

XENOS FORCES OF THE AGE OF DARKNESS

Orks

3RD EDITION RULES

AN UNOFFICIAL WORK PRODUCED BY ALWAYS STRIKES FIRST

www.alwaysstrikesfirst.com

xenos-orks.tumblr.com

Last updated October 2025

This document is a fan project to consolidate Warhammer 40,000 rules for Orks from legacy books and supplements, and update those rules to fit in to the Age of Darkness ruleset for battles during the Great Crusade and Horus Heresy. It also takes some concepts from newer publications and translates them to the Age of Darkness ruleset. It is completely unofficial and in no way endorsed by Games Workshop.

Much of the content has been taken from or inspired by the following publications, most of which are now out of print:

- Waaagh! Orks (1990)
- 'Ere We Go (1991)
- Freebooterz (1991)
- Codex: Orks (Warhammer 40,000 2nd Edition) (1994)
- Codex: Orks (Warhammer 40,000 3rd Edition) (1999)
- Codex: Armageddon (2000)
- White Dwarf 290 (UK) (2004)
- Chapter Approved (2004)
- Codex: Orks (Warhammer 40,000 4th Edition) (2008)
- Imperial Armour 8: Raid on Kastorel-Novem (2010)
- Imperial Armour: Apocalypse (2013)
- Codex: Orks (Warhammer 40,000 7th Edition) (2014)
- White Dwarf #21 (2014)
- Waaagh! Ghazghkull (2014)
- Death from the Skies (2016)
- Codex: Orks (Warhammer 40,000 8th Edition) (2018)
- Aeronautica Imperialis (2019)
- Codex: Orks (Warhammer 40,000 9th Edition) (2021)
- Kill Team: Octarius (2021)
- Kill Team: Brutal and Cunning (2024)

GW, Games Workshop, Forge World, The Horus Heresy, The Horus Heresy Eye logo, Imperial Armour, Space Marine, 40,000, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or ™, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

CONTENTS

The Orks Army List.....	3
Orks Detachments	4
Wargear Lists.....	5
HIGH COMMAND	
Warboss	7
Mega Warboss	8
Kustom Meka-dread	9
COMMAND	
Bigboss	10
Mega Bigboss	11
Freebooter Kaptin.....	11
Big Mek	12
Mega Big Mek	13
Painboss	14
RETINUE	
Mekaniaks	15
Mad Doks	15
Madboyz Mob.....	16
ELITES	
Weirdboy	17
Nobz Mob.....	18
Warbiker Nobz Mob.....	18
Flash Gitz Mob	19
HEAVY ASSAULT	
Meganobz Mob.....	20
Stormboyz Mob.....	21
TROOPS	
Slugga Boyz Mob.....	22
Shoota Boyz Mob	22
'Ard Boyz Mob	23
Gretchin Mob	23
SUPPORT	
Burna Mob	24
Loota Mob	24
Tankbusta Mob.....	25
Killa Kan Mob.....	25
Big Gunz Battery	26
WAR-ENGINE	
Deff Dread.....	27
Mega-dread	27
TRANSPORT	
Trukk.....	28
HEAVY TRANSPORT	
Battlewagon	29
Big Trakk	30
Squiggoth	30
RECON	
Kommandos Mob	31
Deffkoptas	32
Warkopta.....	32
FAST ATTACK	
Warbiker Mob.....	33
Warbuggy Squadron.....	33
Dakkajet	34
Bommer.....	34
Kustom Junka.....	35
ARMOUR	
Gobsmasha Wagon	36
Guntrukk	36
Dakka-trakk.....	37
Gun Squiggoth	37
Grot Mega-tank	38
Grot Tank Battle Mob	38
LORDS OF WAR	
Gorkanaut	39
Morkanaut.....	39
Stompa	40
Kill Tank	41
Gargantuan Squiggoth	42
Ork Clan Rules	43
Special Rules	50
Wargear.....	52
Orks Advanced Reactions	54
Armoury of the Orks.....	55

THE ORKS ARMY LIST

Accounts differ on exactly when specific Ork cultures and technologies appeared on the battlefields of the galaxy. Where some records claim to have been the first to encounter certain styles of Orkish warfare, in truth the Orks have been roaming the galaxy for millennia before human contact and countless records of their conflicts have been lost. On top of that, Ork power dynamics, technologies and weaponry constantly cycle in and out of use as different Warbosses rise and fall in power. Yet overall the Ork way of war has not notably changed since the first days of contact with humanity.

THE ORK WAAAGH!: BUILDING AN ORKS ARMY

The Units in the Orks Army List do not have an optional Allegiance represented by the [Allegiance] Trait, but instead have the Xenos Trait. As such, these Units can never be selected in an army with either the Loyalist or Traitor Allegiance unless another rule specifically allows it. In a campaign setting, any victories the Orks win serve only to deny that victory to whichever force they were fighting: if their opponent wins then Campaign Points may be earned, but if the Orks win then no Campaign Points are earned for either Loyalists or Traitors.

ADDITIONAL REACTION POINT

If an Army's Primary Detachment is from the Orks Army List, the Controlling Player gains one additional Reaction Point if that Detachment contains any Models with the Prophet of the Waaagh! Trait.

GREAT CLANS OF THE ORKS

Every Unit from the Orks Army List will also have a Faction represented by a Trait on its Unit Profile. For Units which are not specific to a Great Clan or other Organisation this will be represented by '[Orks]'. When you add such a Unit to your army, you must select one of the following Faction Traits to replace this with (this replaces all instances of the [Orks] Trait on that Unit Profile while it is part of your Army):

- Bad Moons
- Blood Axes
- Death Skulls
- Evil Suns
- Bad Moons
- Snakebites
- Freebooters

FACTION TRAITS AND ORKS DETACHMENTS

When selecting Units as part of a Primary Detachment, Allied Detachment or Lord of War Detachment using the Orks Army List, the selected Units must have a variant of the Ork Faction Trait, but are not required to have the same variant of that Faction Trait as other Units in the same Primary Detachment, Allied Detachment or Lord of War Detachment.

However, all Auxiliary Detachments or Apex Detachments selected using the Orks Army List may only include Models with one variant of the Orks Faction Trait, and all Models in that Detachment must have the same variant of the Orks Faction Trait. If an Apex Detachment or Auxiliary Detachment selected using the Orks Army List has the Logistical Benefit Prime Advantage selected for it, then the Unit selected with that Prime Advantage may have a different variant of the Orks Faction Trait than the other Units in that Detachment.

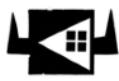
ORKS DETACHMENTS

An army can include any number of Apex and Auxiliary Detachments, depending on the number of High Command or Command Choices selected respectively.

In addition to the Apex and Auxiliary Detachments presented in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, armies which make use of the Orks Army List have access to a number of additional Apex and Auxiliary Detachments.

DEFFWING [APEX DETACHMENT]

When a Mega Warboss Unit is selected to fill a High Command Force Organisation Slot, then the Player may choose to add one Deffwing Detachment to the Army instead of the options available in the Crusade Force Organisation Chart.



HEAVY ASSAULT
PRIME SLOT



HEAVY ASSAULT



HEAVY ASSAULT

Heavy Assault Slots in this Detachment may only be used to select Meganobz Mob Units.

DREAD MOB [APEX DETACHMENT]

When a Kustom Meka-dread Unit is selected to fill a High Command Force Organisation Slot, then the Player may choose to add one Dread Mob Detachment to the Army instead of the options available in the Crusade Force Organisation Chart.



WAR-ENGINE
PRIME SLOT



WAR-ENGINE



SUPPORT



WAR-ENGINE



WAR-ENGINE



SUPPORT

Support Slots in this Detachment may only be used to select Killa Kan Mob Units.

BOSS'S BODYGUARD [AUXILIARY DETACHMENT]



RETINUE



ELITES



HEAVY TRANSPORT

GREEN TIDE [AUXILIARY DETACHMENT]



TROOPS
PRIME SLOT



TROOPS



TROOPS



SUPPORT
PRIME SLOT



SUPPORT



SUPPORT

KULT OF SPEED [AUXILIARY DETACHMENT]

When a Big Mek Unit or Big Mek on Warbike Unit (but not a Mega Big Mek Unit) is selected to fill a Command Force Organization Slot, then the Player may choose to add one Kult of Speed Detachment to the Army instead of the options available in the Crusade Force Organisation Chart.



FAST ATTACK
PRIME SLOT



FAST ATTACK



HEAVY
TRANSPORT



RECON

Recon Slots in this Detachment may only be used to select Deffkoptas Units.

WARGEAR LISTS

These Wargear lists are used with many of the Units in this Army List. Where a Wargear Option on a Unit references a Wargear list from those below, one of the options from that list can be selected for that Model and the Points cost listed added to the cost of that Unit.

ORK BOSS WEAPONS

- Slugga Free
- Shoota +1 point
- Choppa Free
- Chainsword Free
- Big choppa +5 Points
- Power sword +10 Points
- Power axe +10 Points
- Power klaw +20 Points

ORK KOMBI-WEAPONS

- Kombi-shoota +2 Points
- Kombi-rokkit +5 Points
- Kombi-skorch +10 Points

ORK MEK WARGEAR

- Kustom mega-slugga +5 Points
- Kustom mega-blasta +10 Points
- Burna +10 Points
- Power klaw +20 Points
- Killsw +20 Points

ORK DOK WARGEAR

- Choppa Free
- Chainsword Free
- Big choppa +5 Points
- 'Urt syringe +15 Points

ORK SPECIAL WEAPONS

- Big shoota +5 Points
- Rokkit launcha +5 Points
- Burna +10 Points

ORK KAN RANGED WEAPONS

- Big shoota +5 Points
- Rokkit launcha +5 Points
- Grotzooka (Killa Kan, Grot Tank or Grot Mega-tank only) +10 Points
- Kustom mega-blasta +10 Points
- Skorcha +10 Points

ORK BIG GUNZ

- Kannon +10 Points
- Lobba +10 Points
- Zzap gun +10 Points

ORK PINTLE WEAPONS

- Pintle Mounted big shoota +5 Points
- Pintle Mounted rokkit launcha +5 Points

ORK SPONSON WEAPONS

- Two Sponson Mounted twin big shootas Free
- Two Sponson Mounted twin rokkit launchas Free
- Two Sponson Mounted twin skorchas Free

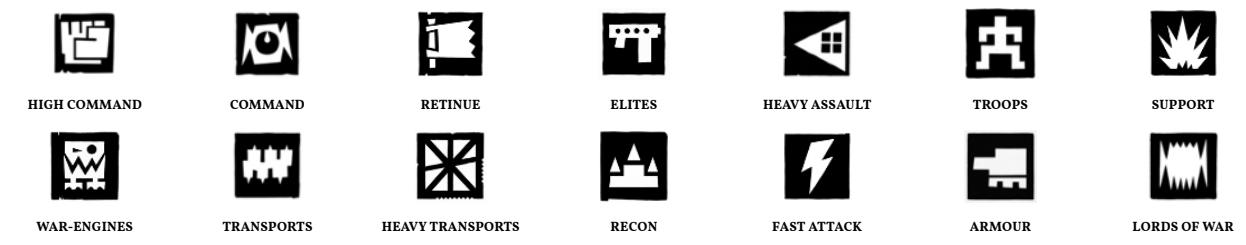
ORK HULL WEAPONS

- Hull Mounted big shoota Free
- Hull Mounted rokkit launcha Free
- Hull Mounted skorcha Free
- Hull Mounted kustom mega-blasta +5 Points
- Hull Mounted twin dakkagun +5 Points
- Hull Mounted kustom mega-blasta +5 Points
- Hull Mounted zzap gun +5 Points

ORKS ARMY LIST

ORKS BATTLEFIELD ROLE ICONOGRAPHY

The Orks Army List uses the following Battlefield Role iconography instead of that used for other Armies in the Horus Heresy.





WARBOSS

UNIT COMPOSITION: 1 WARBOSS

- This model may be replaced with 1 Warboss on Warbike for +30 Points

HIGH COMMAND**90 Points**

An Ork Warboss is the largest and most powerful of all the Orks in its tribe. A bloodthirsty and battle-hardened warrior equipped with the best wargear the tribe can provide, he towers above even its personal retinue. Though some Warbosses are cunning enough to plan a battle before the bullets start flying, it is only on the front line that Warbosses truly excel. When the battle is raging, these monstrous and all-powerful Orks give full rein to their battlelust, charging into the ranks of the enemy and slaughtering everything in their path. The Warboss becomes a living embodiment of Orkdom, and commands respect and fear from friend and foe alike.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Warboss	7	6	2	5	5	4	4	6	9	10	9	7	4+	4+
Warboss on Warbike	14	6	2	5	5	5	4	6	9	10	9	6	4+	4+

WARGEAR

- Slugga
- Choppa
- Stikkbombs
- Twin dakkaguns (Warboss on Warbike only)

TRAITS

- Xenos
- [Orks]
- Prophet of the Waaagh!
- Smokescreen (Warboss on Warbike only)

SPECIAL RULES

- Warboss**
- Bulky (2)
 - Eternal Warrior (1)
 - Fear (1)
 - Impact (S)
 - Implacable Advance
 - Mob Rule (LD)

Warboss on Warbike

- Bulky (3)
- Eternal Warrior (1)
- Fear (1)
- Impact (S)
- Implacable Advance
- Mob Rule (LD)
- Outflank

TYPE

- **Warboss:** Infantry (Command)
- **Warboss on Warbike:** Cavalry (Command)

OPTIONS

- This Model may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.
- This Model may have its slugga exchanged for a kustom shoota for +10 Points or one item from the Ork Kombi-weapons list.
- This Model may have an attack squig for +10 Points.



MEGA WARBOSS

UNIT COMPOSITION: 1 MEGA WARBOSS

HIGH COMMAND

130 Points

Any good Ork Hunter knows the safest way to deal with a rampaging Warboss is to hit them with tank-busting artillery from as far away as possible. By donning a piston-driven suit of incredibly durable mega armour, this Warboss makes a mockery of such underhanded enemy tactics, much to the terror of its foes. The strongest and meanest among its already brutal kin, the Warboss supplements its fearsome bulk and staggering might with powered armour that makes him a force to be reckoned with on the battlefield.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mega Warboss	6	6	2	6	6	5	3	5	9	10	9	7	2+	4+

WARGEAR

- Kombi-shoota
- Power klaw

TRAITS

- Xenos
- [Orks]
- Prophet of the Waaagh!

SPECIAL RULES

- Bulky (3)
- Eternal Warrior (1)
- Fear (1)
- Impact (A)
- Implacable Advance
- Mob Rule (LD)
- Slow and Purposeful

TYPE

- Infantry (Command, Heavy)

OPTIONS

- This Model may have its kombi-shoota exchanged for a kustom shoota for +10 Points or one item from the Ork Kombi-weapons list.



