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ORKS

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

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Orks

Made for war, live for war. The constant, ever present plague of the galaxy.

Ork Traits

This section contains all traits available to Orks.

General Traits

The Orks possess the following traits:

1. The faction value is 300.
2. To-hit value for Orks is 8+ for ranged attacks and 6+ for close combat attacks.
3. To-hit value for Gretchen (sub-species of Orks) is 7+ for ranged attacks and 8+ for close combat attacks.

Specific Traits

The Orks have the following Specific Traits:

1. Any ork element with the Anti-personnel [AP] weapon trait, also gains the Assault [A] weapons trait to that specific weapon.
2. **Slow:** All Ork infantry elements receive a -5cms penalty to their total charge moves. This does not apply to infantry with jump packs or teleport ability.
3. **Front Facing Armor:** Ork Vehicle elements and Gargants receive a -2 penalty to the armor save instead of the standard -1.
4. **Open Top Vehicles [OT]:** This trait allows infantry elements transported by the vehicle to engage in ranged fire as well. Up to TWO infantry elements may fire per vehicle element in addition to the vehicles normal ranged fire.
5. **Dakka:** Ork ranged weapons are notorious for their unpredictability. Ranging from incredible to downright catastrophic. Therefore, follow this procedure anytime an ork FORMATION fires ranged weapons:
 - a. Roll all the Ork formations attack dice as per standard rules.
 - b. Once all dice are rolled BEFORE adjudicating hits, count the number of natural 1's and 10's.
 - c. When the amount of natural 10's is GREATER than the amount of natural 1's, the Ork player can REROLL the natural 1's and the second result stands (i.e. the Ork player rolls 10 dice for his formation, he rolls 2 natural 1's, but 4 natural 10's. Since the natural 10's than natural 1's he can reroll BOTH the natural ones).
 - d. When the amount of natural 10's is LESS than the amount of natural 1's, the formation must make an IMMEDIATE morale check. If it fails the check that formation is now SUPPRESSED as some of its weapon explode! (i.e. the Ork Player rolls 10 dice for his formation, he rolls 4 natural 1's and only 1 natural 10. Since the natural 1's are greater

than the natural 10's the ork play must make an immediate morale check for the formation that fired.

Waargh Energy

The Orks possess a Gestalt Psychic field which ebbs and flows with battle.

Determining Waargh Energy

Waargh energy is determined by following these steps:

1. Beginning of turn (before Orders Phase, but after deployment on turn 1): The Ork player rolls 1d10 and consults the Waargh Energy Table below.
2. Apply any modifiers to the Waargh roll (Rule of 2's applies). Consult the Waargh Energy Modifiers Table below.
3. Once the modified result is determined the effect will apply to ALL Ork elements in the army for that game turn.
4. Repeat this process at the start of every game turn.

Waargh Energy Table	
D10 Roll	Effect
0 or lower	All ork elements have the following effects applied: 1. A -1 penalty to all Morale Rolls. 2. Ork clan formation may NOT use standard orders and instead will use their instinctive orders as shown in that section (see section on ork instinctual behavior). 3. Orks with the Fallback Condition may NOT attempt to rally this turn. 4. Ork formations may NOT attempt to remove the effects of suppression this turn. 5. Wierdboy Towers use the "puny" weapon Statline for attacks this turn.
1-3	All ork elements have the following effects applied: 1. Ork clan formation may NOT use standard orders and instead will use their instinctive orders as shown in that section (see section on ork instinctual behavior). 2. Wierdboy Towers use the "puny" weapon Statline for attacks this turn.
4-7	All ork elements have the following effects applied: 1. Ork players may assign standard orders to ork formations. 2. Wierdboy Towers use the "ard" weapon Statline for attacks this turn.
8-10	WAARGH! All ork elements have the following effects applied: 1. A +1 Bonus to all Morale Rolls. 2. In the End Phase any Ork formations with the effects of suppression or Fallback Condition have those effects automatically removed (no die roll needed). 3. Wierdboy Towers use the "Waargh!" weapon Statline for attacks this turn.
11+	WAAAAARGH! All ork elements have the following effects applied: 1. A +1 Bonus to all Morale Rolls. 2. In the End Phase any Ork formations with the effects of suppression or Fallback Condition have those effects automatically removed (no die roll needed).

