

DA ORKS

Army List

MKIV

Version 1.0

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General Traits

This section covers the basic traits for the Ork faction.

- **The faction value is 200.**
- **To-hit value for the Orks is 8+ for ranged and 7+ for close combat attacks.**
- **To-hit value for Gretchen is 7+ for ranged and 8+ for close combat attacks.**
- Elements classified as vehicles or gargants receive a -2 penalty to their armor save if incoming shots are taken to the rear arc.
- **Slow:** All Ork infantry elements receive -5cms to their charge move. Does not apply to infantry elements with jump packs [J].
- Ork weapons have a wide range of effectiveness. On ranged attack rolls all 1's indicates a jammed weapon and all 10's indicates increased firepower. When all attack dice from a formation are rolled, count the number of dice that rolled 1's (misfires) and 10's (Dakka!). If the number of 10's exceeds the number of 1's, the ork player receives bonus attack dice equal to the difference that are used immediately. When the number of 1's exceeds the number of 10's, a misfire occurs, and the formation makes an immediate morale test. Failure indicates the formation is now suppressed as ork weapon explodes!
- **Open top vehicles [OT].** This trait allows transported elements to fire while being transported. Transported elements will fire when the transport vehicle formation is activated. Additional attack dice granted in this fashion count towards the entire formation total for purposes of suppression. Up to 2 infantry elements may fire from an open topped vehicle per vehicle element.
- **Ork Antipersonnel Weapons [AP]:** Any such weapon system does not suffer the -1 to-hit penalty associated with firing on charge orders.

Example: An ork formation rolls 10 attack dice versus a target formation. The player rolled a single 1's, but two 10's. Since the amount of 10's rolled is greater than the amount of 1's rolled, it gets 1 bonus dice to use immediately in the same attack ($2 \text{ "10's"} - 1 \text{ "1's"} = 1 \text{ bonus attack dice}$).

- In case of elements with more than one weapon system, the ork player selects ONE weapon to apply this trait to. It must either be a weapon with the most attack dice or the highest TSM (player's choice).
- Anti-personnel weapons may not be selected for this trait.
- Gargants must select one of its main weapon systems to apply this trait. In case of a misfire, instead of being suppressed, the gargant gains 1 fire. The weapon to apply this trait may change from turn to turn as riggers prioritize on system over another.
- Weapons with one attack die automatically misfire on a roll of "1" and gains more attack dice on a roll of "10".

Ork Command and Control

- An Ork clan is a group of formations like a standard company and its attached support.
- Command effectiveness influences the clan, not just its individual formations that compose it.
- Command effectiveness. Given the unruly nature of the ork species the overall army commander (warlord), at the start of each turn roll on the WAAGH table below to determine how much control the warlord has over his army.

Waargh! Table	
D10	Waargh Roll Result
0 or lower	All clans receive -1 to morale checks and receive clan orders, they cannot rally or remove suppression that turn.
1-2	The Warlord may issue orders to 1 clan this turn. All other clans receive clan orders.
3-4	The Warlord may issue orders up to 2 clans this turn. All other clans receive clan orders. Wierdboy towers generate 1 AD
5-6	The Warlord may issue orders up to 4 clans this turn. All other clans receive clan orders. Wierdboy towers generate 2 AD
7-8	All clans receive orders and +1 to morale checks this turn. Wierdboy towers generate 3 AD
9-10	All clans receive orders and +1 to-hit in close combat and to +1 morale checks this turn. Wierdboy towers generate 4 AD
11+	All clans receive orders and +1 to hit in close combat, +1 morale checks, and any formations with the fall-back or suppression conditions have these removed automatically (no die roll). Wierdboy towers generate 4 AD and can re-roll misses (second result stands).

- Orders as per command-and-control rules are given to formations in the command elements command radius. Ork formations outside command radius receive clan orders.

The Waagh roll may be modified by the following:

Modifiers
If Army leader (warlord) element was eliminated, all rolls of 7+ are treated as the 5-6 result
-1 if Warlord is from the Blood Axe Clan
-1 if the Ork Players VP Total is less than his opponent; -2 if behind by 10VP or more
-1 for every Gargant head that has suffered catastrophic damage that turn.
+1 for every enemy command 2 or 3 leader element eliminated that turn.
+1 if the Ork Players VP total is greater than his opponent
+1 If Ork army is 6000 points or greater

Ork Nomenclature

To standardize some terms in the context of orks and avoid confusion the following terms are defined below:

- Mob: refers to a single detachment/formation of ork elements. Each Mob is assigned one order counter

- Warband: This refers to a Company Card that contains several mobs or detachments/formations in it.
- Clan: It is the group comprising of the Company/Warband card and all the support/mob cards attached to it. In essence a Clan is all the mobs under the command of one Warboss.

The specific Clan it represents (Goff, Bad Moonz, etc) is up to the player to decide since there is no preconceived template on what a Clan is. The great majority of army cards are generic for use in any fashion the player chooses, to select a specific clan as the player chooses.

The exception being if you select Clan specific Warbands, in which case the Clan type will be that of the clan those cards belong to (Goff Boyz Warband means all attached army cards will belong to the Goff Clan).

Clan Orders

Orks exhibit a variety of default behaviors in combat that are usually related to the clans "kultur" and attitude in war. Orks not given standard orders will default to their clans' orders.

Bad Moon Clan Orders

Due to a genetic variance, Bad Moon orks grow more teeth quickly, which is used as ork currency. This affords them to acquire bigger and better weapons. Having such weapons means they prefer to stand still and fire their mighty blasters. Orks on this clan order will not move during the movement phase and fire at the closest enemy target within range in the first fire firing phase. If there are no targets within range they will move their base move (advance order rate) during the movement phase towards the closest enemy formation and fire in the advanced firing phase.

Blood Axes Clan Orders

Having adopted Imperial methods of tactics and strategy, they can always issue standard orders to their formation and do not have a default clan behavior like other clans. However due to this "un-orky" behavior, they ONLY receive morale related bonuses or penalties from the Waargh Roll table.

Deathskulls Clan Orders

Well known looters and scavengers of the battlefields, at time it seems they are more interested in finding prized wreckage than executing the Warlords' plans. When on clan orders the formation will move its base rate (advance move rate) towards the closest objective or destroyed Superheavy/knight or Titan classed element that has been destroyed. They can fire in the advance firing phase. Once the formation is within claiming distance of an objective or destroyed knight/titan it remains stationary (no move) and may fire in the first fire phase.

Evil Sunz Clan Orders

Favoring direct high-speed attacks, this clan prefers mobile warfare to take them in a hurry to confront the enemy. When on clan orders the formation must move between its base rate (advance rate) and its charge move rate (the least it could move is its base move rate). The player determines the direction of

the move. May fight close combat normally and fire in the charge fire phase. This Clan Order also applies to Renegade Mekboyz.

Goffs Clan Orders

The toughest, most aggressive of the clans, they favor close quarter combat. Their desire for close combat is paramount and will seek any method to close and engage the enemy face to face. When on Clan orders the formation will move towards the closest enemy at their charge move rate and may fire in the charge firing phase. If the enemy is in range to engage in close combat, the formation on clan orders must do so. They can re-roll failed morale tests when engaged in close combat (morale test after losing close combat outcome for example).

Kult of Speed Clan Orders

Obsessed with speed, they will use any method at their disposal to go “fasta”. Speed is the goal, even battlefield priorities take a back seat if greater speed and its intoxicating thrill can be achieved. When on clan orders formations MUST move the full distance of their charge rate in as straight a line as feasible. If any opposing formation is within the path of their move they must engage it in close combat. They may not fire in any phase while on clan orders, however the formation rolls 1d10 and the result as extra movement (squigg fuel injectors). On a roll of “1” the formation must take an immediate dangerous terrain check. On a roll of 9+ the formation gains a +1 bonus to close combat attack rolls.

Snakebites Clan Orders

Noted traditionalists, they seem to shun more advanced technology in favor of archaic, but effective methods of dealing punishment to their foes. When on clan orders the formation must move at their charge rate towards the nearest enemy formation composed of infantry elements (pinning class 1 [1]) and engage in close combat. If such a target is not within range they will move towards an enemy formation according to pinning class (if no [1] available, then pinning class [2], etc.).

Gretchin and Clan Orders

Gretchin elements will use the clan orders of the closest ork formation if they do not have standard orders.

Clan Traits

In addition to clan orders, they possess some traits unique to each clan.

Bad Moonz Traits

Having more “teef” than other orks they can afford weapons of higher reliability. Shoota boyz formations can re-roll all 1’s when on first fire orders (second result stands).

Transport cards attached to command sections cost 50 points less than the card face value.

Blood Axes Trait

They can use looted Chimeras and Leman Russ Tanks.

Deathskulls Trait

Infantry elements transported in scrap trukks can treat destroyed super heavy, knights and titans as a secondary objective that earns +1VP per turn in the ork players’ control.

Scrap trukks transport formations cost 50 points less than the cards face value.

Evil Sunz Trait

Infantry elements receive a penalty of -1 to morale checks unless they have attached transport where the base move of the transport is at least 15cms. Light Battlewagon transport formations cost 50 points less than the cards face value.

Evil Sunz vehicles gain a bonus of +1 attack dice on their anti-personnel weapon.

Evil Sunz may not use Skarboy formations.

Renegade Mekboyz Trait

They receive a penalty of -1 to morale checks if there are the same type of speedsta within the same formation.

Vehicles on charge orders gain a +1 bonus to hit in close combat.

Goff Trait

Goff infantry formations on charge orders gain a +1 bonus to hit in close combat.

Due to their dislike of lightly armored vehicles any attached transports must possess an armor value [AV] of 4+ or better.

Kult of Speed

To receive the squig fuel injectors benefit while on clan orders, attached transport must have a base move of 25cms.

Vehicles on charge orders gain a +1 bonus to hit in close combat.

The Kult of Speed may not use Skarboy formations.

Snakebites Trait

May only use trukks and Squiggoths as transport options. Squiggoth formations cost 50 points less than the cards face value.

Mega-Squiggoths confer a +1-morale bonus to all snakebite formations within 25cms.

Ork Formations

Orks follow the core rules on army construction of up to 5 support cards per company card and 1 special card.

- Due to the Warlords' (Army leader) prestige and standing, his clan (company card) must have the greatest total point value of any other clan and its attached support.
- Orks are not highly organized or logistically able as their imperial opponents. Therefore, there are no company card level transport options, only support (detachment level) options.
-

Gargants Specific Rules

This section has detailed information on gargants and their characteristics.

Gargant Formations

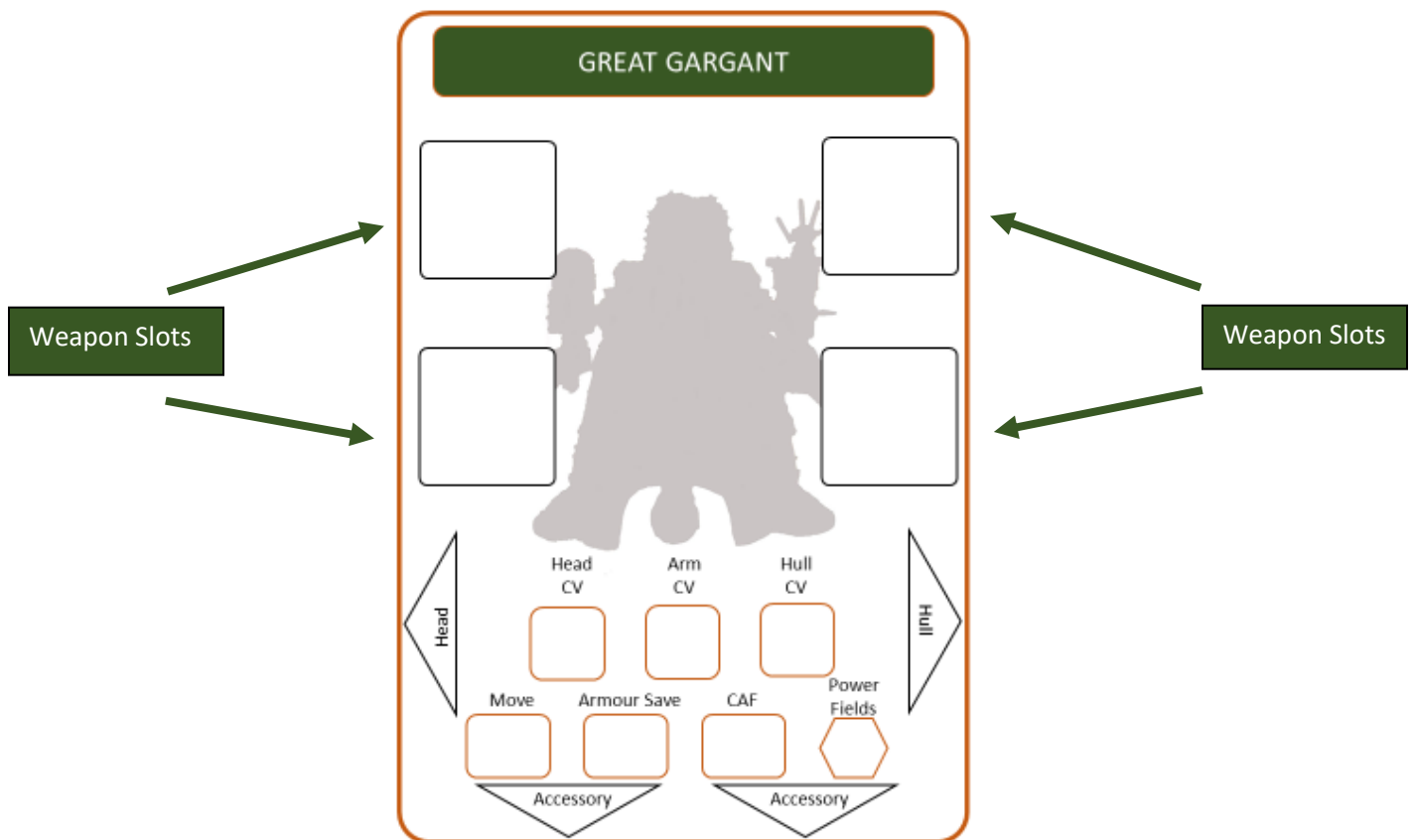
- Gargants are generally available as special cards. However certain types, maybe available as support. This information is available under the element's description.
- Formations of 2 or more gargants must observe a formation coherency distance of 25cms.

Gargant Building

This section covers the rules on how to arm a gargants with its specialized weaponry.

Gargant Template

Once a player decides to include gargants in his force, select the appropriate template for that Gargant type as a play aid to arm your gargants.



The Template les you keep track of several important things:

- Weapon Slots. How many weapons can a Gargant fit on its frame.
- Capacity Value (CV). The total gargants capacity value is divided among the head, arm (includes shoulder) and hull.
 - Movement. The Gargants base movement.
 - Armor Save. The Gargants overall armor saves.
- Close Assault Factor. The Gargants close combat attack dice and TSM.
- Power Fields. Where the player can keep track of power field number via tokens.
 - Head Slot. Where head weapon and accessory cards can be added
 - Hull Slot. Where hull weapon and accessory cards can be added.
 - Accessory. Slots for specialized gargants accessory cards.

Once the appropriate template is selected, choose the weapon and accessory cards you wish to arm the Gargant with and place them in the appropriate slots.

Head

Mork Head

Capacity Value
2

Range60

Save Mod-3

Weapon

Suppa lifta droppa

Capacity Value
6

Range100

Save Mod-3

Accessory

Observation Turret

Capacity Value
1

Range-

Save Mod-

Weapon

Supa Deth Kannon

Capacity Value
6

Range100

Save Mod-5

Weapon

Flame Belcha Turret

Capacity Value
2

RangeMelee/Template

Save Mod-5/-3

Weapon

Gutbuster MegaKannon

Capacity Value
3

Range120

Save Mod-4/-6

A player is not required to fill all the weapon slots. The player cannot exceed the number of slots available.

You can use a power field counter to keep track of the amount of power fields the titan has during the game by placing it in the power field location on the template.



Gargant Capacity Point Management

Unlike Imperial Titans with complex plasma reactors and energy requirements, for the Ork Gargant it is a matter of how much physical space is available for Mekboyz to add weapons and accessories on its frame.

- The overall space available in each location is the Capacity Value (CV).
- Ork Gargants of any size have its total Capacity value divided into three distinct locations:
 - Head. Can fit options designated for the head slot.
 - Arms. This includes an upper and lower arm mount.
 - Hull. Can fit options designated for the hull slot.
- The player will add appropriate options to each slot and add their Capacity Values (CV). The total may not exceed the Capacity Value (CV) of that location.
- Once the player has selected all the options to arm the Gargant with and the Capacity Value (CV) check, the Gargant is ready for play.

Gargant Weapons Slot Restrictions

The array of Gargant weapons and accessories are quite varied. However, not all options can be fitted into any available slot on a given Gargant frame. The following table specifies where a weapon type or accessory can be fitted on a given location.

