



THE GREEN MENACE

The Orks in the Horus Heresy



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I

THE GREEN MENACE ARMY LIST

USING THE GREEN MENACE ARMY LIST

FORCE ORGANISATION AND ALLIES

As the Orks are an anarchistic conglomeration of warring clans and brutal warbands under selfish warlords, living only for the thrill of war, they naturally make poor allies, even amongst each other.

For this reason The Green Menace cannot ally with any other faction.

However as long as a Prime Ork is present as the warlord of the main detachment, an allied force of The Green Menace may be taken. This force has to use different Klan rules to the main detachment and has to be painted accordingly to differentiate both detachments.

In such a case, both forces treat each other as **Fellow Warriors**. Should the Prime Ork be slain however, their allegiance level immediately switches to **By the Emperor's (or the Warmaster's) Command** to represent the instant infighting for command.

When creating a Green Menace army list, you may use the following Force Organisation Charts:

Crusade Force Organisation Chart

Onslaught Force Organisation Chart

Castellan Force Organisation Chart

Leviathans of War Force Organisation Chart

KLANS OF THE GREEN MENACE

When creating the army you have to choose one clan for every detachment from the list below:

BAD MOONS

Effects

- A unit of Mega Nobs may be taken as non-compulsory HQ choice without needing a slot in the force organization chart
- The Warlord of the army may take up to 40 points of war gear without actually spending points on it. This pool of points is separated from the normal points limit of the army, so it can't be used to pay in part for a piece of war gear that is for example more expensive than 40 points, etc. Any points of this extra pool not spent are lost
- All character models in the army may take a Snazzgun for +15 Points

Limitations

- The army may not contain more Heavy Support and Fast Attack choices each than Elite choices
- Big Mekz have the Support Officer special rule
- If at the end of the battle there are no more models with a Bosspole on the battlefield, the enemy scores d3 additional Victory points

BLOOD AXES

Effects

- Kommandoz may be taken as compulsory Troops choices in the army
- In each own player turn one reserve roll may be re-rolled
- An Allied Detachment from the Imperialis Militia & Cults army list may be taken. The allegiance level for this detachment is **By the Emperor's (or Warmaster's) Command**

Limitations

- At least one compulsory troops choice must be a unit of Stormboyz
- When using the Orky special rule to increase the Leadership value of a unit, it may only add +1 for every two models instead of every model

DEATHSKULLS

Effects

- Lootaz may be taken as non-compulsory troops choices in the army
- If in base contact with a vehicle that was destroyed but did not explode (friend and foe alike), a Mek or Big Mek may roll a d6 in the shooting phase. If it rolls a 6 (or 4+ for a vehicle from the same detachment as the Mek or Big Mek), you can immediately shoot one weapon of the vehicle as if it were your unit and still intact, using the Ballistic Skill of the Mek or Big Mek
- In every own player turn, a single die may be rerolled. However this reroll can only be used for a model with blue painted wargear, body paint or an at least partially blue painted hull

Limitations

- The army must take a Big Mek as one of its HQ choices
- If the objective of the mission includes seizing objective markers, all units with the Orky special rule must use their consolidation move to get closer to the nearest after winning a close combat
- If at the end of the battle more than half of the enemies vehicles suffered an Explosion! result on the vehicle damage chart (rounded up and at least one), you will lose one victory point (you cannot lose the game by this)

EVIL SUNZ

Effects

- All models with the Bike (including Deffkoptaz) and Vehicle type (except Walkers) add +1 to their maximum movement, turbo boost/flat out and charge rolls when they show red paint on any part of their hull
- All models with the Bike (including Deffkoptaz) type add +1 strength to their Hammer of Wrath attacks
- All models with the Bike (including Deffkoptaz) type can charge after turboboosting when they show red paint on any part of their hull. The charge distance is rolled with d6 instead of 2d6 (without any modifiers), it is always counted as a disordered charge and it always is treated as moving through dangerous terrain

Limitations

- All units with the Infantry type, including Independent Characters, in the army must start the game inside of a transport vehicle. Note that you must provide enough transport capacity to do this.
- All units with the Orky special rule may never voluntarily Go to Ground.
- The army may not contain more Heavy Support choices than Fast Attack choices

GOFFS

Effects

- All models with the Orky special rule may re-roll to Hit rolls of 1 on a turn they performed a successful charge
- All units with the Orky special rule may re-roll rolls of 1 when determining charging distances
- All units with the Orky special rule add +1 to their consolidation move after winning a close combat

Limitations

- All compulsory troops choices of the army must number at least twenty models
- A third compulsory troops choice must be taken. This choice has to be a unit of Boyz
- When using the Orky special rule to re-roll a moral check, the character model deals d6 instead of d3 hits to its unit

SNAKEBITES

Effects

- All Gretchin add +1 to their strength characteristic
- All units with the Orky special rule are granted a 6+ invulnerable save, increased to a 4+ on a Weirdboy
- Whenever a model deals one or more Hammer of Wrath hits, it deals that amount plus one instead
- All units with the Orky special rule gain Feel no Pain (4+) against weapons with the Posion special rule
- Squiggoth 'erds add +3 to their maximum movement distance
- Mega Squiggoths gain +1 to their Wounds characteristic

Limitations

- The army may not contain any units with the Jump Infantry, Bike, Bike with Jetpack, Jet Bike or any Vehicle type (with the exception of the Looted Wagon)
- The army must take a Weirdboy as one of its HQ choices
- The army may not contain Big Mekz

THE GREEN MENACE WARLORD TRAITS

When generating their Warlord Trait, a Green Menace army may either roll on one of the Warlord Traits tables in the core rule book, or instead on the following table:

THE GREEN MENACE WARLORD TRAIT TABLE

D6	Warlord Trait
1	Hulking Monster <i>Orks grow in size both with age and with the successful application of violence. This green behemoth is proof of this fact.</i> The Warlord gains +1 to its Wounds characteristic.
2	Needs more Dakka! <i>The mind of an Ork is simple regarding ranged weaponry. He only needs a weapon that is louder than that of all the other Orks and it definitely always could shoot some more bullets than it already does.</i> All shooting weapons of the Warlord double their amount of shots fired.
3	Ruler by Strength <i>This beast assumed its place on top of the Orkish hierarchy by the only somewhat lasting way: Smashing any one and anything foolish enough to challenge it. Many years of brawling for supremacy not only saw it grow in status, but also gave it a keen mind when it comes to defeating foes in what counts as a duel among Orks.</i> The Warlord rerolls 1s to Hit and to Wound while in a challenge.
4	Fungal Resilience <i>Orks can often take much more damage to their frame than any regular biology would allow, shrugging off horrendous injuries and allowing them to recover from wounds that would slay even an Astartes. Their lack of any major vital organ - to some extent even their brain - can easily catch an enemy off guard, thinking they have finally slain their foe only to find themselves still smashed by a blunt piece of metal.</i> The Warlord gains the Eternal Warrior special rule.
5	Brutal but cunning <i>Orkish strategy is often simple yet effective as it applies overwhelming force to not one point of the enemy line, but to its entirety until it will inevitably falter and collapse under the press of bodies. This leader has the capabilities of not only gathering a horde capable of that task, but also to keep it in check long enough to accomplish its goals.</i> The Warlord and its unit gain the Furious Charge special rule.
6	Cunning but brutal <i>Sometimes an Ork rises to the top of a warband that is capable of seeing the value in strategies that include more nuance, that charging its enemy until it is trampled or its own forces are depleted. This creature is an example of this rare breed and many imperial commanders already fell to their hubris, not expecting an Ork to actually outmaneuver them.</i> Choose d3 units in the main detachment. These units gain the Outflank special rule.

0-1 Warboss

80 POINTS

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

Unit Composition

- 1 Warboss

Unit Type

- Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky
- WAAAGH!
- Independent Character

Options

- The Warboss may exchange its Slugga and/or Choppa for:
 - Slugga.....Free
 - Choppa.....Free
 - Buzz choppa.....+5 points
 - Stabba.....+5 points
 - Power weapon.....+15 points
 - Power klaw.....+20 points
 - Kill saw (only when equipped with Mega armour).....+25 points
- If the Warboss is not equipped with a Warbike, it may take one of the following:
 - Shoota.....+1 points
 - Twin-linked shoota.....+3 points
 - Big shoota.....+5 points
- If the Warboss does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Warboss may exchange its Slugga and Choppa for a Big choppa.....+10 points
- The Warboss may take:
 - Ammo runt.....+2 points
 - Bosspole.....+10 points
 - Gitfinda.....+10 points
 - Cybork body.....+10 points
 - 'Eavy armour.....+10 points
 - Attack squig.....+15 points
- The Warboss may take one of the following:
 - Squighog.....+20 points
 - Mega armour (if not in 'Eavy armour already).....+20 points
 - Warbike.....+30 points

WAAAGH!

Once per game at the start of the shooting phase you may declare to use the WAAAGH!
All units with at least one model with the Orky special rule in the detachment receive the Fearless and Fleet special rules until your next shooting phase.



HQ

All greenskins always try to improve their social standing. This usually means that they have to outwit or - better still - beat up all other Orks in their direct environment until they can finally claim at least temporarily unchallenged dominance.

Orks who make it this far, first unite single groups and later whole tribes under themselves, until finally a critical mass of violent, heavily armed monsters is reached and they proclaim a so-called „Waaagh“. This is a mixture of religious crusade, mass migration and aggressive expansion in one and usually results in the complete devastation of all systems within reach of the respective Waaagh. The Ork at the head of this movement is commonly called a Warboss.

During the Great Crusade, the Imperium crushed many of these Waaaghs, but the inherent nature of the Orks ensures that new beasts rise above the green masses time and time again, reaching out their greedy claws for anything not yet within their grasp.



HQ

Warchief is a loose term for an Ork who could prevail against all rival nobz on his way to the top of his tribe. If he is part of a running Waaagh, the Warchief is usually a lieutenant of the ruling Warboss. At the same time he is also a strong contender to succeed him, should the warboss be defeated by an enemy or the Warchief himself decide one day to overthrow him and be successful - and be able to assert himself against all other warchiefs who are also waiting for this opportunity.

If the accumulation of Orks around the warchief is not yet a Waaagh, he is usually the biggest Ork of the tribe and even if he still lacks the followers for a real Waaagh, he is already on his way there.

WARCHIEF

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Warchief	5	2	4	4	3	3	3	8	6+

Unit Composition

- 1 Warchief

Unit Type

- Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky
- Independent Character

Options

- The Warchief may exchange its Slugga and/or Choppa for:
 - Slugga.....Free
 - Choppa.....Free
 - Buzz choppa.....+5 points
 - Stabba.....+15 points
 - Power weapon.....+15 points
 - Power klaw.....+20 points
 - Kill saw (only when equipped with Mega armour).....+25 points
- If the Warchief is not equipped with a Warbike or Deffkopta, it may take one of the following:
 - Shoota.....+1 points
 - Twin-linked shoota.....+3 points
 - Big shoota.....+5 points
- If the Warchief does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Warchief may exchange its Slugga and Choppa for a Big choppa.....+5 points
- The Warchief may take:
 - Ammo runt.....+2 points
 - Bosspole.....+10 points
 - Gitfinda.....+10 points
 - Cybork body.....+10 points
 - 'Eavy armour.....+10 points
 - Attack squig.....+15 points
- One Warchief in the forcemay exchange its Slugga for a Clan banner.....+25 points
- The Warchief may take one of the following:
 - Rokkit pack.....+15 points
 - Squighog.....+20 points
 - Mega armour (if not in 'Eavy armour already).....+20 points
 - Warbike.....+30 points
 - Deffkopta.....+35 points

BIG MEK

60 POINTS

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

Unit Composition

- 1 Big Mek

Unit Type

- Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky
- Battlesmith
- Independent Character

Options

- The Big Mek may exchange its Slugga and/or Choppa for:
 - Slugga.....Free
 - Choppa.....Free
 - Buzz choppa.....+5 points
 - Power weapon.....+15 points
 - Power klaw.....+20 points
 - Kill saw (only when equipped with Mega armour).....+25 points
- If the Big Mek is not equipped with a Warbike or Deffkopta, it may take one of the following:
 - Shoota.....+1 points
 - Twin-linked shoota.....+3 points
 - Big shoota.....+5 points
- If the Big Mek does have a weapon with the Assault type it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Big Mek may exchange its Slugga for:
 - Shokk attack gun.....+25 points
 - Kustom force field.....+50 points
- The Big Mek may take:
 - Ammo runt.....+2 points
 - 0-3 Grot oilers.....+5 points each
 - Cybork body.....+10 points
 - Gitfinda.....+10 points
 - 'Eavy armour.....+10 points
- The Big Mek may take one of the following:
 - Mega armour (if not in 'Eavy armour already).....+20 points
 - Warbike.....+30 points
 - Deffkopta.....+35 points
- When wielding Mega armour, the Big Mek may take a Tellyport blasta.....+35 points



HQ

Every Ork loves violence and conflict more than anything else, but there are some special specimens among them, which also have secondary interests. These so called Oddboys have different specializations and are integrally important for the existence and growth of Ork communities.