	3. All Ork infantry elements gain a 10+ invulnerability save [10]+ for that turn. Or +1 to an existing invulnerable save. 4. All ork elements gain the Indomitable [ID] ability. 5. Wierdboy Towers use the “Waargh!” weapon Statline for attacks this turn.
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Waargh Energy Modifiers	
Modifier	Modifier Parameters
+1	The Ork player gains a +1 bonus to the Waargh Energy Roll if his Victory Point Total is GREATER than his opponents.
+2	The Ork player gains a +2 bonus to the Waargh Energy Roll when the opposing army command [HQ3] element is eliminated.
-1	The Ork Player receives a -1 Penalty to the Waargh Energy Roll if his Victory Point Total is LESS than his opponent.
-2	The Ork Player receives a -2 penalty if the army leader warboss is eliminated.

Instinctual Behavior

Ork psychology is very unusual and their reactions to the stresses of battle are sometimes incomprehensible to the forces of the Imperium.

Clans

The basic societal unit of Ork society is the Clan. Each Clan has its own personality with advantages and disadvantages as described in each clan section.

Bad Moons

This clan is well known for its predilection for massed range firepower which they can afford due to the higher propensity of “teef” they possess.



The Bad Moons have the following Instinctual Behaviors:

1. If there are targets within weapons range of Bad Moons formation they are treated as if they had FIRST FIRE orders. They may NOT move and will shoot at the closest opposing formation in range.
2. If there are NO targets within weapons range of the Bad Moons formation they are treated as if they had ADVANCE orders. They will move towards the closest opposing formation and fire at it.
3. Waargh Energy Level: If the Waargh Energy level for that turn is “WAARGH!” or higher (modified rolls of 8+). In this case all Bad Moons elements gain a +1 bonus to ranged weapon IF they DO NOT move. Note this regardless of orders, if they remain stationary they get the bonus. (i.e. Bad Moons on advance orders get +1 to hit if they forego movement.).

Blood Axes

Considered “unorky” due to their use of “tactiks” and camouflage.



The Blood Axes have the following Instinctual Behaviors:

1. Blood Axe formations will be treated as having ADVANCE orders.
2. If the Ork player is behind in VP total versus his opponent, Blood Axe formations will advance move towards the closest table edge and ONLY fire on opposing formations within 25cms in the Advance fire phase.
3. Once a Blood Axe formation reaches a table edge under instinctual behavior orders they will remain within 25cms of that table edge and continue Advance orders.
4. If the Ork player is ahead of his opponent in VP total, the blood axe formation will move towards the closest objective on Advance orders.
5. Once the objective is secured, if the Ork player still has the lead in VP totals the Ork player may move to the next closest objective.
6. Blood Axes receive no additional boons when Waargh Energy is at WAARGH! Level or higher.

Deathskulls

Notorious looters and thieves, even amongst the Orks!



The Deathskulls have the following Instinctual Behaviors:

1. Deathskull formations will be treated as having ADVANCE orders.
2. When on instinctual behavior they will advance move to the closest objective OR super heavy vehicle OR Titan class element (players choice if multiple in the same range).
3. Once the formation arrives at an objective/super heavy vehicle or titan it will then remain stationary and be treated as having FIRST FIRE orders.
4. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Deathskull elements gain a +5cms to their advance movement.

Evil Sunz and Renegade Mekboyz

All orks believe "red ones go fasta". However, this clans need for speed reaches levels of addiction.



The Evil Sunz/Renegade Mekboys have the following Instinctual Behaviors:

1. Evil Sunz/Renegade Mekboy formations will be treated as having CHARGE orders.
2. They can otherwise act normally according to the Ork players' wishes if they are on CHARGE orders. However, they **MUST** move **AT LEAST** at their base move or **GREATER**.
3. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Evil Sunz/Renegade Mekboy elements ignore the to-hit penalty for ranged attacks when on CHARGE orders.

Freebooterz

Ork pirates that live for "da bling" and loot.