Gargant Weapon Slot Restrictions				
Titan Type	Arm (lower)	Shoulder (upper)	Head	Hull
Gargant	Bursta Gun Buzz Saw Arm Deth Kannon Gigashoota Kannon Gigashoota Kannon, Heavy Krusha Ball Rippa Fist Rippa Fist, with Gunz Supa Deth Kannon Supa Lifta Droppa	Flakkannon Flame Belcha Turret Lobba Lobba, Heavy Magna Kannon Observation Turret Skullhamma Kannon Turret Supra Rokkits	Bigga Loud Speakers Flame Belcha Turret Skullhamma Kannon Head Gaze of Mork Loud Speakers Mork Head Observation Turret Standard Head Standard Head, Armored Standard Head, Armored, Large	Belly Gun Gutbuster MegaKannon Gutbuster, MegaKannon, Ultra Gun Deck Dual Kill Kannon Krew Compartment Snapper Super Charged Boiler Xtra Armor Platez Xtra Power Field Generators

Gargant Power Fields

Gargants do not have plasma reactors to energize regenerating void shields. However, they use self-contained power generators.

- Power Fields have an armor save of 4+
- Power Fields that fail an armor save are knocked out for the rest of the game unless an ability or condition states otherwise
- Once all the power fields have been knocked out, the Gargant has no further protection and all incoming fire is against the armor.

Gargant Critical Systems Damage

If a roll on the titan damage table warrants a critical systems table, use the table below for gargants instead of the standard titan critical systems table.

Titan Damage table	
D10 Roll	Effect
1-6	1 DR damage
7-9	1 DR damage and one roll on critical systems table
10	1 DR damage and 2 critical systems table rolls
Critical Systems Table	
1-3	Legs/propulsion system: -5cm base move, may not charge move until repaired. If base move is reduced to zero gargant is crippled and immobilized (cannot be repaired). Once immobilized any additional roll on this result damages the boiler which causes an explosion roll on the fire table two times +1 DR
4-5	Ammo/fuel hit +1 DR extra damage and causes a fire
6-7	Weapon Hit: (1-3 chest/ center, 4-6 left arm, 7-9 right arm, 10 head, cannot use weapon until repaired (if no shoulder guns hits lower weapon instead) Second hit destroys weapon (cannot be repaired) and +1DR damage and roll on the fire table.
8-9	Bridge Hit: no orders next turn, -1 to all repair rolls until repaired. Second hit to bridge kills some crew +1DR damage. Orders can be issued on 6+ roll, failure are no orders. Third hit destroys the bridge. Gargant counts as destroyed.
10+	Boiler Breach: +1 DR damage roll again on critical systems table and on the fire table. A gargant that is reduced to zero DR after a boiler breach explodes. Roll a d10 hits each against any units within 15cm Hits on 7+ -2 save modifier.
Any hit further results on a destroyed location adds +1 DR damage	

Gargants Fire Table

In the case of generated fires, roll on the Fire Table below.

Gargant Fire table	
D10 result	Effect
1-3	Fire goes out! All fires extinguished
4-6	Fire continues unabated. No change
7-9	Fire causes +1DR damage to gargant
10+	Fire Causes +2DR damage to gargant, fires are now intense fires (occupants Make armor saves)

Element Descriptions

Detailed descriptions of all Ork Elements.

Command and Specialists

Freebooter Captain



Flamboyant and ostentatiously dressed by ork standards, these free spirited orks are the leaders of piratical raiders with an ever-watchful eye of profit and riches. They are level 1 commanders [HQ1] with the infiltrate [IF], Stealth [SH], Agile [AG] and the recon [R] ability. The Kaptain's twin shoota weapon has the assault [A] trait.

Nobz



Large and brutal, the Nob is second in status only to the Warboss. They lead by example or using force. They make sure the orders of "Da Boss" are carried out. Nobz are level 1 commanders [HQ1] and possess the recon [R] ability. Their twin shoota has the assault trait [A]. Snakebite Nobz have increased close combat dice. Freebooter Nob weapons have better TSM. Nobz on Warbikes have increased speed and the anti-personnel weapon trait.

Mega Nobz



Battle hardened Nobz that though their affluence in "teef" can afford to have a Mekboy to craft a mega armor suit. This massive armor turn an already dangerous ork into a walking tank of destruction. Mega- Nobz are level 1 commanders [HQ1] and possess the recon [R] ability. Their Kombi shoota has the assault trait [A]. Close combat variants with power claw gain [Dmg+1].

Mek and Big Mek



Makers of "new wotsit", they are the mechanical genius (or insanity) that construct all manner of orky inventions whose workings make even the adeptus mechanicus through fits of utter confusion. Meks are level one commanders [HQ1] and the mechanicus [MK] ability. Big Meks have a command level of 2 [HQ2] and the mechanicus [MK] ability. They must be attached to a formation.

Painboyz



They are doctors and dentists amongst the orks. Capable of performing surgeries that would be impossible for other races. They tinker with the orkish physiology much like a Mekboy would his machines, sometimes with equally wonderful or disastrous results! Painboyz have the apothecary [Apo] ability. They must be attached to a formation.



Runtherd

Irascible bullies, by lash or pummeling these orks manage sly and cowardly gretchin into frenzies of tooth and claw when fighting in sizable mobz. Runtherds are level 1 commanders [HQ1] but may only command gretchin. The Squigherderz are also level 1 commanders [HQ1] but may only command squig swarms.



Warboss

The most aggressive, strongest, and toughest of ork in each tribe. Although not necessarily intelligent, nor tactically minded from these ranks the greatest will command Waarghs that will shake the galaxy! Warbosses are level 2 commanders [HQ2] and possess the recon ability [R]. Their Kustom Kombi-shoota has the assault trait [A]. Freebooter Warbosses have better TSM to their weapon



Warlord

There are those Warbosses that are exceptionally power and successful on the battlefield. Recognized by other orks to be more resourceful, cunning, and ruthless than all other orks. To such a leader other orks flock to forming armies that turn into full blown Waarghs! Warlord are level 3 commanders [HQ3] and possess the recon ability [R]. They represent the armies leader and the presence of one is required in any ork battle force. Only one such Warlord can exist in any ork force. The Warlord has an invulnerable save of 5+ and its Kustom Kombi-shoota has the assault trait [A].



Weirdboyz

Psychically attuned to a degree that their raw warp power latterly oozes from their bodies in blast. As with all things orks it has been weaponized, making it a deadly if unpredictable battlefield asset. They are always accompanied by minderz to assure they participate in the “fun”. Wierdboyz are level 1 psyker [P1]. Warpheads are level 2 psykers [P2]. They both may only use Ork psychic powers.

Infantry [1]



Ammo Runts

Gretchen perform all sorts of menial tasks for their ork masters. One common one during a battle is to keep their ever-hungry guns fed with ammunition. A thankless task, but crucial to the orks success. For each element of ammo grunts attached to an ork formation will negate one misfire (negates one die that rolls a 1). These elements form one formation with the one they attach to.



Boyz

The heart and soul of any warband, they charge into battle as a green tsunami of destruction. What they lack in intellect they make up for in unbridled violence. Boyz come in a variety of types armed with ranged or close combat weapons, lightly armored or with heavier armour. Those boyz armed with shootas or have the assault [A] trait. Boyz armed with close combat weapons (Choppas) may not be selected by the Evil Sunz Clan. Boyz of the Snakebite clan possess and invulnerable save of 10+ due to mystical tattoos they offer wear on their skin.



Burnaboyz

While large explosions thrill all orks, fire is equally compelling to some. Armed with all manner of flame weapons they gleefully engage the foe to watch them burn! The burna weapon has the flamer weapon [FW] trait.



Cybork

A cybernetic marvel created by painboyz, its whirling grinding gears belies its effective nature in combat. They serve as painboy bodyguards. Their shoota has the assault [A] trait.



Eavy Boyz

Orks love to fight in many ways, some are fortunate enough to obtain “big shootas” that belch a lot of fire and have satisfying explosion noises when they fire. These boyz form the fire support groups that often accompany the hordes of orks with standard range and close combat weapons.



Freebooterz

Forsaking old clan allegiances, these flamboyant orks are tougher and more ruthless than the common ork. They tend to carry superior weapons that are as ostentatious as the bearer themselves. The Freebooterz wield snazzgunz have the assault [A] trait.



Kommando

The embodiment of “low cunning” they relish in spreading panic and fear behind enemy lines, enjoying the carnage blowing up supply lines or killing the enemy in their barracks. Kommandos possess the infiltrate [IF], Stealth [SH] and Agile [AG] abilities.



Lootas

The most heavily armed of all orks due to their outright thievery, the form friendly relations with the clan meks to exchange their ill-gotten goods for the heavies dakka the mek can provide. Groups of lootas form heavy support formations with an enormous amount of lethal fire.



Madboyz

Feral orks turned insane due to the sudden exposure to advance technologies. Deemed unstable and dangerous by their own kind, they live in separate communities until roused to war. Their ferocity in close quarters fighting is remarkable. Due to their unpredictable nature you never really know what mad boyz will do. In each orders phase roll on the table below to determine their orders for the turn. Madboyz do not make any morale checks and pass them automatically if required to do so.

Madboyz Order Table	
Roll	Result
1-3	Charge Orders
4-6	Advance Orders
7-9	First Fire Orders
10	Player selects order



Skarboyz

It is the reality of ork physiology that the more successful fights an ork has the bigger and stronger they become. Skarboys are orks that revel in close quarters fighting and have survived many a scrap. Their bodies bare the proof of their success and earns them their name.

However not all clans follow a doctrine of war that facilitates close quarters fighting.

Therefore, only Goffs, Deathskulls and Snakebite clans may select Skarboyz. The Shootas has the assault [A] trait.



Spanna Boyz

While its enjoyable to order grots and snots around, sometimes it is necessary to have a proper ork help the Mek go about his business. The presence of spanna boyz allows the mek a +2 bonus to their mechanicus roll to repair things. Their shootas have the assault [A] trait.



Squig Swarms

The ubiquitous squig is an essential part of the ork ecosystem. They are used for everything from food to companions. It is inevitable that they would also be used for war. Hordes of these “buzzer” squigs are assembled into swarms that are highly effective in close quarters. The Squig swarms ignore cover [IC].



Stormboyz

Young and rebellious, these orks in forward planning, discipline, and even orderly execution of orders! Much to the chagrin of the older orks. Being orks they relish getting into close quarter fighting as soon as possible. Stormboyz have jumpacks [J] and gain a bonus 3d10cms on their movement as a formation when on charge orders.



Tankbustas

Specialized heavy support formations armed with anti-tank weapons. They wield armor piercing rockets which they wont hesitate to use in close quarters to take out armored vehicles, even the cost of their own lives! Their rokkits have the assault trait [A]. In close combat the element could choose to use their “tank hammers” and use a -4 TSM to resolve close combat hits instead of their standard close combat TSM. However regardless of the outcome the tankbusta element is destroyed (removed) and counts as casualties for closed combat outcomes.



Wildboyz

The are orks whose access to technology may be limited or restricted. They are by no means less dangerous and they become quite adept at close quarters fighting. Making up for their lack of range weapons by sheer close-up violence. Wildboyz have the agile ability [AG].

Cavalry [2]



Bikerboyz

While orks love a good fight, a close second is the exhilaration for high speed to launch an ork even faster into close quarters! Their bikes are highly personalized and augmented to inflict the most carnage possible.



Boarboyz

Used for time immemorial amongst the feral orks, their potency remains undiminished with the advent of greater access to technology. Some would argue it has become more effective and fearsome in the age of the dark millennium.



Buggies

Coming in all shapes and sizes they are all 4-wheeled low riding chassis vehicles. Its supercharged engine enable it to cover vast distances in a short time to bring the Waargh where it needs to go. Variants armed with rokkit have the assault [A] trait. Those armed with the squiglauncha have the assault [A] and ignore cover [IC]. Light Buggies have anti-personnel weapons [AP]



Deffkopta

Riding the mechanically insane creations of their Meks, these orks ride these clumsy copters into battle. They may serve as the eyes and ears of the warband, but also equally relish unleashing heavy firepower from such contraptions. Deffkoptas are skimmers [K] and some variants have the recon [R] ability. A larger variant called a Warkopt has a transport capacity of 2 [TR2]



Scorcha

A modified buggy design to accommodate a large flamer. The supa scorcha is a flamer weapon [FW].



Wartrakk

A modified buggy design where it is mounted onto a tracked chassis to increase maneuverability in rough terrain. The chassis also permits the use of heavier weapons. The wartrakk can tow light artillery elements using its own speed for movement. Variants armed with the Grot Bomm Launcha are classified as artillery and gain +1 to hit since the bomb is considered “guided”.

Walkers [2]



Deff Dread

Clanking monstrosities that resemble and act like enormous metal orks. Heavily armed and armored they wade into the foe with reckless abandon. The Kustom mega-blaster and burna have the assault [A] trait. The burna is a flamer weapon [FW].



Killa Kans

Piloted by gleefully vicious grots, they are smaller than the Deff Dread but are deployed in masses and the swarm into the enemy lines. The Rokkit Launcher has the assault [A] ability.



Gorkanaut and Morkanaut

Idols to the Ork God Gork and Mork, they are what it means to be orks, massive, tough, loud, and totally destructive! Massively overbuilt it is a warsuit bristling with dakka! These walkers have a damage rating [DR] of 2 and a pinning class of 3. Their heads are idols and grant +1 morale bonus to formations within 10cms. They possess a transport capacity [TR] of 1 and carry grot riggers that may repair 1 DR point per turn on a roll of 9+ on its activation. In addition, they all have 1 Power field with an armor value of 4+.



Mega Dread

A hulking armor-plated monstrosity that is more powerful than its lesser Deff Dreads and Killa Kans, carrying larger caliber weapons and claws. Variants armed with scorchas are flamer weapons [FW]. Killkannons have a +1 to damage table rolls [Dmg+1]. Kustom Mek Dreads have the reinforced armor [RA] ability and possess 1 powerfield (AV 4+).



Tinbotz

Ork Mek have also dabbled in the field of cybernetic intellenge, if such a work could ever be used in the context of proper orks. How this “thing” works is as baffling as all ork high tek, it does because they believe it should! Tinbotz receive the same orders as the nearest ork formation. They have the robotic [RC] ability.

Vehicles [3]



Battlewagon (Light) [2]

Motorized slabs of junk built to carry orks into battle, usually armored and with support weapons to pave the way for the Waargh! Battlewagons come in all shapes and sizes, those categorized as “light” have a pinning class of [2] and a transport capacity [TR] of 2 and the open top [OT] trait.



Big Trakk

A modified truk with tracks to enable it to traverse more difficult ground with ease. Additionally, they are larger and better armored. They have a transport capacity [TR] of 4 and the agile [AG] ability. They also possess the open top [OT] trait. The Scorchas are flamer weapons [FW].



Big Gun Trakk

A modified Big Trakk that sacrifices transport capability to carry sizeable guns for increased dakka! They have a transport capacity [TR] of 1 and the agile [AG] ability. They also possess the open top [OT] trait. Variants armed with lobbas are macroweapons [M], Big Zappa doubles its TSM to -4 on a to-hit roll of 10+, Flakka Gunz have the anti-aircraft [AA] trait. The Scorchas are flamer weapons [FW]. Killkannons have a +1 to damage table rolls [Dmg+1].



Bonebreaka and Bonecruncha

A variety of ork armored vehicle that is most distinguished by the large “deathrolla” at its front. Its drivers delight in squashing things to a pulp as much as blowing them up with their guns. They both possess the deathrolla upgrade: +1 close combat die, -1TSM close combat bonus and the agile [AG] ability (already added to Statline). While traversing minefields, such attacks receive a -1 penalty to-hit.



Bowelburna

Orks enjoy a good burning as much as other forms of destruction. This fast attack vehicle is armed with a supa scorcha that is a flamer weapon [FW].



Braincrusha

Essentially a huge cannon on wheels it excels in an anti-armor role. It earns its name due to unfortunate by product of pulping its crews heads due to the recoil. The Deth Kannon has a +2 bonus to damage table [Dmg+2] rolls.



Grot Tanks

Gretchen, despite their innate cowardice do enjoy rolling into battle in suitably armored and armed vehicles when they can. These ramshackle vehicles are fast as well having a good amount of dakka. A grot tank receives a bonus 1d10cms to its base move each movement phase.



Gobsmasha

A heavily modified battlewagon where all its transport space is now taken by a rather large killkannon. Killkannons have a +1 to damage table rolls [Dmg+1].



Gun Trukk

If it can carry lots of orks, they figure it can carry lots of dakka as well, at the sacrifice of some transport capability. Gun Trukks have a transport capacity [TR] of 1. Those variants armed with a lobba have the macroweapon [M] trait. Those armed with the Big Zzappa double its TSM to -4 when the to-hit result is 10+. All Gun Trukks are open topped [OT].



Gutrippa

A modified lungbursta that has lethal claws on its front hull to tear apart foes that dare engage it in close combat. Claws may damage structures it is in contact with (TSM 0). Killkannons have a +1 to damage table rolls [Dmg+1].



Looted Imperial Vehicles

The Blood Axe Clan frequently emulates the imperium in their attempts at discipline and tactics. On occasion get their hands on imperial vehicles which they convert for their use. Looted vehicles have a transport capacity [TR] of 2. The Zzap Gun doubles its TSM to -4 on a to-hit roll of 10+.