One of the more prominent Oddboy subspecies are the so-called Mekz, Orks who develop an instinctive understanding of technology and spend most of their time maintaining and constructing the Orks' various weapons and machines. Sometimes these Mekz, because of their importance in the tribe, even reach a position where they can start to push smaller Orks around and give orders themselves. These Big Mekz have the deepest insight into all the insane devices of the greenskins and are responsible for the biggest of their constructions. The goal of a Big Mek is almost always to build a Gargant, a kind of green skin titan equivalent of colossal dimensions. And if they have to take control of their tribe to get the necessary means to do so, they will do everything in their power to make sure that the acting warboss suffers a tragic accident and their are the ones next in line.



HQ

Weirdboys differ from all other Orks in that they are the only variant of the greenskins that not only avoid fights, but sometimes actively try to flee from them. Every Ork continuously generates a weak psionic field subconsciously. This alone is hardly of importance, but if many of them gather at one place and the emotions among them are boiling up - for example during a battle - then this field can gain undreamt-of strength. Weirdboys act like lightning conductors for the accumulated energy and have the 'ability' to channel it similar to the psykers of other races - with the big difference that they often lack direct control over their own powers.

Orks usually don't find this troubling and are happy to accept own losses through undirected lightning or a spontaneously exploding Weirdboy in exchange for the spectacle that inevitably results. Weirdboys are therefore often 'accompanied' by strong 'bodyguards' to make sure that they don't suddenly turn tail and run.

Warp'eads, on the other hand, are Weirdboys who have found some satisfaction in the havoc they wreak. They usually don't need any motivation from other Orks to take part in a brawl and most often are able to control the released destruction much better.

In any case, Ork psykers are among the most dangerous and unpredictable users of the so called 'art' in the galaxy and are not to be underestimated.

WEIRDBOY

45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Weirdboy	3	2	4	4	2	3	2	6	6+
Warp'ead	4	2	4	4	2	3	2	10	6+

Unit Composition

- 1 Weirdboy

Unit Type

- Infantry (Character)

Wargear

- Weirdboy staff

Special Rules (all)

- Orky
- Waaagh! Energy
- Support Officer
- Independent Character

Special Rules (Weirdboy)

- Psyker Level 1 (Weirdboys may select their powers from the Biomancy, Telekinesis, Telepathy and the Pyromancy disciplines)

Special Rules (Warp'ead)

- Psyker Level 2 (Warp'eads may select their powers from the Biomancy, Telekinesis, Telepathy and the Pyromancy disciplines)

Options

- The Weirdboy may be upgraded to a Warp'ead.....+50 Points
- A Warp'ead may take a Squighog.....+20 points

Waaagh! Energy

A Weirdboy generates a bonus +1 Warp Charge point at the start of your psychic phase for every ten models with the Orky special rule within 8". In addition he adds +1 for every ten models with the Orky special rule within 8" to his roll when channelling warp charges (to a maximum 6). This counts as an unmodified roll. So for example when he rolls double fives with a bonus of +1, he will suffer perils of the warp.

When channelling warp charges for a telepathy power you have to subtract -1 from your roll. This does not effect perils of the warp.

PAINBOYZ

35 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Painboy	4	2	4	4	1	3	2	6	6+

Unit Composition

- 1-5 models may be taken as a single Elites choice for the army. Each model may be assigned to one unit made up completely of models with the Orky special rule with the Infantry type. There may only ever be one model in such a squad and the model may never voluntarily leave it during the game.
- A Painboy on a Warbike may instead join a unit with the Bike type in the same manner.

Unit Type

- Infantry (Character)

Wargear

- Dok's tools
- 'Urty syringe

Special Rules

- Orky

Options

- This Elites choice may include:
 - 1-5 Painboyz.....+35 points each
- Every Painboy may take:
 - Cybork body.....+5 points
 - Grot orderly.....+10 points
- Every Painboy may take one of the following:
 - Rokkit pack.....+10 points per model
 - Squighog.....+15 points per model
 - Warbike.....+20 points per model
 - Deffkopta.....+25 points per model



Elites

Orks are a species with a remarkably robust biology and can shrug off even the most grievous wounds without serious permanent damage. However, even this resilience knows its limits and should a greenskin reach those, it will - although not voluntarily - seek out a painboy.

These specialists resemble more a mad scientist or a butcher than a traditional healer, but their crude surgical methods and treatments will help their patients more often than they will kill them. For their services Painboyz let them selves get paid very well by the other Orks and so they are often among the wealthier members of their tribe.

Furthermore, if an Ork wants bionic improvements, he must also put himself in the hands of a Painboy. However, this is not without risk, as the painboy often decides that he would rather carry out various experiments on his newly found test subject than perform the agreed upon procedure.

Therefore it is not uncommon that an Ork wakes up with a disembodied head in a life-supporting liquid instead of a new, mechanical arm, and so the trust of other Orks in this caste is rather limited.



Elites

Mekz often stay among themselves and prefer to spend their time tinkering with new equipment rather than the endless tussle of the other Orks. On the battlefield, they are therefore less interested in the actual fighting than in what comes after: collecting the remnants in the form of damaged weapons, wrecked vehicles and unused ammunition.

They make true mechanical wonders out of what other races would call junk. Although these often appear crude and should not work according to any understanding of rational physics - or explode directly -, Mekz manage in a hitherto unexplained way that their works are not only functional, but in most cases also extremely dangerous. Not infrequently both for their users and for their victims.

Mekz are therefore an important part of the Ork war machine, and in some cases they can even achieve some fame and prosperity if they should reach the position of a Big Mek.

MEKZ

15 POINTS

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

Unit Composition

- 1 Mek

Unit Type

- Infantry

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky
- Battlesmith
- Fixin' Mob

Options

- The unit may include:
 - Up to 4 additional Mekz.....+15 points each
- Any Mek may exchange its Choppa for:
 - Buzz choppa.....+5 points
 - Power weapon.....+10 points
 - Kill saw.....+20 points
- Any Mek may take:
 - 0-3 Grot oiler.....+5 points each
 - Cybork body.....+5 points
- The entire unit may take a Warbike.....+15 points per model

Fixin' Mob

If your warlord is a Big Mek, you may take a unit of Mekz as an HQ choice without using up an HQ slot.

TANKBUSTA MOB

160 POINTS

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

Unit Composition

- 9 Tankbustaz
- 1 Boss Nob

Unit Type

- Tankbusta: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Rokkit launcha
- Melta bombs
- Frag grenades

Special Rules

- Orky

Dedicated Transport

- A unit of Tankbustaz numbering twelve or less models may take a Trukk as a Dedicated Transport.

Options

- The unit may include:
 - Up to 10 additional Tankbustaz.....+13 points each
 - 0-3 Bomb squigs.....+15 points each
- For every ten models in the unit, one Tankbusta may exchange their Rokkit launcha for a Tankhammer.....+10 points
- The Boss Nob may exchange its Rokkit launcha for:
 - Slugga and Choppa.....free
 - Slugga and Buzz choppa.....+5 points
 - Big choppa.....+5 points
 - Slugga and Power claw.....+15 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points



Elites

Orks love weapons not only for the effect they have on other objects and creatures, but also for the noise they make. Tankbustaz are the best example of this, as these groups of greenskins over time have developed a true obsession for anything exploding. This incidentally often makes them the best vehicle hunters in a tribe's arsenal, and most warbosses quickly realize the potential of a mob of Orks who will happily take any opportunity to pursue their passion - as long as they do so outside the war camp.



Elites

Orks take every opportunity to trample on those they consider to be weaker. Therefore, sooner or later one member of each mob will stand out, commanding the others around and finally acting as their leader. These leaders are commonly called Nobz. However, the chief of a tribe may come to the conclusion that it would be of an advantage if these extremely large and violent Orks did not waste their time pushing their subordinates around, but instead acted as an elite unit of shock troops. These Nobz mobs often get the right to choose their equipment right after the Warboss or Warchief when it comes to distributing loot after a battle. This not only secures the Nobz loyalty to them, but additionally ensures that their squad of best warriors is also the one with the best weapons and armour available.

NOBZ MOB

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Nob	4	2	4	4	2	3	3	7	6+
Boss Nob	4	2	4	4	2	3	3	7	6+

Unit Composition

- 2 Nobz
- 1 Boss Nob

Unit Type

- Nob: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky
- Implacable Advance

Dedicated Transport

- A unit of Nobz may take a Trukk or Battlewagon as a Dedicated Transport if it does not have Squighogs or Warbikes.

Options

- The unit may include:
 - Up to 7 additional Nobz.....+12 points each
- Every model may exchange its Slugga and/or Choppa for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+5 points
 - Stabba.....+5 points
 - Power klaw.....+15 points
- Every model may exchange its Slugga and Choppa for a Big choppa.....+5 points
- If the unit is not equipped with either Warbikes or Deffkoptaz, every model may take one of the following:
 - Shoota.....+1 points
 - Twin-linked shoota.....+3 points
 - Big shoota.....+5 points
- If a model does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- Every model may take:
 - Ammo runt.....+2 points
 - Cybork body.....+5 points
 - 'Eavy armour.....+5 points
- One Nob may take a Waaagh! banner.....+15 points
- The Boss Nob may take a Bosspole.....+15 points
- The entire unit may take one of the following:
 - Rokkit pack.....+10 points per model
 - Squighog.....+15 points per model
 - Warbike.....+20 points per model
 - Deffkopta.....+25 points per model

MEGANOBZ MOB

120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Meganob	4	2	4	4	2	3	3	7	2+

Unit Composition

- 3 Meganobz

Unit Type

- Infantry

Wargear

- Twin-linked shoota
- Power weapon
- Mega armour

Special Rules

- Orky
- Chosen Warriors
- Implacable Advance

Dedicated Transport

- A unit of Meganobz numbering six or less models may take a Trukk or a Battlewagon as a Dedicated Transport, or a Battlewagon without Killkannon or Supa kannon if ten models or fewer.

Options

- The unit may include:
 - Up to 7 additional Meganobz.....+30 points each
- Every model may exchange its Power weapon for:
 - Power klaw.....+5 points
 - Kill saw.....+10 points
- Every model may exchange its Twin-linked shoota and Power weapon for two Kill saws.....+15 points
- If a model does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- Every model may take a Cybork body.....+5 points
- One Meganob may take a Waaagh! banner.....+15 points
- One Meganob may take a Bosspole.....+15 points



Elites

In exceedingly wealthy tribes, a mob of Nobz may accumulate more and more riches and, given the technological acumen of said tribe, may eventually become a Meganobz Mob. These differ primarily in that they are fully clothed in the heavy plates of Mega armour. This is often both an accumulation of protective hunks of metal and bionics, so it becomes hard to tell where the armour ends and the Ork inside begins. This not only gives Meganobz an outstanding amount of prestige in her tribe, but also a surprisingly high resistance to all but the heaviest weaponry an enemy can muster.

Meganobz are therefore used by the Orks as almost unstoppable linebreakers that can even compete with imperial terminator armour, and they often form the innermost circle of a warbosses council.



Elites

Kommandoz are usually not considered to be properly 'orky' by other Orks, because they rely on methods that go beyond the basic tactical understanding of most greenskins.

They do not prefer direct frontal attacks with overwhelming number, but instead use tactics like flanking attacks, infiltration and sabotage.

At first glance, Kommandoz may seem ridiculous in the eyes of other races. They are muscle packed beasts, smeared with simple camouflage and equipped with the most simple of technical gadgets. However, not a few enemies have already been surprised by a deadly ambush by these Orks or have lost their lives to a Kommando, which appeared out of nowhere for an ambush before disappearing again in an equally mysterious way.

KOMMANDO SKWAD

90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Kommando	4	2	4	4	2	3	3	7	6+
Boss Nob	4	2	4	4	2	3	3	7	6+

Unit Composition

- 4 Kommandoz
- 1 Boss Nob

Unit Type

- Kommando: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky
- Stealth
- Infiltrate
- Move Through Cover
- Sneaky Gits

Dedicated Transport

- A unit of Kommandoz may take a Trukk as a Dedicated Transport.

Options

- The unit may include:
 - Up to 5 additional Kommandoz.....+13 points each
- Every model may take one of the following:
 - Shoota.....+1 point
 - Twin-linked shoota.....+3 points
- For every five models in the unit, one Kommando may exchange their Slugga and Choppa for:
 - Big shoota.....+5 points
 - Rokkit launcha.....+10 points
 - Burna.....+10 points
- If a model does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Boss Nob may exchange its Slugga and/or Choppa for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+5 points
 - Power klaw.....+15 points
- The Boss Nob may exchange its Slugga and Choppa for:
 - Big choppa.....+5 points
 - Big shoota.....+5 points
- The Boss Nob may take a Bosspole.....+15 points

Sneaky Gitz

When arriving on the battlefield via Outflank, the unit may charge in the same turn as long as the charged unit is 12" or less away from the border of the battlefield the outflanking unit is arriving from.

This always counts as a disordered charge.

