta Bommer 350 points each

Front Side Rear BS

10 10 10 2

Unit composition: between 1 and 15 Blasta bombers

Unit type: super heavy flier

Structure points: 3

Transport capacity: 20 stormboyz

Wargear: nose mounted Deth Arsenal (range 120" strength 9 AP 3 heavy 3D6, also fires D3 supa rokkits), 4 big shootas mounted in port turrets, 4 big shootas mounted in starboard turrets, twin linked shoota mounted in rear turret, 6 wing mounted evy bomms (range drop strength 10 AP 2 heavy 1, 7" blast)

Options: may replace the entire transport capacity with 6 more evy bomms for +50 points. May replace 2 of the wing evy bomms with 2 grot bomms for +5 points per bomb, or may replace all of the bomms with supa rokkits (range 72" strength 8 AP 3 heavy 1, one shot, +1 to BS when firing) for free

Flakk Battle Fortress 460 points each

Front Side Rear BS

14 13 11 2

Unit composition: between 1 and 5 Flakk battle fortress

Unit Type: super heavy tank, opened topped

Access points: left and right side doors, top hatch

Transport capacity: 30

Wargear: dethrolla or reinforced ram, ard case, 3 turret mount Twin linked Flakka Gunz (range 48" strength 7 AP 4 assault 4, AA)

Options: May take 4 pintle mount big shootas for +5 points or shorchas for +5 points, or Rokkit launchas for +10 points, twin linked big shootas for +15 points, and/or twin linked Rokkit launchas for +20 points. May take boarding plank, stikkbomb chukka's, grot riggers, and/or red pain job for +5 points, reinforced ram, deff rolla, wreckn ball, and/or grabbin klaw for +10 points

Gargantuan Squiggoth 500 points each

WS BS S T W I A LD SV

2 2 10 8 8 1 5 7 4+

Unit composition: between 1 and 15 Gargantuan Squiggoths

Unit type: Gargantuan creature

Transport capacity: 30

Wargear: Huge tusks (+3 to attacks when charging), fangs, stomping feet, 2 twin linked big shootas, 2 supa lobbas (range 54" strength 7 AP 4 ordinance 1, 7" blast, barrage)

Options: may take 4 pintle mount big shootas for +5 points each. May replace either or both of it's supa lobbas for a killkannon for free or a big zzapa (range 48" strength 2D6 AP 2 heavy D3) for +15 points each.

Big Mek WarpSmasha 550 points each

Front Side Rear BS

13 13 11 2

UNIT: 1 to 5 Big Mek WarpSmashas

TYPE: Super-Heavy Fast Tank

Structure Points: 3

Weapons and Equipment: Turret Mounted Mega Shokk Kannon, Co-Axial Kannon, Lobba or Zzap gun, Two twin-linked Big Shootas, One twin-linked Kustom Mega Blasta, One Mega Force Field

Transport: The WarpSmasha can transport up to 20 models.

Access/Fire Points: For the purpose of transported models only, the WarpSmasha counts as open topped

Options: The WarpSmasha may replace any Twin Linked Big Shootas with Twin Linked Rokkits for no additional cost. It can also be equipped with up to 3 Supa-Rokkits for +15 points each

Mega Shokk Kannon!

range 72" Strength X, AP 2 Ordinance 1, 7" blast, Primary Weapon,

A super sized version of the Shokk Attack Gun, the Mega Shokk Kannon is an utterly lethal addition to any Ork arsenal, and perhaps one of the most powerful weapons ever created by any Big Mek. When firing the Mega Shokk Kannon, roll 3D6 and then subtract 3 from the final result (unless a triple is rolled); the final number is the Strength of the Mega Shokk Kannon this round. If the final number

rolled is above 10, it is automatically counted as a Destroyer. If a triple is rolled, consult the chart below.

Triple 1 - Lost to da Warp: Something has gone horrifically wrong with the firing process, and a tear in the Warp opens up, sucking the tank as well as anything surrounding it (if it is unlucky enough) into the abyss. The WarpSmasha and any models within 6" are instantly removed from the table, with no saves of any kind allowed. Gargantuan creatures within 6" lose D6 wounds, and Super-heavy vehicles within 6" lose D3 Structure points automatically.