KUSTOM MEKA-DREAD

UNIT COMPOSITION: 1 KUSTOM MEKA-DREAD

HIGH COMMAND

180 Points

Few Meks have the skill to create Mega-Dreads and the competition to pilot these monstrosities is fierce. Orks that do so often go quite insane with joy over the damage their machines can inflict, while some Big Meks, jealous of those who get to “av all da fun” build their own even more outlandish examples of these machines for personal use. These fearsome ‘kustomized Meka-Dreads’ are even more insane and dangerously unpredictable than the rest, often fitted with multiple tool-equipped servo-arms for “battlefield fixin’s” and experimental and energy hungry weapons.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Kustom Meka-dread	6	4	2	8	8	7	2	4	12	10	7	6	2+	5+

WARGEAR

- Two big shootas

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Battlesmith (2)
- Bulky (8)
- Explodes (4+)
- Implacable Advance

TYPE

- Walker (Heavy)

OPTIONS

This Model must have one of the following options selected for it:

- Two options from the following list:
 - Dread rippa klaw Free
 - Mega killsaw +5 Points
 - Shunta +25 Points
 - Killkannon +35 Points
- Paired dread rippa klaws +10 Points
- Paired mega killsaws +10 Points



BIGBOSS

UNIT COMPOSITION: 1 BIGBOSS

- This model may be replaced with 1 Bigboss on Warbike for +30 Points
- This model may be replaced with 1 Bigboss on Wartrike for +50 Points

COMMAND
50 Points

An Ork Bigboss, as his name implies, is a particularly large and unpleasant Ork Nob who really enjoys bossing other, smaller, Orks around. The Bigboss's ability in combat ensures that he is respected, if not admired, by the Orks under his command.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Bigboss	6	5	2	4	4	3	3	4	8	9	8	6	4+	5+
Bigboss on Warbike	14	5	2	4	4	4	3	4	8	9	8	5	4+	5+
Bigboss on Wartrike	14	5	2	4	4	6	3	5	8	9	8	5	4+	5+

WARGEAR

- Slugga
- Choppa
- Stikkbombs
- Twin dakkaguns (Bigboss on Warbike only)
- Three twin boomstikks (Bigboss on Wartrike only)

SPECIAL RULES

- Bigboss**
- Impact (S)
 - Implacable Advance
 - Mob Rule (LD)
 - Officer of the Line (2)

TRAITS

- Xenos
- [Orks]
- Smokescreen
(Bigboss on Warbike and Bigboss on Wartrike only)

Bigboss on Warbike

- Bulky (2)
- Eternal Warrior (1)
- Firing Protocols (2)
- Impact (S)
- Implacable Advance
- Mob Rule (LD)
- Officer of the Line (2)
- Outflank

OPTIONS

- This Model may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.
- This Model may have its slugga exchanged for one item from the Ork Kombi-weapons list.
- This Model may have the Waaagh! Banner for +20 Points.
- This Model may have an attack squig for +10 Points.

Bigboss on Wartrike

- Bulky (3)
- Eternal Warrior (1)
- Firing Protocols (3)
- Impact (S)
- Implacable Advance
- Mob Rule (LD)
- Officer of the Line (2)

TYPE

- **Bigboss:** Infantry (Command)
- **Bigboss on Warbike:** Cavalry (Command)
- **Bigboss on Wartrike:** Cavalry (Command)

WARGEAR

Waaagh! Banner

A warband's banner is decorated with glyphs, trophies and the blood of defeated enemies to show how dangerous the owners are. The banner has a near-religious significance to the Orks and they will fight all the harder in its presence.

A Waaagh! banner grants benefits in Charges and Challenges.

All Models in a Unit with a Waaagh! banner gain the Fear (1) and Impact (WS) Special Rules. In addition, a Model with a Waaagh! banner counts as an additional 6 Models for the purposes of Outside Support in a Challenge.



MEGA BIGBOSS

UNIT COMPOSITION: 1 MEGA BIGBOSS

COMMAND
90 Points

Mega-armour is the very pinnacle of the Ork armourers' craft, being large, noisy, very heavy and dead 'ard.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mega Bigboss	5	5	2	5	5	4	2	4	8	9	8	6	2+	5+

WARGEAR

- Kombi-shoota
- Power klaw

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Bulky (2)
- Impact (A)
- Implacable Advance
- Mob Rule (LD)
- Officer of the Line (2)
- Slow and Purposeful

TYPE

- Infantry (Command, Heavy)

OPTIONS

- This Model may have its kombi-shoota exchanged for one item from the Ork Kombi-weapons list.
- This Model may have the Waaagh! Banner for +20 Points.



FREEBOOTER KAPTIN

UNIT COMPOSITION: 1 FREEBOOTER KAPTIN

COMMAND
45 Points

Freebooter Kaptins are extremely tough and aggressive Orks with fiery tempers. They command tremendous loyalty from their Boyz, who not only don't object to their bullying and violent ways but actually expect their commanders to behave in this fashion. The Kaptin's occasionally murderous outbursts serve only to impress the Boyz and remind them what a fine leader they have. Kaptins dress in an even more flamboyant style than Freebooter Boyz, favouring large decorated hats and voluminous coats in which they conceal numerous weapons and flasks of Fungus Rum.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Freebooter Kaptin	6	5	3	4	4	3	3	3	9	8	8	6	3+	5+

WARGEAR

- Slugga
- Choppa
- Stikkbombs
- Gitfinda

TRAITS

- Xenos
- Freebooterz

SPECIAL RULES

- Impact (S)
- Mob Rule (CL)

TYPE

- Infantry (Command, Heavy)

OPTIONS

- This Model may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.
- This Model may have its slugga exchanged for one snazzgun for +10 Points or one item from the Ork Kombi-weapons list.



BIG MEK

UNIT COMPOSITION: 1 BIG MEK

- This model may be replaced with 1 Big Mek on Warbike for +30 Points

COMMAND
45 Points

Some Meks gain so much power that they slowly garner a following of acolytes, tread-heads and fellow Meks. These visionary Mekaniaks are known as Big Meks, and their mastery of Ork technology is second to none.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Big Mek	6	5	3	4	4	3	3	3	8	8	7	10	4+	5+
Big Mek on Warbike	14	5	3	4	4	4	3	3	8	8	7	9	4+	5+

WARGEAR

- Slugga
- Choppa
- Stikkbombs
- Twin dakkaguns (Big Mek on Warbike only)

TRAITS

- Xenos
- [Orks]
- Smokescreen (Big Mek on Warbike only)

SPECIAL RULES

- Big Mek**
- Battlesmith (2)
 - Impact (S)
 - Mob Rule (CL)

Big Mek on Warbike

- Battlesmith (2)
- Bulky (2)
- Impact (S)
- Implacable Advance
- Mob Rule (CL)
- Outflank

TYPE

- **Big Mek:** Infantry (Command)
- **Big Mek on Warbike:** Cavalry (Command)

OPTIONS

- This Big Mek or Big Mek on Warbike may have its slugga and/or choppa exchanged for one item each from the Ork Mek Wargear list.
- This Big Mek or Big Mek on Warbike may have its slugga exchanged for a kustom shootha for +10 Points or one item from the Ork Kombi-weapons list.

- This Big Mek may have its slugga exchanged for one of the following. If either of these options are taken, this Big Mek gains the Bulky (2) Special Rule and exchanges the Command Sub-Type for the Champion Sub-Type:
 - Shokk attack gun +60 Points
 - Traktor blasta +30 Points
- This Big Mek or Big Mek on Warbike may have a kustom force field for +30 Points.
- This Big Mek or Big Mek on Warbike may have up to three grot oilers for +5 Points each.

WARGEAR

Grot Oiler

Grot oilers are the assistants of Ork Meks, and are mostly employed putting out fires or crawling into functioning machinery.

A grot oiler improves the value of X for the Model's Battlesmith (X) Special Rule.

Grot oilers are treated as a special kind of Marker that is moved with the Model it belongs to but is ignored for all game purposes. A grot oiler may be expended once per Battle during any activation of the owning Model's Battlesmith (X) Special Rule, before making an Intelligence Check for the Acting Model. During this activation of the Battlesmith (X) Special Rule, the value of X is improved by +1. The grot oiler Marker is then removed from play. Only a single grot oiler may be expended in this way per activation of the Battlesmith (X) Special Rule.



MEGA BIG MEK

UNIT COMPOSITION: 1 MEGA BIG MEK

COMMAND
85 Points

When Mega Big Meks go to war they do it in style; festooned in massive mechanised contraptions of their own design and brimming with kustom dakka.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mega Big Mek	5	5	3	5	5	4	2	3	8	8	7	10	2+	5+

WARGEAR

- Kombi-shoota
- Power klaw

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Battlesmith (2)
- Bulky (2)
- Impact (A)
- Implacable Advance
- Mob Rule (CL)
- Slow and Purposeful
- Tellyportas

TYPE

- Infantry (Command, Heavy)

OPTIONS

- This Model may have its power klaw exchanged for one killsaw for Free.
- This Model may have its kombi-shoota exchanged for a kustom mega-blasta for +10 Points or one item from the Ork Kombi-weapons list.

- This Model may have one of the following:
 - Teleport blasta +25 Points
 - Kustom force field +30 Points
- This Model may have up to three grot oilers for +5 Points each.

SPECIAL RULES

Tellyportas

What Ork teleportation technology lacks in safety measures, accuracy, reliability, blueprints or indeed the most basic comprehension of its functions by those who use it, it more than makes up for in its ability to catapult mobs of bellowing Orks through the warp and directly into the teeth of their horrified foes.

If a Unit that includes only Models with the Infantry Type or Walker Type is selected to fill a Prime Force Organisation Slot in an Army that includes one or more Mega Big Meks, the following Prime Advantage can be selected:

Tellyporta Boyz

All Models in the Unit selected to fill a Prime Force Organisation Slot with this Prime Advantage gain the Deep Strike Special Rule. When performing a Deep Strike with a Unit with this Prime Advantage, make a Scatter Roll for the first Model placed before placing the rest of the Unit.



PAINBOSS

UNIT COMPOSITION: 1 PAINBOSS

COMMAND
50 Points

Veteran Painboyz become increasingly obsessed with perfecting their own methods of 'serjery' and eventually drift away from their Warboss. Left to their own devices, they will indulge in ever more extreme eksperiments. Any Ork brave/stupid enough to venture into a Painboss's lab has to be careful otherwise it may wake up to find itself with a new set of mechanical lungs that allow it to breathe underwater even though it probably only went in to get a bad tooth removed!.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Painboss	6	5	2	4	4	3	3	3	7	8	8	8	4+	-

WARGEAR

- Choppa

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Cyborks
- Feel No Pain (5+)
- Impact (S)
- Medic (4+)
- Mob Rule (CL)

TYPE

- Infantry (Command)

OPTIONS

- This Model may have its choppa exchanged for one power klaw for +20 Points or one item from the Ork Dok Wargear list.
- This Model may have up to three grot orderlies for +5 Points each.

WARGEAR

Grot Orderly

Painboyz are often accompanied by grot orderlies, whose job it is to carry tools and gather up discarded limbs and organs.

A grot orderly allows a single Recovery Test to be made.

Grot orderlies are treated as a special kind of Marker that is moved with the Model it belongs to but is ignored for all game purposes. A grot orderly may be expended once per Battle whenever another Model in the same unit as the Model with the grot orderly suffers an Unsaved Wound. The Model with the grot orderly may make a Recovery Test for the wounded Model (as described in the Medic (X) Special Rule). The grot orderly Marker is then removed from play. Only a single grot orderly may be expended in this way per Unsaved Wound.

SPECIAL RULES

Cyborks

Any Ork brave/stupid enough to venture into a Painboss's lab has to be careful otherwise it may wake up to find itself with a new set of mechanical lungs that allow it to breathe underwater even though it probably only went in to get a bad tooth removed!

If a Unit that includes only Models with the Infantry Type is selected to fill a Prime Force Organisation Slot in an Army that includes one or more Painbosses, the following Prime Advantage can be selected:

Cyborks

All Models in the Unit selected to fill a Prime Force Organisation Slot with this Prime Advantage gain the Eternal Warrior (1) and Feel No Pain (5+) Special Rules.



MEKANIAKS

UNIT COMPOSITION: 1 MEKBOY

- May include up to 4 additional Mekboys at +10 Points per model.

RETINUE
10 Points

Mekboyz, also known as Mekaniaks or Meks, are Orks with a natural gift for engineering. Meks are responsible for inventing, building and maintaining the machinery and weaponry that the Orks use. They are obsessed with creating ever larger and more devastating war machines to unleash upon the foe.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mek	6	4	3	3	4	1	2	2	6	7	6	8	4+	-

WARGEAR

- Slugga
- Choppa

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Battlesmith (1)
- Impact (S)
- Mob Rule (CL)
- Oddboyz

TYPE

- Infantry (Specialist)

OPTIONS

- Any Model may have its slugga and/or choppa exchanged for one item each from the Ork Mek Wargear list.



MAD DOKS

UNIT COMPOSITION: 1 PAINBOY

- May include up to 4 additional Painboys at +10 Points per model.

RETINUE
10 Points

The boundless surgical expertise of the Painboyz is such that they are undeterred by wounds no matter how severe they are. As long as the patient isn't (quite) dead, the Painboyz will do their utmost to save him.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mekboy	6	4	2	3	4	1	2	2	6	7	7	6	6+	-

WARGEAR

- Choppa

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Impact (S)
- Feel No Pain (5+)
- Medic (5+)
- Mob Rule (CL)
- Oddboyz

TYPE

- Infantry (Specialist, Light)

OPTIONS

- Any Model may have its choppa exchanged for one item from the Ork Dok Wargear list.



MADBOYZ MOB

UNIT COMPOSITION: 5 MADBOYZ

- May include up to 15 additional Madboyz at +6 Points per Model.

RETINUE

40 Points

The Ork techno-gene allows Orks to inherit the knowledge and experience of their forebears and enables them to maintain a high level of technology. Unfortunately it doesn't always work out. There are always a few individuals whose genetic influences fail to mesh properly. The Ork finds his mind full of distractions and contradictions. Wild ideas about the universe buzz round his brain. Curious bits of unconnected knowledge keep intruding upon his consciousness. These disturbed Orks are called Madboyz.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Madboy	6	4	2	3	4	1	2	2	9	10	6	4	6+	-

WARGEAR

- Slugga
- Choppa
- Stikkbombs

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Impact (S)
- Expendable (1)
- Headless
- Madmob
- Mob Rule (CL)

TYPE

- Infantry (Light)

OPTIONS

- Any Model in this Unit may have its slugga and choppa exchanged for one shoota for Free.
- For every five models in this Unit, one Model in this Unit may have its choppa exchanged for one chainsword for Free.

SPECIAL RULES

Madmob

Madboyz are extremely unpredictable. Their minds swirl with strange ideas or sudden momentary enthusiasms, and they tend to act as a single body. If one Madboy thinks he has lost his boot the whole mob is likely to become obsessed with the idea of finding it! Such is the way with Madboyz.

A Unit that includes any Models with this Special Rule cannot be joined by other Models except for Weirdboys. In addition, whenever a Unit that includes any Models with this Special Rule would gain either the Routed or Pinned Status, they instead gain the Suppressed and Stunned Statuses and the Hatred (Everything) Special Rule.



WEIRDBOY

UNIT COMPOSITION: 1 WEIRDBOY

ELITES

50 Points

Weirdboyz are the most psychically powerful of all Orks. They act as a focal point for the psychic energy subconsciously generated by their greenskin comrades, energy that binds them together with a common purpose. Weirdboyz resonate with the power of sheer Orkiness, and the more Orks there are nearby, the higher the charge held within their bodies.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Weirdboy	6	5	2	4	4	3	3	4	7	8	8	4	6+	5+

WARGEAR

- Force staff

TRAITS

- Xenos
- [Orks]
- Psyker
- Warhead

SPECIAL RULES

- Impact (S)
- Mob Rule (WP)
- Power of the Waaagh! Discipline

TYPE

- Infantry (Champion, Specialist)

POWER OF THE WAAAGH! DISCIPLINE

A Weirdboy in a battle trance is a terrifying sight. His eyes pop and his limbs flail as he storms toward the enemy. When the surge reaches its excruciating peak, the Weirdboy will direct the resultant discharge in a display of pyrotechnics that either blasts his enemies to pieces or energises his comrades with crackling green energy.