The Freebooterz have the following Instinctual Behaviors:

1. Freebooterz formations can be given any order.
2. Freebooterz formations gain a +1 bonus to morale and reserve rolls.
3. When there are 2 or more Freebooterz formations on the tabletop, the bonus to morale is ignored. However, Freebooterz formations now get a +2 bonus to reserve rolls.
4. Freebooterz formations within 15cms of an objective must be given an order that permits them to move and occupy an objective (advance or charge orders).
5. When there are 2 or more Freebooterz formations on the tabletop they must now be given orders that permit them to move and occupy an objective increases to 25cms.
6. An objective successfully captured by a Freebooterz formation will earn the Ork Player -1VP less than its actual value (i.e. If an objective is worth 5VP, the Ork Player now earns 4VP instead).
7. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Freebooterz formation gain +1AD for ranged fire attack if on FIRST FIRE orders.

Goffs

Considered the toughest of the Ork clans.



The Goffs have the following Instinctual Behaviors:

1. Goff formations will be treated as having CHARGE orders.
2. Goff formations **MUST** charge and engage in close combat any opposing formations within their charge movement range.
3. The Ork player may purchase Bonecruncher and Gutrippa formations at a 50-point discount on its base cost.
4. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Goff infantry formations gain a +1 bonus to-hit in close combat.

Kult of Speed

The ultimate expression of speed within Ork Kultur. Where obsession and madness meet.



The Kult of Speed has the following Instinctual Behaviors:

1. Kult of Speed formations will be treated as having CHARGE orders.
2. Kult of Speed formations **MUST** move their maximum move distance on charge orders in as straight a line as feasible.
3. The Kult of Speed formations **MUST** engage any opposing formations in the path of their move.
4. Kult of Speed formation may **NOT** fire ranged weapons. However, during movement every Kult of Speed formation must roll 1d10. The result indicates how many additional centimeters the formation gains in movement (i.e. a die roll result of 6, means 6cms of extra movement). On a roll of a natural 1, the formation must roll on the rough ground table and apply its result. On a roll of 9+ the Kult of Speed formation gains a +1 bonus to-hit in close combat and +1AD per element in close combat.
5. The Kult of Speed may not attach any vehicle formation with a base move of less than 20cms.
6. The Kult of Speed may not attack formations designated as walkers.

7. The Kult of Speed may add ONE SPECIAL CARD of FLYER formations as a SUPPORT card. This means a Kult of Speed Clan company card could attach TWO flier special cards (one in the normal special card slot and the other in a support slot).
8. Waargh Energy Level: If the Waargh Energy level for that turn is “WAARGH!” or higher (modified rolls of 8+). In this case all Kult of Speed formations ignore the rolls of natural 1’s on their d10 rolls for extra movement (bonus of rolls of 9+ still apply). Additionally, Kult of Speed formations can now fire ranged weapons.

Snakebites

The most traditional of the ork clans and sometimes considered “primitive”.



The Snakebites have the following Instinctual Behaviors:

1. The Snakebites formations will be treated as having CHARGE orders.
2. The Snakebites formations will move towards the closest opposing INFANTRY formation OR if no opposing infantry formation is closest, select the opposing formation according to pinning class from lowest to highest (i.e. pinning class 2 [cavalry/walkers]; 3 [vehicles]; 4 [Super heavy]; 5 [titans]).
3. Waargh Energy Level: If the Waargh Energy level for that turn is “WAARGH!” or higher (modified rolls of 8+). In this case all Snakebites infantry formations gain an invulnerable save of [9]+ or +1 to it if an invulnerable save is already present (represent special tattoos).

Gretchen

A smaller but more devious subspecies in the Orkoid race.



Gretchen has the following Instinctual Behavior:

1. Gretchen following whichever Instinctual Behavior the closest Ork clan to it has.
2. This means that Gretchen can be subject to different behavior throughout a game and different Gretchen formations can follow different behaviors depending on what clan is closest to a particular Gretchen formation.

Ork Elements

This section covers all general elements that any Ork force (any clan) may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Command [1]

All available command elements are listed in this section.