Triple 2 - It's gone 'Aywire!: A ripple in the Warp sends a massive amount of feedback through the tank's systems, frying them completely. No more shots may be taken by the vehicle or any embarked models this turn; additionally, in the next turn, the WarpSmasha is automatically relegated to Damage Control (it may do nothing during the player's next turn.) Embarked models are free to disembark or shoot as normal in the next turn.

Triple 3 - Whipped about!: The turret of the tank spins wildly out of control as the gun fires sporadically. The player's opponent gets to choose the target of the Mega Shokk Kannon (before scatter). Note that this can apply to any unit on the table in range, including models in the same army/allies of the WarpSmasha. Resolve the shot as Strength 7. Roll for scatter as normal.

Triple 4 - Fzzorp!: The Mega Shokk Kannon accidentally launches any transported models into the heart of the enemy. Place the transported models into base contact, as if they had initiated an assault with the target. If there are no models being transported, resolve the shot as normal with a Strength of 8.

Triple 5 - Fwoosh!: The kannon bucks the entire tank as the gunner presses down too excitedly on the firing button. The Mega Shokk Kannon is treated as having the following profile: Ordinance 4, Strength 8, 10" Blast. Roll for scatter as normal.

Triple 6 - Da Great Devourer! : A hole in the warp opens up, revealing a hideous, multi-mouthed monstrosity that begins tearing apart anything it sees. Treat any models hit as being affected by a Vortex Grenade, but with a 10" blast - no saves are allowed at all, and any standard models are instantly removed from play. Gargantuan creatures lose D6 wounds, and Super-heavy vehicles lose D3 Structure points automatically.

Mega Force Field: This is similar to a Kustom Force Field, but on a much larger scale. Any units within 18" may take a 5+ cover save; any within 12" may take a 4+ cover save; and any units 6" or closer may take a 3+ cover save. Note that this has no effect on assaults.

Keep Da Ol' Girl Runnin': During the opponent's shooting phase, but before any shots have been fired, the WarpSmasha's player may choose to have the Mega Force Field count as 1 Power Field instead of a Mega Force Field. If the Power Field is dropped, however, the Mega Force Field has fried and cannot be used for the rest of the game.

Plaz Hamma 550 points each

Front Side Rear BS

14 13 11 2

Unit composition: between 1 and 5 Plaz hammas

Unit type: super heavy tank, fast

Transport capacity: 15

Wargear: turret mount plazma blast gun (high powered range 96" strength 10 AP 2 ordinance 1, 10" blast. Low powered range 72" strength 8 AP 3 ordinance 2 7" blast), hull mount boomguns, (range 36" strength 8 AP 3 ordinance 1, 5" blast) 2 pintle mounted twin linked big shootas

Options: may replace either twin linked big shoota with twin linked rokket launcha for +15 points. May take 6 supa rokkets (range unlimited strength 8 AP 3 assault 1, hits on 2+, one use) for +15 points each

GIBLETGRINDA 600 points each

BS FRONT SIDE REAR

2 14 14 12

UNIT: 1 to 5 Gibletgrindas

TYPE: Super-heavy tank

STRUCTURE POINTS: 4

TRANSPORT: 25

ACCESS POINTS: One assault ramp per side

WEAPONS AND EQUIPMENT: 1 Hull mounted Gibletgrinda blunderbuss (48" strength 9 AP 2 Apocalypse barrage (d6) Primary weapon); 2 Gaze of Morks (range 60" strength 2D6 AP 2 heavy 3 Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.), 1 Deff-rolla, 2 Assault Ramps

OPTIONS: Gibletgrindas may be equipped with any of the following:

- 0-2 Supa-rokkits (unlimited strength 8 AP 3 Heavy 1, one-shot hits on a 2+) for +15 points each.
- 0-1 Kannon ((frag) 36" strength 4 AP 5 Heavy 1, blast, (shell) 36" strength 8 AP 3 Heavy 1) for +5 points.
- Grot-riggas for +20 points.

SPECIAL RULES:

Super Charged: the Gibletgrinda may move 12" per turn.