A Model with the Power of the Waaagh! Discipline gains the following benefits:

- The Explodes (5+) and Heedless special rules.
- The 'Eadbanger Psychic Weapon.
- The Warpath Psychic Power.
- The 'Warhead' Trait.

'EADBANGER

(Psychic Weapon)

The Weirdboy sends out arcs of crackling energy that ground themselves upon the enemy, causing heads to explode.

R	FP	RS	AP	D	Special Rules	Traits
18	1	5	2	1	Force (Damage), Precision (4+), Targeted (+3), Overload (1)	Ranged, Psychic

WARPATH

(Psychic Power, Blessing)

The Weirdboy disperses the energy coursing through his frame into the Orks around him with dramatic effect.

This Power is used in the Charge Sub-Phase to add a bonus to a Unit's Attacks.

Trigger: The Active Player may choose to Manifest the Warpath Psychic Power in the Charge Sub-Phase, at Step 4 of the Charge process before any Unit makes a Volley Attack.

Focus: The Focus of the Power must be a Model with the Warhead Trait under the Active Player's control, and must be either part of the Unit making a Charge or within 12" and with Line of Sight to one or more Models in that Unit.

Target: The Target Unit must be the Unit currently selected and in the process of making a Charge.

Duration: If successfully Manifested, the effects of this Psychic Power last until the end of the current Assault Phase.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, then no Volley Attack may be made for the Target Unit, but all Models in the Target Unit gain a bonus of +2 to their Attacks Characteristic.
3. If the Manifestation Check fails then there is no further effect.



NOBZ MOB

UNIT COMPOSITION: 3 NOBS

ELITES

55 Points

- May include up to 12 additional Nobs at +15 Points per Model.

The Orks call their ruling caste Nobz. Ork nobility is determined not by some accident of birth or sparkly heirloom but by the sheer size and belligerence of the Ork claimant. The only Ork bigger and scarier than a Nob is a Warboss, and the Nobz delight in reminding lesser Orks about their natural supremacy using their scarred fists and iron-shod boots.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Nob	6	5	2	4	4	2	3	3	7	8	7	5	4+	-

WARGEAR

- Slugga
- Choppa
- Stikkombs

SPECIAL RULES

- Impact (S)
- Line (1)
- Mob Rule (CL)

TRAITS

- Xenos
- [Orks]

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.

- Any Model in this Unit may have its slugga exchanged for one item from the Ork Kombi-weapons list.
- Any Model in this Unit may have a bosspole for +5 Points per Model.



WARBIKER NOBZ MOB

UNIT COMPOSITION: 3 WARBIKER NOBZ

ELITES

120 Points

- May include up to 6 additional Nobz at +35 Points per Model.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Warbiker Nob	14	5	2	4	4	3	3	3	7	8	7	4	4+	-

WARGEAR

- Slugga
- Twin dakkaguns
- Stikkombs

SPECIAL RULES

- Bulky (2)
- Impact (S)
- Implacable Advance
- Mob Rule (CL)
- Outflank

TRAITS

- Xenos
- [Orks]

TYPE

- Cavalry

OPTIONS

- Any Model in this Unit may have its slugga exchanged for one item from the Ork Boss Weapons list.
- Any Model in this Unit may have a bosspole for +5 Points per Model.



FLASH GITZ MOB

UNIT COMPOSITION: 3 FLASH GITZ

- May include up to 7 additional Flash Gitz at +24 Points per Model.

ELITES**80 Points**

The richest and most obnoxious of all Orks are indisputably the Flash Gitz. These unsavoury individuals pursue a life of conquest and pillage, plying the stars in grotesquely ornamented Kill Kroozas and attack craft. The Flash Gitz take every opportunity they can to fight alongside the rest of the Boyz, if only to flaunt their revoltingly powerful weaponry in front of their less fortunate brethren.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Flash Git	6	4	3	4	4	2	3	3	7	8	7	5	4+	-

WARGEAR

- Snazzgun
- Stikkbombs

SPECIAL RULES

- Bulky (2)
- Mob Rule (CL)

TRAITS

- Xenos
- [Orks]

TYPE

- Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have one item from the Ork Boss Weapons list.
- Any Model in this Unit may have a bosspole for +5 Points per Model.



MEGANOBZ MOB

UNIT COMPOSITION: 3 MEGANOBZ

- May include up to 6 additional Meganobz at +45 Points per Model.

HEAVY ASSAULT

150 Points

Ork veterans who value the thrill of close combat above all else often become Meganobz. Only the richest of Ork Nobz can afford to join the ranks of this elite group. They are characterised by the bulky exoskeletons they wear into battle, which they call mega armour, and by a dogged belief in their own invulnerability.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Meganob	5	5	2	5	5	3	2	3	7	8	7	5	2+	5+

WARGEAR

- Kombi-shoota
- Power klaw

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Bulky (2)
- Impact (A)
- Implacable Advance
- Mob Rule (CL)
- Slow and Purposeful
- Vanguard (3)

TYPE

- Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its kombi-shoota exchanged for one item from the Ork Kombi-weapons list.
- Any Model in this Unit may have its kombi-shoota and power klaw exchanged for one pair of killsaws for +10 Points.
- Any Model in this Unit may have a bosspole for +5 Points per Model.



STORMBOYZ MOB

UNIT COMPOSITION: 5 STORMBOYZ

- May include up to 25 additional Stormboyz at +8 Points per Model.
- One Stormboy may be replaced with a Drillboss for +10 Points.

HEAVY ASSAULT
50 Points

Stormboyz, the shock troops of many successful warbands, are far too efficient and disciplined by the standards of right-thinking greenskins. Their contrary stance to the good old-fashioned values of anarchy and disorder manifests in a desire to be organised and obedient. Nevertheless, they are still Orks, and share the Orkish desire to get into battle as quickly as possible. To this end they go to war strapped to rokkit packs that, when activated, propel their wearers forward on great tongues of oily black flame.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Stormboy	12	4	2	3	4	1	2	2	7	7	6	5	6+	-
Drillboss	12	5	2	4	4	2	3	3	8	8	7	5	6+	-

WARGEAR

- Slugga
- Choppa
- Stikkbombs
- Rokkit Packs

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Impact (S)
- Mob Rule (CL)
- Vanguard (2)

TRAITS

- Xenos
- [Orks]

TYPE

- **Stormboyz:** Infantry (Antigrav)
- **Drillboss:** Infantry (Sergeant, Antigrav)

OPTIONS

- For every five models in this Unit, one Stormboy in this Unit may have its choppa exchanged for one chainsword for Free.
- If this Unit includes a Drillboss, the Drillboss in this Unit may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.

WARGEAR

Rokkit Pack

Stormboyz use crude rokkit packs to propel themselves across the battlefield in huge, bounding leaps. Whether they smash into enemy lines or a solid ferroconcrete wall is a different matter entirely, however.

Rokkit packs allow a boosted jump but risk causing Wounds.

In the Effects Sub-Phase of the Start Phase, the Controlling Player of a Unit in which every Model is equipped with a rokkit pack can choose to boost their jumps. Until the end of this Turn, Models in that Unit equipped with rokkit packs gain the Fast (3) Special Rule but must make Dangerous Terrain Tests when making a Rush or Charge Move.



SLUGGA BOYZ MOB

UNIT COMPOSITION: 10 SLUGGA BOYZ

- May include up to 20 additional Slugga Boyz at +5 Points per Model.
- One Slugga Boy may be replaced with a Slugga Nob for +10 Points.

Slugga Boyz are the heart and soul of most Ork warbands. They are normally formed into huge mobs and are armed for close combat with hefty, razor-edged choppas and the big-bore Ork pistols known as sluggas.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Slugga Boy	6	4	2	3	4	1	2	2	6	7	6	5	6+	-
Slugga Nob	6	5	2	4	4	2	3	3	7	8	7	5	6+	-

WARGEAR

- Slugga
- Choppa
- Stikkbombs

TRAITS

- Xenos
- [Orks]

OPTIONS

- For every five models in this Unit, one Slugga Boy in this Unit may have its choppa exchanged for one chainsword for Free.
- Up to three Slugga Boyz in this Unit may each have their slugga and choppa exchanged for one item from the Ork Special Weapons list.

SPECIAL RULES

- Impact (S)
- Line (2)
- Mob Rule (CL)

TYPE

- **Slugga Boyz:** Infantry (Light)
- **Slugga Nob:** Infantry (Sergeant, Light)

- If this Unit includes a Slugga Nob, the Slugga Nob in this Unit may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.



SHOOTA BOYZ MOB

UNIT COMPOSITION: 10 SHOOTA BOYZ

- May include up to 20 additional Shoota Boyz at +5 Points per Model.
- One Shoota Boy may be replaced with a Shoota Nob for +10 Points.

Slugga Boyz are the heart and soul of most Ork warbands. They are normally formed into huge mobs and are armed for close combat with hefty, razor-edged choppas and the big-bore Ork pistols known as sluggas.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Shoota Boy	6	4	2	3	4	1	2	2	6	7	6	5	6+	-
Shoota Nob	6	5	2	4	4	2	3	3	7	8	7	5	6+	-

WARGEAR

- Shoota
- Stikkbombs

TRAITS

- Xenos
- [Orks]

OPTIONS

- Up to three Shoota Boyz in this Unit may each have their shoota exchanged for one item from the Ork Special Weapons list.

SPECIAL RULES

- Impact (S)
- Line (2)
- Mob Rule (CL)

TYPE

- **Shoota Boyz:** Infantry (Light)
- **Shoota Nob:** Infantry (Sergeant, Light)

- If this Unit includes a Shoota Nob, the Shoota Nob in this Unit may have its shoota exchanged for one item from the Ork Kombi-weapons list.



'ARD BOYZ MOB

UNIT COMPOSITION: 10 'ARD BOYZ

- May include up to 10 additional 'Ard Boyz at +6 Points per Model.
- One 'Ard Boy may be replaced with an 'Ard Nob for +10 Points.

'Ard Boyz wear heavy armour pieced together from steel plates and equipment scavenged from defeated foes. Their thick armour combined with the natural toughness of Orks means that 'Ard Boyz are able to wade through the fiercest fire fights with barely a scratch.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
'Ard Boy	6	4	2	3	4	1	2	2	6	7	6	5	4+	-
'Ard Nob	6	5	2	4	4	2	3	3	7	8	7	5	4+	-

WARGEAR

- Slugga
- Choppa
- Stikkbombs

TRAITS

- Xenos
- [Orks]

OPTIONS

- Any Model in this Unit may have its slugga and choppa exchanged for one shoota for Free.
- For every five models in this Unit, one 'Ard Boy in this Unit may have its choppa exchanged for one chainsword for Free.

SPECIAL RULES

- Impact (S)
- Line (1)
- Mob Rule (CL)

TYPE

- **'Ard Boyz:** Infantry
- **'Ard Nob:** Infantry (Sergeant)

- Up to two 'Ard Boyz in this Unit may each have their slugga and choppa exchanged for one item from the Ork Special Weapons list.
- If this Unit includes an 'Ard Nob, the 'Ard Nob in this Unit may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.



GRETCHIN MOB

UNIT COMPOSITION: 1 RUNTHERRD, 10 GRETCHIN

TROOPS
35 Points

- May include up to 40 additional Gretchin at +3 Points per Model.
- For every 10 Gretchin in this Unit, this Unit may include one Runtherd for +6 Points.

Gretchin mobs make up for their shocking lack of quality with sheer quantity. The natural cowardice and feeble-limbed incompetence of the Gretchin race does not predispose them to the arts of war. There do exist Gretchin with a little more backbone, though, and when emboldened by the possession of a gun of their own these diminutive greenskins can be convinced to take the field with promises of plunder and, when that fails, threats of a beating.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Gretchin	6	2	3	2	2	1	2	1	5	4	4	5	-	-
Runtherd	6	4	2	3	4	1	2	2	6	7	6	5	6+	-

WARGEAR

- Grot blasta (Gretchin only)
- Slugga (Runtherd only)
- Herding stikk (Runtherd only)

SPECIAL RULES

- Downtrodden
- Expendable (3)
- Impact (S) (Runtherd only)
- Support Unit (1)

TRAITS

- Xenos
- [Orks]

TYPE

- **Gretchin:** Infantry (Light)
- **Runtherd:** Infantry (Sergeant, Light)

OPTIONS

- Any Runtherd in this Unit may have a squighound for +5 Points.



BURNA MOB

UNIT COMPOSITION: 5 BURNA BOYZ

SUPPORT

70 Points

- May include up to 10 additional Burna Boyz at +12 Points per Model.
- Up to three Burna Boyz may be replaced with one Mek each for Free.

Burna Boyz are dedicated arsonists all. They love nothing more than burning other people's stuff, and the owners into the bargain. The dual spectacle of leaping flame and frantically flailing victim is a thing of beauty to a Burna Boy, and they will take any excuse to set someone on fire.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Burna Boy	6	4	2	3	4	1	2	2	6	7	6	5	4+	-
Mek	6	4	3	3	4	1	2	2	6	7	6	8	4+	-

WARGEAR

- Burna (Burna Boy only)
- Slugga (Mek only)
- Choppa (Mek only)
- Stikkombs

SPECIAL RULES

- Battlesmith (1) (Mek only)
- Impact (S)
- Mob Rule (CL)
- Support Unit (2)

TRAITS

- Xenos
- [Orks]

TYPE

- Infantry

OPTIONS

- Any Mek in this Unit may have its slugga and choppa exchanged for one item from the Ork Mek Wargear list.



LOOTA MOB

UNIT COMPOSITION: 5 LOOTAS

SUPPORT

80 Points

- May include up to 10 additional Lootas at +14 Points per Model.
- Up to three Lootas may be replaced with one Mek each for Free.

Toting massive deffguns that fill the air with a rain of shots, rokkits and energy blasts, Loota mobs provide a warband with much needed and extremely heavy covering fire. When a mob of Lootas cuts loose, the overwhelming storm of dakka they create churns infantry to a blood-soaked pulp while tanks shudder and clang, their crews and systems perforated until the vehicles shudder to a halt leaking oil and gore.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Loota	6	4	2	3	4	1	2	2	6	7	6	5	4+	-
Mek	6	4	3	3	4	1	2	2	6	7	6	8	4+	-

WARGEAR

- Deffgun (Loota only)
- Slugga (Mek only)
- Choppa (Mek only)
- Stikkombs

SPECIAL RULES

- Battlesmith (1) (Mek only)
- Impact (S)
- Mob Rule (CL)
- Support Unit (2)

TRAITS

- Xenos
- [Orks]

TYPE

- Infantry (Heavy)

OPTIONS

- Any Mek in this Unit may have its slugga and choppa exchanged for one item from the Ork Mek Wargear list.



TANKBUSTA MOB

UNIT COMPOSITION: 5 TANKBUSTAS

SUPPORT
70 Points

- May include up to 10 additional Tankbustas at +12 Points per Model.
- One Tankbusta may be replaced with a Wrecka Nob for +10 Points.

Tankbustas are Orks who have become completely addicted to the thrill of destroying the armoured fighting vehicles of their foes. Their whistling volleys of rokkits, and lethal tankbusta bomb assaults can spell annihilation for even the heaviest tanks.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Tankbusta	6	4	2	3	4	1	2	2	6	7	6	5	4+	-
Wrecka Nob	6	5	2	4	4	2	3	3	7	8	7	5	4+	-

WARGEAR

- Rokkit launcha (Tankbusta only)
- Two rokkit pistols (Wrecka Boss only)
- Stikkbombs
- Tankbusta bombs

TRAITS

- Xenos
- [Orks]

OPTIONS

- For every five models in this Unit, one Tankbusta in this Unit may have their rokkit launcha exchanged for one of the following:
 - Two rokkit pistols..... Free
 - Tankhammer +5 Points per Model
 - Knucklebustas..... +5 Points per Model
- One Tankbusta in this Unit may have a pulsa rokkit for +30 Points.