Lungbursta

A common ork assault tank with a potent anti-tank gun and superior range. A nightmare for tank crews of other races.



Mekboy Speedstas

Ork scrap vehicles the mekboyz enjoy using to field their advanced technology on them. Fitted with a wide and strange array of weapons that often are as surprising as they are lethal. All variants have a transport capacity [TR] of 1 and possess the Squig injector upgrade (1d10cms move on charge orders, rough terrain test on roll of 1). Variants that are armed with Rokkits or Rivit Gunz have the assault [A] trait. If equipped with Scorchas these are flamer weapons [FW]. Those armed with Grot bombs count as artillery and receive a +1 to hit due to its "pilot". Shokk attack gun doubles its TSM to -4 on to-hit rolls of 10+. Dual Bubblechukkas and Lifta Droppas suppress as artillery. The lifta droppa has two modes of fire (on which they receive a +1 bonus to hit):

- Lift shot: This gains +2 to structure damage table rolls [Str+2] and on a to-hit roll of 10+ double the blast dice to B6
- Krush shot: This gains a +2 to damage table rolls [Dmg+2] and on a roll to-hit of 10+ double the TSM to -6

The player must select one type of mode of fire per turn.



Mekboy Dragstas

Akin to the Speedstas, the dragsta are often equipped with the oddest and most technologically perplexing of mekboy ingenious inventions. All variants have a transport capacity [TR] of 1 and possess the Squig injector upgrade (1d10cms move on charge orders, rough terrain test on roll of 1). Variants that are armed with Rokkits have the assault [A] trait. Dragstas with deflector shields provide light cover to one ork formation (including itself). Each dragsta element (model) must be attached to a formation that it protects and it forms part of that formation. Note that any transported Mek or Big Mek and their retinues will also form part of the formation the dragsta attaches to. Break point and VP additions are to the Warband (Company) card these attach to. When armed with the Magna Kannon this weapon has the anti-aircraft [AA] trait. This weapon may not target ground elements. Flier formation must make an immediate morale check (on a failure formation aborts and returned to base) when hits are scored on it (Not casualties, just successful to-hits on attack dice).



Spleenrippa

An oddity in the sense that it's an anti-tank vehicle that achieves high speeds, engaging tanks and using its speed to avoid counter attacks.



Trukk

Orks will use anything with wheels to get into battle in a hurry. There is no standard form to such a vehicle as is the custom of orks, but they all can carry more orks than most would think possible. Ork Trukks have a transport capacity [TR] of 3 and are open topped [OT]. Scrap Trukk variants possess a wrecking ball that can damage structures in contact with a 0 TSM. Rokkits have the assault [A] trait.



Wierdboy Tower

An engine of war where its main armament is an ork psyker. Confined to its “tower” by its minder crew they soak up Waargh energy and unleash horrific bolts of raw psychic energy at the enemy. The amount of power available to unleash psychic attacks is determined by the amount of Waargh energy available. This is determined by the Waargh Table roll. Consult the table to determine how many attack dice are available. As psychic attacks they may require morale checks from target formations (See Morale section in core rules). Each Wierboy Tower must be attached to an ork formation.

Heavy Vehicles [3]



Battlewagon

A mainstay in the ork horde, the standard variant is larger, better armored, and greater dakka than its lightweight cousin. It has a transport capacity [TR] of 4, a damage rating of 2 [DR2] and its open top [OT]. The killkannon gains a +1 bonus to damage rolls [Dmg+1]. Variants with the Big Zappa double its TSM to -4 on a to-hit roll of 10+.



Grot Mega-Tank

The pinnacle of “grot-tech”. A monstrosity sized vehicle that forms the spearhead of the “grotzkrieg”. The Mega-Tank has a damage rating of 2 [DR2] and the agile [AG] ability. A Mega-grot tank receives a bonus 1d10cms to its base move each movement phase.



Squiggoth

Fungal based beasts used by the orks as war engines. They vary in size but all are invariably fitted with armor plating and howdahs and weapon platforms. Squiggoths have a transport capacity [TR] of 4 and a damage rating of 2 [DR2]. Those armed with lobbas are classified as artillery. Zzap guns double their TSM to -4 on a to-hit roll of 10+. Once wounded the beast is unpredictable. If the Squiggoth formations loses 1DR or more it must make an immediate morale check. In failed the formation will charge the nearest opposing formation in line of sight.

Super Heavy Vehicles [4]



Battlefortress

Enormous super heavy assault vehicles bristling with all manner of weapons. Short of titans it is one of the most imposing engines of war on the battlefield. It is said the mekboyz consider the battlefortress one of their greatest achievements. All variants have a damage rating of 3 [DR3]. Variants armed with rokkits have the assault [A] trait (Suppa Rokkits also have a +1 to hit in addition to the assault trait) and Scorchas have the flamer weapon [FW] trait. Variants with Zzappas (any type) double their TSM to -4

on a to-hit roll of 10+, Lobbas are classified as artillery and macroweapons [M], Flakka gunz have the anti-aircraft [AA] trait. Transport capacity varies by variant:

- Battlefortress: Transport capacity [TR] of 8
- Flakka-Dakka Battlefortress: Transport capacity [TR] of 4
- Boombusta Battlefortress: Transport capacity [TR] of 4
- Rokkispitta Battlefortress: Transport capacity [TR] of 8
- Skullhamma Battlefortress: Transport capacity [TR] of 8
- Gibletgrinda Battlefortress: Transport capacity [TR] of 8
- Goff Rock Boyz Battlefortress: Transport capacity [TR] of 4

Some variants have special rules:

- Battlefortress: Deathrolla upgrade (close combat bonus already included in Statline)
- Skullhamma Battlefortress: Squigg injector upgrade, gains +2 bonus to rough ground checks
- Gibletgrinda Battlefortress: Deathrolla upgrade (close combat bonus already included in Statline). Incoming shots to the rear do not gain the TSM bonus versus the rear armor.
- Rokkispitta Battlefortress: Rokkit attacks (all types) gain +1 to hit.
- Goff Rocker Boyz Battlefortress: It comes equipped with “Uge Speaka” that has 1d10/2 + 1 AD and ignores cover [IC]. The “muzak” confers a +1 bonus to all ork morale checks within 25cms. If this battlefortress is destroyed orks suffer the same penalties as if a gargants idol head (Gork or Mork) were destroyed.

Kill Blasta

Assault tanks armed with a variety of weapons that assume anti-infantry as well as anti-armor roles. All variants have a damage rating of 3 [DR3] and gain +2 bonus to rough ground checks. Those armed with belly gunz have Bd10 blast dice (roll every time it is used) and those with Bursta Kannons gain +2 to damage table rolls [Dmg+2].

Kill Krusha

A “miracle” of mek ingenuity, this rattling monster of gears and engines mounts a mighty Krusha Kannon that can hurls several types of ordnance at the full of satisfying and very orky “boom”. The Krusha has a damage rating of 3 [DR3]. The Krusha Kannon may select 1 of 3 types of (tankhamma, “boom” and blasta burna) shot each turn. Scorcha and blasta burna shots are flamer weapons [FW]. Krushas gain +2 bonus to rough ground checks.

Mega-Squiggoth (Gargantuan Squiggoth)

A much-enlarged version of the common squiggoth that is more aggressive and due to its size more capable of sustaining damage and of course carry more dakka! They have a damage rating of 4 [DR4] and a transport capacity [TR] of 8. . If the Mega-Squiggoth formations loses 1DR or more it must make an immediate morale check. In failed the formation will charge the nearest opposing formation in line of sight. The suppa lobba is an artillery and macroweapon [M]



Orkeosaurus

The ultimate manifestation of the squiggoth a beast only dwarfed in size by titan classed engines. Its layers of scale and hide make it nearly impregnable. An unstoppable killing machine, just how orks like it! They have a damage rating of 4 [DR4] and a transport capacity [TR] of 8. . If the Orkeosaurus formation loses 1DR or more it must make an immediate morale check. In failed the formation will charge the nearest opposing formation in line of sight. The suppa dupa lobba is an artillery and macroweapon [M], the Zzappa doubles its TSM to -4 on a to-hit roll of 10+.

Light Weapon Platforms [1]



Gunz

Encompassing all manner of static gun support of the orks most common weapons. These gunz may be towed by suitable vehicles (wartrakks). Lobba guns are artillery and macroweapons [M] and Zzappa guns double their TSM to -4 on to-hit rolls of 10+.



Mek Gunz

Much like Gunz but are fitted with the latest Mek advanced weapons. The Traktor cannons have the anti-aircraft [AA] trait. All Mek Gunz suppress as artillery. The lifta dropa has two modes of fire (on which they receive a +1 bonus to hit):

- Lift shot: This gains +2 to structure damage table rolls [Str+2] and on a to-hit roll of 10+ double the blast dice to B4
- Krush shot: This gains a +2 to damage table rolls [Dmg+2] and on a roll to-hit of 10+ double the TSM to -4

Artillery [3]



Big Gunz

Larger versions of static artillery capable of longer ranges and more dakka. The Heavy Lobba is a macroweapon [M] and gains +1 to structure damage table rolls [Str+1]. Mega Zzappas double TSM to -8 on to-hit rolls of 10+.



Pulsa Rokkit

Strange Mek artillery which fires shells that on landing “pulse” and then send a wave of force decimating the impact point. They are notoriously unpredictable and the blast radius varies widely. The shot is a Bd10 blast (roll every time it is used) and gain +1 to damage and structure table rolls [Dmg+1], [Str+1].



Squig Katapult

The ever-present squig in ork society has many uses, so why not put a bunch of them at hurl them at the foe as well. A squig katapult in a nutshell. The squig lobba ignores cover [IC].

Fliers [F]

Blasta Bomma

It was inevitable that Orks would someday to the the sky due to the high speeds involved, but also because they can fill such vehicles with lots of dakka! Blasta Bommas are fliers [F] with a transport capacity [TR] of 6 and damage rating of 3 [DR3]. The Supa Rokkits have a +1 to hit. Note that the assault trait rokkits normally have is not relevant to fliers.



Blasta Jet

For the ork speed freak there is nothing more exhilarating that soaring the sky in a dakka jet and mowing targets down with their multiple weapon systems. The Blasta Jet has an invulnerable save of 8+. The Zzap gun doubles its TSM to -4 on a to-hit roll of 10+.



Dakka Jet

Mainly an air superiority fighter that though lacking in maneuverability it has enormous speed in straight lines.



'Eavy Bomma

A larger version of the blasta bomma that can carry more bombs and Orks. The 'Eavy Bomma has a damage rating of 3 [DR3] and a transport capacity [TR] of 8. Grot bombs gain a +1 to-hit. Boom Bombs gain +1 to structure damage table rolls [Str+1].



Fighta

Mainly serves in ground attack roles but it is also a serviceable air superiority fighter. Note that the assault trait rokkits normally have is not relevant to fliers.



Landa

An exceptionally large rapid deployment craft that is durable but its discarded once it lands. The Landa has a damage rating of 3 [DR3] and a transport capacity [TR] of 16. It may not take off once landed. Once landed the close assault factor is reduced to 1/0.





Mega Bomma

A herculean aircraft, it combines the landas troop capacity with the Bommas firepower. The Mega-Bomma has a damage rating of 5 [DR5] and a transport capacity [TR] of 16. The flakk gunz have the anti-aircraft [AA] trait while landed, Supa-Rokkits gain +1 to-hit and a Mega-Bomb that is a 1 shot weapon with a +3 bonus to damage table rolls [Dmg+3]. Boom Bombs gain +1 to structure damage table rolls [Str+1]. Da Vulcha is a specialized Mega Bomma used only by the “Vulcha Warband”. This flier has a transport capacity [TR] of 18 and 2 powerfields (AV 4+).

Special Characters



Boss Snikrot

Originally a Kommando boss, he was infamous for his conquering of the mining planet of Dulm’lin and fought the insurgent forces of the Catachan Jungle fighters. He is also credited with navigating the dense jungles of Amageddon during the Second war on that planet. Snikrot is a level 2 commander [HQ2] and has the infiltrate [IF], agile [AG], recon [R] and fear [FR] abilities. Ork formations gain +1 bonus to reserve rolls and he possesses melta bomba [MB].



Boss Zagstruck

Leader of the Vulcha squad, his famously bad temper inspires his boyz to fear him more than the enemy. After an unfortunate clash with a space marine dreadnought where he lost his legs he now strides the battlefield on the “vulchas claws” given by the painboyz. He is a level 2 commander [HQ2] with jump packs [J] that gain an additional 3d10cms movement on charge orders. He has the reinforced armor [RA] ability.



Burzuruk Big Mek

Big Mek in charge of a gargants mob credited with 6 engine kills versus Legio Crucius. He is a level 2 commander [HQ2] with an invulnerable save of 5+ and has the mechanicus ability [MK].



Buzzgob Big Mek

The right hand of the Warboss Garaghak he is the true genius and power behind that warlord. He leads an army of Dreas and Stompas know as Buzzgob’s Dreadheads. He is a level 3 commander [HQ3], damage rating of 2 [DR2] and has an invulnerable save of 5+. He has the mechanicus ability [MK]. He may be attached to Badmoon formations.



Ghazghkul Thraka

The prophet of the Waargh!, Beast of Amageddon and many other epithets to denote the most cunning and ruthless warlord of the 40th millennium. Granted his strategic cunning and wisdom by a bolter shot to the head and subsequent “bionic” prosthesis, he now claims to hear and be counselled by Gork and Mork themselves. Where he treads entire systems tremble. He is a level

3 commander [HQ3] and is the ork army leader when present. He has an invulnerable save of 4+ and a damage rating of 2 [DR2]. He possesses the 'it will not die' and fear [FR] abilities. Ghazghkul confers a +1 bonus to reserve, initiative and Waargh table rolls. Any goff formation in command radius receive +1 to their morale checks. He may be attached to Goff formations

- **Blakk Thunda:** This is Ghazghkul's personal transport and may only be attached to his formation (does not occupy a card slot). It has a damage rating of 4 [DR4], transport capacity [TR] of 6, 4 Powerfields (AV 4+) and the deathrolla upgrade (Close combat bonuses included in Statline). Scorchas are flamer weapons [FW]. The gigashoot has a random 1d10 AD (roll each time its used).

Kaptain Badrukk

Chased from his tribe for having too many "teef" and is a superb strategist to any warlord that can afford his fees. His many accomplishments have made him a very wealthy ork and has buried treasure across the galaxy. He is a level 3 commander [HQ3], has a damage rating of 2 [DR2] and an invulnerability save of 5+. Da Ripa has the assault [A] trait. Two elements of ammo runts always accompany him.

Mad Dok Grotsnik

Insane and resilient he has experimented with everything including himself. He is the Painboy that operated in Ghazghkul which led to his communion with Gork and Mork and his subsequent dominance and even brought the dreaded warlord back to life after Ragnar Blackmane beheaded him. His insane genius in "serjery" is without peer amongst then orks.

He is a level 1 commander [HQ1], has the apothecary [Apo] ability, however on rolls of 1 and 2 when using this ability, the ork element is not a madboy element instead. Any ork formation he is attached to gains the indomitable [ID] ability. He is always accompanied by 2 mega nob elements.

The Beast [4]

No other Ork in Imperial history has inspired the terror this being has. In the war of his name, he brought the imperium to its knees and even dictated terms of surrender to the high lords on Terra. No ork has come so close to achieving ultimate victory as The Beast. The Beast is a level 3 commander [HQ3], has a damage rating of 3 [DR3]. It is of such large size it has a pinning class of 4. It also has the "it will not die" [IWD] and terror [TR] abilities.

Warboss Zhadsnark Da Ripa

A battle hardened Warboss of the Evil Sunz he leads large hordes of boyz in lightning-fast vehicle mounted attacks. He is a level 3 commander [HQ3], has a damage rating of 2 [DR2] and confers a +1 bonus to Waargh table rolls and to-hit rolls for evil sunz formations in close combat within 25cms. He also adds +2 bonus to reserve rolls. He has the agile [AG] ability and may not attach dreadnought formation cards formations he leads. He can be attached to Evil Sunz formations. His Kustom Kannon has the assault [A] trait.

Warlord Blaktoof

Ruler of the planet Octarius, he is known as the Overfiend of Octarius and fought the invasion of the Hive fleet Leviathan. He is a level 3 commander [HQ3] and has a damage rating of 2 [DR2]. Add +1 to Waargh table rolls, it increases to +2 if the opponents are tyrannids. His Kustom Shoota has the assault [A] trait. May attach to Blood Axe formations.



Warlord Ugrak

A Goff champion who has pledged his service to Ghazghkul. He leads his warband called the “Da Uglies”. He is a level 3 commander [HQ3] and has a damage rating of 2 [DR2]. His Kombi shoota has the assault [A] trait. He may be attached to Goff formations.

Gargants [5]



Stompa

Enormous walking fortresses clad in scrap iron armor with plenty of dakka! They represent the smallest of the Ork engines and often are seen in mobs of several such engines of destruction.



Gargant

A beastly monster of iron and weaponry they trample across the battlefield bringing ruin upon all that runs across their path. Its larger size permits it to carry many destructive weapons as well as carry many boyz into battle.