Mek

Ingenious orks with the genetic predisposition for technology.

The Mek has the following Special Ability:

1. **Dakkarig:** A big Mek mount in a walker. Pinning Class [2].
2. **Shokk Attack Gun:** A Mek armed with a shock attack gun has its TSM increased to -4 on a natural 10 roll to-hit.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	5[7]+	3/-1	Kustom Shoota [A]	25	3	-2	[HQ2], [MK]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek Shokk Gun	10	6+	2/-1	Shokk Attack Gun [B2, IC]	30/60	1	-2	[HQ1], [MK], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek in Dakkarig [2]	15	3[5]+	4/-2	Blitzkannon Eavy Rokkit launcha	25 25	6 3	-1 -2	[HQ2], [MK], [DR2], Special

Nobz

The larger and tougher orks that form the basic level of command within the clans.

Nobz has the following Special Ability:

- I. **Nobz Warbikes:** These elements have a pinning class of [2].



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz, Warbikes [2]	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Nobz	10	3[5]+	2/-3	Kombi Shoota [A] Power Claws [B]	25 -	3 -	-2 -	[HQ1], [R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]

Painboyz

Somewhat mad orks practicing the equivalent of orkish “medicine”.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Painboyz	10	10+	2/-1	CC weapons	-	-	-	[Apo]

Warboss

The largest, meanest and most powerful ork leader of an entire Ork Clan.

Warboss has the following Special Ability:

- I. **Warboss on Warbikes:** These elements have a pinning class of [2].



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss on Warbike [2]	30	3+	4/-2	Kustom Kombi Shoota [A]	25	4	-2	[HQ2], [R]
				Shootas [AP, A]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A]	25	4	-2	[HQ2], [R]
				Power Claw [B]	-	-	-	

Warlord

The epitome of Orkdom. An Ork so large and ferocious it commands the entire WAARGH!



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord	30	3[5]+	5/-3	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ3], [DR3]

Wierdboyz

Orks that are deemed dangerous even by orky standard that can channel raw warp power.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wierdboy	10	10+	2/-1	Staff [PY]	-	-	-	[P1]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warphead	10	8+	3/-1	Staff [PY]	-	-	-	[P2]

Infantry [I]

All available infantry elements are listed in this section.

Ammo Runts

Gretchen that are responsible for keeping Ork guns fed.

Ammo Runts have the following Special Ability:

- I. Ammo Runts attached to a formation negate ONE die roll of a natural 1 per Ammo Runt stand.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ammo Runts	10	-	1/0	Grot Blasta [A]	20	1	0	Special

Burna Boyz

A segment of orks that loves to burn things in battle.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Burna Boyz	10	9+	2/0	Burna [FW]	10	2	0	

Choppa Boyz

Orks love two things. Chopping and Shooting. The boyz focus on chopping.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Choppa 'ard Boyz	10	8+	2/-1	Choppas	-	-	-	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	

Cybork

A cybernetic Ork.

Cybork has the following Special Ability:

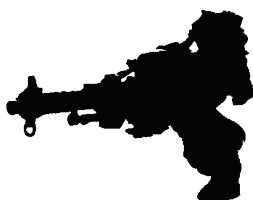
- I. Cyborks are fast. The Ork trait of slow does not apply to this element.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Cybork	10	6+	3/-1	Shoota [A]	25	1	0	Special

'Eavy Boyz

Orks with great, big shootas!



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
'Eavy Boyz	10	9+	1/0	Big Shoota [A]	20/35	4	-1	

Gretchen

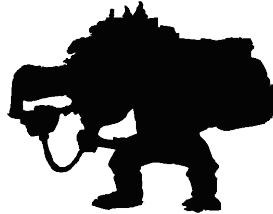
The small, often abused ork subrace that does everything the Orks don't want to do.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gretchen	10	-	1/0	Grot Blasta [A]	20	1	0	

Lootas

Despoilers of the battlefield, willing to steal anything not bolted down.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lootas	10	10+	1/0	Deffguns	25/50	3	-2	

Madboyz

Even Orks consider them bonkers.