SPECIAL RULES

- Impact (S)
- Mob Rule (CL)

TYPE

- **Tankbusta:** Infantry
- **Wrecka Nob:** Infantry (Sergeant)

- Up to three Models in the Unit may each have a bomb squig for +10 Points per Model.
- If this Unit includes a Wrecka Nob, the Wrecka Nob in this Unit may have each rokkit pistol exchanged for one item each from the Ork Boss Weapons list or one of the following:
 - Rokkit launcha..... +5 Points
 - Tankhammer +10 Points



KILLA KAN MOB

UNIT COMPOSITION: 1 KILLA KAN

SUPPORT
30 Points

- May include up to 8 additional Killa Kans at +30 Points per Model.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Killa Kan	7	3	3	5	5	3	2	2	8	8	6	5	3+	-

WARGEAR

- Kan klaw

TRAITS

- Xenos
- [Orks]

OPTIONS

- Every Model in this Unit must have one item from the Ork Kan Ranged Weapons list selected for it.

SPECIAL RULES

- Bulky (4)
- Downtrodden
- Implacable Advance
- Expendable (2)
- Explodes (6+)
- Support Unit (1)

TYPE

- Walker (Skirmish)



BIG GUNZ BATTERY

UNIT COMPOSITION: 1 BIG GUN CREW*

SUPPORT
15 Points

- May include up to 4 additional Big Gun Crews at +15 Points per Big Gun Crew.
- Any Big Gun Crew in this Unit may include up to 3 additional Gretchin Gunners at +3 Points per Model
- Any Big Gun Crew in this Unit may include 1 Runtherd at +6 Points per Model

* Each Big Gun Crew consists of 2 Gretchin Gunners and 1 Big Gun Carrier.

The roar of Big Gunz has heralded the end for many a hapless foe. Spitting out blasts of crackling energy, swatting planes out of the air or crushing their victims in crackling fists of bright green force, these big, clanky field guns have enough dakka to stomp even the toughest targets.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Gretchin Gunner	6	2	3	2	2	1	2	1	5	4	4	5	-	-
Big Gun Carrier	6	1	3	4	6	2	1	-	1	1	1	1	4+	-
Runtherd	6	4	2	3	4	1	2	2	6	7	6	5	6+	-

WARGEAR

Gretchin Gunner

- None

Big Gun Carrier

- None

Runtherd

- Slugga
- Herding stikk

TRAITS

- Xenos
- [Orks]

OPTIONS

- Each Big Gun Carrier must have one item from the Ork Big Gunz list or one of the following:
 - Bubblechukka +20 Points per Model
 - Kustom mega-kannon +20 Points per Model
 - Smasha gun +20 Points per Model
 - Traktor kannon +20 Points per Model
- Any Runtherd in this Unit may have a squighound for +5 Points.

SPECIAL RULES

- **Big Gun Crew**
- **Bulky (3)** (Big Gun Carrier only)
- **Downtrodden**
- **Slow and Purposeful**
- **Support Unit (1)**

TYPE

- **Gretchin Gunner:** Infantry
- **Big Gun Carriage:** Infantry
- **Runtherd:** Infantry (Sergeant)

SPECIAL RULES

Big Gun Crew

The Orks drag the Big Gunz into battle behind speeding wagons and Trukks before abandoning them in a heap and leaving the grots to sort them out.

The Characteristics of different Models with this Special Rule are used in different situations.

Each time Wound Tests are made for a Fire Group that targets a Unit that includes any Models with this Special Rule, if any Big Gun Carrier Models are in this Unit, the Toughness Characteristic of the Big Gun Carriers is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Big Gun Carrier Model if possible.

Each time Wound Tests are made for a Strike Group targeting this Unit, the Toughness Characteristic of the Gretchin Gunner Models is treated as being the majority. If any wounds are generated by these Wound Tests, the Target Model selected must be a Gretchin Gunner Model (or Runtherd Model), if possible.

If at any point there are no Gretchin Gunner Models remaining in this Unit, the remaining Models are immediately Removed as Casualties.



DEFF DREAD

UNIT COMPOSITION: 1 DEFF DREAD

WAR-ENGINE
110 Points

Though frequently varied in shape and size, Deff Dreads always epitomise three main ideals of Ork warfare: big, shooty and stompy. They thunder and clank towards the foe, limbs waving as heavy weapons spit death into the enemy ranks and powered shears snip excitedly in anticipation of the bloodletting to come.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Deff Dread	6	4	2	7	6	6	2	4	12	10	7	5	2+	6+

WARGEAR

- None

TRAITS

- Xenos
- [Orks]

OPTIONS

This Model must have one of the following options selected for it:

- Paired dread klaws for Free and two options from the Ork Kan Ranged Weapons list
- Triple dread klaws for +10 Points and one option from the Ork Kan Ranged Weapons list
- Lots o' dread klaws for +20 Points

SPECIAL RULES

- Bulky (6)
- Explodes (4+)
- Firing Protocols (2)
- Implacable Advance

TYPE

- Walker



MEGA-DREAD

UNIT COMPOSITION: 1 MEGA-DREAD

WAR-ENGINE
190 Points

The Mega-dread is a hulking, armour-plated monster, much larger and considerably more powerful than the more commonly encountered Deff Dreads and Killa Kans. They fit enormous hydraulic power into a relatively compact frame, which makes them far more manoeuvrable on the battlefield than the larger Stompa.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mega-dread	7	4	2	8	7	7	2	4	12	10	7	5	2+	6+

WARGEAR

- Two big shootas

TRAITS

- Xenos
- [Orks]

OPTIONS

This Model must have one of the following options selected for it:

- Two options from the following list:
 - Dread rippa klaw Free
 - Mega killsaw +5 Points
 - Killkannon +35 Points
- Paired dread rippa klaws +10 Points
- Paired mega killsaws +10 Points

SPECIAL RULES

- Bulky (7)
- Explodes (4+)
- Firing Protocols (2)
- Implacable Advance

TYPE

- Walker (Heavy)



TRUKK

UNIT COMPOSITION: 1 TRUKK

- This Model may be replaced with 1 'Ard Case Trukk for +5 Points.

TRANSPORT
30 Points

Trukks are built for speed and speed alone, and usually have little in the way of armour plating. A direct hit upon a Trukk can cause it to come apart in a clattering, cartwheeling pile of burning wreckage. Still, because Trukks are so light it is easy to bail out when they crash, and it is just as likely that a hit will smash apart some wotsit that the driver only hammered into place so he could keep an eye on it.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Trukk	16	2	10	10	10	4	12
'Ard Case Trukk	16	2	11	10	10	4	12

WARGEAR

- None

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model must have one item from the Ork Pintle Weapons list selected for it.

SPECIAL RULES

- Auto-repair (5+)
- Assault Vehicle (Trukk only)
- Ramshackle

TYPE

- Vehicle (Transport, Rapid)

- This Model may have any of the following options selected for it:

- Reinforced ram +5 Points
- Assault gubbins +5 Points
- Grot riggers +5 Points

ACCESS POINTS

- **Trukk:** This Model has Access Points on all of its Facings.
- **'Ard Case Trukk:** This Model has one Access Point on its Rear Facing.



BATTLEWAGON

UNIT COMPOSITION: 1 BATTLEWAGON

- This Model may be replaced with 1 Gunwagon for +40 Points.

HEAVY TRANSPORT

110 Points

Battlewagons are massive metal gunbeasts that prowl through the ranks of the Orks on great clanking treads. Some are mobile fortresses, packed to the gunnels with Ork warriors. Others bristle with ordnance and heavy weaponry. The iron fists of the Ork warband, Battlewagons fulfil many battlefield roles, but first amongst them is grinding the enemy into the ground.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Battlewagon	12	2	14	13	11	8	20
Gunwagon	12	2	14	13	11	8	12

WARGEAR

Battlewagon

- None

Gunwagon

- Turret Mounted killkannon

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have one item from the Ork Big Gunz list selected for it. Any item selected in this way becomes Turret Mounted.
- This Model may have up to four items from the Ork Pintle Weapons list selected for it.

SPECIAL RULES

- Assault Vehicle (Battlewagon only)

TYPE

- Vehicle (Transport)

- This Model may have one of the following options selected for it:
 - Reinforced ram +5 Points
 - Deff rolla +10 Points
- This Model may have any of the following options selected for it:
 - Assault gubbins +10 Points
 - Grot riggers +10 Points

ACCESS POINTS

- **Battlewagon:** This Model has Access Points on all of its Facings.
- **Gunwagon:** This Model has Access Points on both Side Facings and the Rear Facing.



BIG TRAKK

UNIT COMPOSITION: 1 BIG TRAKK

HEAVY TRANSPORT

60 Points

'Big Trakks' are basically vehicles based on an up-armoured trukk chassis or rigs scavenged from battlefield wrecks and fitted out with bigger, (and importantly) louder engines and heavy gauge tank treads able to cope with the roughest terrain.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Big Trakk	12	2	13	12	11	6	16

WARGEAR

- Two Centreline Mounted big shootas

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have up to two items from the Ork Pintle Weapons list selected for it.
- This Model may have one of the following options selected for it:
 - Reinforced ram +5 Points
 - Deff rolla +10 Points

ACCESS POINTS

- This Model has Access Points on all of its Facings.

SPECIAL RULES

- Assault Vehicle

TYPE

- Vehicle (Transport)

- This Model may have any of the following options selected for it:
 - Assault gubbins +10 Points
 - Grot riggers +10 Points



SQUIGGOTH

UNIT COMPOSITION: 1 SQUIGGOTH

HEAVY TRANSPORT

180 Points

Squigs, or to give them their full name, squiggly beasts, are common creatures amongst Ork communities. Squiggoths are super-squigs. Whilst they have the appearance of huge, monstrous lizard-like creatures, their physiology is actually closer to that of fungus - an enraged and very deadly fungus!

	M	WS	BS	S	T	W	I	A				IN	SAV	INV	Transport Capacity
									LD	CL	WP				
Squiggoth	9	3	2	6	7	6	1	4	10	9	7	3	4+	-	10

WARGEAR

- Tusks and stomping feet

SPECIAL RULES

- Bulky (8)
- Feel No Pain (5+)
- Implacable Advance

TRAITS

- Xenos
- Snakebites

TYPE

- Cavalry (Transport)

OPTIONS

- This Model may have one item from the Ork Big Gunz list selected for it.

ACCESS POINTS

- This Model has Access Points on its Rear Facing, determined as though it were a Model with the Vehicle type.



KOMMANDOS MOB

RECON
60 Points

UNIT COMPOSITION: 5 KOMMANDOS

- May include up to 15 additional Kommandos at +10 Points per Model.
- If this Unit includes 10 or more Models, one Kommando may be replaced with a Kommando Nob for +10 Points.

Ork Kommandos epitomise the Orky virtue of low cunning. Nothing makes a Kommando happier than creeping up on an unsuspecting enemy, its mates slithering through the undergrowth at its side. When the time is right, the Kommandos will burst from their concealment, slashing, stabbing and shooting their stunned prey before they have a chance to strike back.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Kommando	6	4	2	3	4	1	2	2	6	7	6	5	6+	-
Kommando Nob	6	5	2	4	4	2	3	3	7	8	7	5	6+	-

WARGEAR

- Slugga
- Choppa
- Stikkbombs

TRAITS

- Xenos
- [Orks]
- Smokescreen

OPTIONS

- Any Model in this Unit may have its slugga and choppa exchanged for one of the following:
 - Paired choppas Free
 - Shoota Free
- For every five Models in this Unit, one Kommando in this Unit may have its slugga and choppa exchanged for one item from the Ork Special Weapons list or one of the following:
 - Kombi-shoota +2 Points per Model
 - Breacha ram +10 Points per Model
 - Shokk pistol and commz +20 Points per Model

SPECIAL RULES

- Impact (S)
- Infiltrate (9)
- Mob Rule (CL)
- Move Through Cover
- Support Unit (2)

TYPE

- **Kommando:** Infantry (Light, Skirmish)
- **Kommando Nob:** Infantry (Sergeant, Light, Skirmish)

- For every five Models in this Unit, one Kommando may have meltabombs selected for it for +10 Points per Model.
- If this Unit includes a Kommando Nob, the Kommando Nob in this Unit may have its slugga and/or choppa exchanged for one item each from the Ork Boss Weapons list.
- If this Unit includes a Kommando Nob, the Kommando Nob in this Unit may have any of the following:
 - Distraction grot +10 Points
 - Bomb squig +10 Points

WARGEAR

Commz

Commz units are a typical example of Kommando cunning and forethought. They allow Kommandos to range ahead of the Ork army, scouting out enemy positions and reporting back any important information that they find out.

Commz grant a bonus to Reserves Tests.

While a Model with commz is on the Battlefield, before making a Reserves Test for a Unit in Reserves, the Controlling Player can select for that Model to activate the commz. If they do, they can modify the result of that Reserves Test by +1. Only one Model can activate commz for each Reserves Test.

Distraction Grot

For Grots to last long in the brutal reality of Ork society, they have to learn to lie, cheat, steal, sneak, suck up and plan - traits all valuable to Kommando kill teams.

A Distraction Grot allows a Unit to perform a free Reposition Reaction.

Distraction Grots are treated as a special kind of Marker that is moved with the Model it belongs to but is ignored for all game purposes. Once per game, immediately after declaring a Reposition Reaction, a Unit with a Distraction Grot does not need to pay the usual Cost: no points need to be spent from the Reactive Player's Reaction Allotment. In addition, during Step 2 of the process for this Reposition Reaction, the Unit with the Distraction Grot increases the distance they move by +3 inches. The Distraction Grot is then removed from play.



DEFFKOPTAS

UNIT COMPOSITION: 1 DEFFKOPTA

- May include up to 8 additional Deffkoptas at +28 Points per Model.

RECON
30 Points

Deffkoptas are the lunatic inventions of Meks obsessed with flight. Each Deffkopta is a one-man attack craft that has a set of whirring rotors mounted above the pilot's head and a jet booster at the rear. The rotors hold the Deffkopta aloft as the booster sends it screaming across the battlefield in the general direction of the enemy, its underslung weapons spitting death.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Deffkopta	16	4	2	3	5	3	2	2	6	7	6	6	4+	-

WARGEAR

- Choppa
- Twin rokkit launchas
- Stikkombs

TRAITS

- Xenos
- [Orks]

SPECIAL RULES

- Bulky (3)
- Deep Strike
- Impact (S)
- Implacable Advance
- Mob Rule (CL)

TYPE

- Cavalry (Antigrav, Skirmish)

OPTIONS

- Any Model in this Unit may have its twin rokkit launcha exchanged for one of the following:
 - Twin big shootas Free
 - Kustom mega-blasta Free

- Any Model in this Unit may have any of the following:
 - Big bomb +10 Points
 - Kill saw +20 Points



WARKOPTA

UNIT COMPOSITION: 1 WARKOPTA

RECON
65 Points

The Warkopta is a combination gunship, aerial transport, heavy lift and long range reconnaissance vehicle, popular with Kommandos (who for unknown reasons refer to it as a Chinork) for getting them behind enemy lines.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Trukk	16	2	10	10	10	4	10

WARGEAR

- Centreline Mounted twin supa shoota
- Pintle Mounted big shoota

SPECIAL RULES

- Assault Vehicle
- Deep Strike
- Light Transport

TRAITS

- Xenos
- [Orks]

TYPE

- Vehicle (Antigrav, Transport)

OPTIONS

- This Model may have up to two Centreline (Front, Rear) Mounted big bombs selected for it for +10 Points each.