This special rule cannot be used, when the unit is entering the battlefield in a transport vehicle.

FLASH GIT KREW

130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Flash Git	4	2	4	4	2	3	3	7	6+
Kaptin	4	2	4	4	2	3	3	8	6+

Unit Composition

- 4 Flash Gitz
- 1 Kaptin

Unit Type

- Flash Git: Infantry
- Kaptin: Infantry (Character)

Wargear

- Snazzgun
- Frag grenades
- Bosspole
- Gitfinda

Special Rules

- Orky
- Mercenaries

Dedicated Transport

- A unit of Kommandoz may take a Trukk or a Battlewagon as a Dedicated Transport.

Options

- The unit may include:
 - Up to 5 additional Flash Gitz.....+22 points each
- Every model may take:
 - Ammo runt.....+5 points
 - 'Eavy armour.....+5 points
 - Cybork body.....+5 points

Mercenaries

This unit can never count as scoring and the opposing player never gains victory points for destroying specifically this unit in missions where this is relevant. This includes secondary objectives such as First Blood, but it does not affect victory points based on the number of total units destroyed in a particular game (such as for Attrition).

In addition, a unit with this special rules can never benefit from any Klan rules of the army.



Elites

Flash Gitz are very different from other ork in that they are not part of the usual clan structures and usually do not form or belong to larger tribes.

Instead, they roam the galaxy in comparatively small groups and sell their services as mercenaries to the highest bidder or they act as pirates.

As mercenaries they do not necessarily work for other Orks exclusively, as was shown by observations of Flash Git Krewz at the side of many other forces all around known space.

Often their fighting power has to be paid well in the form of weapons and supplies, resulting in these Orks having excellent equipment, even if it has the usual ramshackle characteristics of greenskin technology.



KILLA KANZ

105 POINTS

Elites

Gretchin in the service of a Mek often find themselves entombed within a Killa Kan, where from now on they will march to war besides their larger Ork cousins on their rattling stilts.

Not unlike the Dreadnoughts of the Astartes, the 'pilot' of a Killa Kan is usually completely integrated into the machine as a central part of it, and often only the vital organs of the Orkoid in question are left behind in a few canisters of amniotic fluid. The gretchin themselves are surprisingly untroubled by this normally deterrent fate, for in their new mechanical form they are ultimately far more imposing and dangerous than they could ever be in their biological body.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Killa Kan	2	3	5	11	11	10	2	2	2

Unit Composition

- 3 Killa Kanz

Unit Type

- Vehicle (Walker)

Wargear

- Big shoota
- Kan klaw

Options

- The unit may include:
 - Up to 3 additional Killa Kanz.....+35 points each
- Every model may exchange its Big shoota for:
 - Rokkit launcha.....+5 points
 - Skorcha.....+5 points
 - Stikk bomb lobba.....+5 points
 - Grotzooka.....+10 points
 - Kustom mega-blasta.....+10 points
- Every model may take:
 - Grot riggers.....+5 points
 - Extra armour.....+5 points

DEFF DREAD MOB

110 POINTS



Elites

It is the dream of most Orks to stride across the battlefield, heavily armed and as big as possible, bringing destruction indiscriminately to everything around them. A Deff Dread is a personification of this dream. As big as an imperial Dreadnought, equipped with several limbs, each of them outfitted with heavy tools of destruction and almost immune to the fire of lighter weapons, these walker are a nightmare to face on the battlefields of the 31st millenium.

Depending on the preferences of the Mekz constructing them, these mechanical monsters are equipped with a wide variety of weapons ranging from hydraulic claws to heavy projectile cannons and exotic energy blasters.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Deff Dread	4	2	7	13	12	11	3	3	4

Unit Composition

- 1 Deff Dread

Unit Type

- Vehicle (Walker)

Wargear

- 4 Big shootas

Special Rules

- Dread Mob

Options

- The unit may include:
 - Up to 2 additional Deff Dreadz.....+110 points each
- Every model may exchange each of its Big shootas for:
 - Power klaw.....+5 points
 - Rokkit launcha.....+5 points
 - Skorcha.....+5 points
 - Kustom mega-blasta.....+10 points
 - Kannon.....+10 points
 - Zzapp gun.....+10 points
 - Supa shoota.....+20 points
- Every model may take:
 - Grot riggers.....+5 points
 - Extra armour.....+5 points
 - Stikk bomb lobba.....+10 points

Dread Mob

All Deff Dreadz purchased as one Elites choice must be deployed as if they were a squadron.

In their first movement phase however they may decide once for the remainder of the battle whether they want to stay this way or break up into multiple smaller squadrons or even single models. When entering the battlefield during the game by reserves, this decision must be made immediately after the reserve roll is passed.

They cannot join together into bigger squadrons after this.



Troops

Armies of greenskins often number in the millions, and the largest part of this number is formed by Boyz. The regular Boy is the smallest form of an Ork, but still towers above most base humans. His hunchbacked, muscle-packed body is perfectly adapted to his lifestyle of never-ending conflict and his primitive psyche is completely incapable of processing the concept of a lost fight or defeat. Every Boy will throw himself with the greatest enthusiasm into any fight, no matter how hopeless it may seem to any non-Ork, and together with his fellows will wash away all resistance like a green wave.

Their resilient frame, great physical strength, overwhelming crowd and almost complete fearlessness ensure that the hordes of the Orks are a constant threat to the Imperium, and are likely to remain so in various parts of the galaxy.

In addition to this, every Ork continues to grow throughout his entire life. This can result in an Ork boy eventually reaching truly massive proportions if not slain, resulting in them entering the upper echelons of their society.

BOYZ MOB

75 POINTS

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

Unit Composition

- 9 Ork Boyz
- 1 Boss Nob

Unit Type

- Ork Boy: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades

Special Rules

- Orky

Dedicated Transport

- A unit of Boyz numbering twelve or less models may take a Trukk as a Dedicated Transport.

Options

- The unit may include:
 - Up to 20 additional Boyz.....+5 points each
- Every model may exchange its Slugga and Choppa for a Shoota.....+1 point
- For every ten models in the unit, one Boy may exchange their Slugga and Choppa for:
 - Big shoota.....+5 points
 - Rokkit launcha.....+10 points
 - Burna.....+10 points
- The Boss Nob may exchange its Slugga and/or Choppa for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+5 points
 - Power klaw.....+15 points
- The Boss Nob may exchange its Slugga and Choppa for a Big choppa.....+5 points
- If the Boss Nob does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points

'ARD BOYZ MOB

125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
'Ard Boy	4	2	4	4	1	3	2	6	4+
Boss Nob	4	2	4	4	2	3	3	7	4+

Unit Composition

- 9 'Ard Boyz
- 1 Boss Nob

Unit Type

- 'Ard Boy: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades
- 'Eavy armour

Special Rules

- Orky

Dedicated Transport

- A unit of 'Ard Boyz numbering twelve or less models may take a Trukk as a Dedicated Transport.

Options

- The unit may include:
 - Up to 20 additional 'Ard Boyz.....+9 points each
- The entire unit may exchange their Slugga for a Boarding shield.....+4 points per model
- Every model may exchange its Choppa for a Shoota.....+1 point
- For every ten models in the unit, one 'Ard Boy may exchange their Choppa for a Burna.....+10 points
- The Boss Nob may exchange its Slugga and/or Choppa for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+5 points
 - Power klaw.....+15 points
- The Boss Nob may exchange its Slugga and Choppa for a Big choppa.....+5 points
- The Boss Nob may exchange its Slugga, Choppa and 'Eavy armour for Mega armour with Twin-linked shoota and Power weapon.....+20 points
- A Boss Nob in Mega armour may exchange its Power weapon for:
 - Power klaw.....+5 points
 - Kill saw.....+10 points
- If the Boss Nob does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Boss Nob may take a Bosspole.....+15 points



Troops

Should a mob of Boyz have access to the necessary resources, they will often start to gather pieces for their makeshift armour from the remains of orkish industry and the debris of various battlefields. As a result, the Orks of such mobs gradually build up surprisingly effective personal protection over time. Massive plates of riveted metal may not be an option for most species as body armour due to their weight, but for an Ork such considerations play a secondary role as their massive frames can support them easily.

Mobs aquipped as such are called 'Ard Boyz by the Orks and tend to be surprisingly defensive for greenskins. As in imitation of Astartes breachers, they use tight formations to resist enemy fire and get closer to the enemy. Individual 'Ard Boy mobs have even been observed to hold strategic points on a battlefield instead of rushing towards the enemy head first as it is typical for normal Orks.

It is controversial whether putting on the armour leads to this change in behavior or whether the armour is instead an expression of this unusual mentality.



STORMBOYZ MOB

100 POINTS

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

Troops

For some Orks, the way into battle is as important as the fighting itself. These greenskins have a deep-rooted passion for speed, loud engines and breakneck maneuvers. To this end, Storm Boyz strap oversized turbines on their backs and throw themselves at the enemy on thick streaks of exhaust fumes. These rocket engines are anything but stable or safe, and so it is not uncommon for Orks to explode occasionally before the battle when they want to rise into the air. However this leads to storms of rough amusement among their kind rather than anything else.

Unit Composition

- 9 Stormboyz
- 1 Boss Nob

Unit Type

- Ork Boy: Jump Infantry
- Boss Nob: Jump Infantry (Character)

Wargear

- Slugga
- Choppa
- Frag grenades
- Rokkit pack

Special Rules

- Orky

Options

- The unit may include:
 - Up to 20 additional Stormboyz.....+8 points each
- For every ten models in the unit, one Stormboy may exchange their Slugga and Choppa for:
 - Big choppa.....+5 points
 - Burna.....+10 points
- The Boss Nob may exchange its Slugga and/or Choppa for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+5 points
 - Power klaw.....+15 points
- The Boss Nob may exchange its Slugga and Choppa for a Big choppa.....+5 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points

BURNA BOYZ MOB

150 POINTS

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

Unit Composition

- 9 Burna Boyz
- 1 Boss Nob

Unit Type

- Burna Boy: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Burna
- Frag grenades

Special Rules

- Orky
- Support Squad

Dedicated Transport

- A unit of Burna Boyz numbering twelve or less models may take a Trukk as a Dedicated Transport.

Options

- The unit may include:
 - Up to 10 additional Burna Boyz.....+12 points each
- For every ten models in the unit, one Burna may exchange their Burna for a Skorcha.....free
- The Boss Nob may exchange its Burna for:
 - Slugga and Choppa.....free
 - Skorcha.....free
 - Slugga and Buzz choppa.....free
 - Big choppa.....free
 - Slugga and Power klaw.....+10 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points



Troops

Burna Boyz are viewed with some suspicion and caution by other Orks. These arsonists tend to try to solve every emerging problem with a raging firestorm (including boredom) and even though Orks in general are rather fond of violence, they have a strong aversion to being burned alive.

In orkish settlements Burna Boyz are therefore often treated almost like outcasts which has led to a certain willfulness among them. It takes a determined leader - or a generous bribe in form of promethium - to make them an effective part of a force. However, if the boss of a tribe is able to do so, they are absolutely devastating for any kind of light infantry and will only leave smoldering cinders in their wake.



Troops

Gretchin are small Orkoids that more than make up for their lack of physical strength with cunning and deep-rooted malice. They often try to imitate the bigger Orks and their brutish behaviour - much to the amusement of said Orks - and therefore they gather in big mobs as well, in order to wash over their opponent as a screaming flood of biting teeth and clawing hands. Unlike real Orks however, their morale breaks very quickly in the face of determined resistance, and so they are usually accompanied by a few herders, who 'motivate' the gretchin to stay by kicking and occasionally electrocuting them.

Meanwhile, these Runtherds are a very special kind of Ork, in that they have a rather unique among their peers: Patience. It might be anything but vast, but unlike other Orks, they are willing to overlook the diminutive stature of their charges most of the time and understand, that certain tasks might be beyond them or their courage.

Outside of battle, gretchin serve the Orks in a number of menial activities. They guard squigs, clean houses, carry the Ork's possessions or run errands. Particularly lucky gretchin might even attract the attention of an important Ork, will not immediately get eaten by him and can then be active in his personal service. This not only earns the gretchin respect from his peers, but also protects him from the brutality of other Orks as none of them would dare to anger the Warboss by hurting its favourite servant.

GRETCHIN

40 POINTS

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

Unit Composition

- 10 Gretchin
- 1 Runtherd

Unit Type

- Infantry

Wargear (Gretchin)

- Grot blasta

Wargear (Runtherd)

- Grabba stikk
- Choppa
- Frag grenades

Special Rules

- Disposable
- Support Squad
- Stupid Grots
- Orky (Runtherd only)

Options

- The unit may include:
 - Up to 40 additional Gretchin.....+2 points each
 - Up to 4 additional Runtherds.....+10 points each
- Any Runtherd may exchange its Grabba stikk for a Grot-prod.....+5 points
- Any Runtherd may take a Squig hound.....+10 points

Stupid Grots

The unit must contain at least one Runtherd for every ten Gretchins to make use of any Leadership bonus or any Leadership value higher than 5.