Madboyz has the following Special Abilities:

1. **Too mad to care:** The Madboy formations NEVER check for morale. They have no morale value. They are immune to any effect that causes morale checks.
2. **Too mad to give orders to:** At the start of each turn roll 1d10 for each Madboy formation. See the table below to see what orders the formation receives for that turn.

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



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Madboy	10	[8]+	1/0	Shootas [A]	20	1	0	Special

Shoota 'ard Boyz

Orks that focus of shooting.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shoota 'Ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	

Skar boyz

Orks that have survived many battle and are tough. They have the scars to prove it.

Skar Boys have the following Special Abilities:

1. **Tuff:** Skar Boys formations, unlike other orks have a morale value of 5+.
2. **Boom!:** Skar Boyz elements in base-to-base contact with any structure can attach an explosive device that has a -1 TSM versus structures. Resolve structure damage at the beginning of the Close Combat Phase.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skar Boyz	10	7+	2/-1	Shootas [A]	20	2	0	Special

Spanna Boyz

Sometimes Meks need something more reliable than a grot to get things done.

Spanna Boyz has the following Special Abilities:

1. **Who Pays the Teef:** Spanna Boyz formations can only be commanded by Meks.
2. **Helping Hand:** The presence of Spanna Boyz in a formation permits each Mek to re-roll failures on its repair roll ONCE. Second result stands.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spanna Boyz	10	10+	1/0	Shootas [A]	20	2	0	Special

Tankburstas

If you want to smash something to it with an explosive hammer!

Tankburstas has the following Special Ability:

- I. Tank Hammers: The Ork player has the option to declare that a Tankbursta element will use the Tank Hammer attack after a successful hit in close combat. This attack increases its close combat TSM to -4. However, regardless of result for its target a Tankbursta element that uses this attack is eliminated.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tankburstas	10	7+	1/-2	Rokkits [A] Hammer	25 -	2 -	-2 -	Special

Wildboyz

Orks whose access to technology may be limited.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wildboyz	10	-	2/-1	Choppa	-	-	-	[IF], [AG]

Cavalry [2]

All available Cavalry elements are listed in this section.

Bikerboyz

A quick way to get into the fight fast!



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	

Buggy

Low riding chassis with supercharged engine to cover a lot of ground.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buggy, Light	30	7+	1/-1	Big Shoota [AP,A]	25	2	0	

Deffkopta

Ingenious Mekboy creation for recon and fast attack.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deffkopta A	30[K]	6+	1/-1	Shootas [AP,A]	25	2	0	[R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deffkopta B	30[K]	6+	1/-1	Shootas [AP,A] Rokkits [A]	25 25	1 1	0 -2	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deffkopta C	30[K]	6+	1/-1	Kustom Megablaster [A,TL2]	25	1	-2	

Scorcher

Modified buggy for burning stuff.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scorcher	30	5+	1/-1	Supa Scorcha [FW]	25	3	-1	

Warkopta

A heavily armed version of the Deffkopta with transport capabilities.

The Warkopta has the following Special Ability:

1. **Big Bomb:** This element may drop its bomb at any point of its movement.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warkopta	30[K]	6+	1/-1	Rattler Kannon	25	6	0	[TR2]
				Shootas [AP,A]	25	2	0	
				Big Bomb [B2]	0	2	-1	

Wartrack

Tracked buggy for increased maneuverability in rough terrain.

Wartrack has the following Special Abilities:

1. Wartrack elements can TOW static artillery guns.
2. **The Grot Bomm Launcha:** Range fire from this element gains +1 to-hit due to the “bomm” having a “pilot”. This weapon can only be used ONCE per game.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wartrack	25	6+	1/-1	Shootas [AP,A]	25	2	0	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wartrack, Grot Bomm Launcha	30	6+	1/0	Shootas [AP,A] Grot Bomm [B2,AY]	25 35/70	2 2	0	Special

Walkers [2]

All available Walker elements are listed in this section.

Deff Dread

Clanking monstrosity that resembles enormous metal orks.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deff Dread	15	3+	3/-3	Kustom Megablasta [A]	25	2	-2	
				Shootas [AP,A]	25	2	0	
				Burnas [AP,A,FW]	10	2	0	
				Power Claw [B]	-	-	-	

Gorkanaut [3]

A smaller representation of the might of the Ork gods.