ACCESS POINTS

- This Model has Access Points on both Side Facings.



WARBIKER MOB

UNIT COMPOSITION: 3 WARBIKERS

FAST ATTACK

60 Points

- May include up to 12 additional Warbikers at +18 Points per Model.
- If this Unit includes 6 or more Models, one Warbiker may be replaced with a Warbiker Nob for +10 Points.

Warbikers function as outriders and shock troops for the main horde. The pall of exhaust and oily smoke thrown up by their vehicles helps conceal their advance, giving them a measure of protection from enemy guns.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Warbiker	14	4	2	3	4	2	2	2	6	7	6	4	4+	-
Warbiker Nob	14	5	2	4	4	3	3	3	7	8	7	4	4+	-

WARGEAR

- Twin dakkaguns
- Choppa
- Stikkombs

TRAITS

- Xenos
- [Orks]
- Smokescreen

OPTIONS

- Any Model in this Unit may have its choppa exchanged for one slugga for Free.
- If this Unit includes a Warbiker Nob, the Warbiker Nob in this Unit may have its choppa exchanged for one item from the Ork Boss Weapons list.

SPECIAL RULES

- Bulky (2)
- Impact (S)
- Implacable Advance
- Mob Rule (CL)
- Outflank
- Vanguard (2)

TYPE

- **Warbiker:** Cavalry
- **Warbiker Nob:** Cavalry (Sergeant)



WARBUGGY SQUADRON

UNIT COMPOSITION: 1 WARBUGGY

FAST ATTACK

30 Points

- May include up to 5 additional Warbuggies at +30 Points per Model.
- Any Warbuggy in this Unit may be replaced with 1 Wartrakk each for +5 Points per Model.

Warbuggies are two-man attack vehicles that combine the raw speed of a Warbike with a formidable weapon payload. Those Speed Freeks who own Warbuggies will group together in ramshackle bands that hurtle around the battlefield, blasting away at anything they can.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Warbuggy	14	4	2	3	5	3	2	2	6	7	6	4	4+	-
Wartrakk	12	4	2	3	5	4	2	2	6	7	6	4	4+	-

WARGEAR

- Twin big shootas

TRAITS

- Xenos
- [Orks]
- Smokescreen

OPTIONS

- Any Model in this Unit may have its twin big shoota exchanged for one twin rokkit launcha for Free.
- Any Wartrakk in this Unit may have its twin big shoota exchanged for one skorcha for +5 Points per Model.

SPECIAL RULES

- Bulky (3)
- Fast (2) (Warbuggy only)
- Implacable Advance
- Outflank
- Mob Rule (CL)

TYPE

- Cavalry (Skirmish)



DAKKAJET

UNIT COMPOSITION: 1 DAKKAJET

FAST ATTACK

110 Points

Streaking into battle through war-scorched skies, a Dakkajet's massive thruster leaves an oily contrail of black smoke in its wake even as its guns spit streams of bullets at the foe. Though not as nimble as the aircraft of some other races, Dakkajets are capable of an incredible turn of speed that makes them a fearsome enemy to face in aerial combat.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Dakkajet	24	3	11	11	11	5	-

WARGEAR

- Two Centreline Mounted twin supa shootas

SPECIAL RULES

- None

TRAITS

- Xenos
- [Orks]
- Interceptor

TYPE

- Vehicle (Flyer)

OPTIONS

- This Model may have one additional Centreline Mounted twin supa shoota for +20 Points.



BOMMER

UNIT COMPOSITION: 1 BURNA-BOMMER

FAST ATTACK

110 Points

- This model may be replaced with 1 Blitza-bommer for +20 Points

Even on their best day, the average Ork flyboy has little patience for trajectories, payload arcs, and all the other 'boring bits' of high-altitude bombing. Strapped with as many incendiary bombs and rockets as is physically feasible, Burna-bombers streak low over the battlefield, raining conflagrant death down on tightly-packed enemy infantry. Blitza-bommer pilots instead ensure their massively unsubtle boom bombs land more-or-less on target by simply dropping them from point-blank range.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Burna-bommer	22	2	11	11	11	5	-
Blitza-bommer	22	2	11	11	11	5	-

WARGEAR

- Centreline Mounted twin-linked supa shoota
- Turret Mounted big shoota with grot gunner
- Two Centreline (Front, Rear) Mounted burna bombs (Burna-bommer only)
- Two Centreline (Front, Rear) Mounted boom bombs (Blitza-bommer only)

SPECIAL RULES

- None

TYPE

- Vehicle (Flyer)

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have its big shoota with grot gunner exchanged for a twin big shoota with grot gunner for +5 Points.

- This Burna-bommer may have up to six Centreline (Front) Mounted skorcha missiles selected for it for +10 Points each.



KUSTOM JUNKA

UNIT COMPOSITION: 1 KUSTOM JUNKA

FAST ATTACK

40 Points

Often Mekboy Junkas are a way for younger Mekboyz to showcase their skill and talent in building vehicles and weaponry, hopefully impressing Warbosses.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Kustom Junka	16	2	11	11	10	5	-

WARGEAR

- None

TRAITS

- Xenos
- [Orks]
- Smokescreen

OPTIONS

- This Model may have one item from the Ork Big Gunz list selected for it, with any item selected in this way becoming Turret Mounted, or one of the following:
 - Turret Mounted skorcha +5 Points
 - Turret Mounted kustom mega-blasta +5 Points
 - Turret Mounted deffgun and Co-axial Mounted (deffgun) big shoota..... +15 Points
- This Model may have one item from the Ork Big Gunz list selected for it, with any item selected in this way becoming Centreline Mounted.
- This Model may have up to three items from the Ork Pintle Weapons list selected for it.
- This Model may have any of its Pintle Weapons exchanged for one item each from the Ork Hull Weapons list. Each Hull Mounted Weapon may be designated as either Hull (Front) Mounted or Hull (Rear) Mounted.

SPECIAL RULES

- Don't Press Dat!
- Explodes (4+)

TYPE

- Vehicle (Rapid)

- Any Hull or Pintle Mounted weapon this Model has may be upgraded with a grot gunner for +5 Points per weapon.
- This Model may have one Turret Mounted bomb squig for +10 Points.
- This Model may have one of the following options selected for it:
 - Reinforced ram +5 Points
 - Deff rolla +10 Points
 - Shokkjump engine..... +15 Points
- This Model may have any of the following options selected for it:
 - Assault gubbins +5 Points
 - Grot riggers +5 Points
 - Kustom force field +30 Points

INFAMOUS KUSTOM JUNKAS

Boimdakka Snazzwagon

- Turret Mounted deffgun and Co-axial Mounted (deffgun) big shoota
- Pintle Mounted big shoota
- Assault gubbins
- Grot riggers

Megatrakk Scrapjet

- Centreline Mounted kannon
- Hull (Front) Mounted twin rokkit launcha
- Hull (Front) Mounted twin dakkagun
- Hull (Rear) Mounted twin dakkagun with grot gunner
- Deff rolla

Kustom Boosta-blasta

- Turret Mounted kannon
- Assault gubbins

Rukkatrukk Squigbuggy

- Turret Mounted lobba
- Centreline Mounted lobba
- Turret Mounted bomb squig
- Reinforced ram
- Assault gubbins

Shokkjump Dragsta

- Centreline Mounted zzap gun with grot gunner
- Pintle Mounted rokkit launcha
- Shokkjump engine



GOBSMASHA WAGON

UNIT COMPOSITION: 1 GOBSMASHA WAGON

ARMOUR

160 Points

There seems to be no such thing as a standard Battlewagon, although there are many named sub-types within the category. Titles such as Lungbursta, Gobsmasha, Krusha, Bonecruncha, Gorespeeda and Dakkawagon are used by the Orks to describe a Battlewagon's specific role. The Gobsmasha Wagon sacrifices all its other weaponry to mount a huge artillery piece.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Gobsmasha Wagon	12	2	14	13	11	8	-

WARGEAR

- Centreline Mounted supa-kannon

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have its Centreline Mounted supa-kannon exchanged for one Centreline Mounted liftdroppa for +45 Points.
- This Model may have up to two items from the Ork Pintle Weapons list selected for it.

SPECIAL RULES

- None

TYPE

- Vehicle

- This Model may have one of the following options selected for it:
 - Reinforced ram +5 Points
 - Deff rolla +10 Points
- This Model may have any of the following options selected for it:
 - Assault gubbins +10 Points
 - Grot riggers +10 Points



GUNTRUKK

UNIT COMPOSITION: 1 GUNTRUKK

ARMOUR

30 Points

Every Ork Warboss knows that big guns like Kannons and Zzap guns are dead good, but they also know that they must be in the right position to be fully effective. To get around this, the Orks have developed Guntrukks.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Guntrukk	16	2	10	10	10	4	-

WARGEAR

- None

SPECIAL RULES

- Ramshackle

TRAITS

- Xenos
- [Orks]

TYPE

- Vehicle

- This Model may have any of the following options selected for it:
 - Reinforced ram +5 Points
 - Assault gubbins +5 Points
 - Grot riggers +5 Points

OPTIONS

- This Model may have one item from the Ork Big Gunz list selected for it, with any item selected in this way becoming Turret Mounted.
- This Model may have one item from the Ork Pintle Weapons list selected for it.



DAKKA-TRAKK

UNIT COMPOSITION: 1 DAKKA-TRAKK

ARMOUR

95 Points

What they lack in speed over trukks, Big Trakks make up for in raw power, not to mention the fact they make excellent gun carriers as well; able to mount the larger 'Big Gunz'. Some Meks even go as far as to mount huge bore 'Supa-Kannon' on Big Trakks despite the tact these weapons are almost the size of the vehicle itself! This however is much to the Orks' amusement as a Supa-Kannon armed Big Trakk rears up like an enraged Tusker from the recoil every time it is fired.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Dakka-trakk	12	2	13	12	11	6	-

WARGEAR

- Two Centreline Mounted big shootas
- Turret Mounted flakka gunz

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have its Turret Mounted flakka gunz exchanged for one Centreline Mounted supa-kannon for +30 Points.
- This Model may have up to two items from the Ork Pintle Weapons list selected for it.

SPECIAL RULES

- None

TYPE

- Vehicle

- This Model may have one of the following options selected for it:
 - Reinforced ram +5 Points
 - Def rolla +10 Points
- This Model may have any of the following options selected for it:
 - Assault gubbins +10 Points
 - Grot riggers +10 Points



GUN SQUIGGOTH

UNIT COMPOSITION: 1 GUN SQUIGGOTH

ARMOUR

170 Points

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Gun Squiggoth	9	3	2	6	7	6	1	4	10	9	7	3	4+	-

WARGEAR

- Tusks and stomping feet

TRAITS

- Xenos
- Snakebites

SPECIAL RULES

- Bulky (8)
- Feel No Pain (5+)
- Firing Protocols (2)
- Implacable Advance

TYPE

- Cavalry

OPTIONS

- This Model must have two items from the Ork Big Gunz list selected for it.



GROT MEGA-TANK

UNIT COMPOSITION: 1 GROT MEGA-TANK

ARMOUR

70 Points

Grot Mega-tanks are heavy tanks used by Gretchin hordes within Ork armies. They represent the pinnacle of Gretchin tank technology, an overpowering war machine that drives all before it in a storm of scrap and destruction.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Grot Mega-tank	10	3	12	11	10	5	-

WARGEAR

- Reinforced ram
- Grot riggers

TRAITS

- Xenos
- [Orks]
- Smokescreen

OPTIONS

- This Model may have up to two of the following options selected for it:
 - Turret Mounted twin big shoota +10 Points each
 - Turret Mounted twin rokkit launcha +10 Points each
 - Turret Mounted twin skorcha +10 Points each
 - Turret Mounted twin grotzooka +20 Points each
 - Turret Mounted twin kustom mega-blasta +20 Points each

SPECIAL RULES

- Downtrodden
- Explodes (5+)

TYPE

- Vehicle

- This Model may have one item from the Ork Kan Ranged Weapons list, with any item selected in this way becoming Turret Mounted.
- This Model may have up to two items from the Ork Kan Ranged Weapons list, with any item selected in this way becoming Sponson (Left) Mounted.
- This Model may have up to two items from the Ork Kan Ranged Weapons list, with any item selected in this way becoming Sponson (Right) Mounted.
- This Model may have a Pintle Mounted shoota selected for it for +3 Points.



GROT TANK BATTLE MOB

UNIT COMPOSITION: 3 GROT TANKS

ARMOUR

75 Points

- May include up to 5 additional Grot Tanks at +25 Points per Model.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Grot Tank	10	2	3	3	5	2	2	1	5	6	4	5	3+	-

WARGEAR

- None

TRAITS

- Xenos
- [Orks]

OPTIONS

- Every Model in this Unit must have one item from the Ork Kan Ranged Weapons list selected for it.
- For every four Models in this Unit, one Grot Tank may have a second item from the Ork Kan Ranged Weapons list selected for it.

SPECIAL RULES

- Bulky (2)
- Downtrodden
- Expendable (2)
- Implacable Advance
- Firing Protocols (2)
- Support Unit (1)

TYPE

- Cavalry (Skirmish)



GORKANAUT

UNIT COMPOSITION: 1 GORKANAUT

LORD OF WAR

380 Points

A Gorkanaut is everything an Ork aspires to be. Massive, tough, loud and destructive, its blocky silhouette looms menacingly over friend and foe alike. From its hulking, orkoid shape to the brutal weapons it wields, a Gorkanaut epitomises the unsubtle brutality of Gork and its no-nonsense way of war.

	M	WS	BS	S	Armour		I	A	HP	Transport Capacity
					Front	Rear				
Gorkanaut	8	4	2	8	13	11	2	3	8	6

WARGEAR

- Hull (Front) Mounted deffstorm mega-shoota
- Hull (Front) Mounted skorcha
- Two Pintle Mounted rokkit launchas
- Two Pintle Mounted twin big shootas
- Klaw of Gork (or possibly Mork)

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have grot riggers for selected for it for 20 Points.

SPECIAL RULES

- Effigy (6)
- Explodes (4+)
- Vanguard (2)

TYPE

- Vehicle (Knight*, Transport)

* The rules for the Knight Sub-Type can be found in Liber Questoris.

ACCESS POINTS

This Model has Access Points on its Front Facing.



MORKANAUT

UNIT COMPOSITION: 1 MORKANAUT

LORD OF WAR

365 Points

Where Gorkanauts epitomise the unsubtle brutality of almighty Gork, a Morkanaut displays all the lethal kunnin' of equally almighty Mork. Every Morkanaut is personally built and piloted by a skilled Mekboy, and packs a wild array of energy weapons and glowy gubbinz from the Mek's own workshop.

	M	WS	BS	S	Armour		I	A	HP	Transport Capacity
					Front	Rear				
Morkanaut	8	4	2	8	13	11	2	3	8	6

WARGEAR

- Hull (Front) Mounted kustom mega-kannon
- Hull (Front) Mounted kustom mega-blasta
- Two Pintle Mounted rokkit launchas
- Two Pintle Mounted twin big shootas
- Klaw of Gork (or possibly Mork)

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Model may have any of the following options selected for it:
 - Grot riggers +20 Points
 - Kustom force-field +50 Points

SPECIAL RULES

- Effigy (6)
- Explodes (4+)
- Vanguard (2)

TYPE

- Vehicle (Knight*, Transport)

* The rules for the Knight Sub-Type can be found in Liber Questoris.

ACCESS POINTS

This Model has Access Points on its Front Facing.