Battle Krawla 800 points each

Front Side Rear BS

14 13 12 2

Unit composition: between 1 and 5 Battle Krawlas

Unit type: super heavy tank

Structure points: 4

Wargear: turret mount Gatling Mega kannon (range 72" strength D AP 3 ordinance D3, 7" blast) 2 turret mount deff kannons (range 60" strength 8 AP 3 ordinance 1, 7" blast) 2 gazes of mork (range 60" strength 2D6 AP 2 heavy D3) 2 twin linked big shootas

Options: may take targeta (+1 BS) for +100 points or kustom force field (+5 cover save to all units within 6" including the battle Krawla) for +100 points

DIGGA STOMPA 300 points each super heavy

WS BS S FRONT SIDE REAR I A

4 2 10 13 11 10 1 1

UNIT: 1 to 10 Digga Stompas

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT: 2 arm weapons from the following list:

- Boomgun; (range 36" strength 8 AP 3 ordinance 1, 7" blast)
- Mega Slugga; (range 48" strength 6 AP 4 heavy 3D6)
- Dreadnought close combat weapon

1 hull-mounted BigShoota

SPECIAL RULES:

•Supacharga: Digga Stompas are large enough to mount large powerplants, yet light enough to move quickly compared to their larger Stompa and Gargant cousins. In the shooting phase the Stompa may choose to either:

- Fire all available weapons as normal.

- Fire no weapons at all and move an extra D6" (as per the Fleet rule).

Klawstompa 400 points each super heavy

Front Side Rear WS BS S I A

13 13 12 4 2 10 1 7

Unit composition: between 1 and 20 Klawstompas

Unit type: super heavy walker, fast

Structure points: 4

Access points: 1 rear hatch

Transport capacity: 30

Wargear: 2 titan close combat weapons, twin linked big shoota, 2 big shootas, flamebelcha (range hailstorm strength 6 AP 3 assault 1), 3 supa rokkits (range unlimited strength 8 AP 3 heavy 1, one shot)

Special rules

Effigy: A Stompa is an inspiring orky sight. All Ork Mobs within 12" are Fearless

Supercharge: may assault 12" instead of 6"

Klawfrenzy: add +2 to the vehicle damage chart and may throw wrecked vehicles

Rok 'N' Rolla 475 points each

Front Side Rear WS BS S I A

13 13 12 4 2 10 1 1

Unit composition: between 1 and 20 Rok 'N' Rollas

Unit type: super heavy walker

Structure points: 4

Access points: 1 rear hatch

Transport capacity: 30

Wargear: 5 Supa Rokkits (range unlimited strength 8 AP 3 heavy 1, one shot), 3 burnas, 1 Megadeff rolla (in stead of assaulting normally must move at full speed + D6 extra inches. Any models caught in it's path suffer a destroyer hit on a 3+

Special rules

Effigy: A Stompa is an inspiring orky sight. All Ork Mobs within 12" are Fearless

WEIRDBOY STOMPA 500 points each super heavy

WS BS S I A FRONT SIDE REAR

Weirdboy Stompa 4 2 10 1 4 13 13 12

Unit Composition: 1 to 4 Weirdboy Stompas

Vehicle Type: Super heavy Walker

Structure Points: 4

Transport Capacity: 30

Access Points: The Stompa has a rear hatch.

Fire Points: The Stompa has four fire points in the hull.

Wargear: Instead of a head, the Stompa has a Weirdboy Tower, One arm is a Titan Close Combat Weapon, One arm carries a Killkannon and two big shootas, Three Super Rokkits, One Skorcha Turret, The rear of the stompa is a big shoota with 180o arc

Effigy: The Weirdboy Stompa is an inspiring sight. All Ork Mobs within 12" are Fearless

Weirdboy Tower: Even in his tower surrounded by cables to drain off the more dangerous psychic discharges, a Weirdboy cannot control his powers. At the beginning of each turn roll a D6 and consult the chart below to see what power the Weirdboy has automatically cast. Because of the design of the tower, a Weirdboy automatically passes his psychic test.

1 *Stompa-Poppa!* Energies fly out of the tower and tear through the stompa. The Stompa takes an automatic destroyer hit.

2-3 *Zzap!* A massive blast like a thunderbolt lashes out. Resolve as a Zzap (C:0 pg 37).