The Gorkanaut has the following Special Abilities:

1. **Idol:** As a representation of Gork, it grants a +1 bonus to Morale checks to the Clan its formation it attached to (i.e. the bonus applies **ONLY** the company/clan card its attached to, as well as any other support cards attached to **THAT** clan).
2. **Grot Riggers:** This element attempts to repair 1DR of damage in the End Phase of each turn on a roll of 9+.
3. **Large:** This element is considered pinning class 3.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorkanaut	15	2+	4/-4	Rokkit Launcher [A] Deffstorm Mega Shoota Skorcha [AP,A] Shootas [AP,A] Power Claw [B]	25 20/35 10 25 -	2 5 2 2 -	-2 -1 0 0 -	[DR2], [TR1], Special

Killa Kans

Piloted by grots and deployed in mass.



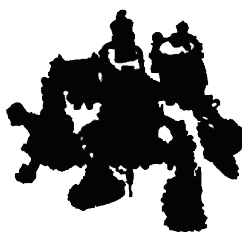
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Killa Kan	15	4+	2/-2	Rokkit Launcha [A] Shootas [AP,A] Power Claw [B]	25 25 -	1 1 -	-2 0 -	

Kustom Mek Dread

Dreadnoughts made by Mekboyz with unusual weapons.

Kustom Mek Dread has the following Special Abilities:

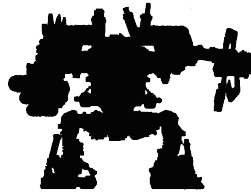
1. **Kustom Forcefield:** This elements have a forcefield. Please see section on Gargants.
2. **Zzappa:** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kustom Mek Dread	15	2[4]+	4/-3	Big Zzappa Rokkit Bommz [AY,B] Shootas [AP,A]	25/50 25/50 25	1 1 2	-2 -1 0	[MK], Special

Mega Dread

An upscaled version of the Deff Dread.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Dread Shoota A	15	2+	4/-3	Rokkit Launchers Scorchas [FW] Shootas [AP,A] Power Claw [B]	25 10 25 -	2 4 2 -	-2 0 0 -	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Dread Shoota B	15	2+	3/-2	Kill Kannon [B2] Shootas [AP,A] Power Claw [B]	20/35 25 -	1 6 -	-2 0 -	

Morkanaut

A smaller representation of the might of the Ork gods.

The Morkanaut has the following Special Abilities:

1. **Idol:** As a representation of Gork, it grants a +1 bonus to Morale checks to the Clan its formation it attached to (i.e. the bonus applies **ONLY** the company/clan card its attached to, as well as any other support cards attached to **THAT** clan).
2. **Grot Riggers:** This element attempts to repair 1DR of damage in the End Phase of each turn on a roll of 9+.
3. **Large:** This element is considered pinning class 3.
4. **Powerfield:** The Morkanaut has **ONE** powerfield. See section on Gargants.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Kustom Mega Kannon [B]	20/35	1	-2	
				Mega Blaster [A]	25	2	-2	
				Shootas [AP,A]	25	3	0	
				Power Claw [B]	-	-	-	

Tin Botz

Cybernetic Ork.

The Tin Botz has the following Special Ability:

- I. **Follow the Boyz:** This element is given the same order as the closest ork formation.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tinbotz	10	3+	3/-2	Shootas [AP,A]	25	2	0	[RC], Special

Vehicles [3]

All available Vehicle elements are listed in this section.

Battlewagon, Light [2]

A lighter version of the ubiquitous battlewagon.

The Battlewagon has the following Special Ability:

- I. **Light:** This element has a pinning class of 2.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon, Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special

Braincrusha

A giant gun on wheels.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Braincrusha	15	4+	2/-1	Deth Kannon [D,B3] Shootas [AP,A]	50/100 25	1 2	-5 0	

Bonebreaka

Ork tank characterized by its “deathrolla”.