Great Gargant

The axiom with orks has always been that if it works make it bigger. The Great Gargant is a living idol of their brutish gods. Its crude bulk belies its endurance and ability to take damage that would destroy any other engine. It can mount some of the most mind-boggling weaponry ever seen that defies explanation.



Mega Gargant

Rivaling in size and power even the mighty Emperor Titan, the Mega-Gargant is the will of Gork and Mork made manifest in a construct that defies logic. Its weapons are world shattering, able to vaporize lesser engines without effort or care. When such a gargant walks the world trembles. The pinnacle of Ork tech.



Steam Gargant

A product of feral “boiler boyz”, these steam driven monstrosities are no less dangerous and destructive than the standard gargants.

Ork Statlines

A glossary below provides details on reading specific Statlines.

Name	Move	Armor	CAF	Weapons	SR/LR	AD	TSM	Notes
Command and Specialists [1]								
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Freebooterz BossNob	10	3+	4/-3	Kustom Kombi Shoota	25	4	-3	[HQ2],[R]
Freebooterz Nobz	10	6+	2/-1	Snazzgunz [A]	25	3	-2	[HQ1],[R]
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	-1	[HQ1],[R],[IF],[SH],[AG]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]
Mega Nobz Close Combat	10	3+	4/-4	CC Weapons [Dmg+1]	-	-	-	[HQ1],[R]
Mek	10	9+	2/-1	Rokkits	25	1	-2	[HQ1],[MK]
Mek with shokk attack gun	10	9+	2/-1	Shokk attack gun	30/60	1B2	-2	Special
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Nob Warbikes	30	5+	3/-2	Anti-personnel	25	2	-1	[HQ1]
Painboyz	10	9+	2/-1	CC Weapons	-	-	-	[Apo]
Runtherd	10	9+	2/-1	Shoota [A]	20	2	0	[HQ1], Special
Snakebites Nobz	10	6+	3/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Squigherderz	10	9+	2/-1	Shoota [A]	20	2	0	[HQ1], Special
Warbikes, Nobz	30	5+	3/-2	AP	25	2	-1	[HQ1]
Warbike, Warboss	30	3+	4/-3	Kustom Kombi Shoota [A]	25	2	-2	[HQ2],[R]
				Antipersonnel	25	2	-1	
Warboss/ BossNobz	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Warlord	10	3[5]+	5/-3	Kustom Kombi Shoota [A]	25	4	-3	[HQ3],[R],Special
Warpboyz	10	7+	3/-1	CC Weapons				[P2]
Weirdboyz	10	9+	2/-1	CC Weapons				[P1]
Infantry [1]								
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	

Choppa 'ard boyz	10	7+	2/-1	Choppas				
Choppa boyz	10	9+	2/-1	Choppas				
Buzzer Squig swarm	15	10+	3/0	CC Weapons [IC]				
Skar Boyz	10	7+	2/-2	Shoota [A]	20	2	0	Special
Wildboyz	10	10+	2/-1	CC Weapons	-	-	-	[AG]
Gretchen	10	10+	1/0	Grot Blasta [A]	20	1	0	
Lootas	10	9+	1/0	Deffguns	25/50	3	-2	
Spanna Boyz	10	9+	1/0	Shootas [A]	20	2	0	Special
Snakebites	10	9[10]+	2/0	Shootas [A]	20	2	0	
Madboyz	10	8+	2/-1	Shootas [A]	20	1	0	Special
Eavy boyz	10	9+	1/0	Big shootas [A]	35	4	-1	
Freebooterz	10	9+	1/0	Snazzgunz [A]	25	3	-1	
Ammo runtz	10	10+	1/0	Grot Blasta [A]	20	1	0	Special
Kommandos	10	9+	2/0	Shootas [A]	20	1	0	[IF],[SH],[AG]
Stormboyz	15[J]	9+	2/-1	CC Weapons	-	-	-	Special
Burna boyz	10	9+	2/-1	Burna [FW]	10	2	0	
Tankbustas	10	9+	2/-2	Rokkits [A]	25	1	-2	Special
Cybork	10	6+	3/-2	Shoota [A]	25	1	0	
Cavalry [2]								
Boarboyz	20	7+	2/-2	CC Weapons	-	-	-	
Bikerboys	30	7+	2/-1	Anti-personnel	25	1	-1	
Deffkopta Type 1	30[K]	6+	1/-1	Anti-personnel	25	2	-1	[R]
Deffkopta Type 2	30[K]	6+	1/-1	Rokkits [A]	25	1	-2	
Warkopta	30[K]	6+	1/-1	Rattler kannon	25	6	0	[TR2], Special
				big bomb	0	B1	-1	
				Anti-personnel	25	2	-1	
Light buggy	30	7+	1/-1	Anti-personnel	25	2	-1	
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	
Squigbuggy	30	5+	1/-1	Squiglauncha [A,IC]	20/35	1	-1	

Wartrakk	25	6+	1/-1	Anti-personnel	25	2	-1	Special
Grot Bomm Launcha	30	6+	1/0	Grot bomm	35/70	B2	-2	Special
Wartrakk				Anti-personnel	25	1	-1	
Scorcha	30	5+	1/-1	Supa Scorcha [FW]	25	3	-1	
Walkers [2]								
Deff Dread	15	3+	3/-3	Kustom Megablaster [A]	25	2	-2	
				AP burna [A,IC]	10	2	-1	
				Anti-personnel	25	2	-1	
KillaKans	15	4+	2/-2	Rokkits [A]	25	1	-2	
				Anti-personnel	25	1	-2	
Tin Botz	10	3+	3/-2	Anti-personnel	25	2	-1	[RC], Special
Gorkanaut [3]	15	2+	4/-4	Rokkits [A]	25	2	-2	[DR2],[TR1], Special
				Deffstorm Mega Shoota	20/35	5	-1	
				Scorchas {FW}	10	2	-1	
				Anti-personnel	25	2	-1	
Morkanaut [3]	15	2+	4/-4	Rokkits [A]	25	2	-2	[DR2],[TR1], Special
				Kustom Mega Kannon	20/35	B0	-2	
				Mega Blaster [A]	25	2	-2	
				Anti-personnel	25	2	-1	
Mega Dread Shoota	15	2+	3/-2	Killkannon [Dmg+1]	20/35	B2	-2	
				Anti-personnel	25	6	-1	
Mega Dread Burna	15	2+	4/-3	2x Rokkits [A]	25	2	-2	
				2 Scorchas [FW]	10	4	-1	
				Anti-personnel	25	2	-1	
Kustom Mek Dread	15	2+	4/-3	Big Zzappa	25/50	1	-2	[RA], Special
				Rokkit Bombs	25/50	B1	-1	
				Anti-personnel	25	2	-1	
Vehicles [3]								
Light Battlewagon [2]	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special

Gun Trukk Type 1	25	6+	1/-1	Kannon	20/35	B0	-2	[TR1],[OT]
				Anti-personnel	25	2	-1	
Gun Trukk Type 2	25	6+	1/-1	Lobba [M]	25/50	B2	-1	[TR1],[OT]
				Anti-personnel	25	2	-1	
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa	25/50	1	-2	[TR1],[OT], Special
				Anti-personnel	25	2	-1	
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA]	25/50	2x2TL1	-2	[TR1],[OT]
				Anti-personnel	25	2	-2	
Big Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	
Big Gun Track Type 1	25	4+	2/-1	Killkannon [Dmg+1]	20/35	B2	-2	[TR1],[OT],[AG]
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	
Big Gun Track Type 2	25	4+	2/-1	Lobba [M]	25/50	B2	-2	[TR1],[OT],[AG]
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	
Big Gun Track Type 3	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1],[OT],[AG], Special
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	
Big Gun Track Type 4	25	4+	2/-1	Flakka Gunz [AA]	25/50	2x2TL1	-2	[TR1],[OT],[AG]
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	
Grot tanks	10	6+	2/-1	Grot Gunz	25cm	1	-2	Special
				Anti-personnel	25cm	2	-1	
Bonebreaka	20	3+	3/-2	Skullhamma kannon	30/60	B3	-3	Special
				Anti-personnel	25	2	-1	
Bonecruncha	20	3+	3/-2	Kannon	20/35	2xB0	-2	Special
				Anti-personnel	25	2	-1	
Bowel-burna	30	4+	2/-1	Supa Scorchas [FW]	25cm	3	-1	
				Anti-personnel	25cm	2	-1	
Braincrusha	15	4+	2/0	Deth Kannon [Dmg+2]	50/100	B3	-4	
				Anti-personnel	25	2	-1	
Gobsmasha	25	3+	2/-1	Killkannon [Dmg+1]	20/35	B2	-2	
				Anti-personnel	25	2	-1	

Spleenrippa	30	4+	2/-1	Supa kannon	30/60	B1	-3	
				Anti-personnel	25	2	-1	
Looted Chimera	25	4+	2/-1	Zzap gun	20/35	1	-2	[TR2], Special
				Anti-personnel	25	4	-1	
Looted Leman Russ	20cm	2+	2/-1	Battlecannon	35/70	B1	-2	Special
				Big Zzappa	25/50	1	-2	
				Anti-personnel	25	4	-1	
Gutrippa	20	3+	3/-2	Killkannon [Dmg+1]	20/35	1B2	-2	Special
				Anti-personnel	25	2	-1	
Lungbursta	20	3+	2/-1	Supa Kannon	30/60	B1	-3	
				Anti-personnel	25	2	-1	
Weirdboy Tower	25	3+	3/-2	Psychic bolts	50/100	*B2	-3	*Special
				Anti-personnel	25	2	-1	
Mekboy Lifta Droppa Speedsta	20	2+	2/-2	Lifta-droppa [Str+2]	35/70	B3	-3	[TR1], Special
				Anti-personnel	25	2	-1	
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Dual Bubblechucker	20/35	8B0	-1	[TR1], Special
				Rokkits [A]	25	1	-2	
				Anti-personnel	25	2	-1	
Mekboy Rokkits Speedsta	25	4+	2/-1	Grot bombs	35/70	B2	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Anti-personnel	25	2	-1	
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivit Gun [A]	20/35	2	-2	[TR1]
				Scorchas [FW]	10	4	-1	
				Anti-personnel	25	4	-1	
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota	25/50	1-10	-1	[TR1], Special
				Anti-personnel	25	1	-1	
Mekboy Shokk Speedsta	25	4+	2.-1	Shokk Attack Gun	30/60	B2	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Anti-personnel	25	2	-1	
Mekboy Dragsta	30	4+	2/-1	Rokkits [A]	25	1	-2	[TR1], Special
				Anti-personnel	25	2	-1	
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [Dmg+3,AA]	50/100	1	-1	[TR1], Special
				Anti-personnel	25	2	-1	

Heavy Vehicles [3]

Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],[OT]
				Anti-personnel	25	4	-1	
Battlewagon with ‘ardcase	25	2+	3/-2	Killkannon [Dmg+1]	20/35	B2	-2	[DR2],[TR2]
				Big Zzappa	25/50	1	-2	
				Anti-personnel	25	4	-1	
Squiggoth Type 1	15	3+	3/-3	Lobba [M]	25/50	B2	-1	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun	20/35	1	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	
Squiggoth Type 3	15	3+	3/-3	Kannon	20/35	B0	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	
Grot Mega tank	10	4+	3/-2	Kustom Megablaster	25	2x2TL1	-2	[DR2], Special
				AP	25	6	-1	
Super Heavy Vehicles [4]								
Battlefortress	15	2+	5/-3	Rokkits [A]	25	4	-2	[DR3],[TR8], Special
				Kannon	20/35	1	-2	
				Zzappa guns	20/35	2	-2	
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	6	-1	
Flakka-dakka Battlefortress	15	2+	4/-3	Supa -Kannon	30/60	B1	-3	[DR3],[TR4], Special
				Flacka Gunz [AA]	25/50	2x2TL	-2	
				Big Zzappa	25/50	1	-2	
				Skorcha	10	2	-1	
				Anti-personnel	25	4	-1	
Boombusta Battlefortress	15	2+	4/-5	3x Supa Lobba [M]	25/50	3xB3	-2	[DR3],[TR4]
				Anti-personnel	25	4	-1	
Rokkitspitta Battlefortress	15	2+	4/-3	Supa Rokkits	35/70	1	-2	[DR3],[TR8], Special
				Rokkits [A]	25	10	-2	
				Anti-personnel	25	4	-1	
Skullhamma Battlefortress	25	3+	4/-3	Skullhammer cannon	30/60	2xB3	-3	[DR3],[TR8], Special
				Rokkits [A]	25	3	-2	
				Anti-personnel	25	6	-1	
Gibletgrinda Battlefortress	15	2+	5/-3	5x Kannon	20/35	5xB0	-2	[DR3],[TR8], Special
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	

Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4xB0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	
Gargantuan/ Mega Squiggoth	15	2+	6/-4	Supa Lobbas [M]	25/50	2xB3	-2	[DR4],[TR8], Special
				Anti-personnel	25	6	-1	
Orkeosaurus	15	1+	6/-5	Supa Lobbas [M]	25/50	3xB3	-2	[DR6],[TR8], Special
				Big zzappa	25/50	3	-2	
				Anti-personnel	25	10	-1	
Kill Krusha	25	2+	4/-3	Krusha Kannon				[DR3], Special
				Tankhamma Shell	30/60	1	-4	
				Boom Shell	30/60	B2	-2	
				Blast Burna Shell [FW]	25/50	B2	-1	
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	
Kill Blasta	15	2+	4/-3	Giga Shoota	25/50	1-10	-1	[DR3], Special
				Anti-personnel	25	6	-1	
Kill Bursta Type 1	10	2+	4/-3	Belly gun	35/70	B1-10	-3	[DR3], Special
				Anti-personnel	25	6	-1	
Kill Bursta Type 2	10	2+	4/-3	Bursta Kannon [Dmg+2]	20/35	B3	-5	[DR3], Special
				Anti-personnel	25	6	-1	
Light Weapons Platforms [1]								
Gunz Type 1	5	5+	1/0	Lobba [M]	25/50	B2	-1	Special
Gunz Type 2	5	5+	1/0	Kannon	20/35	B0	-2	Special
				Anti-personnel	25	2	-1	
Gunz Type 3	5	5+	1/0	Zzappa gun	20/35	1	-2	Special
Mek gunz Type 1	5	5+	1/0	Tracktor Kannon	20/35	1	-2	Special
				Anti-personnel	25	2	-1	
Mek gunz Type 2	5	5+	1/0	Lifta Kannon	25/50	B2	-2	Special
				Anti-personnel	25	2	-1	
Mek gunz Type 3	5	5+	1/0	Bubblechukka	20/35	4	0	Special
				Anti-personnel	25	2	-1	
Artillery [3]								
Big Gunz Type 1	5	5+	1/0	Heavy Lobba [M,Str+1]	50/100	B4	-3	

Big Gunz Type 2	5	5+	1/0	Mega Zzappa	35/70	B1	-4	Special
Pulsa Rokkit	10	5+	1/0	Pulsa rokkit [Str+1,Dmg+1]	60/120	1B1-10	-4	Special
				Anti-personnel	25	1	-1	
Squig Katapult	15	3+	2/-1	Squig Lobba [IC]	25/50	2TL1	-1	
				Anti-personnel	25	2	-1	
Fliers [F]								
Eavy bomma	[F]	6+	3/-1	Grot Bombs	35/70	B2	-2	[DR3],[TR8], Special
				Boom Bombs	0	2xB2	-2	
				Anti-personnel	25	12	-1	
Blasta bomma	[F]	6+	3/-1	Death Arsenal	30/60	1-10TL	-3	[DR3],[TR6], Special
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	10	-1	
Landa	[F]	2+	3/-1	Rokkits	25	2	-2	[DR3],[TR16], Special
				Anti-personnel	25	6	-1	
Dakka Jet	[F]	6+	3/-1	Anti-personnel	25	6	-1	
Fighta Bommer Type 1	[F]	6+	2/-1	Rokkits	25	2	-2	
				Burna Bombs [FW]	0	B1	-1	
				Anti-personnel	25	4	-1	
Fighta Bommer Type 2	[F]	6+	2/-1	Rokkits	25	2	-2	
				Boom Bombs [Str+1]	0	B2	-2	
				Anti-personnel	25	4	-1	
Blasta Jet	[F]	6[8]+	2/-2	Zzap gun	20/35	1	-2	
				2x Kanners	20/35	2xB0	-2	
				Anti-personnel	25	2	-1	
Mega Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2TL1	-2	[DR5],[TR16], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1-10	-5	
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	13	-1	
Fighta	[F]	7+	1/-1	Rokkits	25	1	-2	
				Anti-personnel	25	2	-1	
Special Characters								
Warlord Ugrak	10	3[5]+	6/-4	Kustom Kombi Shoota [A]	25	4	-3	[HQ3],[DR2]

Boss Snikrot	10	4[6]+	4/-3	Mork's Teeth CC Weapons	-	-	-	[HQ2],[FR],[AG],[IF],[SH],[R],[MB], Special
Ghazghkull Thraka	10	2[4]+	6/-5	Kustom Kombi Shoota [A]	25/50	4	-2	[HQ3],[DR2],[IWD],[FR], Special
Blakk Thunda [4]	20	1+	6/-4	2x Gigashoota Kannon	25/50	2x1-10	-1	[DR6],[TR6], Special
				2x Skullhamma Kannon	30/60	B4	-3	
				Deth Kannon [Dmg+2]	35/70	B2	-4	
				Rokkits [A]	25	4	-2	
				Scorcha [FW]	10	6	-1	
				Anti-personnel	25	8	-1	
BuzzGob Big Mek	10	3[5]+	4/-3	Shock Attack Gun	30/60	B2	-2	[HQ3],[DR2],[MK]
Burzuruk Big Mek	10	3[5]+	4/-3	Greasy gun [A,IC]	15	4	-2	[HQ2],[MK]
Boss Zagstruck	15[J]	3+	4/-3	CC Weapons	-	-	-	[HQ2],[RA], Special
Warboss Zhadsnark Da Rippa	35	3+	4/-4	Combi-Kannon [A]	25	4	-1	[HQ3],[DR2], Special
Kaptin Badrukk	10	3[5]+	3/-2	Da Rippa [A,Fire]	25	4	-3	[HQ3],[DR2]
Freebooterz								
Mad Doc Grotznik	10	3[5]+	3/-3	CC Weapons	-	-	-	[HQ1],[Apo], Special
Warlord Blaktoof	10	3[5]+	5/-4	Kustom Kombi Shoota [A]	20	3	-2	[HQ3],[DR2], Special
The Beast [4]	15	2[4]+	7/-5	Combi-Giga Shoota	25/50	1-10	-2	[HQ3],[DR3],[IWD],[TR], Special
				Scorcha [FW]	10	2	-1	
Da Vulcha	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2TL1	-2	[DR5],[TR18], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1-10	-5	
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	13	-1	

Gargant Statlines

Name	Move	Armor	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost/VP
<i>Gargants [5]</i>										
Stompa Gargant	15	2+	5/-4	5	1	1	1	4	4	450/5VP
Slasher Gargant	10	1+	8/-5	6	1	2	4	4	9	750/8VP
Great Gargant	10	1+	10/-5	8	2	3	6	6	13	1100/11VP
Mega-Gargant	10	0+	12/-5	12	3	4*	8	8	18	1500/15VP
Steam Gargant	15	1+	8/-5	6	1	2	Special**	6	8	700/7VP

* Three of the hull capacity value is for the forward arc of the gargants and 1 for the rear arc.