4 *Invincible!* The Stompa is covered in a shimmering barrier. Count as equipped with a Kustom Force Field until the beginning of the next Ork turn.

5 *Bampf!* The Stompa vanishes in a puff of green smoke. Immediately place it anywhere on the board using the rules for Deep Strike. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them. The Stompa and any units carried aboard may assault on the turn it Deep Strikes.

6 *Waaagh!* The Stompa shudders with the Weirdboy's war cry. Resolve as a Waagah! (C:0 pg 37).

STORMBOY STOMPA 600 points each

WS BS S I A FRONT SIDE REAR

Stormboy Stompa 4 2 10 1 4 13 13 10

Unit Composition: 1 to 3 Stormboy Stompas

Vehicle Type: Super heavy Walker

Structure Points: 4

Transport Capacity: 30

Access Points: The Stompa has a rear hatch.

Fire Points: The Stompa has 3 fire points in the hull.

Wargear: One arm is a Titan Close Combat Weapon, One arm carries a Killkannon and two big shootas, Three Super-Rokkits, One Skorcha Turret, The rear of the stompa is a big shoota with 180o arc

Effigy: A Stompa is an inspiring orky sight. All Ork Mobs within 12" are Fearless

Stormboy Rokkit Pack: Each turn, instead of moving normally, the Stormboy Stompa may press the big red button and activate its Rokkit Pack. This allows the Stompa to travel up to 36" in the movement phase ignoring all terrain and models as it does so. It may not land on friendly units or impassable terrain. If it lands on difficult or dangerous terrain remove the feature (it counts as destroyed) and roll a D6 and consult the 'She's Gonna Blow' Chart opposite. If there are enemy units in the terrain or if the Stompa lands on an enemy unit, resolve as a Tank Shock (or a ram if they are a vehicle). Any models that cannot move out of the way voluntarily are moved by the Ork player 1" away from the landed Stompa. If the Stormboy Stompa is destroyed, it always explodes with an Apocalyptic Explosion
She's Gonna Blow!: Anything involving several hundred tonnes of Stompa flying through the air is bound to go wrong eventually. You know this, I know this – the Stompa's krew know this. After completing a Rokkit Pack move roll a 2D6. On a roll of a double, remove one of the dice and consult the chart below to see what happens.

1 or 2 The Stompa is destroyed, immediately resolve an Apocalyptic Explosion centred on the Stompa.

3 or 4 The Stompa manages to launch its Rokkit Pack off before it explodes, resolve an Apocalyptic Explosion d6x10" away in a random direction.

5 or 6 The Stompa manages to launch its Rokkit Pack at the enemy, resolve an Apocalyptic Explosion at an enemy unit within d6x10" range.

SLASHA GARGANT 1500 points each super heavy

WS BS S FRONT SIDE REAR I A

4 2 10 14 13 12 1 2

UNIT: 1 to 3 Slasha Gargants

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

POWER FIELDS: 6

TRANSPORT: 30 (Big Mek occupants may not affect SGs)

ACCESS POINTS: One rear hatch

FIRE POINTS: 4 on the hull (1 is rear facing)

WEAPONS AND EQUIPMENT:

1 Mega Kannon belly cannon (range 60" strength 10 AP 1 Ordinance 1, 10" blast), 1 Gaze of Mork (range 60" strength 2D6 AP 2 heavy 3 Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.)

2 arm weapons from the following list:

- Supa Lifta Dropa (range 48" ;To fire the Supa Lifta Dropa, select an enemy vehicle (not a flyer or superheavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d3 Penetrating hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d3 Penetrating hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d3 penetrating hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of a Supa Lifta Dropa, ignore Power fields and Void shields)

- Supashoota (range 48" strength 8 AP 3 Heavy 6D6);

- Titan close combat weapon

- Mega Skorcha (range Hailstorm strength 6 AP 4 Heavy 1, pinning To fire the Mega Skorcha place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Mega Scorcha is then treated like any other template weapon for determining hits.)

SPECIAL RULES:

Effigy: A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless

Mountain of Iron: Slasha Gargants are Immune to Driver stunned critical results, and treat all Stomp attacks as Destroyer hits.

Towering Inferno: Once crippled, a Slasha Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Slasha Gargant explodes or leaves the table.