Bonebreaka has the following Special Ability:

- I. **Death Rolla:** This element receives the death rolla upgrade. See upgrade cards. This does not count for adding additional upgrade cards to this element.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bonebreaka	20	3+	3/-2	Skullhamma Kannon [B3] Shootas [AP,A]	30/60 25	1 2	-3 0	

BoneCruncha

Ork tank characterized by its “deathrolla”.

Bonecruncha has the following Special Ability:

2. **Death Rolla:** This element receives the death rolla upgrade. See upgrade cards. This does not count for adding additional upgrade cards to this element.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bonecruncha	20	3+	3/-2	Kannons [B] Shootas [AP,A]	20/35 25	2 4	-2 0	

Bowel Burna

Fast attack vehicle with flamer.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bowel Burna	30	4+	2/-1	Supa Scorcha [FW] Shootas [AP,A]	25 25	3 2	-1 0	

Gobsmasha

Modified battlewagon with transport capacity converted to have a larger gun.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gobsmasha	25	3+	2/-1	Killkannon [B2] Shootas [AP,A]	20/35 25	1 2	-2 0	

Gutrippa

A modified lungbursta with lethal claws on its front hull.

Gutrippa have the following Special Ability:

- I. **Claws:** When this element is in base-to-base contact with a structure it may damage it on a failed armor save.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gutrippa	20	3+	3/-2	Killkannon [B2] Shootas [AP,A] Claws [B]	20/35 25 -	1 2 -	-2 0 -	

Grot Tank

Small fast tanks piloted by Gretchen.

Grot Tanks have the following Special Ability:

- I. **Unpredictable speed:** When this element moves, roll a d10 and add the result to its base movement (i.e. the d10 result is 5, this means the total base movement is now 15cms [10+5]).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grot Tank	10	6+	2/-1	Grot Gunz Shootas [AP,A]	25 25	1 2	-2 0	

Lungbursta

A common Ork assault tank.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lungbursta	20	3+	2/-1	Supa Kannon [B] Big Shootas [AP,A]	30/60 25	1 2	-3 -1	

Spleenrippa

A high-speed tank killer.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spleenrippa	30	4+	2/-1	Supa Kannon [B] Shootas [AP,A]	30/60 25	1 2	-3 0	

Tracks

A host of vehicles with threads that mount an assortment of weapons.

Tracks have the following Special Abilities:

1. **Armor Platz:** A Big Gun Track formation with a Killkannons gains the Armor Platz Upgrade card.
2. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2]	20/35	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Trukk

The ever-present Ork transport that also mounts gunz instead of boyz.

Trukks have the following Special Abilities:

1. **Wrecker Ball:** An element with this weapon can damage structures it is in base-to-base contact with.
2. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2] Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special

Weirdboy Tower

Vehicle where a confined Ork psyker is its main armament.

The Weirdboy Tower has the following Special Ability:

- I. The Wierdboy Tower rang attack Statline depends on the Waargh Energy rolled at the turns start. Use the appropriate Statline according to the die roll result.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Weirdboy Tower	25	3+	3/-2	Puny [PY] 'Ard [PY] Waargh! [PY] Shootas [AP,A]	25/50 35/70 50/100 25	2 4 6 2	-1 -2 -4 0	Special

Heavy Vehicles [3]

All available Vehicle elements are listed in this section.

Battlewagon

The quintessential Ork fighting vehicle.

The Battlewagon has the following Special Ability:

- I. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon with 'Ardcase	20	2+	3/-2	Killkannon [B2] Big Zzappa Shootas [AP,A]	20/35 25/50 25	1 1 4	-2 -2 0	[DR2], [TR2]

Grot Mega Tank

A massive tank that is the spearhead of the “Grotzkrieg”.

Grot Mega Tanks have the following Special Ability:

1. **Unpredictable speed:** When this element moves, roll a d10 and add the result to its base movement (i.e. the d10 result is 5, this means the total base movement is now 15cms [10+5]).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grot Mega Tank	10	4+	3/-2	Kustom Megablaster [A,TL2]	25	2	-2	[DR2], [AG]
				Shootas [AP,A]	25	6	0	

Super Heavy Vehicles [4]

All available Super Vehicle elements are listed in this section.