**The Steam Gargant does not have power fields, instead it re-rolls failed armor saves (second result stands).

Gargant Weapon Statlines

Name	Type	Capacity	Range	AD	Save Modifier	Notes
<i>Head</i>						
Boss Deck	Head	1	-	-	-	[TR1]
Boss Deck, Touffa	Head	2	-	-	-	+1DR,[TR1]
Boss Deck, Touffa an' Bigga	Head	3	-	-	-	+1DR,[TR2]
Flame Belcha Turret [FW]	Head Accessory	2	25	4	-2	
Gaze of Mork	Head Accessory	1	30/60	B1	-2	On a to-hit roll of 10+ the TSM in doubled to -4
Loud Speakkas	Head Accessory	1	-	-	-	Increases the heads morale bonus radius to 25cms
Loud Speakkas, Bigga	Head Accessory	2	-	-	-	Increases the heads morale bonus radius to 35cms
Mork/Gork Head	Head	2	30/60	2TL1	-3	Special***
Observation Turret	Head Accessory	1	-	-	-	+1 to hit versus one targeted formation
Skullhamma Kannon Head	Head	2	30/60	B1	-3	
<i>Arms</i>						
Bursta Gun	Lower Arm	4	35	B2	-5	
Buzz Saw [Dmg+2]	Lower Arm	4	CC Weapon	-	-5	+2 CC dice, +3 AD to Anti-personnel
Cluster Busta Kannon [M]	Lower Arm	5				
Deth Kannon [Dmg+2]			35/70	B2	-4	
Gigashoota Kannon			25/50	1-10	-1	Dual Weapon fires each weapon type once every time used. Gigashoota rolls 1d10 for AD each time used
Deth Kannon [Dmg+2]	Lower Arm	3	35/70	B2	-4	
Flakkannon [AA]	Shoulder	2	25/50	2	-2	
Flame Belcha [FW]	Shoulder	2	25	2	-2	
Gigashoota Kannon	Lower Arm	2	25/50	1-10	-1	Roll d10 for attack dice each time used
Gigashoota Kannon, Heavy [M]	Lower Arm	6	25/50	3xB2TL1	-3	
Krusha Ball [Str+2]	Lower Arm	4	10	1	-6	Can be used in close combat, same TSM

Lobba	Arm or Shoulder	1	25/50	B2	-2	
Lobba, Heavy [Str+1]	Arm or Shoulder	4	50/100	B4	-4	
Magna Kannon [AA,Dmg+3]	Shoulder	2	50/100	1	-1	Cannot hit ground targets. Flier formations hit roll for morale
Mega Zzappa	Lower Arm	3	35/70	B1	-4	TSM doubles to -8 on a to hit roll of 10+
Observation Turret	Shoulder	1	-	-	-	+1 to hit versus on selected formation
Power Klaw [Dmg+3]	Lower Arm	4	-	-	-6	+3 CC dice
Rippa Fist [Dmg+3,Str+2]	Lower Arm	4	-	-	-6	+3 CC dice
Rippa Fist with Guns	Lower Arm	6	25/50	2	-2	+3 CC dice (CC -6TSM)
Skullhamma Kannon	Shoulder	3	30/60	B4	-3	
Supa Deth Kannon [M,Dmg+3,Str+1]	Lower Arm	6	50/100	B3	-5	
Supa Lifta Droppa	Lower Arm	6	50/100	B4 or 1*	-4	*Special
Supra Rokkits	Shoulder	1	35/70	B1	-2	+1 to hit
Hull						
Belly Gun [HM]	Hull	1	35/70	B1-10	-3	Roll d10 for blowst dice each time its used
Cluster Busta Kannon [M]	Hull	1				Dual Weapon fires each weapon type once every time used. Gigashoota rolls 1d10 for AD each time used
Deth Kannon [Dmg+2]			35/70	B2	-4	
Gigashoota Kannon			25/50	1-10	-1	
Extra Armor Platez	Hull Accessory	1	-	-	-	Adds +1 DR
Extra Powefield Generators	Hull Accessory	1	-	-	-	Adds d10/2+1 Powerfields. Can only be taken once.
Gun Deck [Dmg+1]	Hull	1	20/35	2xB2	-2	
Gutbuster Megakannon [HM]	Hull	2	60/120	**	**	**Special
Gutbuster Megakannon with Kannons [HM]	Hull	3	60/120 20/35	** 3xB0	** -2	**Special
Krew Compartment	Hull Accessory	1	-	-	-	[TR8]
Lobba, Heavy [Str+1]	Hull	1	50/100	B4	-4	
Snapper [IC,Dmg+3]	Hull	2	15	2d10	-1	+4 CC dice, includes supercharged boiler accessory
Supercharged Boiler	Hull Accessory	0	-	-	-	Bonus +1d10cm to move each turn. -1 to rear AV

* The lifta droppa has two modes of fire (on which they receive a +1 bonus to hit):

- Lift shot: Attack dice are blast 4 [B4]. This gains +2 to structure damage table rolls [Str+2] and on a to-hit roll of 10+ double the blast dice to B8
- Krush shot: Attack dice of 1. This gains a +2 to damage table rolls [Dmg+2] and on a roll to-hit of 10+ double the TSM to -8

** The Gutbuster Megakannon has two types of shot the player may choose from:

- High Explosive: Blast is 1d10+3 [B1-10+3], -4 TSM. The primary die gains a +1 to damage table rolls [Dmg+1] and +4 to structure damage table rolls [Str+4]. They may cause fires and suppress as artillery.
- Armor Piercing: 1 Attack Die, -6 TSM. Roll to hit each target in a straight-line path out to its maximum range (long range modifiers applies once it has rolled beyond 60cms). Elements or structures hit resolve damage as normal. Against targets with shield roll to hit once per active shield. Roll to hit against a shielded element only IF all shields are knocked out.

*** Gargant heads are idols to Gork and Mork. If the head is blown off it will cause ork formation within 25cms to take an immediate morale check that if failed they receive the fallback condition. Such an occurrence influences the Waargh table roll. See Waargh table modifiers.

Ork Formation Composition

Formation Name	Formation composition	MV	BP	Cost VP
General Company Formations				
Infantry				
Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz	7+	14	500
	Shoota Boyz Mob: 1 Nobz, 15 Shoota Boyz			5VP
	Choppa Boyz Mob: 1 Nobz, 15 Choppa Boyz			
Shoota Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz	7+	14	550
	Shoota Boyz Mob: 1 Nobz, 15 Shoota Boyz			6VP
	Shoota Boyz Mob: 1 Nobz, 15 Shoota Boyz			
Choppa Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz	7+	14	450
	Choppa Boyz Mob: 1 Nobz, 15 Choppa Boyz			5VP
	Choppa Boyz Mob: 1 Nobz, 15 Choppa Boyz			
‘Ard Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz	7+	14	600
	‘Ard Shoota Boyz Mob: 1 Nobz, 15 ‘Ard Shoota Boyz			6VP
	‘Ard Choppa Boyz Mob: 1 Nobz, 15 ‘Ard Choppa Boyz			
‘Ard Shoota Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz	7+	14	600
	‘Ard Shoota Boyz Mob: 1 Nobz, 15 ‘Ard Shoota Boyz			6VP
	‘Ard Shoota Boyz Mob: 1 Nobz, 15 ‘Ard Shoota Boyz			
‘Ard Choppa Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz	7+	14	500
	‘Ard Choppa Boyz Mob: 1 Nobz, 15 ‘Ard Choppa Boyz			5VP
	‘Ard Choppa Boyz Mob: 1 Nobz, 15 ‘Ard Choppa Boyz			
Walkers				
Deff Dread Warband	Command/HQ: 1 Kustom Mek Dread	7+	6	
	Deff Dread Mob: 5 Deff Dreads			900
	Deff Dread Mob: 5 Deff Dreads			9VP
	Deff Dread Mob: 5 Deff Dreads			
Killa Kans Warband	Command/HQ: 1 Kustom Mek Dreads	7+	8	
	Killa Kans Mob: 6 Killa Kans			600
	Killa Kans Mob: 6 Killa Kans			6VP
	Killa Kans Mob: 6 Killa Kans			

Gorkanaut Warband	Command/HQ: 1 Gorkanaut			
	Gorkanaut Mob: 3 Gorkanauts	7+	4	950
	Gorkanaut Mob: 3 Gorkanauts			10VP
	Gorkanaut Mob: 3 Gorkanauts			
Morkanaut Warband	Command/HQ: 1 Morkanaut			
	Morkanaut Mob: 3 Morkanauts	7+	4	950
	Morkanaut Mob: 3 Morkanauts			10VP
	Morkanaut Mob: 3 Morkanauts			
Cavalry				
Bikeboyz Warband	Command/HQ: 1 Warboss Warbike			
	Bikerboyz Mob: 1 Nobz Warbike and 5 Bikerboyz	7+	8	450
	Bikerboyz Mob: 1 Nobz Warbike and 5 Bikerboyz			5VP
	Bikerboyz Mob: 1 Nobz Warbike and 5 Bikerboyz			
Buggy, Light Warband	Command/HQ: 1 Buggy, Light			
	Buggy, Light Mob: 5 Buggies, Light	7+	6	400
	Buggy, Light Mob: 5 Buggies, Light			4VP
	Buggy, Light Mob: 5 Buggies, Light			
Wartrakks Warband	Command/HQ: 1 Wartrakk			
	Wartrakks Mob: 5 Wartrakks	7+	6	400
	Wartrakks Mob: 5 Wartrakks			VP
	Wartrakks Mob: 5 Wartrakks			
Vehicles				
Battlewagon, Light Warband	Command/HQ: 1 Battlewagon, Light			
	Battlewagon, Light Mob: 3 Battlewagons, Light	7+	4	350
	Battlewagon, Light Mob: 3 Battlewagons, Light			4VP
	Battlewagon, Light Mob: 3 Battlewagons, Light			
Bonebreaka Warband	Command/HQ: 1 Bonebreaka			
	Bonebreaka Mob: 3 Bonebreakas	7+	4	600
	Bonebreaka Mob: 3 Bonebreakas			6VP
	Bonebreaka Mob: 3 Bonebreakas			
Bonecrusha Warband	Command/HQ: 1 Bonecrusha			
	Bonecrusha Mob: 3 Bonecrushas	7+	4	600
	Bonecrusha Mob: 3 Bonecrushas			6VP
	Bonecrusha Mob: 3 Bonecrushas			
Lungbursta Warband	Command/HQ: 1 Lungbursta	7+	4	450

	Lungbursta Mob: 3 Lungburstas				5VP
	Lungbursta Mob: 3 Lungburstas				
	Lungbursta Mob: 3 Lungburstas				
Grot Tank Warband	Command/HQ: 1 Grot tank				
	Grot Tank Mob: 5 Grot Tanks	7+	6		400
	Grot Tank Mob: 5 Grot Tanks				4VP
	Grot Tank Mob: 5 Grot Tanks				
Heavy Tanks					
Battlewagon Warband	Command/HQ: 1 Battlewagon				
	Battlewagon Mob: 3 Battlewagons	7+	4		600
	Battlewagon Mob: 3 Battlewagons				6VP
	Battlewagon Mob: 3 Battlewagons				
Battlewagon, 'Ardcase Warband	Command/HQ: 1 Battlewagon, 'Ardcase				
	Battlewagon, 'Ardcase Mob: 3 Battlewagons, 'Ardcase	7+	4		700
	Battlewagon, 'Ardcase Mob: 3 Battlewagons, 'Ardcase				7VP
	Battlewagon, 'Ardcase Mob: 3 Battlewagons, 'Ardcase				
Artillery					
Big Gunz Warband Type 1	Command/HQ: 1 Big Gunz Type 1				
	Big Gunz Mob Type 1: 5 Big Gunz Type 1	7+	6		850
	Big Gunz Mob Type 1: 5 Big Gunz Type 1				9VP
	Big Gunz Mob Type 1: 5 Big Gunz Type 1				
Big Gunz Warband Type 2	Command/HQ: 1 Big Gunz type 2				
	Big Gunz Mob Type 2: 5 Big Gunz Type 2	7+	6		550
	Big Gunz Mob Type 2: 5 Big Gunz Type 2				6VP
	Big Gunz Mob Type 2: 5 Big Gunz Type 2				
Super Heavy					
BattleFortress Warband	Command/HQ: 1 Battlefortress	7+	2		500
	Battlefortress Mob: 3 Battlefortress				5VP
BattleFortress, Gibletrinda Warband	Command/HQ: 1 Battlefortress, Gibletrinda	7+	2		500
	Battlefortress, Gibletrinda Mob: 3 Battlefortress, Gibletrinda				5VP
BattleFortress, Skullhamma Warband	Command/HQ: 1 Battlefortress, Skullhamma	7+	2		500
	Battlefortress, Skullhamma Mob: 3 Battlefortress, Skullhamma				5VP
Gargants					
Great Gargant Mob:	3 Great Gargants	-	Each		3300/33VP Each

Slasher Gargants Mob:	3 Slasher Gargants	-	Each	2250/23VP each
Steam Gargant Mob:	3 Steam Gargants	-	Each	2100/21VP Each
Stompa Gargant Great Mob:	Stompa Mob: 3 Stompa Gargants Stompa Mob: 3 Stompa Gargants	-	Each	2700/27VP Each
Stompa Gargant Mega-Great Mob:	Stompa Mob: 3 Stompa Gargants Stompa Mob: 3 Stompa Gargants Stompa Mob: 3 Stompa Gargants	-	Each	4050/41VP Each
General Support Formations				
Infantry				
Ammo Runts Mob	Command/HQ: Attached Formation 5 Ammo Runt stands	7+	+2	50 +1VP
Boyz, 'Ard Choppa Mob	Command/HQ: 1 Nobz stand 15 Boyz, 'Ard Choppa stands	7+	6	200 2VP
Boyz, 'Ard Shoota Mob	Command/HQ: 1 Nobz stand 15 Boyz, 'Ard Shoota stands	7+	6	250 3VP
Boyz, Choppa Mob	Command/HQ: 1 Nobz stand 15 Boyz, Choppa stands	7+	6	150 2VP
Boyz, 'Eavy Mob	Command/HQ: 1 Nobz stand 10 Boyz, 'Eavy stands	7+	4	250 3VP
Boyz, Shoota Mob	Command/HQ: 1 Nobz stand 15 Boyz, Shoota stands	7+	6	200 2VP
Boyz, Spanna Mob	Command/HQ: 1 Mek Stand 15 Boyz, Spanna stands	7+	6	350 4VP
Burna Boyz Mob	Command/HQ: 1 Nobz stand 15 Burna Boyz stands	7+	6	200 2VP
Buzzer Squig Swarm	Command/HQ: 1 Runtherderz stand 10 Squig swarm stands	7+	4	150 2VP
Cybork Mob	Command/HQ: 1 Painboyz stand 15 Cybork stands	7+	6	300 3VP
FreeBooterz Mob	Command/HQ: 1 Kaptain stand 10 Freebooterz stands	7+	4	200 2VP
Gretchen Mob	Command/HQ: 1 Runtherderz stand 15 Gretchen stands	7+	6	100 1VP
Kommandos Mob	Command/HQ: 1 Nobz stand	7+	6	350