STOMPA

UNIT COMPOSITION: 1 STOMPA

LORD OF WAR

770 Points

A Stompa is an effigy of war built by the Orks to ape their brutal gods. Cobbled together in typical Ork fashion, the Stompa's bulk is festooned with overlapping metal plates, bolted atop one another to present a formidable frame and allow the Stompa to shrug off incoming firepower. It has a large crew of Orks and grots to keep its vast engine going and its weapons blazing away. And Stompas are festooned with weapons – ranging from big shootas and skorchas poking out from between their protective plates to the deff kannon, an enormous piece of ordnance, and the bullet-spewing supa-gatler. A Stompa can also carry a full mob of Orks to war, ready to jump out and put the boot in at a moment's notice. Once in combat, a Stompa wields its mega-choppa – a massive whirring blade that can cleave a bastion in two or hack a Titan down to size in a flurry of roaring violence.

	M	S	Primary Armour	Exposed Armour	HP	Transport Capacity
Head	-	-	13	11	8	-
Carapace	-	2	14	12	12	20
Arms	-	2	12	10	8	-
Legs	15	-	14	13	10	-

WARGEAR

- The Carapace Profile has two Front Mounted defensor big shootas, one Front Mounted defensor skorcha, and one Rear Mounted defensor big shoota.
- The Arms Profile has an two Arm Mounted Weapons (see Options) and three Arm Mounted supa-rokkits.

TRAITS

- Xenos
- [Orks]
- Light Battle

OPTIONS

- This Model must have two Arm Mounted Weapons selected for it from the following options:
 - Arm Mounted mega-choppa and Co-axial (mega-choppa) Mounted defensor twin big shoota
 - Arm Mounted deffkannon and Co-axial (deffkanon) Mounted supa-gatler
 - Arm Mounted Stompa lifta-droppa

SPECIAL RULES

- Effigy (12)
- Repair Crew (D3)*

TYPE

- Vehicle (Titan*, Transport)

* The rules for the Repair Crew (X) Special Rule and the Titan Sub-Type can be found in Liber Questoris.

- This Model may have up to two additional Arm Mounted supa-rokkits..... +20 Points each
- This Model may have one of the following options selected for it:
 - The Gargant Deflektor (1) Special Rule..... +50 Points
 - The Gargant Deflektor (2) Special Rule..... +100 Points

ACCESS POINTS

This Model has Access Points on its Rear Facing.



KILL TANK

UNIT COMPOSITION: 1 KILL KRUSHA

- This model may be replaced with 1 Kill Blasta for +55 Points or 1 Kill Bursta for +100 Points

LORD OF WAR
275 Points

The 'Kill Tanks' are a new and terrifying addition to the Orkish arsenal. Their use has spread to numerous Ork empires and warbands across the galaxy. Kill tanks are an Ork heavy tank design, based around the twin Ork loves of speed and extreme violence. These hulking, slab-sided machines are extremely durable and many have a heavily armoured, shovel-bladed prow suitable for ramming their way through any obstacles in their path, while much of their mass is made up of engines and drive mechanics which, while temperamental, can propel the tank far faster than an equivalent Imperial machine of its size.

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Kill Krusha	12	2	14	13	10	9	-
Kill Blasta	10	2	14	13	11	10	-
Kill Bursta	10	2	14	13	11	10	-

WARGEAR

Kill Krusha

- Hull (Front) Mounted krusha kannon
- Grot riggers
- Reinforced ram

Kill Blasta

- Centreline Mounted gigashoota
- Two Sponson Mounted twin big shootas
- Grot riggers
- Reinforced ram

Kill Bursta

- Centreline Mounted bursta kannon
- Two Sponson Mounted twin big shootas
- Grot riggers
- Reinforced ram

TRAITS

- Xenos
- [Orks]

OPTIONS

- This Kill Krusha may have up to five items from the Ork Pintle Weapons list.
- This Kill Blasta or Kill Bursta may have both Sponson Mounted twin big shootas exchanged for one item from the Ork Sponson Weapons list.

SPECIAL RULES

- Explodes (5+)

TYPE

Kill Krusha

- Vehicle (Super-heavy, Rapid)

Kill Blasta and Kill Bursta

- Vehicle (Super-heavy)

- This Model may have its reinforced ram exchanged for one deff rolla for +10 Points.
- This Model may have any of the following options selected for it:
 - Assault gubbins +15 Points
 - Grot gunners for all its Defensive Weapons +10 Points



GARGANTUAN SQUIGGOTH

UNIT COMPOSITION: 1 GARGANTUAN SQUIGGOTH

LORD OF WAR

550 Points

Just like with other large Battle Fortresses and Stompas, Orks see ownership of a Gargantuan Squiggoth as a sign of a Warboss's power and wealth. Gargantuan Squiggoths grow to the size of small Titans and once a howdah has been mounted upon its back, a Warboss and its Nobz retinue can ride high, shooting down upon the enemy and cheering wildly as the Squiggoth ploughs through the enemy ranks, goring and trampling on its rampage of destruction.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV	Transport Capacity
Gargantuan Squiggoth	12	2	2	10	8	10	1	6	12	10	7	3	3+	-	20

WARGEAR

- Tusks and stomping feet
- Supa-kannon
- Supa-lobba

TRAITS

- Xenos
- Snakebites

SPECIAL RULES

- Bulky (16)
- Eternal Warrior (1)
- Feel No Pain (5+)
- Firing Protocols (6)
- Impact (WS)
- Implacable Advance

TYPE

- Cavalry (Heavy, Transport)

OPTIONS

- This Model may have up to four items from the Ork Pintle Weapons list selected for it.

ACCESS POINTS

This Model has Access Points on its Rear Facing, determined as though it were a Model with the Vehicle type.

ORK CLAN RULES

Every Model in the Orks Army may be part of one of the Great Clans of the Orks as determined by their variant of the [Orks] Trait. Some Models may have the Freebooters Trait instead, having left their clans behind. Each variant of the Orks Faction Trait offers a number of new options and Rules for use with Models that have the Trait for that clan.

FREEBOOTERS

Freebooterz are Orks who have abandoned their tribes to form roving bands of outcasts. The composition of Freebooter bands varies greatly depending on their origin and history. Some are fugitives from Ork society, others eccentrics, while some will be the remnants of shattered armies.

All Models with the Freebooters Trait are subject to the following Special Rules:

Mercenaries

Models with the Freebooters Trait may be included in Detachments of a different variant of the Orks Faction Trait. This is an exception to the rule requiring all Models in that Detachment to have the same variant of the Orks Faction Trait. However, there must be fewer Freebooters Units in a Detachment than Units with another variant of the Orks Faction Trait unless the Primary Detachment includes a High Command or Command Unit with the Freebooters Trait.

In addition, an Allied Detachment that consists only of Models with the Freebooters Trait may be taken as part of another Army List. In this case, all Models in the Allied Detachment and any additional Auxiliary Detachments replace the Xenos Trait with the variant of the Allegiance Trait used by the rest of the Army.

Outcasts

Models with the Freebooters Trait may use the following specific benefits normally only available to Models with other variants of the Orks Faction Trait (details for these benefits are listed on the following pages):

- **Advanced Reaction:** 'Ere We Go!
- **Gambits:** Brutal but Kunnin' and Kunnin' but Brutal
- **Prime Advantages:** Plunderer Without Equal and Feral Orks
- **Wargear:** Ammo Runts

BAD MOONS

The Bad Moons are the richest of all the Ork clans. This is because their teeth grow faster than anyone else's, meaning that even the lowliest Bad Moon has a steady supply of wealth. This is not regarded as an unfair advantage, as any Ork big and nasty enough can simply smash the teeth out of a Bad Moon's head.

All Models with the Bad Moons Trait are subject to the following Special Rules:

BAD MOONS GAMBIT

When selecting a Gambit, the Controlling Player of a Model with the Bad Moons Trait can select the following instead of any others available to that Model:

Ostentatious Showoff

Bad Moons like to display their wealth with expensive technical and highly decorated wargear. They also love to spend their teeth on food, which means that many Bad Moons are a bit stout around the belt.

This Gambit allows a Model to gain advantage from the Bulky (X) Special Rule.

This Gambit may only be selected for a Model with the Bulky (X) Special Rule. While this Gambit is selected, the Controlling Player does not add their Combat Initiative to the result of the Focus Roll, but instead adds the value of X attached to the variant of the Bulky (X) Special Rule possessed by the Model. In addition, when determining Outside Support for a Model which has selected this Gambit, friendly Models in the same combat who also have the Bulky (X) Special Rule count as a number of Models equal to the value of X (so Bulky (2) counts as two Models, and so on).

BAD MOONS WARGEAR

Any Model from the following list with the Bad Moons Trait or the Freebooters Trait may have an Ammo Runt selected for it for +5 Points per Model.

- Any Model with the Command, Champion, or Specialist Sub-Types.
- Any Model in a Flash Gitz Mob.

Ammo Runt

An ammo runt is a heavily overburdened Gretchin who carries a massive amount of extra ammo for his master.

An Ammo Runt improves the Model's Firepower for one Turn.

Ammo Runts are treated as a special kind of Marker that is moved with the Model it belongs to but is ignored for all game purposes. Once per Battle, in any of the Controlling Player's Effects Sub-Phases, an Ammo Runt may be expended. Until the Controlling Player's next Effects Sub-Phase, the Model to which the Ammo Runt belongs gains the Firestorm Special Rule and may double the Firepower Characteristic of any ranged Weapons they have that do not have the Blast (X) or Template Special Rules. The Ammo Runt Marker is then removed from play.

BLOOD AXES

The Blood Axes are held by the other clans to be a bunch of untrustworthy gits. They trade openly with the Imperium, parley with the foe and will even consider retreating from battle if faced with insurmountable odds. Perhaps once intended to make the Blood Axes natural leaders, these qualities have instead earned them a reputation as treacherous scumbags.

All Models with the Blood Axes Trait are subject to the following Special Rules:

BLOOD AXES PRIME ADVANTAGE

If a Unit which only includes Models with the Blood Axes Trait that have the Command Battlefield Role is selected to fill a Prime Force Organisation Slot, the following Prime Advantage can be selected:

Imperium Entanglements

It was the Blood Axes who first encountered the armies of the Imperium, and it is they who have had the most contact with Imperial culture. Blood Axes will even trade and deal with humans, which is considered a sure sign of their lack of proper Orky spirit.

Add one additional Force Organisation Slot to the Detachment that includes the Prime Slot, this Slot may be of any Battlefield Role other than High Command, Command, Warlord or Lord of War and can only be filled by a Unit selected from the Imperialis Militia Army List or the Blackshields Army List.

The Imperium Entanglements Prime Advantage can only be selected once per Detachment and cannot be selected if the Logistical Benefit Prime Advantage is also selected for that Detachment.

BLOOD AXES GAMBIT

When selecting a Gambit, the Controlling Player of a Model with the Blood Axes Trait or the Freebooters Trait can select the following instead of any others available to that Model:

Kunnin' but Brutal

Orks of the Blood Axe Clan display a compulsion to apply strategy and tactics to their battles.

When this Gambit is selected, the Controlling Player may use their Model's Leadership Characteristic instead of the result of a Focus Roll.

If this Gambit is selected, then immediately after the Controlling Player has made their Focus Roll in the Focus Step, they may choose to replace the result of their Focus Roll (after modifiers) with this Model's Leadership Characteristic.

EVIL SUNZ

The Evil Suns are irresistibly attracted towards fast vehicles and loud noise. They have an unquenchable need to careen around the battlefield at great speed, ploughing into the ranks of the enemy before racing off to cause more carnage elsewhere. Though an Evil Sunz army will include foot troops, these infantry mobs will usually save up their teeth for when they can afford a vehicle of their own.

All Models with the Evil Sunz Trait are subject to the following Special Rules:

EVIL SUNZ ADVANCED REACTION

The Controlling Player of any Units that include only Models with the Evil Sunz Trait or the Freebooters Trait can spend Reaction Points to make the following Advanced Reaction:

'Ere We Go!

Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle.

This Advanced Reaction allows the Reacting Unit to Move towards an Enemy Unit that Targets it with a Shooting Attack.

Trigger: Once per Battle, the Reactive Player may declare the 'Ere We Go! Advanced Reaction in the Shooting Phase, during Step 4 of the Shooting Attack sequence of any Shooting Attack made by the Active Player that targets a Unit under the Reactive Player's control that only includes Models with either the Vehicle or Cavalry Type and with either the Evil Sunz or Freebooters Traits.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare the 'Ere We Go! Advanced Reaction, this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit whose Shooting Attack triggered the Reaction. The Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Reaction.

Process

1. Once the 'Ere We Go! Advanced Reaction has been declared, the Active Player must resolve all remaining Steps of the Shooting Attack process as normal, up to the start of Step 11.
2. Immediately after Step 11 of the Shooting Attack that triggered this Reaction is resolved, each Model in the Reacting Unit must move up to 6" directly towards the nearest Model in the Target Unit, moving the maximum distance possible while remaining at least 1" away from any enemy Model.

EVIL SUNZ WARGEAR

Any Model with the Evil Sunz Trait and either the Vehicle Type or the Cavalry Type may have a red paint job for +5 Points per Model.

Red Paint Job

Evil Sunz often paint their machines red – firmly believing in the old proverbs that "red wunz go faster" and "if it's red den no one's gonna catch up wiv' ya".

A Vehicle or Cavalry Model with a red paint job increases its Movement Characteristic.

A Model with a red paint job increases its Movement Characteristic by +1. If the Model also has the Rapid Sub-Type, it increases its Movement Characteristic by an additional +1 for a total of +2.

DEATHSKULLS

The Deathskulls are plunderers without equal. They are tremendously good at looting, borrowing, scrounging, scavenging, and stealing things from their fellow Orks, and notoriously bad at giving them back. Deathskulls would make capable scientists and excellent engineers if their fascination for now things lasted longer than the time it took to steal them.

All Models with the Deathskulls Trait are subject to the following Special Rules:

DEATHSKULLS PRIME ADVANTAGE

If a Unit which only includes Models that have the Command Battlefield Role and either the Deathskulls Trait or the Freebooters Trait is selected to fill a Prime Force Organisation Slot, the following Prime Advantage can be selected:

Plunderer Without Equal

Orks are experts at stealing and adapting enemy vehicles for their own use and, once a battle is over, Ork salvage teams will get on with the real work of 'repairing' the wrecks of enemy tanks.

When a Unit is selected to fill a Prime Organisation Slot with this Prime Advantage, a single Transport, Heavy Transport, Armour or Lord of War Force Organisation Slot in the same Army may be filled by a Unit selected from either the Legiones Astartes or Solar Auxilia Army Lists instead of the Orks Army List. This Prime Advantage may be taken more than once in the same Army.

Any Unit selected in this way must be of the Vehicle Type, but must not have the Flyer Sub-Type or the Orbital Assault Vehicle Special Rule. The selected Unit gains the Looted Wagon Special Rule.

Looted Wagon

A Model with this Special Rule:

- Must exchange all Traits it has for the Xenos, Orks and [Orks] Trait*.
- Changes its base Ballistic Skill Characteristic to '2'.
- Gains the Explodes (5+) Special Rule (unless it already has a stronger variant of the Explodes (X) Special Rule) and the Don't Press Dat! Special Rule.

In addition:

- If the Model can have items selected for it from the Legion Pintle Weapons list or the Auxilia Pintle Weapons list, items must be chosen from the Ork Pintle Weapons list instead.
- If the Model can have items selected for it from the Legion Sponson Weapons list or the Auxilia Sponson Weapons list, items must be chosen from the Ork Sponson Weapons list instead.
- If the Model can have items selected for it from the Auxilia Hull Weapons list, items must be chosen from the Ork Hull Weapons list instead.