TRUKK

45 POINTS



Dedicated Transport

For the Orks the Truk is not only a fighting vehicle, but also a vehicle for any activity off the battlefield. As with all orkish constructions, there is no binding construction plan or definition of what is to be considered a Truk, but in general, some common features of the vehicles under this designation can be summarized:

They are all lightly armored, have strong engines, light armament and a sufficiently large cargo area to transport a mob of Boyz on it.

Trukz are commonly owned by the mob which they transport into the fray and quite a few mobs spend a lot of their time outside of battle maintaining, improving or finding a replacement for their Truk.

BS	Armour			HP
	Front	Side	Rear	
2	10	10	10	3

Unit Composition

- 1 Truk

Unit Type

- Vehicle (Open-Topped, Transport)

Wargear

- Big shoota

Special Rules

- Ramshackle

Transport Capacity

- The Truk can transport 12 models.

Options

- The Truk may exchange its Big shoota for:
 - Rokkit launcha.....+5 points
 - Skorcha.....+5 points
 - Stikk bomb lobba.....+5 points
- The Truk may take:
 - Reinforced ram.....+5 points
 - Grot riggers.....+5 points
 - Extra armour.....+5 points
 - Wreckin' ball.....+10 points
 - Boarding plank.....+15 points

Ramshackle

A model with this special rule has an invulnerable save of 6+.



DEFFKOPTA SKWADRON

30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Deffkopta	4	2	4	5	2	3	2	6	6+
Boss Nob	4	2	4	5	3	3	3	7	6+

Fast Attack

Deffkoptaz are simple but effective flying machines, which are built by speed-mad Mekz from old scrap metal. They usually consist of the frame of a warbike, equipped with rotary wings and a jet engine, making them one of the fastest ways for an Ork to reach the front lines of a battle.

Often these makeshift contraptions are just as dangerous for their pilots as they are for the enemy, as they tend to fall apart in mid-air or explode directly. But because of the rush of speed - and the considerable noise - involved, there are always new 'fly boyz' to fill the ranks of the Deffkoptaz.

Unit Composition

- 1 Deffkopta

Unit Type

- Deffkopta: Bike with Jetpack
- Boss Nob: Bike with Jetpack (Character)

Wargear

- Choppa
- Frag grenades
- Deffkopta (bonus included in profile)

Special Rules

- Orky
- Scout
- Hit & Run

Options

- The unit may include:
 - Up to 9 additional Deffkoptaz.....+30 points each
- Every model may exchange the Twin-linked Big Shoota of their Deffkopta for:
 - Stikk bomb lobba.....free
 - Twin-linked rokkit launcha.....+5 points
 - Kustom mega-blasta.....+5 points
- Every model may take:
 - Big bomm.....+5 points
 - Buzzsaw.....+10 points
- If the unit consists of at least five models, one Deffkopta may be upgraded to a Boss Nob.....+10 points
- The Boss Nob may exchange its Slugga and/or Choppa for:
 - Buzz choppa.....+5 points
 - Power klaw.....+15 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points

WARBIKA SPEED-MOB

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Warbika	4	2	4	5	1	3	2	6	6+
Boss Nob	4	2	4	5	2	3	3	7	6+

Unit Composition

- 4 Warbikaz
- 1 Boss Nob

Unit Type

- Warbika: Bike
- Boss Nob: Bike (Character)

Wargear

- Slugga
- Choppa
- Frag grenades
- Warbike (bonus included in profile)

Special Rules

- Orky
- Scout

Options

- The unit may include:
 - Up to 15 additional Warbikaz.....+15 points each
- The Boss Nob may exchange its Slugga and/or Choppa for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+5 points
 - Power klaw.....+15 points
- The Boss Nob may exchange its Slugga and Choppa for a Big choppa.....+5 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points



Fast Attack

Warbika Speed-Mobs remind of the bike gangs of some hive worlds such as Nostramo in that they form a subculture of their own. Bikaz keep to themselves and their primary focus is on maintaining and tuning their machines. These so-called warbikes are heavy motorcycles with smoking engines, equipped with large-bore projectile weapons and can reach surprisingly high speeds even in difficult terrain.

Warbika Mobz often do not live as part of a tribe, but wander nomadically between different Ork settlements, where they either trade fuel, ammunition and spare parts or - if they feel sufficiently superior - simply steal them. When a real battle is about to begin however, they do not need any additional motivation from the respective warboss and will often chase into the enemy's ranks all by themselves with roaring machines and loud, cheerful howling.



Fast Attack

The diverse fauna of different squigs that surrounds every Ork settlement often leads sooner or later to a special subspecies, the Squighog. Unlike any other squig, this one not only occasionally has more than one pair of legs, but more importantly, they possess a rare combination of intelligence and reduced aggression (though not by much) that allows them to be trained into reasonably reliable mounts. More primitive orc tribes in particular derive much of their mobility from these squigs, and as a useful side-effect, directly ensure that Orks who do not have the physical capabilities to tame their own Squighog frequently and quickly remove themselves from the ranks of their brethren, thereby strengthening the entire group.

SQUIGHOG MOB

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Squighogga	4	2	4	5	2	3	2	6	6+
Boss Nob	4	2	4	5	3	3	3	7	6+

Unit Composition

- 2 Squighogga
- 1 Boss Nob

Unit Type

- Squighogga: Cavalry
- Boss Nob: Cavalry (Character)

Wargear

- Slugga
- Stabba
- Frag grenades
- Squighog (bonus included in profile)

Special Rules

- Orky

Options

- The unit may include:
 - Up to 12 additional Squighoggaz.....+12 points each
- Every model may exchange its Slugga for a Buzz choppa.....+10 points
- The Boss Nob may exchange its Slugga and/or Stabba for:
 - Slugga.....free
 - Choppa.....free
 - Buzz choppa.....+10 points
 - Power klaw.....+15 points
- The Boss Nob may exchange its Slugga and Stabba for a Big choppa.....+5 points
- The Boss Nob may take a Bosspole.....+15 points

GROT TANKZ

80 POINTS



Fast Attack

In her quest to emulate their larger role models, gretchin always begin to construct their own tanks sooner or later. These are little more than riveted trash with a heavy weapon, which would otherwise be a handheld heavy weapon of an Ork, but what makes them dangerous is their sheer mass.

Like a squeaking, rattling and surprisingly fast avalanche, Grot Tankz roll forward and even though neither the crews of these vehicles are particularly competent, nor the machines themselves are extremely reliable, they can quickly flood and quite literally overrun unprepared positions.

BS	Armour			HP	
	Front	Side	Rear		
Grot Tank	3	10	10	10	2

Unit Composition

- 4 Grot Tankz

Unit Type

- Vehicle (Tank)

Wargear

- Big shoota

Special Rules

- Rattling Scrap Pile

Options

- The unit may include:
 - Up to 6 additional Grot Tankz.....+20 points each
- Every model may exchange its Big shoota for:
 - Rokkit launcha.....+5 points
 - Skorcha.....+5 points
 - Grotzooka.....+10 points
 - Kustom mega-blasta.....+10 points
- Every model may take a shoota.....+2 points
- One model in the unit can be upgraded to be a Kommanda, granting it a second Big shoota (which also can be exchanged for the normal costs).....+10 points

Rattling Scrap Pile

Models in a unit with this special rule may only make a single pivot on the spot before they move. Everytime this unit is moved, make a roll beforehand (but after pivoting). All models of the unit must move exactly the rolled distance. The only exception is, when their movement collides with any Vehicle or impassable terrain. When colliding with a Vehicle (friend or foe), this is treated as Ramming as per the normal rules. When colliding with impassable terrain, the colliding model immediately suffers a hit to its front armour with the strength equal to the rolled movement distance (to a maximum of 10) and no AP. When a model collides with any non-Vehicle unit (friend or foe) during its movement, the move is considered to be a Tank Shock. All this is regardless of the phase the movement took place in. In the Movement phase, roll 2d6" for movement (the move is always considered to be at Cruising Speed, no matter the distance rolled). When going Flat Out, roll 2d3" for the distance of movement.

In addition a model with this special rule has an invulnerable save of 6+.



KRUZA SPEED-MOB

40 POINTS

Fast Attack

Kruzaz are what happens when a small mob of Orks decides to forgoe the work on their usual Trukk and instead choose to invest their efforts into a smaller, more manouverable and - most of all - much heavier armed vehicle.

Kruzaz are therefore a comparatively rare phenomenon as only few mobs want to do without the transport capacity of a Trukk, but where they appear, they prove to be an effective weapons platform due to their speed and improved armour.

	BS	Front	Armour			HP
			Side	Rear		
Kruza	2	11	10	10	2	

Unit Composition

- 1 Kruza

Unit Type

- Vehicle (Open-Topped, Fast)

Wargear

- Turret mounted Kannon

Options

- The unit may include:
 - Up to 4 additional Kruzaz.....+40 points each
- Every model may exchange its Kannon for:
 - Turret mounted Skorcha and Big shoota.....free
 - Turret mounted Squig launcha.....free
 - Twin-linked Rokkit launcha.....free
- Every model may take one of the following:
 - Big shoota.....+5 points
 - Squig launcha.....+10 points
 - Zzapp gun.....+15 points
 - Supa shoota.....+15 points

WARBUGGY SPEED-MOB

30 POINTS



Fast Attack

Warbuggyz are the result of a warbika, who constantly upgrades and enlarges its vehicle to install additional armour or heavier weapons. They might add more plating or even increase the number of wheels the vehicle is moving on, however there is no template at all to constitute what is or is not a Warbuggy.

Due to this, they are often slightly slower than the bikes they are based on, but more than make up for this with their improved combat capabilities. Warbuggyz, despite the lower speed, continue to be part of their Warbika mobs and support them with heavy fire on their raids.

	BS	Armour			HP
		Front	Side	Rear	
Warbuggy	2	10	9	9	2

Unit Composition

- 1 Warbuggy

Unit Type

- Vehicle (Open-Topped, Fast)

Wargear

- Twin-linked big shoota

Special Rules

- Scout

Options

- The unit may include:
 - Up to 4 additional Warbuggyz.....+25 points each
- Every model may exchange its Twin-linked big shoota for:
 - Twin-linked rokkit launcha.....+5 points
 - Skorcha.....+5 points
 - Kustom mega-blasta.....+10 points
- Every model may take:
 - Grot riggers.....+5 points
 - Extra armour.....+5 points
 - Trakkz.....+5 points



Fast Attack

Orkish aircraft technology - like so much else with the greenskins - can be reduced to one principle in particular: Speed.

Not only is this the primary goal of every Ork pilot, it is also the only thing that keeps their average flyer in the air. Often the various Ork flying machines are little more than metal plates built around massively overpowered engines, which seem to imitate the shape of imperial planes.

The Blastajet is the very personal project of a Mek who was no longer content to construct planes for other Orks, but much rather wanted to take off to the skies himself. This contraption is equipped with various exotic energy weapons, which can cause devastating damage to both ground and air targets.

BLASTAJET

200 POINTS

Blastajet	BS	Armour			HP
		Front	Side	Rear	
	2	10	10	10	3

Unit Composition

- 1 Blastajet

Unit Type

- Vehicle (Flyer)

Wargear

- Twin-linked big shoota
- Twin-linked kustom megakannon
- Smasha gun
- Stikk bomma

Special Rules

- Deep Strike

Options

- The Blastajet may exchange its Twin-linked kustom megakannon for a Twin-linked tellyport blasta.....free
- The Blastajet may exchange its Stikk bomma for a Kustom force field.....+35 points
- The Blastajet may take Crosshairs.....+10 points

DAKKAJET SKWADRON

150 POINTS



Fast Attack

The Dakkajet is the basic interceptor of the Orks and the perfect example of the orkish mentality that you can never be sufficiently heavily armed.

These planes have an almost absurd amount of large caliber fire, so the poor targeting skills of the pilot do not matter in the slightest.

Often these planes accompany other air crafts such as bombers in what could be described as squadrons, however as soon as they lay eyes on any viable target, these formations will usually break up quickly and devolve into a mad storm of dodging planes and flying bullets.

BS	Armour			HP
	Front	Side	Rear	
Dakkajet	2	10	10	3

Unit Composition

- 1 Dakkajet

Unit Type

- Vehicle (Flyer)

Wargear

- 2 Twin-linked supa shootas

Special Rules

- Deep Strike
- Fighta Skwadron

Options

- The unit may include:
 - Up to 2 additional Dakkajetz.....+150 points each
- Every model may take:
 - Crosshairs.....+10 points
 - Additional Twin-linked supa shoota.....+20 points

Fighta Skwadron

The unit must enter play as a squadron but afterwards all models are treated as individual models for all purposes.



BURNA-BOMMA SKWADRON

160 POINTS

Fast Attack

If a Burna Boy develops a passion for speed in the course of his life, chances are that sooner or later he will be sitting in the cockpit of a Burna Bomma.

In addition to some projectile weapons for self-defense, these light bombers have an extensive arsenal of incendiary bombs and rockets and are therefore ideally suited for the pyromaniacal tendencies of this type of Ork.