	15 Kommando stands			4VP
Lootas Mob	Command/HQ: 1 Nobz stand	7+	4	250
	10 Lootas stands			3VP
Madboyz Mob	Command/HQ: None	-	11	200
	15 Madboyz stands			2VP
Mek	Command/HQ: Attached Formation	7+	+1	50
	1 Mek and 2 Boyz, Shoota stands			+1VP
Mek, Big	Command/HQ: Attached Formation	7+	+1	100
	1 Mek, Big and 2 Boyz, 'Ard Shoota stands			+1VP
Mek Shokk Attack Mob	5 Meks with Shokk Attack Guns	7+	2	150
				2VP
Painboy	Command/HQ: Attached Formation	7+	+1	50
	1 Painboy and 2 Boyz, Shoota stands			+1VP
Skar Boyz Mob	Command/HQ: 1 Nobz stand	7+	6	300
	15 Skarboyz Stands			3VP
Stormboyz Mob	Command/HQ: 1 Nobz stand	7+	6	250
	15 Stormboyz stands			3VP
Tankbustas Mob	Command/HQ: 1 Nobz stand	7+	6	300
	15 Tankbustas stands			3VP
Cavalry				
Bikerboyz Mob	Command/HQ: 1 Nobz Warbike	7+	2	150
	5 Bikerboyz			2VP
Boarboyz Mob	Command/HQ: 1 Boarboyz	7+	2	100
	4 Boarboyz			1VP
Buggy Mob	Command/HQ: 1 Buggy	7+	2	100
	4 Buggies			1VP
Buggy, Light Mob	Command/HQ: 1 Buggy, Light	7+	2	100
	4 Buggies, Light			1VP
Deffkopta Mob Type 1	Command/HQ: 1 Deffkopta Type 1	7+	2	150
	4 Deffkoptas Type 1			2VP
Deffkopta Mob Type 2	Command/HQ: 1 Deffkopta Type 2	7+	2	150
	4 Deffkoptas Type 2			2VP
Scorcha Mob	Command/HQ: 1 Scorcha	7+	2	200
	4 Scorchas			2VP
Squigbuggy Mob	Command/HQ: 1 Sqigbuggy	7+	2	150

	4 Squigbuggies			2VP
Wartrakks Mob	Command/HQ: 1 Wartrakk	7+	2	100
	4 Wartrakks			1VP
Wartrakks Grot Bomm Launcha Mob	Command/HQ: 1 Wartrakk Grot Bomm Launcha	7+	2	150
	4 Wartrakks Grot Bomm Launcha			2VP
Warkopta Mob	Command/HQ: 1 Warkopta	7+	2	250
	4 Warkoptas			3VP
Walkers				
Deff Dread Mob	Command/HQ: 1 Deff Dread	7+	2	250
	4 Deff Dreads			3VP
KillaKans Mob	Command/HQ: 1 KillaKan	7+	2	200
	5 KillKans			2VP
Tin Botz Mob	Command/HQ: 1 Mek	7+	2	250
	5 Tinbotz			3VP
Gorkanauts Mob	Command/HQ: 1 Gorkanaut	7+	1	300
	2 Gorkanauts			3VP
Morkanauts Mob	Command/HQ: 1 Morkanauts	7+	1	300
	2 Morkanauts			3VP
Mega-Dread Shoota Mob	Command/HQ: 1 Mega-Dread Shoota	7+	2	350
	4 Mega-Dread Shootas			4VP
Meg-Dread Burna Mob	Command/HQ: 1 Mega-Dread Burna	7+	2	350
	4 Mega-Dread Burnas			4VP
Kustom Mek Dread Mob	Command/HQ: 1 Kustom Mek Dread	7+	2	350
	4 Kustom Mek Dreads			4VP
Vehicles				
Battlewagon, Light Mob	Command/HQ: 1 Battlewagon, Light	7+	1	100
	2 Battlewagons, Light			1VP
Big Gun Track Type 1 Mob	Command/HQ: 1 Big Gun Track Type 1	7+	1	150
	2 Big Gun Tracks Type 1			2VP
Big Gun Track Type 2 Mob	Command/HQ: 1 Big Gun Track Type 2	7+	1	150
	2 Big Gun Tracks Type 2			2VP
Big Gun Track Type 3 Mob	Command/HQ: 1 Big Gun Track Type 3	7+	1	150
	2 Big Gun Tracks Type 3			2VP
Big Gun Track Type 4 Mob	Command/HQ: 1 Big Gun Track Type 4	7+	1	200
	2 Big Gun Tracks Type 4			2VP

Bonebreaka Mob	Command/HQ: 1 Bonebreaka 2 Bonebreakas	7+	1	200 2VP
Bonecruncha Mob	Command/HQ: 1 Bonecruncha 2 Bonecrunchas	7+	1	200 2VP
Bowel-burna Mob	Command/HQ: 1 Bowelburna 2 Bowelburnas	7+	1	150 2VP
Braincrusha Mob	Command/HQ: 1 Brainscrusha 2 Braincrushas	7+	1	200 2VP
Gobsmasha Mob	Command/HQ: 1 Gobsmasha 2 Gobsmashas	7+	1	150 2VP
Grot Tanks Mob	Command/HQ: 1 Grot Tank 4 Grot Tanks	7+	2	150 2VP
Gun Trukk Type 1 Mob	Command/HQ: 1 Gun Trukk Type 1 2 Gun Truks Type 1	7+	1	100 1VP
Gun Trukk Type 2 Mob	Command/HQ: 1 Gun Trukk Type 2 2 Gun Truks Type2	7+	1	100 1VP
Gun Trukk Type 3 Mob	Command/HQ: 1 Gun Trukk Type 3 2 Gun Truks Type 3	7+	1	100 1VP
Gun Trukk Type 4 Mob	Command/HQ: 1 Gun Trukk Type 4 2 Gun Truks Type 4	7+	1	150 2VP
Gutrippa Mob	Command/HQ: 1 Gutrippa 2 Gutrippas	7+	1	150 2VP
Lungbursta Mob	Command/HQ: 1 Lungbursta 2 Lungburstas	7+	1	150 2VP
Mekboy Boostablasters Speedsta Mob	Command/HQ: 1 Mekboy Boostablasters Speedsta 2 Mekboy Boostablasters Speedstas	7+	1	200 2VP
Mekboy Bubble Chukka Speedsta Mob	Command/HQ: 1 Mekboy Bubble Chukka Speedsta 2 MekboyBubble Chukka Speedstas	7+	1	200 2VP
Mekboy Dragsta Mob	Command/HQ: Attached Formation 3 Mekboy Dragstas	7+	1	200 2VP
Mekboy Kannon Speedsta Mob	Command/HQ: 1 Mekboy Kannon Speedsta 2 Mekboy Kannon Speedstas	7+	1	200 2VP
Mekboy Lifta Droppa Speedsta Mob	Command/HQ: 1 Mekboy Lifta Droppa Speedsta 2 Mekboy Lifta Droppa Speedstas	7+	1	200 2VP
	Command/HQ: 1 Mekboy Magna Kannon Dragsta	7+	1	200

Mekboy Magna Kannon Dragsta Mob	2 Mekboy Magna Kannon Dragstas			2VP
Mekboy Rokkits Speedsta Mob	Command/HQ: 1 Mekboy Rokkits Speedsta 2 Mekboy Rokkits Speedstas	7+	1	200 2VP
Mekboy Shokk Speedsta Mob	Command/HQ: 1 Mekboy Shokk Speedsta 2 Mekboy Shokk Speedstas	7+	1	200 2VP
Spleenrippa Mob	Command/HQ: 1 Spleenrippa 2 Spleenrippas	7+	1	150 2VP
Weirdboy Tower	Command/HQ: Attached Formation 1 Weirdboy Tower	7+	+1	100 +1VP
Heavy Vehicles				
Battlewagon Mob	Command HQ: 1 Battlewagon 2 Battlewagons	7+	1	150 2VP
Battlewagon 'Ardcase Mob	Command HQ: 1 Battlewagon 'Ardcase 2 Battlewagons 'Ardcase	7+	1	200 2VP
Squiggoth Type 1 Mob	Command HQ: 1 Squiggoth Type 1 2 Squiggoths Type 1	7+	1	150 2VP
Squiggoth Type 2 Mob	Command HQ: 1 Squiggoth Type 2 2 Squiggoths Type 2	7+	1	150 2VP
Squiggoth Type 3 Mob	Command HQ: 1 Squiggoth Type 1 2 Squiggoths Type 2	7+	1	150 2VP
Grot Mega Tank Mob	Command HQ: 1 Grot Mega Tank 2 Grot Mega Tanks	7+	1	200 2VP
Super Heavy Vehicles				
Battlefortress	1 Battlefortress	7+	1	100 1VP
Battlefortress Mob	Command/HQ: 1 Battlefortress 2 Battlefortress	7+	1	350 4VP
Boombusta Battlefortress	1 Boombusta Battlefortress	7+	1	100 1VP
Boombusta Battlefortress Mob	Command/HQ: 1 Boombusta Battlefortress 2 Boombusta Battlefortress	7+	1	350 4VP
Flakka-dakka Battlefortress	1 Flakka-dakka Battlefortress	7+	1	100 1VP
Flakka-dakka Battlefortress Mob	Command/HQ: 1 Flakka-dakka Battlefortress 2 Flakka-dakka Battlefortress	7+	1	350 4VP

Gargantuan/Mega Squiggoth	1 Gargantuan/Mega Squiggoth	7+	1	150 2VP
Gargantuan/Mega Squiggoth Mob	Command/HQ: 1 Gargantuan/Mega Squiggoth 2 Gargantuan/Mega Squiggoth	7+	1	400 4VP
Gibletgrinda Battlefortress	1 Gibletgrinda Battlefortress	7+	1	100 1VP
Gibletgrinda Battlefortress Mob	Command/HQ: 1 Gibletgrinda Battlefortress 2 Gibletgrinda Battlefortress	7+	1	350 4VP
Goff Rocker Boyz Battlefortress	1 Goff Rocker Boyz Battlefortress	7+	1	150 2VP
Goff Rocker Boyz Battlefortress Mob	Command/HQ: 1 Goff Rocker Boyz Battlefortress 2 Goff Rocker Boyz Battlefortress	7+	1	450 5VP
Kill Blasta	1 Kill Blasta	7+	1	100 1VP
Kill Blasta Mob	Command/HQ: 1 Kill Blasta 2 Kill Blasta	7+	1	300 3VP
Kill Bursta Type 1	1 Kill Bursta Type 1	7+	1	100 1VP
Kill Bursta Type 1 Mob	Command/HQ: 1 Kill Bursta Type 1 2 Kill Bursta Type 1	7+	1	300 3VP
Kill Bursta Type 2	1 Kill Bursta Type 2	7+	1	100 1VP
Kill Bursta Type 2 Mob	Command/HQ: 1 Kill Bursta Type 2 2 Kill Bursta Type 2	7+	1	300 3VP
Kill Krusha	1 Kill Krusha	7+	1	100 1VP
Kill Krusha Mob	Command/HQ: 1 Kill Krusha 2 Kill Krusha	7+	1	300 3VP
Orkeosaurus	1 Orkeosaurus	7+	1	200 2VP
Orkeosaurus Mob	Command/HQ: 1 Orkeosaurus 2 Orkeosaurus	7+	1	600 6VP
Rokkitspitta Battlefortress	1 Rokkitspitta Battlefortress	7+	1	100 1VP
Rokkitspitta Battlefortress Mob	Command/HQ: 1 Rokkitspitta Battlefortress	7+	1	350

	2 Rokkispitta Battlefortress			4VP
Skullhamma Battlefortress	1 Skullhamma Battlefortress	7+	1	100 1VP
Skullhamma Battlefortress Mob	Command/HQ: 1 Skullhamma Battlefortress 2 Skullhamma Battlefortress	7+	1	350 4VP
Light Artillery				
Gunz Type 1 Mob	Command/HQ: 1 Gunz Type 1 4 Gunz Type 1	7+	2	100 1VP
Gunz Type 2 Mob	Command/HQ: 1 Gunz Type 2 4 Gunz Type 2	7+	2	100 1VP
Gunz Type 3 Mob	Command/HQ: 1 Gunz Type 3 4 Gunz Type 3	7+	2	100 1VP
Mek Gunz Type 1 Mob	Command/HQ: 1 Mek Gunz Type 1 4 Mek Gunz Type 1	7+	2	150 2VP
Mek Gunz Type 2 Mob	Command/HQ: 1 Mek Gunz Type 2 4 Mek Gunz Type 2	7+	2	150 2VP
Mek Gunz Type 3 Mob	Command/HQ: 1 Mek Gunz Type 3 4 Mek Gunz Type 3	7+	2	150 2VP
Artillery				
Big Gunz Type 1 Mob	Command/HQ: 1 Big Gunz Type 1 4 Big Gunz Type 1	7+	2	250 3VP
Big Gunz Type 2 Mob	Command/HQ: 1 Big Gunz Type 2 4 Big Gunz Type 2	7+	2	150 2VP
Pulsa Rokkits Mob	Command/HQ: 1 Pulsa Rokkit 2 Pulsa Rokkits	7+	1	200 2VP
Squig Katapult Mob	Command/HQ: 1 Squig Katapult 4 Squig Katapults	7+	2	200 2VP
Gargants				
Great Gargant	1 Great Gargant	-	Each	1100 11VP
Slasher Gargants	1 Slasher Gargant	-	Each	750 8VP
Steam Gargant	1 Steam Gargant	-	Each	450 5VP
Stompa Gargant	1 Stompa Gargants	-	Each	450

					5VP
				Each	1350
Stompa Gargant Mob	3 Stompa Gargants	-			14VP
				Each	
Special Formations					
Infantry					
Mek Mob	Formation 1: 1 Mek and 2 Boyz, Shoota stands				200
	Formation 2: 1 Mek and 2 Boyz, Shoota stands	7+	+4		+2VP
	Formation 3: 1 Mek and 2 Boyz, Shoota stands				
Mek, Big Mob	Formation 1: 1 Mek, Big and 2 Boyz, 'Ard Shoota stands				300
	Formation 2: 1 Mek, Big and 2 Boyz, 'Ard Shoota stands	7+	+4		+3VP
	Formation 3: 1 Mek, Big and 2 Boyz, 'Ard Shoota stands				
Painboy Mob	Formation 1: 1 Painboy and 2 Boyz, Shoota stands				200
	Formation 2: 1 Painboy and 2 Boyz, Shoota stands	7+	+4		+2VP
	Formation 3: 1 Painboy and 2 Boyz, Shoota stands				
Wierdboy	1 Wierdboy and 2 Boyz, Choppa stands (minderz)	7+	+1		50
					+1VP
Wierdboy Mob	Formation: 1 Wierdboy and 2 Boyz, Choppa stands (minderz)				150
	Formation: 1 Wierdboy and 2 Boyz, Choppa stands (minderz)	7+	+4		+2VP
	Formation: 1 Wierdboy and 2 Boyz, Choppa stands (minderz)				
Warphead	1 Warphead and 2 Boyz, 'Ard Choppa stands (minderz)				100
					+1VP
Warphead Mob	Formation: 1 Warphead and 2 Boyz, 'Ard Choppa stands (minderz)				300
	Formation: 1 Warphead and 2 Boyz, 'Ard Choppa stands (minderz)	7+	+4		3VP
	Formation: 1 Warphead and 2 Boyz, 'Ard Choppa stands (minderz)				
Warlord	1 Warlord stand	5+	+1		Free
Vehicles					
Blakk Thunda	1 Blakk Thunda Vehicle				350
		5+	+1		+4VP
Fliers					
Blasta Bomma Squadron	3 Blasta Bommas	7+	1		450
					5VP
Blasta Bomma Wing	Formation 1: 3 Blasta Bommas				850
	Formation 2: 3 Blasta Bommas	7+	2		9VP
Blasta Bomma Air Force	Formation 1: 3 Blasta Bommas	7+	4		1300

