



ORK PIRATES FLEET LIST

“Ere we go, 'ere we go, 'ere we go!”

Orkish space chant

Forces

The Ork Pirates Fleet List uses the datasheets from the Ork Pirates Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Ork Pirates uses the *Ork Special Rules* and are armed with *Ork Weapons*.

SPECIAL RULE ***Ork Special Rules***

Leadership: All Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

All Ahead Full Special Orders: Orks do not need to pass a Command check to use *All Ahead Full* special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6cm on *All Ahead Full* orders instead of 4D6cm.

Boarding: Orks they get a +1 bonus in boarding actions to represent their savagery.

Dakka Dakka: Ork capital ships can add +2 turrets to their ships for +20 points (this is not the same thing as saying “up to two turrets at +10 points each”). Ork escorts may add +1 turret for +5 points per escort unless a particular fleet list adjusts this. If this option is taken, every escort in a given squadron must take the refit, not just individual escorts in a squadron.

ORK PIRATES FLEET LIST

Ork Pirates have an attack rating of 3.

WARLORD

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more it must include at least 1 Warlord to lead it. An Ork fleet can include a max. of one Warlord per 500 points.

Type	Cost	Notes
Ork Warlord	40	
Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.		
Type	Cost	Notes
One extra reroll	20	
Two extra rerolls	40	
A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.		
Maniac Gunners	35	The ship may re-roll the dice for the firepower of its gunz when it fires.
Mad Meks	25	The ship may re-roll the dice for damage control.
Extra Power Fields	25	The ship's shield value is increased by + 1.
Mega-armoured Boarding Parties	15	+1 modifier when boarding.
Looted torpedoes	20	The ship may re-roll the dice for the strength of torpedo salvos when it fires.

KROOZERS

You may include up to 6 kroozers in your fleet.

Type	Cost	Options
Kill Kroozer	155 pts	May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.
Terror Kroozer	185 pts	May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

ESCORTS

You may include any number of escorts in your fleet.

Class	Cost	Options
Onslaught attack ship	35 pts	
Ravager attack ship	40 pts	
Savage gunship	30 pts	
Grunt assault ship	30 pts	
Brute ram ship	25 pts	

ORDNANCE

Any ship with launch bays carries Fighta-Bommas and Assault Boats. Ships with torpedo tubes carry regular torpedos, but any capital ship may carry boarding torpedos for +5 pts.

ORK PIRATES FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Brute Ram Ship	Escort/1	25cm	90°	1	F6+/4+	1	Gunz battery	30cm	2	Front

NOTES

Rolls 4 dice to damage an opposing ship when it rams.

Grunt assault ship Escort/1 25cm 90° 1 F6+/5+ 2 Gunz battery 30 2 L/F/R

May not Come to New Heading. Boarding strength 2: counts as a 2HP vessel in boarding actions. Rolls 2 dice to damage an opposing ship when it rams. Must use large (60mm) base.

Savage Gunship	Escort/1	25cm	45°	1	F6+/4+	1	Heavy gunz battery	15cm	4	Front
Onslaught Attack Ship	Escort/1	20cm	45°	1	F6+/4+	1	Gunz battery	30cm	D6	Front
Ravager Attack Ship	Escort/1	20cm	45°	1	F6+/4+	2	Torpedoes	(30cm)	D6	Front
							Gunz battery	30cm	2	Front

Kill Kroozer	Cruiser/10	20cm	45°	1	F6+/S5+/R4+	1	Port gunz	30cm	D6	Left
							Stbd gunz	30cm	D6	Right
							Port heavy gunz	15cm	4	Left
							Stbd heavy gunz	15cm	4	Right
							Prow gunz	45cm	D6+2	Front
							Prow heavy gunz	15cm	6	Front

May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Kill Kroozer may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

Terror Ship	Cruiser/10	20cm	45°	1	F6+/S5+/R4+	1	Port gunz	30cm	D6	Left
							Stbd gunz	30cm	D6	Right
							Port launch bays	Fighta-	2	
								Bommas		
								(25cm)		
							or	Assault		
								Boats		
								(30cm)		
							Stbd launch bays	Fighta-	2	
								Bommas		
								(25cm)		
							or	Assault		
								Boats		
								(30cm)		
							Prow gunz	45cm	D6+2	Front
							Prow heavy gunz	15cm	6	Front

May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

SPECIAL RULE
Ork Weapons

Gunz: Standard Ork weapons batteries are referred to as 'gunz'. These have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.

Torpedo Launchas: As with their gunz, Ork torpedoes can vary wildly in their effectiveness. The strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in squadrons may not combine torpedoes into larger salvos.

Heavy Gunz: Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, ie, two hits instead of one.

Fighta-Bommas: Ork attack craft are known as fighta-bommas and perform the roles of both interceptor and bomber. This hybrid approach means that they function as fighters normally but can attack ships as if they were bombers. However, when attacking a ship, each squadron only rolls a D3 (rather than a D6) for the number of attacks they inflict.