	BS	Armour			HP
		Front	Side	Rear	
Burna-Bomma	2	10	10	10	3

Unit Composition

- 1 Burna-Bomma

Unit Type

- Vehicle (Flyer)

Wargear

- Twin-linked big shoota
- Twin-linked supa shoota
- 2 Burna bomms
- Grot gunner

Special Rules

- Deep Strike
- Fighta Skwadron

Options

- The unit may include:
 - Up to 2 additional Burna-Bommaz.....+160 points each
- Every model may take:
 - Crosshairs.....+10 points
 - 0-6 Skorcha missiles.....+5 points each

Fighta Skwadron

The unit must enter play as a squadron but afterwards all models are treated as individual models for all purposes.

BLITZA-BOMMA SKWADRON

175 POINTS



	BS	Armour			HP
		Front	Side	Rear	
Blitza-Bomma	2	10	10	10	3

Unit Composition

- 1 Blitza-Bomma

Unit Type

- Vehicle (Flyer)

Wargear

- Big shoota
- Twin-linked supa shoota
- 2 Boom bomms
- Grot gunner

Special Rules

- Deep Strike
- Fighta Skwadron

Options

- The unit may include:
 - Up to 2 additional Blitza-Bommaz.....+175 points each
 - Every model may take Crosshairs.....+10 points

Fighta Skwadron

The unit must enter play as a squadron but afterwards all models are treated as individual models for all purposes.

Fast Attack

The pilots of Blitza Bomma are completely insane even by the standards of other Orks. Their need for speed outpaced their desire for even the most basic personal security long ago and therefore only one way to wage war remains for them: dive bombing.

For this purpose, any Ork that flies a Blitza Bomma, makes sure to get his claws on the biggest and hopefully most destructive bombs he possibly can. In battle, his arrival is often only announced by a sudden surge of engine noise, before his target and everything around it disappears in a massive explosion. In some cases, however, the greenskin at the controls in its ecstasy forgets that it should pull up again after dropping the bomb, and so it happens that the bomber hits the ground at full speed and even evaporates in the same detonation - usually under the maniacal laughter of its pilot.



Heavy Support

Lootaz often enter into a close symbiosis with the Mekz of their tribe, since both groups pursue similar interests.

While the Lootaz are true masters in plundering battlefields after a battle for anything that can still be used, they find grateful buyers in the Mekz for all the technical equipment and materials that come from this. In return, the Mekz in provide them with some of the best weapons an Ork could wish for. Deff gunz are big, loud and they shoot a disproportionate amount of bullets in a very short time. This in turn helps the Lootaz to ,produce' the scrap to be plundered, and so this cycle can begin anew.

LOOTA MOB

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Loota	4	2	4	4	1	3	2	6	6+
Boss Nob	4	2	4	4	2	3	3	7	6+

Unit Composition

- 4 Lootaz
- 1 Boss Nob

Unit Type

- Loota: Infantry
- Boss Nob: Infantry (Character)

Wargear

- Deff gun

Special Rules

- Orky

Dedicated Transport

- A unit of Lootaz numbering twelve or less models may take a Trukk as a Dedicated Transport.

Options

- The unit may include:
 - Up to 15 additional Lootaz.....+15 points each
- The Boss Nob may exchange its Deff gun for:
 - Slugga and Choppa.....free
 - Twin-linked shoota.....free
 - Big shoota.....free
 - Slugga and Buzz choppa.....free
 - Big choppa.....free
 - Slugga and Power klaw.....+10 points
- If the Boss Nob does have a weapon with the Assault type, it may take one of the following:
 - Skorcha (One Use Only).....+5 points
 - Rokkit launcha (One Use Only).....+5 points
 - Stikk bomb lobba (One Use Only).....+5 points
- The Boss Nob may take:
 - 'Eavy armour.....+10 points
 - Bosspole.....+15 points

MEK GUNZ

20 POINTS

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

Unit Composition

- 2 Gretchin
- 1 Mek Gun

Unit Type

- Gretchin: Infantry
- Mek Gun: Artillery

Wargear (Gretchin)

- Close combat weapon

Wargear (Mek Gun)

- Kannon

Options

- The unit may include:
 - Up to 4 additional Mek Gunz with 2 Gretchin each +20 points each
 - Up to 2 additional Gretchin per Mek Gun.....+2 points each
- Every Mek Gun may exchange its Kannon for:
 - Lobba.....free
 - Zapp gun.....free
 - Traktor kannon.....+10 points
 - Kustom mega-kannon.....+15 points
 - Smasha gun.....+25 points
 - Bubblechukka.....+25 points
- Any Mek Gun may take an Ammo runt.....+5 points



Heavy Support

From time to time, Mekz construct particularly unusual or bulky weapons and are always looking for someone who actually wants to use them. However, many Orks are either bored with the task of operating stationary artillery or simply overwhelmed by the complicated equipment. Gretchin, on the other hand, have proven to be the ideal shooters for such platforms. Not only do these Orkoids take the time to aim and are capable of understanding the machinery in front of them to a sufficient degree, they also have no problem at all with staying further away from their often larger and stronger enemies. This, however, often means that at the slightest sign of a flanking attack, they will leave their guns behind, much to the annoyance of the Mekz.



MEGA DREAD

215 POINTS

Heavy Support

Where the much more common Deff Dread is already an impressive weapons platform, the Mega Dread is a larger - and in the eyes of the Orks therefor clearly better - version of this concept.

As big as a siege dreadnought of the Imperium, this walker is a true monster of rattling steel and hissing pneumatics. The announcement of a mek that a pilot for such a machine is needed can plunge whole tribes into feverish brawls, when all present Orks want to claim their right to this post.

Armed with oversized claws and heavy cannons, a Mega Dread can easily tear vehicles to pieces and smash buildings to rubble, all the while being capable of terrifyingly fast movement itself.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Mega Dread	4	2	8	13	12	12	3	4	4

Unit Composition

- 1 Mega Dread

Unit Type

- Vehicle (Walker)

Wargear

- 2 Rippla klaws
- 2 Twin-linked big shootas
- Extra armour
- Supa charger

Special Rules

- Scrap Hulk
- Move Through Cover

Options

- The Megadread may exchange each of its Rippla klaws for:
 - Mega-kill saw.....free
 - Killkannon.....+30 points
- The Megadread may exchange each of its Twin-linked big shootas for:
 - Skorcha.....free
 - Twin-linked Rokkit launcha.....+5 points
 - Kustom mega-blasta.....+5 points
- Every model may take:
 - Grot riggers.....+5 points
 - Stikk bomb lobba.....+10 points

Supa charger

At the start of the controlling players movement phase, the model may opt to use its Supa charger. Roll a d6. On a roll of 1 or 2, the model immediately loses a hull point and can no longer activate the Supa charger for the remainder of the battle. On a 3+ the model gains the Fleet special rule until the end of the turn.

Scrap Hulk

A model with this special rule has a 5+ invulnerable save, improved to 4+ against shooting attacks.

GORKANAUT (OR POSSIBLY MORKANAUT)

290 POINTS



Heavy Support

At their core Orks are extremely superstitious creatures. Debates over theological subtleties - for example, which of the two Ork gods is the stronger or the meaner one - often lead to extended wars among the greenskins, while at the same time idols in honor of Gork and Mork can incite a tribe to even greater ferocity. Gorkanauts (or Morkanauts, Orks are never completely sure about this) are therefore basically animated and armed statues of their gods. These massive walkers are about the size of an imperial knight, and even though they have neither the impressive speed nor the sophisticated ion shields of one, they are serious enemies. Their heavy armor makes it hard to deal any serious damage to them, and with their massive hydraulic claws, they can easily shred anything in their path to pieces. In some cases, the Mek, who built such a monster, even takes the wheel himself and additionally installs a powerful force field generator, which not only protects the vehicle and its occupants, but also all Orks in its near vicinity.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Gorkanaut (or possibly Morkanaut)	4	2	9	13	13	12	3	4	5

Unit Composition

- 1 Gorkanaut (or possibly Morkanaut)

Unit Type

- Vehicle (Super-heavy Walker, Transport)

Wargear

- 2 Big shootas
- Skorcha
- 2 Klaws of Gork (or possibly Mork) with two inbuild Twin-linked big shootas

Special Rules

- Shambling Behemoth

Transport Capacity

- The Gorkanaut (or possibly Morkanaut) can transport 6 models.

Access Points

- The Gorkanaut (or possibly Morkanaut) has one Access Point at the front.

Options

- The Gorkanaut (or possibly Morkanaut) may exchange each of its Klaws of Gork (or possibly Mork) with two inbuild Twin-linked big shootas for:
 - Deffstorm mega-shoota.....free
 - Kustom mega-kannon.....free
- The Gorkanaut (or possibly Morkanaut) may exchange its Skorcha for a Kustom mega-blasta.....+5 points
- The Gorkanaut (or possibly Morkanaut) may exchange its 2 Big shootas for 2 Rokkit launchas.....+10 points
- The Gorkanaut (or possibly Morkanaut) may take:
 - Grot riggers.....+5 points
 - Extra armour.....+5 points
 - Kustom force field.....+50 points

Shambling Behemoth

The maximum movement distance of a model with this special rule in the movement phase is 8". When making Stomp Attacks, the model does not roll for the amount of Stomps. Instead it always has 1. Stomp attacks made by this model do not affect Monstrous Creatures or Vehicles.



Heavy Support

Big Trakkz stand between a Trukk and a Battlewagon and are often used in battle by tribes that for various reasons are not able to build the second one.

They are comparatively slow and lightly armored, but have a greater transport capacity than the usual Trukk and can carry various extremely heavy weapons on their broad loading area thanks to their robust frames.

Big Trakkz serve as a sturdy and comparatively reliable multifunctional vehicle and can supply a tribe with heavy fire support or even artillery or transport large quantities of greenskins to the front lines.

BIG TRAKK SPEED-MOB

70 POINTS

Big Trakk	BS	Armour			HP
		Front	Side	Rear	
	2	12	11	10	4

Unit Composition

- 1 Big Trakk

Unit Type

- Vehicle (Open-Topped)

Wargear

- Twin-linked big shoota
- Trakkz

Transport Capacity

- The Big Trakk can transport 15 models. If it is equipped with a Kannon, Lobba or Zzapp gun, it can transport 11 models instead. If it is equipped with a Big lobba or Killkannon, it can transport 7 models instead. If it is equipped with a Big zzappa, Flakka gun, Supa kannon or Supa skorcha, it loses its transport capacity altogether.

Options

- The unit may include:
 - Up to 2 additional Big Trakkz.....+70 points each
- Every model may exchange its Twin-linked big shoota for:
 - Twin-linked rokkit launcha.....+5 points
 - Twin-linked Skorcha.....+5 points
 - Kustom mega-blasta.....+10 points
- Every model may take:
 - Grot riggers.....+5 points
 - Boarding plank.....+15 points
- Every model may take one of the following:
 - Kannon.....+10 points
 - Lobba.....+10 points
 - Zzapp gun.....+10 points
 - Big lobba.....+20 points
 - Killkannon.....+25 points
 - Flakka gun.....+25 points
 - Big zzappa.....+35 points
 - Supa skorcha.....+35 points
 - Supa kannon.....+50 points

BATTLEWAGON

130 POINTS



Heavy Support

Battlewagonz serve the Orks as a general solution for almost all situations where they need armored support. They come in an extremely wide range of variants, from looted tanks of other races to complete custom builds, and serve in a variety of functions.

A basic Battlewagon is always heavily armored and has enough space to transport a large mob. However, this transport capacity can be given up to install various heavy weapons on the chassis. In addition, the tribes of the Orks have many different variants regarding secondary armament, armour and other equipment and so it is difficult to make a reliable classification of this type of vehicle.

A Battlewagon often is similar to a Trukk - in the possession of a single, wealthy mob of Orks and they will upgrade it along the way as they see fit.

BS	Armour			HP	
	Front	Side	Rear		
Battlewagon	2	14	12	10	4

Unit Composition

- 1 Battlewagon

Unit Type

- Vehicle (Tank, Fast, Open-Topped, Transport)

Transport Capacity

- The Battlewagon can transport 20 models. If it is equipped with a Killkannon, it can transport 12 models instead. If it is equipped with a Supa kannon, it loses its transport capacity altogether.

Fire Points

- If the Battlewagon is equipped with 'Ard Case, it has five Fire Points, two on either side and one at the rear.

Access Points

- If the Battlewagon is equipped with 'Ard Case, it has three Access Points, one on either side and one at the rear.

Options

- The Battlewagon has 4 hardpoints. Each may be mounted with one of the following:
 - Big shoota.....+5 points
 - Stikk bomb lobba.....+5 points
 - Rokkit launcha.....+10 points
 - Skorcha.....+10 points
 - Kustom mega-blasta.....+15 points
- The Battlewagon may take:
 - Reinforced ram.....+5 points
 - Grot riggers.....+5 points
 - Extra armour.....+5 points
 - Grabbin' klaw.....+5 points
 - Wreckin' ball.....+10 points
 - Deff rolla.....+10 points
 - 'Ard case.....+15 points
 - Boarding plank.....+15 points
- The Battlewagon may take one of the following:
 - Kannon.....+10 points
 - Lobba.....+10 points
 - Zzapp gun.....+10 points
 - Killkannon.....+25 points
 - Supa kannon.....+50 points



GROT MEGA TANK

250 POINTS

Heavy Support

Just like the Orks, the gretchin of a tribe always strive for bigger und better war machines, and the ultimate goal of these efforts often is a Grot Mega Tank.