	Formation 2: 3 Blasta Bommas			13VP
	Formation 3: 3 Blasta Bommas			
Blasta Jet Squadron	3 Blasta Jets	7+	1	200 2VP
Blasta Jet Wing	Formation 1: 3 Blasta Jets	7+	2	400
	Formation 2: 3 Blasta Jets			4VP
Blasta Jet Air Force	Formation 1: 3 Blasta Jets			600
	Formation 2: 3 Blasta Jets	7+	4	6VP
	Formation 3: 3 Blasta Jets			
Dakka Jet Squadron	3 Dakka Jets	7+	1	150 2VP
Dakka Jet Wing	Formation 1: 3 Dakka Jets	7+	2	350
	Formation 2: 3 Dakka Jets			4VP
Dakka Jet Air Force	Formation 1: 3 Dakka Jets			500
	Formation 2: 3 Dakka Jets	7+	4	5VP
	Formation 3: 3 Dakka Jets			
'Eavy Bomma Squadron	3 'Eavy Bommas	7+	1	450 5VP
'Eavy Bomma Wing	Formation 1: 3 'Eavy Bommas	7+	2	850
	Formation 2: 3 'Eavy Bommas			9VP
'Eavy Bomma Air Force	Formation 1: 3 'Eavy Bommas			1300
	Formation 2: 3 'Eavy Bommas	7+	4	13VP
	Formation 3: 3 'Eavy Bommas			
Fighta Squadron	3 Fightas	7+	1	100 1VP
Fighta Wing	Formation 1: 3 Fightas	7+	2	250
	Formation 2: 3 Fightas			3VP
Fighta Air Force	Formation 1: 3 Fightas			350
	Formation 2: 3 Fightas	7+	4	4VP
	Formation 3: 3 Fightas			
Fighta Bomma Type 1 Squadron	3 Fighta Bommas Type 1	7+	1	200 2VP
Fighta Bomma Type 1 Wing	Formation 1: 3 Fighta Bommas Type 1	7+	2	400
	Formation 2: 3 Fighta Bommas Type 1			4VP
Fighta Bomma Type 1 Air Force	Formation 1: 3 Fighta Bommas Type 1	7+	4	550

	Formation 2: 3 Fighta Bommas Type 1			6VP
	Formation 3: 3 Fighta Bommas Type 1			
Fighta Bomma Type 2 Squadron	3 Fighta Bommas Type 2	7+	1	200 2VP
Fighta Bomma Type 2 Wing	Formation 1: 3 Fighta Bommas Type 2	7+	2	400
	Formation 2: 3 Fighta Bommas Type 2			4VP
Fighta Bomma Type 2 Air Force	Formation 1: 3 Fighta Bommas Type 2			550
	Formation 2: 3 Fighta Bommas Type 2	7+	4	6VP
	Formation 3: 3 Fighta Bommas Type 2			
Mega Bomma	1 Mega Bomma	7+	1	200 2VP
Mega Bomma Squadron	3 Mega Bomma	7+	1	650 7VP
Mega Bomma Wing	Formation 1: 3 Mega Bomma	7+	2	1300
	Formation 2: 3 Mega Bomma			13VP
Mega Bomma Air Force	Formation 1: 3 Mega Bomma			2000
	Formation 2: 3 Mega Bomma	7+	4	20VP
	Formation 3: 3 Mega Bomma			
Gargants				
Mega-Gargant	1 Mega Gargant	-	Each	1500 15VP
Mega-Gargant Mob	3 Mega Gargants	-	Each	4500 45VP Each
Special Characters				
Boss Snikrot	1 Boss Snikrot and 2 Nobz stands	5+	+2	150 +2VP
Boss Zagstruck	1 Boss Zagstruck and 2 Nobz stands	5+	+2	100 +1VP
Burzuruk Big Mek	1 Burzuruk Big Mek and 2 Mega Nob stands	5+	+2	200 +2VP
BuzzGob Big Mek	1 BuzzGob Big Mek and 2 Mega Nob stands	5+	+2	200 +2VP
Da Vulcha Squad	1 Boss Zagstruck, 2 Nobz ,15 Stormboyz stands and 1 Da Vulcha Mega Bomma	5+	8	550 6VP

Ghasghkull Thraka	1 Ghazghkull Thraka and 5 Mega Nob stands	5+	+4	400 +4VP
Kaptin Badrukk	1 Kaptin Badrukk and 2 Freebooterz Nobz stands	5+	+2	150 +2VP
Mad Doc Grotsnik	1 Mad Doc Grotsnik and 2 Mega Nobz stands	5+	+2	200 +2VP
The Beast [4]	1 The Beast stand	5+	+1	200 +2VP
Warboss Zhadsnark Da Rippa	1 Warboss Zhadsnark Da Rippa and 2 Nobz Warbikes	5+	+2	200 +2VP
Warlord Blaktoof	1 Warlord Blaktoof and 2 Mega Nobz stands	5+	+2	200 +2VP
Warlord Ugrak	1 Warlord Ugrak and 2 Mega Nobz	5+	+2	300 +3VP
Transport Pool Formations				
Vehicles				
Battlewagon	One Boyz Mob (any type): 4 Battlewagons	7+	+2	250/+3VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Battlewagons		+1	150/+2VP
	One Infantry Command Mob: 1 Battlewagon		+1	50/+1VP
	One Expanded infantry Command Mob: 2 Battlewagons		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Battlewagon		+1	50/+1VP
	One Infantry Warband: 9 Battlewagons		+4	500/+5VP
Battlewagon, 'Ardcase	One Boyz Mob (any type): 8 'Ardcase Battlewagons	7+	+3	550/+6VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 6 'Ardcase Battlewagons		+2	400/+4VP
	One Infantry Command Mob: 2 'Ardcase Battlewagon		+1	150/+2VP
	One Expanded infantry Command Mob: 3 'Ardcase Battlewagons		+1	200/+2VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 2 'Ardcase Battlewagon		+1	150/+2VP
	One Infantry Company: 18 'Ardcase Battlewagons		+7	1250/+13VP
Battlewagon, Light	One Boyz Mob (any type): 8 Light Battlewagons	7+	+3	250/+3VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 6 Light Battlewagons		+2	200/+2VP
	One Infantry Command Mob: 2 Light Battlewagon		+1	50/+1VP
	One Expanded infantry Command Mob: 3 Light Battlewagons		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 2 Light Battlewagon		+1	50/+1VP
	One Infantry Company: 18 Light Battlewagons		+7	550/+6VP
Big Track	One Boyz Mob (any type): 4 Big Tracks	7+	+2	200/+2VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Big Tracks		+1	150/+2VP

	One Infantry Command Mob: 1 Big Track		+1	50/+1VP
	One Expanded infantry Command Mob: 2 Big Tracks		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Big Track		+1	50/+1VP
	One Infantry Company: 9 Big Tracks		+4	400/+4VP
Big Gun Track Type 1	One Boyz Mob (any type): 16 Big Gun Tracks Type 1		+6	850/+9VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Big Gun Tracks Type 1		+4	600/+6VP
	One Infantry Command Mob: 3 Big Gun Tracks Type 1	7+	+1	150/+2VP
	One Expanded infantry Command Mob: 6 Big Gun Tracks Type 1		+2	350/+4VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Big Gun Tracks Type 1		+1	150/+2VP
Big Gun Track Type 2	One Boyz Mob (any type): 16 Big Gun Tracks Type 2		+6	900/+9VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Big Gun Tracks Type 2		+4	600/+6VP
	One Infantry Command Mob: 3 Big Gun Tracks Type 2	7+	+1	150/+2VP
	One Expanded infantry Command Mob: 6 Big Gun Tracks Type 2		+2	350/+4VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Big Gun Tracks Type 2		+1	150/+2VP
Big Gun Track Type 3	One Boyz Mob (any type): 16 Big Gun Tracks Type 3		+6	800/+8VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Big Gun Tracks Type 3		+4	550/+6VP
	One Infantry Command Mob: 3 Big Gun Tracks Type 3	7+	+1	150/+2VP
	One Expanded infantry Command Mob: 6 Big Gun Tracks Type 3		+2	300/+3VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Big Gun Tracks Type 3		+1	150/+2VP
Big Gun Track Type 4	One Boyz Mob (any type): 16 Big Gun Tracks Type 4		+6	1100/+11VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Big Gun Tracks Type 4		+4	750/+8VP
	One Infantry Command Mob: 3 Big Gun Tracks Type 4	7+	+1	200/+2VP
	One Expanded infantry Command Mob: 6 Big Gun Tracks Type 4		+2	400/+4VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Big Gun Tracks Type 4		+1	200/+2VP
Gun Trukk Type 1	One Boyz Mob (any type): 16 Gun Trukk Type 1		+6	500/+5VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Gun Trukk Type 1		+4	350/+4VP
	One Infantry Command Mob: 3 Gun Trukk Type 1	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 6 Gun Trukk Type 1		+2	200/+2VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Gun Trukk Type 1		+1	100/+1VP
Gun Trukk Type 2	One Boyz Mob (any type): 16 Gun Trukk Type 2		+6	500/+5VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Gun Trukk Type 2		+4	350/+4VP
	One Infantry Command Mob: 3 Gun Trukk Type 2	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 6 Gun Trukk Type 2		+2	200/+2VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Gun Trukk Type 2		+1	100/+1VP
Gun Trukk Type 3	One Boyz Mob (any type): 16 Gun Trukk Type 3		+6	500/+5VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Gun Trukk Type 3	7+	+4	350/+4VP

	One Infantry Command Mob: 3 Gun Trukk Type 3		+1	100/+1VP
	One Expanded infantry Command Mob: 6 Gun Trukk Type 3		+2	200/+2VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Gun Trukk Type 3		+1	100/+1VP
Gun Trukk Type 4	One Boyz Mob (any type): 16 Gun Trukk Type 4		+6	800/+8VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 11 Gun Trukk Type 4		+4	550/+6VP
	One Infantry Command Mob: 3 Gun Trukk Type 4	7+	+1	150/+2VP
	One Expanded infantry Command Mob: 6 Gun Trukk Type 4		+2	300/+3VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 3 Gun Trukk Type 4		+1	150/+2VP
Trukk	One Boyz Mob (any type): 6 Trukks		+2	150/+2VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 4 Trukks		+2	100/+1VP
	One Infantry Command Mob: 1 Trukk	7+	+1	50/+1VP
	One Expanded infantry Command Mob: 2 Trukks		+1	50/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Trukk		+1	50/+1VP
	One Infantry Company: 13 Trukks		+5	350/+4VP
Scrap Trukk	One Boyz Mob (any type): 6 Scrap Trukks		+2	150/+2VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 4 Scrap Trukks		+2	100/+1VP
	One Infantry Command Mob: 1 Scrap Trukk	7+	+1	50/+1VP
	One Expanded infantry Command Mob: 2 Scrap Trukks		+1	50/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Scrap Trukk		+1	50/+1VP
	One Infantry Company: 13 Scrap Trukks		+5	350/+4VP
Mekboy Lifta Droppa Speedsta	One Mek or Big Mek Mob: 3 Mekboy Lifta Droppa Speedstas	7+	+1	200/+2VP
Mekboy Bubble Chukka Speedsta	One Mek or Big Mek Mob: 3 Mekboy Bubble Chukka Speedstas	7+	+1	200/+2VP
Mekboy Rokkits Speedsta	One Mek or Big Mek Mob: 3 Mekboy Rokkits Speedstas	7+	+1	200/+2VP
Mekboy Boostablasta Speedsta	One Mek or Big Mek Mob: 3 Mekboy Boostablasta Speedstas	7+	+1	200/+2VP
Mekboy Kannon Speedsta	One Mek or Big Mek Mob: 3 Mekboy Kannon Speedstas	7+	+1	200/+2VP
Mekboy Shokk Speedsta	One Mek or Big Mek Mob: 3 Mekboy Shokk Speedstas	7+	+1	200/+2VP
Mekboy Dragsta	One Mek or Big Mek Mob: 3 Mekboy Dragstas	7+	+1	200/+2VP
Mekboy Magna Kannon Dragsta	One Mek or Big Mek Mob: 3 Mekboy Magna Kannon Dragstas	7+	+1	200/+2VP
Battlefortress	One Boyz Mob (any type): 2 Battlefortresses		+1	250/+3VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 2 Battlefortresses		+1	250/+3VP
	One Infantry Command Mob: 1 Battlefortresses	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 1 Battlefortresses		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Battlefortresses		+1	100/+1VP
	One Infantry Warband: 5 Battlefortresses		+2	600/+6VP
Flakka-dakka Battlefortress	One Boyz Mob (any type): 4 Flakka-dakka Battlefortresses	7+	+2	500/+5VP

	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Flakka-dakka Battlefortresses		+1	400/+4VP
	One Infantry Command Mob: 1 Flakka-dakka Battlefortresses		+1	100/+1VP
	One Expanded infantry Command Mob: 2 Flakka-dakka Battlefortresses		+1	250/+3VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Flakka-dakka Battlefortresses		+1	100/+1VP
	One Infantry Company: 9 Flakka-dakka Battlefortresses		+4	1050/+11VP
Boombusta Battlefortress	One Boyz Mob (any type): 4 Boombusta Battlefortresses		+2	450/+5VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Boombusta Battlefortresses		+1	350/+4VP
	One Infantry Command Mob: 1 Boombusta Battlefortresses	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 2 Boombusta Battlefortresses		+1	250/+3VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Boombusta Battlefortresses		+1	100/+1VP
	One Infantry Company: 9 Boombusta Battlefortresses		+4	1050/+11VP
Rokkitspitta Battlefortress	One Boyz Mob (any type): 2 Rokkitspitta Battlefortresses		+1	250/+3VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 2 Rokkitspitta Battlefortresses		+1	250/+3VP
	One Infantry Command Mob: 1 Rokkitspitta Battlefortresses	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 1 Rokkitspitta Battlefortresses		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Rokkitspitta Battlefortresses		+1	100/+1VP
	One Infantry Company: 5 Rokkitspitta Battlefortresses		+2	600/+6VP
Skullhamma Battlefortress	One Boyz Mob (any type): 2 Skullhamma Battlefortresses		+1	250/+3VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 2 Skullhamma Battlefortresses		+1	250/+3VP
	One Infantry Command Mob: 1 Skullhamma Battlefortresses	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 1 Skullhamma Battlefortresses		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Skullhamma Battlefortresses		+1	100/+1VP
	One Infantry Company: 5 Skullhamma Battlefortresses		+2	600/+6VP
Gibletgrinda Battlefortress	One Boyz Mob (any type): 2 Gibletgrinda Battlefortresses		+1	250/+3VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 2 Gibletgrinda Battlefortresses		+1	250/+3VP
	One Infantry Command Mob: 1 Gibletgrinda Battlefortresses	7+	+1	100/+1VP
	One Expanded infantry Command Mob: 1 Gibletgrinda Battlefortresses		+1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Gibletgrinda Battlefortresses		+1	100/+1VP
	One Infantry Company: 5 Gibletgrinda Battlefortresses		+2	600/+6VP
Goff Rocker Boyz Battlefortress	One Boyz Mob (any type): 4 Goff Rocker Boyz Battlefortresses		+2	600/+6VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Goff Rocker Boyz Battlefortresses		+1	450/+5VP
	One Infantry Command Mob: 1 Goff Rocker Boyz Battlefortresses	7+	+1	150/+2VP
	One Expanded infantry Command Mob: 2 Goff Rocker Boyz Battlefortresses		+1	300/+3VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Goff Rocker Boyz Battlefortresses		+1	150/+2VP
	One Infantry Company: 9 Goff Rocker Boyz Battlefortresses		+4	1300/+13VP
Gargantuan/ Mega Squiggoth	One Boyz Mob (any type): 2 Gargantuan/ Mega Squiggoth	7+	+1	250/+3VP

	One Lootas, 'Eavy Boyz or Freebooterz Mob: 2 Gargantuan/ Mega Squiggoth	+1	250/+3VP
	One Infantry Command Mob: 1 Gargantuan/ Mega Squiggoth	+1	150/+2VP
	One Expanded infantry Command Mob: 1 Gargantuan/ Mega Squiggoth	+1	150/+2VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Gargantuan/ Mega Squiggoth	+1	150/+2VP
	One Infantry Company: 5 Mega Squiggoths	+2	650/+7VP
Orkeosaurus	One Boyz Mob (any type): 2 Orkeosaurus	+1	400/+4VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 2 Orkeosaurus	+1	400/+4VP
	One Infantry Command Mob: 1 Orkeosaurus	+1	200/+2VP
	One Expanded infantry Command Mob: 1 Orkeosaurus	7+ +1	200/+2VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Orkeosaurus	+1	200/+2VP
	One Infantry Company: 5 Orkeosaurus	+2	950/+10VP
Squiggoth Type 1	One Boyz Mob (any type): 4 Squiggoth Type 1	+2	200/+2VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Squiggoth Type 1	+1	150/+2VP
	One Infantry Command Mob: 1 Squiggoth Type 1	+1	50/+1VP
	One Expanded infantry Command Mob: 2 Squiggoth Type 1	7+ +1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Squiggoth Type 1	+1	50/+1VP
	One Infantry Company: 9 Squiggoths Type 1	+4	450/+5VP
Squiggoth Type 2	One Boyz Mob (any type): 4 Squiggoth Type 2	+2	200/+2VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Squiggoth Type 2	+1	150/+2VP
	One Infantry Command Mob: 1 Squiggoth Type 2	+1	50/+1VP
	One Expanded infantry Command Mob: 2 Squiggoth Type 2	7+ +1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Squiggoth Type 2	+1	50/+1VP
	One Infantry Company: 9 Squiggoths Type 2	+4	450/+5VP
Squiggoth Type 3	One Boyz Mob (any type): 4 Squiggoth Type 3	+2	200/+2VP
	One Lootas, 'Eavy Boyz or Freebooterz Mob: 3 Squiggoth Type 3	+1	150/+2VP
	One Infantry Command Mob: 1 Squiggoth Type 3	+1	50/+1VP
	One Expanded infantry Command Mob: 2 Squiggoth Type 3	7+ +1	100/+1VP
	One Mek, Big Mek, Painboy, Wierboy or Warhead Formation: 1 Squiggoth Type 3	+1	50/+1VP
	One Infantry Company: 9 Squiggoths Type 3	+4	450/+5VP
Gorkanaut	One Mek or Big Mek Mob: 3 Gorkanauts	+1	300/+3VP
	One Command Mob: 3 Gorkanauts	7+ +1	300/+3VP
	One Extended Command Mob: 6 Gorkanauts	+2	550/+6VP
Morkanaut	One Mek or Big Mek Mob: 3 Morkanauts	+1	300/+3VP
	One Command Mob: 3 Morkanauts	7+ +1	300/+3VP
	One Extended Command Mob: 6 Morkanauts	+2	550/+6VP