**Note: Looted Wagons are not limited to having the same variant of the Orks Trait as the Unit with the Plunderer Without Equal Prime Advantage, but follow the normal restrictions for variants of the Orks Trait within Detachments. For example, although the Model with the Plunderer Without Equal Prime Advantage must have the Deathskulls Trait or Freebooters Trait, the Looted Wagon may be taken in a Force Organisation Slot of a Blood Axes Detachment, and would therefore have the Blood Axes Trait.*

DEATHSKULLS TACTIKA

All Models with the Deathskulls Trait (excluding Models with the Vehicle Type) are subject to the following Special Rule:

Finders Keepers

The Deathskulls see battle as a two-stage process, often hurrying the killing part in an effort to speed along the scavenging spree that follows.

A Unit that includes Models with this Special Rule can score Victory Points for looting the fallen, but loses the Line (X) Special Rule.

All Models with the Deathskulls Trait lose any variants of the Line (X) Special Rule they may have, and may not thereafter gain any version of Line (X) from any source. Models that have lost the Line (X) Special Rule due to this Special Rule instead gain the Loot the Dead (X) Special Rule. The value of X on the Loot the Dead (X) Special Rule is equal to the value of X on the variant of Line (X) that was removed. In addition, any Loota Mob with this Special Rule also gains the Loot the Dead (3) Special Rule.

A Unit that includes any Models with the Loot the Dead (X) Special Rule may not Control or Contest any Objective Marker. See Legiones Astartes: Blackshields for details of the Loot the Dead (X) Special Rule.

GOFFS

The Goffs are the biggest, meanest and most brutish of all their kind, and that's saying something. Of all the clans, the Goffs are the most inspired by the thrill and thunder of battle. Goffs will take any excuse to start a brawl, even amongst themselves.

All Models with the Goffs Trait are subject to the following Special Rules:

GOFFS GAMBIT

When selecting a Gambit, the Controlling Player of a Model with the Goffs Trait or the Freebooters Trait can select the following instead of any others available to that Model:

Brutal but Kunnin'

Ork leaders commonly display their prowess by hunting down and killing dangerous beasts. The creatures they fight against the most are those with big horns or tusks which can then be displayed on the Nob's helmet for all the Boyz to see. They also make for a very effective headbutt attack.

This Gambit may be selected once per Challenge. When selected, the Controlling Player of the Model for which this Gambit has been selected makes a single extra attack at the start of the Focus Step. The attack hits automatically using the unmodified Strength of the attacking Model, with an AP of '6' and a Damage of '1'. If the Wound Test made for this attack is successful (i.e., it meets the required Target Number), whether or not the Wound was saved, the enemy Model counts their Initiative Characteristic as '1' when calculating their Combat Initiative for the Focus Roll.

GOFFS TAKTIKA

All Models with the Goffs Trait (excluding Models with the Vehicle Type) are subject to the following Special Rule:

Biggest an' da Best

The Goffs pride themselves on being the Orkiest of Orks, and will gladly seize on any excuse to prove their claim with feet, fists, tusks and choppas.

A Unit that includes Models with this Special Rule gains the Hatred (Command & Champion) Special Rule, but must always charge enemy Units with these Sub-types.

All Models with the Goffs Trait gain the Hatred (Command & Champion) Special Rule.

However, all Units that include any Models with the Goffs Trait that begin the Assault Phase with any Model in that Unit within 12" of an enemy Unit, and the enemy Unit contains any Models with the Command or Champion Sub-Types, must declare a Charge targeting that Unit – even if they cannot reach the Unit.

SNAKEBITES

Snakebites are considered backward by the more technologically-minded tribes, for they still follow the old ways. As a result of their rugged lifestyle, Snakebites are usually weather-beaten and as tough as old boots. They are experts in the field of breeding stock and their Grots and Squigs are the fiercest in all of Orkdom.

SNAKEBITES PRIME ADVANTAGE

If a Nobz Mob or Slugga Boyz Mob that has the Snakebites Trait or the Freebooters Trait is selected to fill a Prime Force Organisation Slot, the following Prime Advantage can be selected:

Feral Orks

The Snakebites' name and emblem comes from a rite of passage that involves the young aspirant goading an extremely poisonous serpent into biting him, then sucking out the venom to prove his toughness.

All Models in the Unit selected to fill a Prime Force Organisation Slot with this Prime Advantage gain the Feel No Pain (5+) Special Rule against any Wounds inflicted by Weapons or Models with the Phage (X) or Poisoned (X) Special Rules. In addition, any Weapons with the Choppa Trait wielded by Models in the Unit selected to fill a Prime Force Organisation Slot with this Prime Advantage gain the Poisoned (5+) Special Rule.

Any Model in a Unit selected to fill Prime Force Organisation Slot with this Prime Advantage may have their slugga and choppa exchanged for paired choppas for Free, but no Model in the Unit may have any items from the Ork Kombi-weapons List or the Ork Special Weapons list selected for them.

SNAKEBITES WARGEAR

Any Unit from the following list with the Snakebites Trait may have Cyboars selected for it for Free.

- Warboss on Warbike
- Bigboss on Warbike
- Big Mek on Warbike
- Warbiker Nobz Mob
- Warbiker Mob

Cyboar

For as long as any Ork can remember the warboar has been a favoured mount of the warrior Ork. It is a fierce and stubborn beast, with sharp tusks, a thick skull, and the odour of a dungheap. The best boars are selected by the Meks and Painboyz and turned into a strange amalgam of animal and machine known as a cyboar.

A Cyboar replaces a Model's warbike.

A Model with a Cyboar exchanges its twin dakkaguns for tusks and stomping feet and loses the Smokescreen Trait, but gains the Eternal Warrior (1) and Feel No Pain (5+) Special Rules.

SPECIAL RULES

DOWNTRODDEN

The sad reality is that Grot mobs rarely see any real action, as they are used by rest of the Ork army as a combination of cannon fodder, bullet shield, mine clearance device and living carpet.

Downtrodden Units may not gain Prime Advantages.

A Unit that contains any Models with this Special Rule may not be taken in a Prime Slot and may never gain a Prime Advantage. In addition, a Unit that contains any Models with this Special Rule may not perform an Advanced Reaction, though may still perform other Reactions. Furthermore, a Unit that contains Models with this Special Rule cannot be joined by Models with the Command Sub-Type, but may still be joined by Models with the Specialist Sub-Type.

DON'T PRESS DAT!

Some Wagons come with various Orky kustomisations', leaving them temperamental as hell and likely a good deal less efficient than in their previous incarnation.

A Vehicle with this Special Rule risks becoming Suppressed.

In the Effects Sub-Phase of the Controlling Player's Turn, the Controlling Player must roll a Dice for each Unit with this Special Rule. On a result of '1', that Model gains the Suppressed Status.

EFFIGY (X)

Ork Gargants are effigies of war built by the Orks to ape their brutal gods.

Models near an friendly Model with the Effigy (X) Special Rule benefit from the Mob Rule (X) Special Rule regardless of Unit size.

When any Model from a Unit is within a number of inches that is the value of X from a friendly Model with the Effigy (X) Special Rule, then that Unit is affected by the presence of the effigy. All Models in the affected Unit with a variant of the Mob Rule (X) Special Rule will gain the benefits and downsides of the Mob Rule (X) Special Rule even if the size of their Unit is less than 10 Models.

GARGANT DEFLEKTOR (X)

Ork Gargants stomp to war clad in crackling fields of energy known as "deflektors". The principals of force field technology are fairly easy to master, and Ork Meks have a natural empathy with them. These shields shimmer and spark with barely contained power, turning aside enemy volleys in great gouts of fizzing light.

A Model with this Special Rule gains an extra layer of defence against Shooting Attacks.

A Model with this Special Rule has a number of deflektor shields equal to the value of X. While a Model with this Special Rule still has deflektor shields, each time that Model suffers a Hit from a Shooting Attack it must be allocated to the deflektor shields. Once all deflektor shields have collapsed, any remaining Hits from Shooting Attacks must be allocated to the Titan Profile targeted by the attack.

A deflektor shield has an Armour Value of 13, and any Glancing Hit or Penetrating Hit inflicted on it will cause that deflektor shield to collapse. Regardless of the Damage value of a Hit it may not collapse more than one deflektor shield, and once a Hit has collapsed a deflektor shield or failed an Armour Penetration Test made against one it is discarded.

MOB RULE (X)

Ork psychology and morale is directly linked to the number of Boyz around them at any given time. An Ork with a trukkload of his mates backing him up is a good sight more confident than one with just his half-wit mate Zog at his heels!

Orks in large numbers gain benefits to one of their Advanced Characteristics, but also has drawbacks to their Intelligence.

If the total number of Models in a Unit with a variant of this Special Rule is 10 or more, then all Models with a variant of this Special Rule gains a positive modifier of +1 to any Characteristics that is the value of X. However, whenever receiving a benefit from this Special Rule, a Model also suffer a negative modifier of -1 to their Intelligence Characteristic. If the number of Models drops below 10, these modifiers no longer apply.

ODDBOYZ

Highly technical demands, such as maintaining the Ork weaponry or patching up casualties, are met by a caste of Orks known as Oddboyz.

Oddboyz are only Specialists when taken in Units of a single Model.

If the number of Models in a Unit with this Special Rule is greater than one, all Models in the Unit with this Special Rule lose the Specialist sub-type.

RAMSHACKLE

Warbosses and Nobz who want a new wagon will go directly to a Mek and commission him to build it there and then. The result is never quite what the customer wanted, but is usually dead good anyway.

Ramshackle Vehicles are easier to repair.

Whenever a Model with this special rule is the Target Model of the Battlesmith (X) Special Rule, the Acting Model adds a modifier of +2 to the Intelligence Check to use the Battlesmith (X) Special Rule.

SHOKK ATTACK

The shokk attack gun projects a narrow force field tunnel through the Warp, and herds of Snotlings are hurled down this hellish tunnel. The nightmarish journey through the Warp drives the Snotlings into a frenzy, and they emerge scrabbling, clawing, biting and defecating uncontrollably.

A Shokk Attack Weapon may misfire and teleport the Model wielding the weapon.

Roll the Dice to determine the Ranged Strength characteristic for a Weapon with this Special Rule before rolling to Hit. If the Result of the Roll is '2' (a double '1'), the Weapon does not fire. Instead, the Model wielding the Weapon is immediately moved as though it suffered a Hit from a Weapon with the Thrown (3) Special Rule, even if it does not have the Vehicle Sub-Type.

TARGETED (X)

Many Orks get sick of missing their targets and use personalised methods of delivering destruction to the enemy.

Weapons with this Special Rule gain a bonus to hit for ranged attacks.

When making a Shooting Attack for a Weapon with this Special Rule, any Hit Tests made in Step 6 of the Shooting Attack process add the value of X attached to the specific variant of this Special Rule to the Result of the Dice roll. This Special Rule may not be used when making Snap Shots with the Weapon.

THROWN (X)

As well as being a useful tool for moving heavy parts about, demolishing buildings and clearing scrap, the lifta-droppa uses unknown tractor-beam technology to pick up and throw objects.

Weapons with this Special Rule can force a Vehicle to move, potentially causing damage if it crashes into an obstacle.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more Hits on a Target Unit with the Vehicle Type, the Player making the attack must make a Scatter Roll using a number of standard Dice equal to the value of X attached to the specific variant of this Special Rule. The Target Unit is moved a number of inches equal to the result of the Scatter Roll. If the Target Unit would come into contact with Impassable Terrain, the Model stops and suffers a Strength 6 Hit with an AP of '-' against the Armour Facing that contacted the Impassable Terrain. If the Target Unit would come into contact with another Unit with the Vehicle Type, friend or foe, then the Model stops and both Models suffer a Strength 6 Hit with an AP of '-' against the contacted Armour Facings.

If the Target Unit for an attack made with a Weapon that has this Special Rule includes any Models without the Vehicle Type, then this Special Rule has no effect.

ADDITIONAL SPECIAL RULES

Refer to the Legacies of the Age of Darkness: The Imperialis Militia document for details of the following Special Rules:

- Aflame (X)
- Armour-breaker (X)
- Firestorm
- Implacable Advance
- Medic
- Overload (X)
- Slow and Purposeful

WARGEAR

ASSAULT GUBBINS

Many Ork vehicles are fitted with big metal boarding planks, pivoting crane arms with grabbin' klaws, spiked wreckin' balls, and stikkbomb chukkas.

Assault gubbins allow models to make additional Volley Attacks.

When it is the Target Unit for a Charge, a Model with assault gubbins may make Volley Attacks during Step 4 of the Charge Procedure using the following profile:

R	FP	RS	AP	D	Special Rules	Traits
6	3	6	6	2	-	Assault

In addition, if a Model with assault gubbins has the Transport sub-type, whenever a Unit has Disembarked from the Model and has a Charge declared for it in the Charge Sub-Phase of the same Player Turn, the Model with assault gubbins may also make Volley Attacks during Step 4 of the Charge Procedure using the above profile in addition to any Volley Attacks made by the Charging Unit.

ATTACK SQUIG

An attack squig is a voracious predator with a huge snapping gob.

Attack squigs grant a bonus when determining Outside Support in a Challenge.

When calculating Outside Support during Step 3 of the Challenge Sub-Phase, a Model with an attack squig gains an additional +1 bonus.

BOSSPOLE

Ork Nobz often sport a trophy pole that shows they are not to be messed with.

A Model with a bosspole has improved Leadership.

A Model equipped with a bosspole gains the Sergeant Sub-Type in addition to any other Sub-Types it already possesses, and increases the Base Value of its Leadership characteristic by +1.

DEFF ROLLA

Deff rolla is a great spiked roller that brings the colossal weight of the vehicle to bear on anything in its way.

A Vehicle with a deff rolla inflicts more damage when it moves through enemy Units.

When a Model with a deff rolla and the Vehicle Type moves through an enemy Unit, the Strength of Hits inflicted is increased from 6 to 10 and the AP increased from '-' to 5.

GITFINDA

Gitfindas can be elaborate ocular bionics, monocular headsets, oversized telescopes, or Mork knows what else. The function of a gitfinda is to improve the accuracy of its user to near-average levels.

Gitfindas allow attacks to ignore Shrouded Damage Mitigation Tests and make Intercept Reactions for Free.

When a Shooting Attack made by a Unit that contains any Models with a gitfinda inflicts any Hits (excluding Hits from attacks made as Snap Shots), Shrouded Damage Mitigation Rolls cannot be made against those Hits. In addition, the Controlling Player of a Unit that contains any Models with a gitfinda may use the Unit to make the Intercept Reaction without needing to spend a point of their Reaction Allotment.

GROT GUNNER

Crewing the defensive gunz of many Ork vehicles is sometimes left to the long-suffering grots.

Grot gunners shoot with an improved Ballistic Skill.

A Weapon with a grot gunner is fired with a Ballistic Skill of '3'.

GROT RIGGERS

Whether hurriedly re-attaching gubbinz with rivet guns, or just getting out and pushing, a crew of grot riggers can help to keep an Ork vehicle in the fight long after it should have fallen apart.

Grot riggers can help repair Vehicles.

A Model with grot riggers gains the Auto-repair (4+) Special Rule.

KUSTOM FORCE FIELD

Mekboyz have an uncanny understanding of battlefield technology and will sometimes build or scavenge powerful force field projectors to protect the Boyz.

A kustom force field provides a Unit with an Invulnerable Save.

A Model with a kustom force field and any Unit it has joined gains a 5+ Invulnerable Save against all wounds inflicted as part of any Shooting Attack. While a Model with a kustom force field is Embarked on a Model with the Transport Sub-Type, the Model with the Transport Sub-Type gains a 5+ Invulnerable Save against all wounds inflicted as part of any Shooting Attack.