This monster is a rare sight however. Not only do the quarreling gretchin rarely manage to gather the necessary resources without a Mek simply taking them away in the middle of the building process for his own projects. Moreover, for a Mega Tank they have to work together over a longer period of time and pursue a common, shared vision. In most cases, such a project is simply abandoned and the gretchin prefer to work on their individual Grot Tankz.

Every now and then, however, one of them manages to keep control of the group long enough. This usually makes him the commander - or kapt'n - of the Mega Tank, a position of considerable prestige among the small greenskins.

	BS	Front	Armour			HP
			Side	Rear		
Grot Mega Tank	3	13	12	10	5	

Unit Composition

- 1 Grot Mega Tank

Unit Type

- Vehicle (Super Heavy Tank)

Wargear

- Extra armour
- Grot riggers

Special Rules

- Rattling Scrap Pile

Options

- The Grot Mega Tank has 2 large hardpoints. Each must be mounted with one of the following:
 - 2 Big shoota.....free
 - 2 Skorcha+10 points
 - 2 Rokkit launcha.....+10 points
 - 2 Grotzookas.....+20 points
 - 2 Kustom mega-blastas.....+20 points
- The Grot Mega Tank has 4 small hardpoints. Each must be mounted with one of the following:
 - Big shoota.....free
 - Skorcha+5 points
 - Rokkit launcha.....+5 points
 - Grotzookas.....+10 points
 - Kustom mega-blastas.....+10 points
- The Grot Mega Tank may take a shoota.....+2 points
- The Grot Mega Tank may take a Wreckin' ball.....+10 points

Rattling Scrap Pile

Models in a unit with this special rule may only make a single pivot on the spot before they move. Everytime this unit is moved, make a roll beforehand (but after pivoting). All models of the unit must move exactly the rolled distance. The only exception is, when their movement collides with any Vehicle or impassable terrain. When colliding with a Vehicle (friend or foe), this is treated as Ramming as per the normal rules. When colliding with impassable terrain, the colliding model immediately suffers a hit to its front armour with the strength equal to the rolled movement distance (to a maximum of 10) and no AP. When a model collides with any non-Vehicle unit (friend or foe) during its movement, the move is considered to be a Tank Shock. All this is regardless of the phase the movement took place in. In the Movement phase, roll 2d6" for movement (the move is always considered to be at Cruising Speed, no matter the distance rolled). When going Flat Out, roll 2d3" for the distance of movement.

In addition a model with this special rule has an invulnerable save of 6+.

LOOTED WAGON

SEE SPECIAL RULES

Unit Composition

- 1 Looted Wagon

Unit Type

- see special rules

Wargear

- see special rules

Special Rules

- Looted!

Transport Capacity

- see special rules

Fire Points

- see special rules

Access Points

- see special rules

Options

- see special rules

Looted!

For this unit entry you may use any unit with the Vehicle type, except Flyers or any unit with the Demon special rule, from any other army list for the same points costs listed in its original data sheet.

This includes Super-heavy Vehicles with up to 9 Hull Points. This unit will retain all their war gear, special rules, sub types, options etc with the following exceptions:

- All shooting weapons have the Gets Hot special rule
- The Ballistic Skill of the model is set to 2, its Weapon Skill (if it has any) is set to 4
- No options to change Ballistic Skill and Weapon Skill may be taken (for example Space Marine Crew)
- If the Vehicle has the Skimmer sub type, it loses this sub type
- If the taken Vehicle is Super-heavy, the Looted Wagon is a Lord of War choice instead of a Heavy Support choice
- Only one model can be part of this Heavy Support or Lords of War choice



Heavy Support

Orks are probably the undisputed masters of looting and reusing equipment that seems completely destroyed and utterly worthless for anything but melting it down. This ability partly borders on the supernatural and goes so far that imperial commanders reported of battles in which they were attacked by their own tanks, vehicles that were completely burned out wrecks the day before and claimed unsalvage by the adapts of the Mechanicum.

Quite how the Orks manage to do this, is beyond any scholar, however the prove for their ability in this regard is plentiful.



Heavy Support

Wherever Orks appear, the surrounding ecosystem will undergo drastic changes within a very short period of time. Near their settlements, massive mushroom formations will begin to spring up, the local fauna will be completely devoured by introduced predator beasts and even the air will become noticeably thicker with dense clouds of mushroom spores.

Some of the most extreme creatures that can appear in case of an Ork invasion are so called Squiggoths. Unlike the common squig, which is extremely aggressive but relatively small, these beasts are true monsters with their massive stature, wide maws and gigantic tusks.

Some Ork tribes, especially if they are not yet technologically advanced enough to build vehicles, tame Squiggoths and use them as pack animals or even mount heavy weapons on their backs so that they can be used similar to a classic battle tank.

How they succeed in this is completely unclear, because every attempt by a non-Orkoid to tame a squiggoth has failed spectacularly and bloody.

SQUIGGOTH 'ERD

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Squiggoth	3	2	7	6	5	3	4	6	4+

Unit Composition

- 1 Squiggoth

Unit Type

- Monstrous Creature

Special Rules

- Beast of Burden

Options

- The unit may include:
 - Up to 2 additional Squiggothz.....+80 points each
- Every model may take one of the following:
 - Lobba.....+10 points
 - Kannon.....+10 points
 - Zzapp gun.....+10 points

Beast of Burden

A model with this special rule can carry troops as if it were a transport vehicle with the Assault Vehicle special rule. It has a transport capacity of 11 in the case of a Monstrous Creature and 20 in the case of a Gargantuan Creature.

MEGA SQUIGGOTH

400 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mega Squiggoth	3	2	9	7	6	3	4	7	3+

Unit Composition

- 1 Mega Squiggoth

Unit Type

- Gargantuan Creature

Wargear

- 2 Twin-linked big shootas
- 2 Big lobbas

Special Rules

- Beast of Burden
- Giant Tusks

Options

- The Mega Squiggoth may take up to 4 additional Big shootas+5 points each
- The Mega Squiggoth may take Grot gunners.....+15 points

Beast of Burden

A model with this special rule can carry troops as if it were a transport vehicle with the Assault Vehicle special rule. It has a transport capacity of 11 in the case of a Monstrous Creature and 20 in the case of a Gargantuan Creature.

Giant Tusks

A model with this special rule deals d6 instead of 1 Hammer of Wrath attacks which are performed with AP3.



Lords of War

Like all other Orkoid life forms, Squiggoths grow for their whole life without a maximum size being known for these creatures.

At a certain point, these beasts are finally grouped together only as Mega Squiggoths. There are reports of specimen the size of super heavy tanks or even scout titans. All accounts of Mega Squiggoths as big as a battle titan however are most likely due to unreliable sources. To this day, no evidence for the existence of such giants has been found.

Like regular Squiggoths, Mega Squiggoths are used by the Orks as pack animals and weapons platforms with the difference that both can be applied on a larger scale. In Addition the Squiggoth itself naturally is much more dangerous due to its own increased mass.



Lords of War

Kill Tank is the collective name for all super heavy tanks of the Orks and as in so many other cases there are no general rules or guidelines what exactly is meant by this term.

Usually a Kill Tank has an oversized, hull-mounted main weapon and various smaller weapons for close range self-defense. In the course of drawn out battles, Kill Tanks have even been sighted with the weapons of recently destroyed super heavy walkers, also known as Stompas, incorporated in their design

In general, these vehicles are heavily armored and surprisingly fast, but their maneuverability usually cannot be compared to their imperial counterparts. Due to their high mass, the commanders of these vehicles also like to use them as battering rams to tear down any fortification that has not already been annihilated by the fire of their weapons.

KILL TANK

350 POINTS

Kill Tank	BS	Armour			HP
		Front	Side	Rear	
	2	14	13	12	7

Unit Composition

- 1 Kill Tank

Unit Type

- Vehicle (Super Heavy Tank)

Wargear

- Belly gun
- Twin-linked big shoota
- Grot riggers

Special Rules

- Ramming Speed!

Options

- The Kill Tank may take:
 - 2 sponson mounted Big shootas.....+10 points
 - Grot gunners.....+15 points
- The Kill Tank may take 2 of the following:
 - Big Shoota.....+5 points
 - Skorcha.....+10 points
 - Rokkit launcha.....+10 points
 - Stikk bomb lobba.....+10 points
 - Kustom mega-blasta.....+15 points
 - Twin-linked big shoota.....+15 points
 - Twin-linked rokket launcha.....+15 points
 - Twin-linked Kustom mega-blasta.....+20 points
- The Kill Tank may exchange its Belly gun for a Bursta kannon.....+75 points

Ramming Speed!

When moving at least 8" before performing a Ram or Tank Shock, add +2 to the result rolled on the Thunderblitz table.

When Ramming any kind of Super heavy vehicle, Gargantuan creature or Building, the attack is performed with strength D AP2 instead.

STOMPA

630 POINTS



Lords of War

Every Mek dreams of one day constructing Stompa. These towering behemoths are among the ultimate expressions of the orkish devotion to their gods and at the same time one of the biggest and most destructive weapons in their arsenal. Only the largest tribes have the necessary skills and resources for such a project, and only the most capable of Mekz are even remotely able to see it to completion.

Stompas generally have a wide array of different cannons and claws large enough to be a threat even to even battle titans. In addition, depending on the preferences of the respective Mek, various other weapons, enhancements or even energy shields are installed in a Stompa during its assembly.

In any case, a Stompa is always the focus of orkish superstition and will therefore increase their determination on the field many times over.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Stompa	4	2	10	14	13	12	3	4	12

Unit Composition

- 1 Stompa

Unit Type

- Vehicle (Super-heavy Walker, Transport)

Wargear

- 3 Big shootas
- Twin-linked big shoota
- Skorcha
- Supa gatler
- 3 Supa rokkits
- Deff kannon
- Mega-choppa

Special Rules

- Effigy of Gork and Mork

Transport Capacity

- The Stompa can transport 20 models.
If it is equipped with a Belly gun, it can transport 10 models instead.

Access Points

- The Stompa has one Access Point at the rear.

Options

- The Stompa may exchange each of its Big shootas for a Rokkit launcher.....+5 points
- The Stompa may exchange its Twin-linked big shoota for a Zzapp gun.....+10 points
- The Stompa may exchange its Skorcha for a Kustom mega-blasta.....+5 points
- The Stompa may take:
 - Grot gunners.....+15 points
 - Grabin' klaw.....+20 points
 - 0-2 additional Supa rokkits.....+15 points each
 - Grot riggers.....+25 points
 - Eye of Mork.....+25 points
 - Belly gun.....+30 points
- The Stompa may take one of the following:
 - 0-3 Kustom supa shieldz.....+20 points each
 - Kustom force field.....+75 points

Effigy of Gork and Mork

All models with the Orky special rule within 6" of the Stompa have the Fearless special rule.

The Stompa may always move freely out of any close combat it is locked in during its movement phase. All units that are not Super heavy vehicles, Walkers, Monstrous creatures, Gargantuan creatures or Primarchs do never hit the Stompa better than on a roll of 5+ in close combat.

The Stompa has a 3+ invulnerable save against attacks made with the Haywire special rule.



Lords of War

The Gargant is what happens when a Big Mek starts to build a Stompa and then is unable to stop in its divinely driven techno-mania. This class of walker is comparable to imperial Warlord class battle titans and has enough firepower to incinerate entire armies while laying waste to hive cities on its own.

In its massive hull, it can transport several mobs of Orks, and each of its ponderous steps makes the ground tremble for miles.

Entire Waaghs of Orks wage wars over the possession of such a machine and only the most powerful Warbosses can ever hope to proudly call themselves their commanders.

Wherever a Gargant marches, it often has a retinue of the smaller Stompas with it in an almost laughably oversized imitation of the orkish mobs and thus is always the center of every battle it takes part in.

GARGANT

2500 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Gargant	3	2	D	15	15	13	1	4	35

Unit Composition

- 1 Gargant

Unit Type

- Vehicle (Super-heavy Walker, Transport)

Wargear

- Supa buzz klaw
- Arm-mounted gatler kannon
- 2 Shoulder-mounted zzapp cannons
- 2 Shoulder-mounted Big lobbas
- 10 Kustom supa shieldz

Special Rules

- Greater Effigy of Gork and Mork
- Assault Vehicle

Transport Capacity

- The Gargant can transport 40 models.
Every Belly gun reduces its transport capacity by 10 models each.

Access Points

- The Gargant has one Access Point at each of its legs.