Fliers				
Eavy bomma	One Boyz Mob (any type): 2 ‘Eavy Bommas		1	300/3VP
	One Lootas, ‘Eavy Boyz or Freebooterz Mob: 2 ‘Eavy Bommas	7+	1	300/3VP
	One Infantry Clan: 5 ‘Eavy bommas		2	700/7VP
Blasta bomma	One Boyz Mob (any type): 3 Blasta bomma		1	450/5VP
	One Lootas, ‘Eavy Boyz or Freebooterz Mob: 2 Blasta bomma	7+	1	300/3VP
	One Infantry Clan: 7 Blasta bomma		3	1000/10VP
Landa	One Boyz Mob (any type): 1 Landa		1	100/1VP
	One Lootas, ‘Eavy Boyz or Freebooterz Mob: 1 Landa	7+	1	100/1VP
	One Infantry Clan: 3 Landas and 1 ‘Eavy bomma or Blasta bomma		2	400/4VP
Mega Bomma	One Boyz Mob (any type): 1 Mega bomma		1	200/2VP
	One Lootas, ‘Eavy Boyz or Freebooterz Mob: 1 Mega Bomma	7+	1	200/2VP
	One Infantry Clan: 3 Mega bomma and 1 ‘Eavy bomma or Blasta bomma		2	800/8VP
Clan Specific Formations				
Badmoonz				
Badmoonz Dakka Warband	Command/HQ: 1 Warboss and 2 Nobz stands			600
	Shoota Boyz Mob: 1 Nobz and 15 Shoota Boyz stands	7+	12	6VP
	‘Eavy Boyz Mob: 1 Nobz and 10 ‘Eavy Boyz stands			
Badmoonz Boyz Warband	Command/HQ: 1 Warboss and 2 Mega Nobz stands			600
	Shoota ‘Ard Boyz Mob: 1 Mega Nobz and 15 Shoota ‘Ard Boyz stands	7+	14	6VP
	Shoota Boyz Mob: 1 Nobz and 15 Shoota Boyz stands			
Bad Moonz Mega Dread Warband	Command/HQ: 1 Big Mek stand and 1 Gorka/Morkanaut			
	Mega Dread Mob: 5 Mega Dreads (any type)	7+	7	1200
	Mega Dread Mob: 5 Mega Dreads (any type)			12VP
	Mega Dread Mob: 5 Mega Dreads (any type)			
Bad Moonz Thunda Warband	Command/HQ: 1 Big Mek stand			
	Mek Gunz Type 1 Mob: 5 Mek Gunz Type 1 stands	7+	6	450
	Mek Gunz Type 2 Mob: 5 Mek Gunz Type 2 stands			5VP
	Mek Gunz Type 3 Mob: 5 Mek Gunz Type 3 stands			
Blood Axes				
Blood Axe Kommando Warband	Command/HQ: 1 Warboss and 2 Nobz stands			800
	Kommando Mob: 1 Nobz and 15 Kommando stands	7+	14	8VP
	Kommando Mob: 1 Nobz and 15 Kommando stands			
Blood Axe Stormboyz Warband	Command/HQ: 1 Warboss and 2 Nobz stands			600
	Stormboyz Mob: 1 Nobz and 15 Stormboyz stands	7+	14	6VP
	Stormboyz Mob: 1 Nobz and 15 Stormboyz stands			

Blood Axe Boyz Warband	Command/HQ: 1 Warboss and 2 Nobz stands			550
	Shoota 'Ard Boyz Mob: 1 Nobz and 15 Shoota 'Ard Boyz stands	7+	14	6VP
	Choppa Boyz Mob: 1 Nobz and 15 Choppa Boyz stands			
Blood Axe Looted Leman Russ Warband	Command/HQ: 1 Looted Leman Russ Tank			650
	Looted Leman Russ Mob: 3 Looted Leman Russ Tanks	7+	4	7VP
	Looted Leman Russ Mob: 3 Looted Leman Russ Tanks			
Blood Axe Looted Leman Russ Mob	Looted Leman Russ Mob: 3 Looted Leman Russ Tanks			
	Command/HQ: 1 Looted Leman Russ Tank	7+	1	
	2 Looted Leman Russ Tanks			
Blood Axe Wartrakks Warband	Command/HQ: 1 Wartrakks and 1 Mek Gunz (any type)			550
	Wartrakks with Towed Artillery Mob: 5 Wartrakks and 5 Gunz (any type)	7+	9	6VP
	Wartrakks with Towed Artillery Mob: 5 Wartrakks and 5 Gunz (any type)			
Looted Chimeras Transport	One Blood Axe Infantry Warband: 19 Looted Chimeras	7+	+8	800/+8VP
	One blood Axe Infantry Mob: 8 Looted Chimeras		+3	350/+4VP
Deathskulls				
Deathskull Boyz Warband	Command/HQ: 1 Warboss and 2 Mega Nobz stands			600
	Shoota 'Ard Boyz Mob: 1 Nobz and 15 Shoota 'Ard Boyz stands	7+	14	6VP
	Choppa 'Ard Boyz Mob: 1 Nobz and 15 Choppa 'Ard Boyz stands			
Deathskull Loota Krew Warband	Command/HQ: 1 Big Mek and 5 Burna Boyz			700
	Loota Mob: 1 Mek and 10 Loota stands	7+	11	7VP
	Loota Mob: 1 Mek and 10 Loota stands			
Evil Sunz				
Evil Sunz Burna Warband	Command/HQ: 1 Big Mek and 2 Nobz stands			600
	Burna Boyz Mob: 1 Nobz and 15 Burna Boyz stands	7+	14	6VP
	Burna Boyz Mob: 1 Nobz and 15 Burna Boyz stands			
Evil Sunz Boyz Warband	Command/HQ: 1 Big Mek and 2 Nobz stands			500
	Shoota Boyz Mob: 1 Nobz and 15 Shoota Boyz stands	7+	14	5VP
	Shoota 'Ard Boyz Mob: 1 Nobz and 15 Shoota 'Ard Boyz stands			
Evil Sunz Bowelburna Warband	Command/HQ: 1 Bowelburna			550
	Bowelburna Mob: 3 Bowelburnas	7+	4	6VP
	Bowelburna Mob: 3 Bowelburnas			
Evil Sunz Gobsmasha Warband	Bowelburna Mob: 3 Bowelburnas			
	Command/HQ: 1 Gobsmasha	7+	4	450
	Bowelburna Mob: 3 Gobsmashas			5VP
Evil Sunz Gobsmasha Warband	Bowelburna Mob: 3 Gobsmashas			
	Bowelburna Mob: 3 Gobsmashas			

	Bowelburna Mob: 3 Gobsmashas			
Evil Sunz Spleenrippas Warband	Command/HQ: 1 Spleenrippa			
	Bowelburna Mob: 3 Spleenrippas	7+	4	450
	Bowelburna Mob: 3 Spleenrippas			5VP
	Bowelburna Mob: 3 Spleenrippas			
Goffs				
Goff Boyz Warband	Command/HQ: 1 Warboss and 4 Nobz stands			600
	Shoota Boyz Mob: 1 Nobz and 15 Shoota Boyz stands	7+	15	6VP
	Choppa 'Ard Boyz Mob: 1 Nobz and 15 Choppa 'Ard Boyz stands			
Goff 'Ard Boyz Warband	Command/HQ: 1 Warboss and 4 Mega Nobz stands			750
	Choppa 'Ard Boyz Mob: 1 Mega Nobz and 15 Choppa 'Ard Boyz stands	7+	15	8VP
	Skarboyz Mob: 1 Mega Nobz and 15 Skarboyz stands			
Goff Lunbursta Warband	Command/HQ: 1 Lungbursta			
	Lungbursta Mob: 3 Lungburstas	7+	4	450
	Lungbursta Mob: 3 Lungburstas			5VP
	Lungbursta Mob: 3 Lungburstas			
Goff Gutrippa Warband	Command/HQ: 1 Gutrippa			
	Gutrippa Mob: 3 Gutrippas	7+	4	500
	Gutrippa Mob: 3 Gutrippas			5VP
	Gutrippa Mob: 3 Gutrippas			
Snakebites				
Snakebites Boyz Warband	Command/HQ: 1 Warboss and 2 Snakebite Nobz stands			550
	Snakebite Boyz Mob: 1 Snakebite Nobz and 15 Snakebite Boyz stands	7+	14	6VP
	Snakebite Boyz Mob: 1 Snakebite Nobz and 15 Snakebite Boyz stands			
Snakebikes Boarboyz Warband	Command/HQ: 1 Warboss and 2 Snakebite Nobz Boarboyz stands			
	Boarboyz Mob: 1 Snakebite Nobz and 5 Boarboyz stands	7+	8	450
	Boarboyz Mob: 1 Snakebite Nobz and 5 Boarboyz stands			5VP
	Boarboyz Mob: 1 Snakebite Nobz and 5 Boarboyz stands			
Snakebite Squig Swarm Warband	Command/HQ: 1 Warboss and 2 Snakebites Nobz stands			400
	Squig Swarm Mob: 1 Runtherderz and 10 Squig Swarm Stands	7+	10	4VP
	Squig Swarm Mob: 1 Runtherderz and 10 Squig Swarm Stands			
Snakebite Squiggoth Warband	Command/HQ: 1 Squiggoth (any type)			
	Squiggoth Mob: 3 Squiggoths (any type)	7+	4	550
	Squiggoth Mob: 3 Squiggoths (any type)			6VP
	Squiggoth Mob: 3 Squiggoths (any type)			
	Command/HQ: 1 Mega Squiggoth	7+	4	1300

Snakebite Mega Squiggoth Warband	Mega Squiggoth Mob: 3 Mega Squiggoths			13VP
	Mega Squiggoth Mob: 3 Mega Squiggoths			
	Mega Squiggoth Mob: 3 Mega Squiggoths			
Snakebites Mob	Command/HQ: 1 Snakebites Nobz stand	7+	6	200
	15 Snakebites stands			2VP
Wildboyz	Command/HQ: 1 Snakebites Nobz stand	7+	6	150
	15 wildboyz stands			2VP
Freebooterz				
FreeBooterz Pirate Raider Warband	Command/HQ: 1 Freebooters Warboss, 2 Freebooterz Nobz and 1 Ammo Runt stands			600
	Freebooterz Raider Mob: 1 Freebooterz Nobz , 10 Freebooterz and 2 Ammo Runts stands	7+	10	6VP
	Freebooterz Raider Mob: 1 Freebooterz Nobz , 10 Freebooterz and 2 Ammo Runts stands			
Freebooterz Pirate Blitzer Warband	Command/HQ: 1 Freebooters Warboss, 2 Freebooterz Nobz and 1 Ammo Runt stands			550
	Freebooterz Raider Mob: 1 Freebooterz Nobz , 10 Freebooterz and 2 Ammo Runts stands	7+	12	6VP
	Stormboyz Mob: 1 Freebooterz Nob and 15 Stormboyz stands			
Kult of Speed				
Kult of Speed Warband	Command/HQ: 1 Warboss on Warbike and 5 Nob Warbikes			
	Buggies Mob: 5 Buggies	7+	8	600
	Buggies, Light Mob: 5 Buggies, Light			6VP
	Bikerboyz Mob: 5 Bikerboyz			
Kult of Speed Air Korps	Squadron 1: 3 Dakka Jets			550
	Squadron 2 3 Fightas	7+	4	6VP
	Squadron 3: 3 Fighta Bommas			

Ork Psychic Powers

Ork Psykers follow the standard rules for psychic powers as described in the Psychic Powers section of the core rulebook.

The Ork Equivalent of a Primaris Power is Gork and Morks Blessing.

However, on any failure that would require a roll on the Perils from the Warp table will instead apply the “Eadbang” result.

- ‘Eadbang: The Ork psyker and minderz are eliminated and removed (Award VP). Then 4 attack dice will strike the closest formation at a -3 TSM.

Psychic Powers	
Gork and Morks Blessing: Zzap!	Target: One element Effect: Element makes armor save at -2 TSM
Frazzle (level 1)	Target: One Formation Effect: 1d10 hits at -1TSM
Warpeth (level 1)	Target: One infantry formation. Effect: Each element in formation gains +1 to hit in close combat
Gork’ll get ‘Em! (level 2)	Target: See Below Effect: Player may select one of the two options below: Gork’s Fist: Target one element, makes armor save at -4 TSM Gork’s Foot: Gains a Blast 4 attack at -3 TSM
Psychic Vomit (level 2)	Target: One Formation Effect: Gains a Blast 8 attack at -2 TSM. Attack ignores cover [IC]
‘Ere We Go! (level 3)	Target: One friendly formation. Effect: Formation gains the Deepstrike ability (one use) and may deploy as per reserve rules next turn
Waargh! (level 3)	Target: Entire army (see Waargh table) Effect: Apply the bonuses of the Waargh Table as if an 11+ was rolled for the rest of the turn.

Ork Structures

While most battlefields tend to have imperial structures the ork do build their own as well.

Ork Temple

Anything from a big rock that happens to look like one of the ork gods to a burnt out ork gargant, its all the same to an ork – a place of worship to their mighty gods!

Buzzer Squig Farm

Filled with juicy squigs, it is an all-purpose structure that is part of an ork community. Upon its destruction however, the squigs go into a frenzy and charge out to destroy any non-ork they can find. Once the structure is destroyed roll 4d10. This is the amount of blast dice the squig frenzy attack may do (no primary die, just secondary blast dice). However, for every cm the swarm moves it loses 1 of its blast dice as the swarm consumes itself (depending on the distance it may have no blast dice left to cause damage).

Mekboy Workshop:

Somewhat reminiscent of the chaos of Davinci's ingenious quarters all manner of gadgets and gizmos may be found here. The workshop grants +1 to all mechanicus ability rolls and amount of elements that can be repaired per turn.

Ork Structures				
Name	Armor	DR	Description	Cost
Ork Temple	3+	4	+1 to Morale checks to all Ork formations within 25cms of the structure	50
				1VP
Buzz Squig Farm	5+	2	Special: See description above	50
				1VP
Mekboy Workshop	3+	4	+1 to Mechanicus ability rolls and number of elements than can be repaired per turn	100
			Structure Weapon: 1 Small Lifta Droppa (Use Mek Gunz Type 2 stats) and 1 Medium Lifta Droppa (Use Mekboy Lifta Droppa Speedsta stats)	1VP

Ork Upgrade Cards

Name	Description	Cost	VP
Command and Specialists			
Extra Nobz	Adds +3 Nobz stands to the command formation of a Warband	50	+1VP
Mega Nobz	Upgrades existing Nobz in the Warband to Mega Nobz (player chooses Mega Nobz type)	50	+1VP
Extra Mega Nobz	Upgrades existing Nobz in the Warband to Mega Nobz (player chooses Mega Nobz type). Use in conjunction with Extra Nobz Upgrade (Must pay for both upgrades)	100	+1VP
Infantry			
Rokkit Packs	Adds the Jump Pack ability. On Charge Orders roll 3d10. This is the extra cms of movement for each element in the formation. On any roll of 1 an element makes an armor save at 0 TSM up to a maximum of 3 elements (rolled 3 1's).	50	+1VP
Supa Stikk Bomms	Each element in the formation gains a -2 TSM attack versus structures. Any roll of 1 on that attack means the element (not the structure) takes the -2 TSM hit.	50	+1VP
Cavalry			
Cyboars	One Boarboyz Formation gains +1 CC die and 5cms to base move	50	+1VP
Vehicles			
Armor Platz	One vehicle formation gains +1 to armor value. Super Heavy formations with this upgrade reduce base move by 5cms	50	+1VP
Death Rolla	One Vehicle Formation gains +1 CC die and -1 TSM bonus to close combat. Gains the agile [AG] ability. Minefields at -1 to hit versus formation with this upgrade.	50	+1VP
Oooge xhaustz	One Biker or buggy formation gains the indomitable ability [ID]	50	+1VP
Power Claws	One vehicle formations gains +1 CC die and -1 TSM bonus to close combat. May damage structures at 0 TSM. Tracked vehicles only	50	+1VP
Squig Fuel Injectors	One vehicle formation gains 1d10cms extra movement (Large wheels and red paint job!). On a roll of 1 on this d10 formation makes an immediate rough ground check	50	+1VP
Soundz	One vehicle formation gains +1 to all morale checks	50	+1VP
Xtra Spikey Bitz	One vehicle formation gains +1 CC die	50	+1VP