Kaptin Trifft 150 points + SLASHA GARGANT

SPECIAL RULES:

"Looks Like Grots From Ere": Trifft is infamous for his cavalier disregard for infantry once a battle gets underway. The Rompa Stompa MAY fire its Mega-Cannon into close combats. If it desires, it may always move over friendly non super heavy models in the movement phase, inflicting d6 S:10 hits per friendly unit passed over.

GREAT GARGANT 1500 points each super heavy

WS BS S FRONT SIDE REAR I A

4 2 10 14 13 12 1 2

UNIT: 1 to 2 Great Gargants

TYPE: Super-heavy walker

STRUCTURE POINTS: 10

POWER FIELDS: 7+d3

TRANSPORT: 40 (Big Meks may not affect GGs)

ACCESS POINTS: One rear hatch

FIRE POINTS: 6 on the hull (2 are rear facing)

WEAPONS AND EQUIPMENT:

1 Gut-busta belly cannon (Airburst shot 60" 6 3 Apocalypse Barrage (10), Solid shot* 60" D 2 Ordnance 1, 5" Blast

Destroyer, Chain shot** 60" 9 3 Ordnance 1, 7" Blast

1 Gaze of Mork (range 60" strength 2D6 AP 2 heavy 3 Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.)

2 arm weapons from the following list:

- Supa Lifta Dropa (range 48" ;To fire the Supa Lifta Dropa, select an enemy vehicle (not a flyer or superheavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d3 Penetrating hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d3 Penetrating hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d3 penetrating hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of a Supa Lifta Dropa, ignore Power fields and Void shields);

- Supashoota (range 48" strength 8 AP 3 Heavy 6D6);;

- Titan close combat weapon

2 shoulder weapons from the following list:

- Mega Skorcha (range Hailstorm strength 6 AP 4 Heavy 1, pinning To fire the Mega Skorcha place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Mega Scorcha is then treated like any other template weapon for determining hits.);

- Observation Platform;

SPECIAL RULES:

Effigy: A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless

Observation Platform: Commanded by a Nob spotter. The Great Gargant counts as BS:3. The

Observation Platform is treated as a single destroyable weapon for damage purposes.

Mountain of Iron: Great Gargants are Immune to Driver stunned critical results, and treat all Stomp attacks as Destroyer hits.

Towering Inferno: Once crippled, a Great Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Great Gargant explodes or leaves the table.

Integrated Weapon: Any weapon listed is immune to gun-crew shaken and weapon destroyed critical results

Gutrippa Great Gargant 1500 points each super heavy

Front Side Rear WS BS S I A

14 13 12 5 2 10 4 3

UNIT: 1 to 2 Gutrippa Great Gargants

TYPE: Super-Heavy walker

Structure Points: 12

force fields (just like the titans): 6

Weapons and Equipment: titan close combat weapon, lifta droppa, gaze of mork, belly cannon, mega gatler, deth cannon, 2 boomguns, 6 twin-linked big shootas, gun deck, ack-ack gun, improved zzap gun
special rules:

-da biggest one

Gaze of Mork: one of the gargants eyes have been modyfided so it can blast the hell out of the foe with the power from mork. it has the following profile: Range 24" Strength 2D6 AP 2 heavy 3 (Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.)

Belly Cannon: mounted in the belly, it fires uge shells that gives a big boom! but mega nobz and other tin-can gitz could survive the shots. has the following profile: Range 60" strength 10 AP 3 ordnance 1, 10" blast

Mega Gatler: this gatler is ALOT bigger than the original supa gatlers and have even more ammo! it counts both as a supashoota and super gatler, but with +2 strength and +1 ap.

Gun Deck: those orks lucky enough to get in these decks gets access to some of the clans best weapons that orks can carry. has the following profile: Range 54" Strength 5 AP 3 heavy 5D6

Improved Zzap Gun: this zzap gun was made for shooting down those pesky fliers down. has the following profile: Range 96" Strength 2D6 AP 2 ordnance 1, AA mount (Roll to determine the Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.)

da Biggest One: the gargant is so big, it inspires orks from a long distance.

ork units within 30" is fearless. furthermore, all orks loses furious charge and gets +1 strength, initiative and attack