Options

- The Gargant may exchange each of its Zzapp cannons for:
 - Twin-linked Supa kannon.....free
 - Deff kannon.....free
 - Bursta kannon.....free
- The Gargant may exchange each of its Big lobbas for:
 - Killkannon.....+5 points
 - Flakka gun.....+5 points
 - Big zzappa.....+15 points
- The Gargant may take:
 - 0-6 Big shootas.....+5 points each
 - Grot gunner.....+15 points
 - 0-6 Supa rokkits.....+15 points each
 - Eye of Mork.....+25 points
 - 0-2 Belly guns.....+30 points each
 - Grot riggers.....+50 points

Greater Effigy of Gork and Mork

All models with the Orky special rule within 18" of the Gargant have the Fearless special rule.

The Gargant can target any spot on the battlefield with its Blast weapons instead of just enemy models. However the normal rules for the need of line of sight are still in place and in case of a weapon with multiple shots, all shots of this weapon must target the same spot.

The Gargant may always move freely out of any close combat it is locked in during its movement phase. All units that are not Super heavy vehicles or Gargantuan creatures do never hit the Gargant better than on a roll of 6 in close combat.

The Gargant is immun to the effects of Haywire, dangerous terrain and is unaffected by all psychic powers other than Witchfire powers.

The Gargants Stomp Attacks use the Large Blast (5") template.

The Gargant has a 5+ invulnerable save against all attacks that are not carried out with strength D.

The shoulder-mounted weapons of the Gargant cannot draw line of sight to any target that is either a zooming Flyer or Flying monstrous creature or a Super heavy vehicle or Gargantuan creature unless it is further away then 24".

When being destroyed, do not use the normal rules for Catastrophic Damage. Instead, measure distances from the Gargants hull as starting point with the following Blast ranges and profiles:

Range	Str	AP
6"	D	1
18"	10	2
36"	8	3

PRIME ORK

450 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Prime Ork	7	2	6	6	7	4	6	9	3+

Unit Composition

- 1 Prime Ork (Unique)

Unit Type

- Infantry (Character)

Wargear

- Deff booma
- Kustom mega-choppa
- Power klaw
- Supa armour
- Frag grenades

Special Rules

- Orky
- I'm da biggest Boss!
- I'm betta!
- Where are ya, lazy git!?
- Big WAAAAGH!
- Biggest of 'em all (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, Feel no Pain, Very Bulky)

	Range	Str	AP	Type
Deff booma	18"	D6+4	3	Assault 3
Kustom mega-choppa	-	User	3	Melee, Instant Death, Concussive

Supa Armour

Supa Armour grants the wielder a 3+ armour save and a 5+ invulnerable save. In addition it grants every friendly model that is neither a vehicle, nor a monstrous creature in base contact a 5+ invulnerable save. Every time a model (including the Prime Ork) passes an invulnerable save granted by the Supa armour with a 6, it immediately suffers a hit with strength 4, no AP and Ignore Cover (against vehicles this hits the weakest armour value).

I'm da biggest Boss!

Units of Nobz (but not Meganobz) are non-compulsory Standard choices.

All friendly models within 12" are Fearless.

If the Prime Ork is removed from play, all friendly units within 12" that can draw line of sight must immediately pass a moral check, even if in close combat. The Fearless and Orky special rules cannot be used on this test.

The Prime Ork must always be your warlord, even though he is no HQ choice. He does not roll for a Warlord trait however.

I'm betta!

The invulnerable save of the Prime Ork (and only his own) gets a bonus of +1 in close combat as long as his weapon skill is higher than the majority of all enemy units he is facing in this close combat. In a challenge the weapon skill of his challenger is taken instead.

Where are ya, lazy git!?

The Prime Ork always must issue and accept challenges. If a challenge issued by the Prime Ork is declined, he adds +2 to this attack characteristic until the end of the player turn.

Big WAAAAGH!

Once per game at the start of the shooting phase you can decide to call a Big WAAAAGH!. It has all the effects of the normal WAAAAGH! special rule but at the end of every game turn you roll a d6. On a roll of 5+ the WAAAAGH! stays in effect, otherwise it ends as normal.



Lords of War

Even though all Orks will continue to grow for their entire life, only rarely they manage to reach the colossal size of a beast worthy of the title 'Prime Ork' before being killed by another Ork or an enemy from outside their culture.

These behemoths are true mountains of green muscle, equipped with the very best orkish technology has to offer and are true forces of nature. But what makes them most dangerous, however, is the fact that they also have a tactical acumen that is quite unusual for Orks.

They command the hordes beneath them with an iron fist, and unlike most Warbosses, they have little interest in short-term victories. Their sheer physical prowess ensures them a firm place at the top of orkish society, so they hardly have to worry about the loyalty of their followers. Nobody among those is in a position to gainsay them and as long as the Prime Ork leads his tribe from battle to battle - and from victory to victory - hardly any Ork is even interested in trying it.

All this makes such a monster a threat for whole sectors, while hardly any Imperial commander, except maybe the powerful Primarchs themselves, is able to compete with him even on a strategic level. In a direct duel, even the sons of the emperor have to be on their guard, so it's only good for the Imperium of Man that no Prime Ork has been sighted since their defeat on Ullanor...

II

THE GREEN MENACE
FORCES OF ULLANOR

THE GREEN MENACE FORCES OF ULLANOR

This extension of the Green Menace army list is written mainly for narrative games of high points values. It is meant to be used to recreate the efforts of the Great Curssade in defeating the vast Ork empire of Ullanor that culminated in Horus slaying Urlakk Urg and subsequently becoming the Warmaster of the Imperium.

For building an army list for the Orks of this era use the rules presented before with the following alterations:

HORDES OF ULLANOR

Effects

- All models with the Orky special rule, except for Urlakk Urg, gain +1 to their Wounds and Leadership characteristic (to a maximum of 10)
- A single Prime Ork may be taken as an HQ choice
- All characteristics of weapons with a value of d6 in their profile may always count those as having rolled a 4 if the controlling player wishes
- All characteristics of weapons with a value of d3 in their profile may always count those as having rolled a 2 if the controlling player wishes
- All maximum unit sizes of units consisting solely of models with the Orky special rule are increased by 50% (rounded down)
- All character models may exchange their Slugga and/or Choppa for a Power Weapon for +5 points

Limitations

- All units in the army that consist solely of models with the Orky special rule add +25% to their final points cost (rounded up)
- The army may not benefit from any Klan special rule

URLAKK URG

THE BEAST OF ULLANOR, THE GREEN OVERLORD, THE GREAT ORK

650 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Urlakk Urg	7	2	8	7	8	4	7	10	2+

Unit Composition

- 1 Urlakk Urg (Unique)

Unit Type

- Infantry (Character)

Wargear

- Super kustom-kannon
- Kustom kill-klaw
- Armour of the Beast
- Plasma grenades

Special Rules

- Orky
- The Monster of Ullanor
- Eternal Warrior
- Adamantium Will
- Fearless
- It Will Not Die
- Rampage
- Feel no Pain
- Supa WAAAAGH!
- Extremely Bulky
- Independent Character

	Range	Str	AP	Type
Super kustom-kannon	24"	8	2	Heavy 4, Gets Hot
Kustom kill-klaw	-	10	1	Melee, Concussive, Wrecker

Armour of the Beast

The Armour of the Beast grants the wielder a 2+ armour save and a 4+ invulnerable save.

The Monster of Ullanor

All friendly models within 18" are Fearless.

All friendly models that can draw line of sight to Urlakk Urg add +1 to their combat resolutions.

Urlakk Urg is immun to all modifiers of his profile, including special rules such as Blind or Concussive.

If Urlakk Urg is removed from play, all friendly units in the same detachment must immediately pass a moral check, even if in close combat. The Fearless and Orky special rules can not be used on this test. In addition the enemy is granted 4 victory points (instead of Slay the Warlord and Price of Failure).

Urlakk Urg must always be your Warlord (even when a Primork is present) and may choose a Warlord Trait from the Green Menace Warlord Trait list.

Any Prime Ork in the same army as Urlakk Urg loses the I'm da biggest Boss! special rule.

Supa WAAAAGH!

Once per game at the start of the shooting phase you can decide to call a Supa WAAAAGH!. It has all the effects of the normal WAAAAGH! special rule but at the end of every game turn you roll a d6. On a roll of 4+ the WAAAAGH! stays in effect, otherwise it ends as normal.



Lords of War

Urlakk Urg, also known as the Beast of Ullanor, is the Ork who was at the top of the largest Ork empire known to mankind of all time.

Under his leadership, the Greenskins reached an unprecedented level of technological achievement, and it took the full power of several legions of the Astartes led by the Emperor and Horus themselves to finally break him and his horde.

Urg himself was reported by the few survivors to be a gigantic monster, as big as a hab block and able to sweep aside even the most experienced and best equipped Space Marines of the Luna Wolves like little more than children.

Rumor has it that he even threatened the life of the Emperor himself before Horus could finally wrestle him down and slay the Beast for good.

The victory on Ullanor was what gave the Emperor the certainty that he could now withdraw from the Great Crusade and, with Horus as his new Warmaster, place the fate of the imperial war machine in capable hands...

III

THE GREEN MENACE WARGEAR & SPECIAL RULES

THE GREEN MENACE WARGEAR & SPECIAL RULES

SPECIAL RULES

Disposable

The opposing player never gains Victory points for specifically destroying this unit in missions where this is relevant. This includes for secondary objectives such as First Blood, but this does not affect Victory points based on the number of total units destroyed in a particular game (such as for Attrition).

Hardened Armour

Hardened armour automatically counts as being Void Hardened (see Cold Void mission special rules in *The Honus Heresy Book One – Betrayal*) in missions where this is appropriate, and failed armour saves against Template and Blast weapons may be re-rolled. Units with Hardened Armour reduce the distance rolled for charges, Sweeping Advances and Run moves by 1".

Implacable Advance

The unit counts as scoring in any mission in which troops are scoring units as well.

Orky

A unit with this special rule increases its Leadership value by +1 for every model (beginning with the sixth model of the unit) to a maximum of 9. When loosing in close combat, the reduction of the Leadership value for lost wounds is applied before the bonus of this special takes effect.

Support Squad

A unit with this special rule may not be taken as compulsory choice.

Support Officer

A unit with this special rule may not be taken as compulsory HQ choice.

WARGEAR

Power weapons

The Green Menace may use Power swords, Power axes and Power mauls as Power weapons.

'Ard case

A vehicle with 'Ard Case no longer counts as open-topped. In addition its side armour value receives a bonus of +1.

'Eavy armour

'Eavy Armour grants the wielder a 4+ armour save.

Ammo runt

The equipped model may re-roll a single failed to Hit roll for every shooting attack of a weapon with the Assault type.

This option has to be represented as separate model but cannot be targeted or does in any other form interact with the battlefield and the game besides the rules listed above.

Attack squig

The bearer gets a bonus of +1 to its attack characteristic.

Boarding plank

When disembarking from a vehicle with Boarding plank, a unit may add +1 to their movement distance.

If a vehicle with Boarding Plank makes a Ram against another vehicle or performs a Tank Shock and has a unit embarked, one model of this unit may make one attack against the rammed vehicle or tank shocked unit is if it where in a close combat with it. Against vehicles this always hits the same armour value as the ramming itself.

Boarding shield

A boarding shield confers a 6+ invulnerable save, increasing to 5+ in close combat. A model equipped with a boarding shield also counts as being equipped with defensive grenades. Models equipped with them can never claim a bonus attack for being armed with an additional close combat weapon.

Bomb squig

As long as the unit does possess at least one Bomb squig it can be used by any model like throwing a grenade in the shooting phase with the following profile:

	Range	Str	AP	Type
Bomb squig	18"	8	3	Assault 1, Blast (3"), Trained Beast, One Use Only

Trained Beast

A shot from a weapon with this special rule always scatters 2d6", even when a hit is scored. After the scatter is resolved, draw a line from the originally targeted model to the end point of the scatter. If any non-flying Vehicle or Bike models (friend or foe alike) are on this line, center the blast on the one closest to the end point of the scatter instead of the end point.

If the weapon hits a vehicle, it will always strike at its weakest armour value. No cover saves except for those resulting from Jink may be taken against attacks from a weapon with this special rule.

Bosspole

As long as a unit contains at least one Bosspole, it may re-roll all failed moral checks.

Clan banner

The bearer, its unit and all units within 6" receive a bonus of +1 to their weapon skill characteristic and get the Stubborn special rule.

Crosshairs

A vehicle with this equipment has the Strafing Run special rule.

Cybork body

The bearer gets a 5+ invulnerable save.

Deffkopta

A Deffkopta grants the user +1 to their Toughness and changes its unit type to Bike with Jetpack.

It also includes a twin-linked Big Shoota.

Deff rolla

A vehicle with a Deff rolla can Tank Shock and Ram if it where of the Tank type and treats its front armour value as two higher as normal for the purpose of ramming. In addition, if the vehicle performs a Tank Shock against an enemy unit and it fails its moral check, you may deal immediately d3 hits with S10 AP3.

Furthermore it may re-roll failed dangerous terrain tests.