REINFORCED RAM

A vehicle fitted with such a blunt but effective ram can plough through wreckage, walls and enemy vehicles with equal ease.

Reinforced rams allow Models to ignore the Movement penalties of Difficult Terrain.

If the Controlling Player chooses for a Model with a reinforced ram to enter any area of Difficult Terrain, the Unit does not apply a modifier to its movement during that Phase.

SHOKKJUMP ENGINE

Combining shokk attack technology, great speed and a cheerful disregard for life and limb, the shokkjump engine enables a vehicle that can teleport itself through – occasionally into – feet-thick fortress walls.

A Vehicle with a shokkjump engine can gain the Fast (X) Special Rule, but may be teleported in a random direction.

In the Effects Sub-Phase of the Start Phase during their Turn as Active Player, the Controlling Player of a Model with a shokkjump engine can choose to activate the engine by rolling a single Dice. If the Result of the Dice roll is a '6', the Model with the shokkjump engine is immediately moved as though it suffered a Hit from a Weapon with the Thrown (2) Special Rule. The Model with the shokkjump engine may still move normally in the subsequent Movement Phase. On any other Result of the Dice roll, the Model with the shokkjump engine gains the Fast (X) Special Rule until the end of the Player Turn, with the value of X equal to the Result of the Dice roll.

SQUIG HOUND

These fierce squigs are trained to devour errant grots on command.

A squig hound can inflict wounds on their Unit in order to remove a Tactical Status in the Start Phase.

During the Start Phase of their Turn as Active Player, the Controlling Player of a Unit which contains a squig hound can select for that Unit to suffer D3 Wounds with a Damage Characteristic of 1 and an AP of '–', allocated as if they were inflicted by a Melee Attack. If they do so, a single Leadership Check or Cool Check is then made for that Unit, allowing the removal of one Tactical Status from all Models in that Unit (Pinned, Stunned or Suppressed if a Cool Check was made, or Routed if a Leadership Check was made) if it is successful.

STIKKBOMBS

A stikkbomb is a hand-held grenade that can be detonated by pulling out its pin and hurling it at the foe or, if that fails, by battering the enemy over the head with it until the blasted thing goes off.

Stikkbombs can be used to make attacks during the Volley Step.

When making Volley Attacks during Step 4 of the Charge Procedure with a Unit that includes at least one Model with stikkbombs, the Controlling Player may choose to make a single attack with a stikkbomb instead of making a normal Shooting Attack using the following profile:

R	FP	RS	AP	D	Special Rules	Traits
6	1	3	6	1	Blast (3")	Assault

ORKS ADVANCED REACTIONS

WAAAGH!

Orks live for the moment when they charge into battle, screaming 'Waaagh!' at the top of their lungs.

This Reaction allows the Reactive Player to make a Charge Roll instead of making Volley Attacks.

Trigger: Once per Battle, the Reactive Player may declare the Waaagh! Advanced Reaction during Step 4 of the Charge process of any Charge declared by the Active Player that targets a Unit which contains only Models with the Mob Rule (X) Special Rule and includes one or more Models with either the Prophet of the Waaagh! Trait or a Waaagh! banner.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare the Waaagh! Reaction - this cost paid as soon as the declaration is made.

Target: For the Waaagh! Reaction, the Target Unit is always the Unit whose Charge triggered the Reaction. The Reacting Unit is always the Unit that was declared as the target of the Charge that triggered this Reaction, which must contain only Models with the Mob Rule (X) Special Rule and includes one or more Models with either the Prophet of the Waaagh! Trait or a Waaagh! banner.

Process

1. Once the Waaagh! Reaction has been declared, all Models in the Reacting Unit gains a modifier of +2 to their Initiative Characteristic and the Vanguard (2) Special Rule for the duration of the current Assault Phase.
2. Immediately after the Active Player has resolved any Volley Attacks they choose to make, the Reactive Player must make a Charge Roll for the Reacting Unit.
3. If the result of the Charge Roll would be enough to move any Model from the Reacting Unit into Base Contact with a Model from the Target Unit, then a Charge Move is made and the Units are Locked in Combat. No Model in the Target Unit may claim a bonus from any Special Rule that requires a successful Charge to have been made, while the Models in the Reacting Unit gain any bonuses from any Special Rules that would apply to that Unit as a result of a successful Charge.
4. If the result of the Charge Roll would not bring any Model from the Reacting Unit into Base Contact with a Model from the Target Unit, then no Charge Move is made and the Players proceed to Step 5 of the Charge process.

ADDITIONAL ADVANCED REACTIONS

Refer to the Legacies of the Age of Darkness: The Imperialis Militia document for details of the following Advanced Reactions:

- Medic!
- Smokescreen

ARMOURY OF THE ORKS

RANGED WEAPONS

FLAME WEAPONS

		R	FP	RS	AP	D	Special Rules	Traits
Burna (Ranged)	Template	1	4	5	1	1	Template, Panic (1)	Flame
Skorcha	Template	1	5	4	1	1	Template, Panic (1)	Flame
Twin skorcha	Template	1	5	4	1	1	Template, Panic (2)	Flame

GROT WEAPONS

		R	FP	RS	AP	D	Special Rules	Traits
Grot blasta		12	1	3	-	1	-	Assault, Auto
Grotzooka		18	2	6	5	1	Blast (3"), Heavy (FP)	Missile
Twin grotzooka		18	3	6	5	1	Blast (3"), Heavy (FP), Suppressive (0)	Missile

KANNON WEAPONS

		R	FP	RS	AP	D	Special Rules	Traits
Kannon								
- Frag		36	1	4	6	1	Heavy (RS), Blast (3")	Missile
- Shell		36	1	8	3	1	Heavy (D)	Missile
Killkannon		24	1	7	4	2	Heavy (AP), Blast (3"), Pinning (1)	Auto
Supa-kannon		60	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (6+), Pinning (1)	-
Krusha kannon								
- Boom shell		30	1	8	4	2	Blast (5"), Heavy (AP), Ordnance (R), Pinning (1)	Auto
- Tankhamma shell		30	1	10	2	3	Critical Hit (6+), Heavy (D), Ordnance (R)	Auto
- Scrap kanister	Template	1	5	4	2	Template (Hellstorm), Breaching (6+), Heavy (D), Suppressive (1)	Auto	
- Blast burna		24	1	4	5	1	Blast (7"), Heavy (D), Ordnance (R), Panic (2)	Flame
Bursta kannon		18	1	12	3	4	Blast (5"), Breaching (5+), Ordnance (R), Stun (1)	-

KOMBI WEAPONS

Each Kombi-weapon will have two components; a shoota Primary component and a Secondary component. Each Kombi-weapon has the following components:

- **Kombi-rokkit:** Shoota (primary) and rokkit launcha (secondary)
- **Kombi-skorcha:** Shoota (primary) and skorcha (secondary)

	R	FP	RS	AP	D	Special Rules	Traits
Shoota (Primary)	18	2	4	6	1	Combi	Assault, Auto
Rokkit launcha (Secondary)	24	1	8	3	1	Limited (2), Combi	Missile
Skorcha (Secondary)	Template	1	5	4	1	Template, Panic (1), Limited (1), Combi	Flame

KUSTOM MEGA-WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Kustom mega-slugga	12	1	8	4	1	Pistol, Breaching (5+), Overload (1)	Assault, Plasma
Kustom mega-blasta	24	1	8	4	1	Breaching (5+), Overload (1)	Plasma
Twin kustom mega-blasta	24	2	8	4	1	Breaching (5+), Overload (1)	Plasma
Kustom mega-kannon	36	1	7	4	1	Heavy (RS), Blast (3"), Breaching (5+), Overload (2)	Plasma

LIFTA-DROPPA WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Lifta-droppa	48	1	6	4	2	Ordnance (RS, AP, D), Overload (1), Shock (Stunned, Suppressed), Stun (2), Thrown (2)	Lifta-droppa
Smasha gun	36	1	4	4	2	Heavy (D), Ordnance (RS & AP), Shock (Stunned), Stun (2), Thrown (1)	Lifta-droppa
Shunta	24	1	4	4	2	Ordnance (RS, AP), Shock (Stunned), Stun (2)	Lifta-droppa

LOBBA WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Lobba	36	1	5	5	1	Ordnance (R), Blast (3"), Barrage (1), Stun (0)	-
Supa-lobba	48	1	4	4	2	Ordnance (RS), Blast (5"), Barrage (2), Pinning (1)	-

ROKKIT AND MISSILE WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Big bomb	6	1	4	5	1	Blast (3"), Limited (1), Stun (1)	-
Boom bomb	<6	1	9	4	4	Armourbane, Blast (3"), Critical Hit (6+), Limited (1)*, Overload (2)	Guided Missile
	6-18	1	7	4	3	Armourbane, Blast (3"), Limited (1)*	-
<i>*Note: this weapon may be fired a total of once, not once with each profile</i>							
Burna bomb	18	1	5	4	1	Blast (5"), Limited (1), Panic (2)	Flame
Rokkit pistol	24	1	6	4	1	-	Missile
Rokkit launcha	24	1	8	3	1	-	Missile
Twin rokkit launcha	24	2	8	3	1	-	Missile
Pulsa rokkit	18	1	7	4	2	Barrage, Blast (3"), Limited (1), Shock (Pinned, Suppressed, Stunned)	Missile
Skorcha missile	24	1	5	4	1	Blast (3"), Limited (1), Panic (1)	Flame, Guided Missile

SHOOA WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Slugga	12	1	4	6	1	Pistol	Assault, Auto
Shoota	18	2	4	6	1	-	Assault, Auto
Twin boomstikk	12	2	4	6	1	Shred (6+), Stun (0)	Assault, Auto
Kombi-shoota	18	4	4	6	1	-	Auto
Kustom shoota	18	3	4	5	1	Breaching (5+), Heavy (FP & RS), Suppressive (1)	Auto
Snazzgun	24	3	5	5	1	Heavy (AP), Rending (6+), Breaching (6+), Pinning (1)	Auto
Twin dakkaguns	18	6	5	5	1	-	Auto
Big shoota	36	3	5	5	1	-	Auto
Twin big shoota	36	6	5	5	1	-	Auto
Deffgun	48	2	7	4	1	Heavy (FP & D), Breaching (6+), Suppressive (1)	Auto
Twin supa shoota	36	6	6	4	1	Suppressive (1)	Auto
Flakka gunz	48	6	7	4	2	Breaching (6+), Heavy (FP), Skyfire	Auto
Deffstorm mega-shoota	36	12	6	4	1	Pinning (1), Shred (6+)	Auto
Gigashoota	48	15	6	4	1	Ordnance (FP), Pinning (2), Shred (6+)	Auto

TRAKTOR WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Traktor blasta	18	1	7	5	2	Heavy (R & RS), Skyfire	-
Traktor kannon	36	1	7	5	2	Heavy (RS), Ordnance (D), Shock (Pinned), Skyfire	-

STOMPA TACTICAL WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Defensor big shoota	36	4	5	5	1	-	Auto, Tactical
Twin defensor big shoota	36	8	5	5	1	-	Auto, Tactical
Defensor skorcha	10	1	5	4	1	Blast (5"), Panic (1)	Flame, Tactical

STOMPA STRATEGIC WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Deff kannon	72	1	10	2	6	Blast (7"), Power Hungry	Auto, Strategic
Supa-gatler	48	12	6	4	1	Pinning (2), Shred (6+)	Auto, Strategic
Stompa lifta-droppa	48	1	12	2	4	Overload (1), Shock (Stunned, Suppressed), Stun (2), Thrown (2)	Lifta-droppa, Strategic
Supa-rokkit	48	1	8	4	2	Blast (3"), Limited (1)	Missile, Strategic

STOMPA STRIKE WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Mega-choppa	8	4	10	2	5	Targeted (+2)	Strike

EXOTIC AND MISCELLANEOUS WEAPONS

	R	FP	RS	AP	D	Special Rules	Traits
Bomb squig	12	1	8	4	3	Armourbane, Breaching (6+), Critical Hit (6+), Limited (1), Targeted (+3)	-
Bubblechukka	36	1	3	4	1	Blast (5"), Heavy (AP), Ordnance (RS), Pinning (2)	-
Shokk attack gun	30	1	2D6	4	D6	Blast (5"), Ordnance (R & AP), Pinning (3), Shokk Attack	-
Shokka pistol	8	1	6	4	1	Blast (3"), Pistol, Shock (Stunned)	Assault
Tellyport blasta	12	1	7	4	2	Armourbane, Blast (3"), Critical Hit (6+), Breaching (6+), Panic (1), Overload (1)	-
Zzap gun	36	1	2D6	2	1	Armourbane, Heavy (D), Overload (1), Shock (Suppressed), Shred (5+)	Las

CLOSE COMBAT WEAPONS

CHOPPA AND CHAIN WEAPONS

	IM	AM	SM	AP	D	Special Rules	Traits
Choppa	I	A	S	-	1	Impact (A)	Choppa
Paired choppas	I	+1	S	-	1	Impact (A)	Choppa
Chainsword	I	A	S	5	1	Shred (6+)	Chain
Big choppa	-1	A	+2	5	2	Shred (6+)	Choppa

POWER AND KLAW WEAPONS

	IM	AM	SM	AP	D	Special Rules	Traits
Power axe	-1	A	+1	3	1	Breaching (5+)	Power
Power sword	I	A	S	3	1	Breaching (6+)	Power
Power klaw	-3	A	+4	2	2	Rending (6+)	Power
Kan klaw	I	A	+1	2	2	Rending (6+)	Power
Paired dread klaws	I	A	+3	2	3	Rending (6+)	Power
Triple dread klaws	I	+1	+3	2	3	Rending (6+)	Power
Lots o' dread klaws	I	+2	+3	2	3	Rending (6+)	Power
Dread rippa klaw	I	A	+1	2	3	Critical Hit (6+)	Power
Paired dread rippa klaws	I	+1	+1	2	3	Critical Hit (6+)	Power
Klaw of Gork (or possibly Mork)	I	A	+3	2	4	Critical Hit (6+), Shock (Suppressed)	Power

ODDBOY MELEE WEAPONS

	IM	AM	SM	AP	D	Special Rules	Traits
Force staff	+1	A	+2	4	1	Force (D)	Psychic
Herding stikk	+1	A	+1	5	1	Critical Hit (6+)	-
'Urt syringe	I	A	S	-	1	Poisoned (4+)	-

SAW WEAPONS

	IM	AM	SM	AP	D	Special Rules	Traits
Killsaw	-3	A	+3	2	2	Armourbane, Shred (5+)	Saw
Pair of killsaws	-3	A	+3	2	3	Armourbane, Shred (5+)	Saw
Mega killsaw	-1	A	+2	2	3	Armourbane, Shred (5+)	Saw
Paired mega killsaws	-1	A	+2	2	4	Armourbane, Shred (5+)	Saw

TANKBUSTA MELEE WEAPONS

	IM	AM	SM	AP	D	Special Rules	Traits
Knucklebustas	-1	+1	+2	4	2	Armour-breaker (6+)	-
Tankbusta bombs	-3	1	9	2	4	Armourbane, Detonation	-
Tankhammer	-2	A	8	3	2	Armour-breaker (5+), Breaching (6+)	-

EXOTIC AND MISCELLANEOUS MELEE WEAPONS

	IM	AM	SM	AP	D	Special Rules	Traits
Breacha ram	-3	A	+3	4	2	Armour-breaker (6+), Shock (Stunned)	-
Burna (Melee)	I	A	S	4	1	Aflame (1), Breaching (6+)	-
Tusks and stomping feet	I	A	S	4	2	Impact (A), Reaping Blow (2)	-