Dok'stools

The model and any unit it joins does have the Feel no Pain special rule.

If the unit contains more than twenty models (including any attached Characters but not any Painboyz), the units does have the Feel no Pain (6+) special rule instead.

Gitfinda

If the bearer does not move in the movement phase, it does receive a bonus of +1 to its ballistic skill characteristic in the following shooting phase.

Counting as not being moved (for example by the Slow and Purposeful special rule) will on it self not grant this bonus.

Grabin' Klaw

At the start of the enemy movement phase, nominate an enemy vehicle that is within 2" of the vehicle. Roll a d6, on a roll of 3+ the enemy vehicle may not move that turn. Flyers can not be targeted by this. If an enemy walker is targeted and the roll is successful, it is automatically treated as being in close combat with the vehicle.

Grot oilers

One use only. When activated, a model with this equipment may re-roll a failed Battlesmith role.

This option has to be represented as separate model but can not be targeted or does in any other form interact with the battlefield and the game besides the rules listed above.

Grot gunner

A vehicle with this equipment resolves all shots of Big Shootas and twin-linked Big Shootas with ballistic skill 3.

Grot orderly

The amount of models needed to reduce the Feel no Pain special rule of Dok's Tools to Feel no Pain (6+) in a unit is increased by ten for every Grot orderly that is part of the unit.

This option has to be represented as separate model but can not be targeted or does in any other form interact with the battlefield and the game besides the rules listed above.

Grot riggers

A vehicle with this equipment has the It Will Not Die special rule.

Kustom force field

All models (friend and foe alike) within 8" of the bearer have a 5+ invulnerable save against shooting attacks.

Kustom supa shieldz

Whilst the model's Kustom Supa Shieldz are active, any hits scored by shooting attacks against it strike its Kustom Supa Shieldz instead. Each Kustom Supa Shieldz has an Armour Value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a Kustom Supa Shieldz causes it to collapse. After all Kustom Supa Shieldz have collapsed, any further hits strike directly at the model. At the end of each of its controlling player's turns, roll a D6 for each collapsed Kustom Supa Shieldz. A roll of 6 instantly restores it.

Mega armour

Mega armour grants the wielder a 2+ armour save and the Bulky special rule. A model equipped with Mega armour can shoot weapons with the Heavy, Salvo, Rapid Fire types as if it remained stationary in the Movement phase and can attack after shooting with these weapons.

Any unit that contains at least one model with Mega armour can neither run nor make sweeping advances.

Plasma grenades

Plasma grenades are assault grenades with the following profiles when thrown in the shooting phase:

	Range	Str	AP	Type
Plasma grenade	8"	4	4	Assault 1, Small Blast (3")

Reinforced ram

A vehicle with a Reinforced Ram can Tank Shock and Ram if it where of the Tank type and treats its front armour value as two higher as normal for the purpose of ramming.

In addition it may re-roll failed dangerous terrain tests.

Rokkit pack

A Rokkit Pack changes the unit type of its user to Jump Infantry.

A unit made up exclusively of models with rokkit packs can choose to use them to run 2w6" instead of d6", even if it used them in the movement phase. If it does so, every model in the unit must take a Dangerous Terrain test.

Squighog

A Squig grants the user +1 to their Wounds and changes its unit type to Cavalry.

Squig hound

If the unit fails a moral check it instead suffers d6 hits S3 AP- hits with the Ignore Cover special rule. After this the test may be re-rolled.

Trakkz

A vehicle with Trakkz may re-roll failed dangerous terrain tests.

Waaagh! banner

The bearer and its unit receive a bonus of +1 to their weapon skill characteristic.

Warbike

A Warbike grants the user +1 to their Toughness and changes its unit type to Bike.

It also includes a twin-linked Dakkagun.

THE GREEN MENACE WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Belly gun	72"	8	2	Ordnance 1, Massive Blast (7")
Big bomm	-	5	4	Bomb 1, Large Blast (5"), One Use Only
Big choppa	-	+2	5	Melee, Two-handed
Big lobba	64"	6	4	Heavy 1, Barrage, Large Blast (5")
Big shoota	30"	5	5	Assault 3
Big zappa	48"	4+2D3	2	Ordnance D6, Gets Hot
Boom bomm	-	8	2	Bomb 1, Large Blast (5"), Wrecker, Armourbane, Skreamin' Descent, One Use Only
Bubblechukka	36"	D6	D6	Heavy 1, Large Blast (5"), Ignore Cover, Barrage
Burna				
- Melee	-	User	3	Melee, Two-handed, Unwieldy, Improvised
- Shooting	Template	4	5	Assault 1
Burna bomm	-	5	4	Bomb 1, Large Blast (5"), Ignore Cover, One Use Only
Bursta kannon	36"	D	2	Heavy 1, Large Blast (5")
Buzz choppa	-	+1	4	Melee
Buzzsaw	-	x2	3	Melee, Unwieldy, Specialist Weapon
Choppa	-	User	5	Melee
Dakkagun	18"	4	6	Assault 3
Deff gun	48"	7	4	Heavy D3
Deff kannon	72"	10	1	Ordnance 1, Massive Blast (7")
Deffstorm mega-shoota	24"	6	5	Heavy 3D6
Eye of Mork	18"	D	1	Heavy 1
Flakka gun	48"	7	4	Heavy 6, Twin-linked, Skyfire, Interceptor
Gatler kannon	120"	10	2	Ordnance 3D6
Grabba stikk	-	+2	-	Melee
Grot blasta	12"	4	-	Pistol
Grot-prod	-	+2	3	Melee, Cumbersome
Grot zooka	18"	6	5	Heavy 2, Blast (3")
Kan klaw	-	+2	2	Melee
Kannon				
- Frag	36"	4	5	Heavy 1, Blast (3")
- Shell	36"	8	3	Heavy 1
Kill saw	-	x2	3	Melee, Unwieldy, Specialist Weapon, Armourbane, Rending
Killkannon	18"	9	3	Ordnance 1, Large Blast (5")
Klaw of Gork (or possibly Mork)	-	10	1	Melee, Wrecker
Kustom mega-blasta	24"	8	1	Heavy 1, Gets Hot
Kustom mega-kannon	36"	8	2	Heavy 1, Blast (3"), Gets Hot
Lobba	48"	5	5	Heavy 1, Blast (3"), Barrage
Mega-choppa	-	D	1	Melee
Mega-kill saw	-	x2	2	Melee, Armourbane
Power klaw	-	x2	2	Melee, Unwieldy, Specialist Weapon
Rippa klaw	-	x2	1	Melee, Hydraulic Might, Wrecker
Rokkit launcha	24"	8	3	Assault 1
Shokk attack gun	60"	2D6	2	Heavy 1, Blast (3"), Warp Mekaniks
Shoota	18"	4	6	Assault 2
Skorcha	Template	5	4	Assault 1
Skorcha missile	36"	5	4	Heavy 1, Blast (3"), Ignore Cover, One Use Only
Slugga	12"	4	6	Pistol

Weapon	Range	Str	AP	Type
Smasha gun	30"	*	4	Heavy 2, Blast (3"), Graviton Pulse, Concussive, Haywire
Snazzgun	24"	5	D6	Assault 3
Squig launcha	18"	5	4	Heavy 1, Blast (3"), Twin-linked, Pinning
Stabba	-	User	-	Melee, Reach
Stikk bomb lobba	18"	5	6	Assault 1, Blast (3"), Frag Storm
Stikk bomma	-	5	6	Bomb 1, Blast (3"), Frag Storm
Supa buzz klaw	-	D	1	Melee, Machine Destroyer
Supa gatler	36"	7	3	Heavy 4D6, Burnin' through da Ammo
Supa kannon	60"	8	3	Ordnance 1, Massive Blast (7"), Barrage
Supa rokkit	120"	8	3	Heavy 1, Large Blast (5"), One Use Only
Supa shoota	36"	6	4	Assault 4, Pinning
Supa skorcha	Hellstorm	6	3	Heavy 1
Tankhammer	-	8	3	Melee, Gets Hot, Unwieldy, Two-handed
Tellyport blasta	12"	8	2	Assault 1, Large Blast (5"), Tellyported
Traktor kannon	36"	8	4	Heavy 1, Skyfire, Traktor
'Urty syringe	-	User	-	Melee, Poison 4+
Weirdboy staff	-	+2	4	Melee, Concussive, Force, Two-handed
Wreckin' ball	3"	9	3	Assault D3, Wrecker
Zapp cannon	72"	D	2	Ordnance D6, Gets Hot
Zapp gun	36"	D6+4	2	Heavy 1, Gets Hot

Burnin' through da Ammo

If you roll seven or more ones when rolling to Hit with this weapon, it cannot be fired during your next shooting phase.

Cumbersome

A model using a close combat weapon with this special rule can only ever make a single attack at WS1 in an assault phase, regardless of their profile or any bonus or other special rule.

Frag Storm

If an enemy unit is hit by this weapon, all units attacking it in the subsequent assault phase count as having assault grenades.

Graviton Pulse

Instead of rolling to Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their strength value on a D6 or suffer a Wound (a roll of 6 always counts as failure). After the Graviton Pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult and dangerous terrain for the next turn.

Hydraulic Might

When a weapon with this special rule scores a penetrating hit against a vehicle, roll twice on the vehicle damage chart and apply both results.

Improvised

A model using a close combat weapon can only ever attack at WS1 in an assault phase, regardless of their profile or any bonus or other special rule.

Reach

On a turn the user of this weapon successfully charged into close combat its Initiative is increased by +1 until the end of the turn.

Skreamin' Descent

When firing this weapon, roll 2d6 and consult the chart below. The effects are carried out after scattering of the shot:

- 2 - The flyer is destroyed, place the Blast of the Crash & Burn at the same spot as the final position of the Boom bomb-Blast. If the flyer carried another Boom bomb, it immediately fired as well and automatically hits the same spot.
- 3 - The weapon is not fired. Instead the target and the flyer both suffer a S9 AP2 hit. All vehicles are hit at the side armour by this attack.
- 4-9 - The attack is resolved normally.
- 10-12 - The attack is resolved normally. In addition you may fire the twin-linked Supa shoota of the flyer at the same target, hitting the side armour of any vehicle. In the Shooting phase the flyer can still shoot normally.

Tellyported

On a to Wound roll of 6 this weapon has the Instant Death special rule.
On an armour penetration roll of 6 this weapon causes an automatic penetrating hit.

Traktor

If a vehicle is hit by the weapon, instead of rolling for armour penetration immediately move it up to 6" in any direction or until it collides with impassable terrain or another model. If it is stopped by another vehicle or terrain, both are treated as having rammed with the colliding armour values (if it collides with impassable terrain without an armour value it counts as AV 14 instead, the terrain cannot be damaged by this however). If it is stopped by a non-vehicle model, it is treated as receiving a tank shock by the moved vehicle.

If a vehicle with the Flyer type is hit however, roll a d6 instead. On a roll of 2+ it suffers an automatic penetrating hit with the Immobilised result on the damage chart.

Against the special effects of this weapon cover and invulnerable saves may be taken.

Warp Mekaniks

After choosing your target but before shooting with this weapon, roll for the strength value of the weapon to a maximum 10. On a roll of 12 however this weapon has strength D. On any double (including 12) and a roll of 11, roll another die on the chart below to determine the effect of the malfunction of the weapon:

- 1 - Place a Blast (3") marker on top of the model shooting the weapon. All models beneath receive a S6 AP2 hit.
- 2 - The opponent may select a new target within 12" of the one previously targeted by the weapon. This can target models of friend and foe alike.
- 3 - Resolve the shot against the nearest possible target (friend and foe alike) that is not the Mek or his unit.
- 4 - Resolve the attack with the Large Blast (5") but set both the strength and AP to 5 (re-roll when the strength value is counted as D)
- 5 - After resolving the shot, place a Large Blast (5") on top of the shooting model. All models hit are immediately moved at the spot where the weapon did hit after scatter. If this is not possible due to models or terrain reduce the movement distance in the previous direction of the shooting model until it is. If you are reducing the distance because of enemy models you are immediately engaged with them in close combat but no one counts as having charged. If by that teleportation only a fraction of a unit is moved, both parts of the unit are now treated as separate units for the remainder of the game.
- 6 - The weapon can not be used again for the remainder of the game.

In any case the shot is still fired.

THE GREEN MENACE

The Orks in the Horus Heresy

The Orks a race easy to be underestimated. Their technology is crude and their way of life knows little besides never ending war and destruction. This however also breeds a culture of xenos utterly devoid of fear that is not even capable of grasping the concept of a war lost or a foe too mighty to assault. Due to this they were one of the biggest threats to the early Imperium of Man until their largest empire was crushed utterly by the Emperor himself at Ullanor.

Little did humanity know at the time that it would be almost impossible to ever truly rid the galaxy of the Greenskins. On forgotten outposts, in desolate wilds and even in the crumbling remains of derelict star ships the Orks gathered once more to time and again assail mankind in an almost incomprehensible tide of brute strength and primal aggression.

Presented in this book you will find a complete army list that is fully capable to be played on its own.