Battle Fortress

Enormous Tank bristling with as much Dakka as possible.

The Battle Fortress has the following Special Abilities:

1. **Deathrolla:** The Battle Fortress and Gibletrinda Battle Fortress receives the death rolla upgrade. See upgrade cards. This does not count for adding additional upgrade cards to this element.
2. **Supercharged:** The Skullhamma Battle Fortress on CHARGE orders may roll 1d10 and the result is added to its total movement (i.e. the elements charge move is 50cms. The d10 result is 6 therefore, the total movement would be 56cms.).
3. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.
4. **All Round Armor:** The Gibletrinda's Armor value [AV] applies to its rear therefore, this element does NOT receive, and penalties associated with firing at vehicles from the rear.
5. **Rokkitspitta:** This elements Rokkits roll 1d10. The result is the number of attack-dices available for a range attack for this weapon.
6. **Ram:** The Skullhamma Battle Fortress has a Ram that can damage structures if in base-to-base contact.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun	20/35	2	-2	[DR3], [TR8], Special
				Kannon [B]	20/35	1	-2	
				Rokkits	25	4	-2	
				Scorcha [FW]	10	3	0	
				Shootas [AP,A]	25	6	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY]	25/50	6	-2	[DR3], [TR4]
				Shootas [AP,A]	4	4	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka- Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B]	20/35	5	-2	[DR3], [TR8], Special
				Scorcha [FW]	10	1	0	
				Shootas [AP,A]	25	4	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits	35/70	2	-2	[DR3], [TR8], Special
				Rokkits	25	1-10	-2	
				Shootas [AP,A]	25	6	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon	30/60	2	-3	[DR3], [TR8], [AG], Special
				[B3]				
				Rokkits	25	3	-2	
				Shootas [AP,A]	25	4	0	

Kill Blasta/Bursta

Large tanks that can carry big shooty weapons.

The Kill Blasta/Bursta has the following Special Abilities:

1. **Shooty:** The Giga Shoota (on the Kill Blasta) and Belly Gun (on the Kill Bursta A) roll 1d10 for attack dice available for range attack for that turn.
2. **Slow Reload:** The Belly Gun (on the Kill Bursta A) can only fire every other turn (1 turn to reload).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Blasta	15	2+	4/-3	Giga Shoota	25/50	1-10	-1	[DR3], [AG], Special
				Shootas [AP,A]	25	4	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Bursta A	10	2+	4/-3	Belly Gun [B]	35/70	1-10	-3	[DR3], [AG], Special
				Shootas [AP,A]	25	4	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Bursta B	10	2+	4/-3	Bursta Kannon [B3]	20/35	1	-5	[DR3], [AG]
				Shootas [AP,A]	25	6	0	

Kill Krusha

A tank with specialized ordnance.

The Kill Krusha Has the following Special Ability:

1. **Shell Types:** This element may select ONE of the 3 types of shells to use in that turn.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Krusha	20	2+	4/-3	Krusha Kannon	30/60			[DR3], [AG], Special
				Tankhamma Shell		1	-4	
				Boom Shell [B2]		2	-2	
				Blasta Burna Shell [Fire]		1	-1	
				Scorcha [FW]	10	2	0	
				Shootas [AP,A]	25	6	0	

Light Weapons Platforms [I]

All available Light Weapons Platforms elements are listed in this section.

Gunz

Static guns the Ork use.

Gunz have the following Special Abilities:

1. **Towable:** These elements may be towed by a vehicle capable of such. These elements can be deployed hitched to a towing vehicle at the games start if so desired by the ork player.
2. These elements are crewed by Gretchen (not ork boyz).
3. **Zzapp Gun (Big Zzappa) and Lifta-Kannon:** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.
4. **Mek Gunz:** These elements cause suppression as they were artillery on successful hits.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gunz A	5	5+	1/0	Lobba [B]	25/50	2	-1	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gunz B	5	5+	1/0	Kannon [B]	20/35	1	-2	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gunz C	5	5+	1/0	Zzap Gun	20/35	1	-2	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek Gunz A	5	5+	1/0	Traktor Kannon [AA,TL2]	20/35	1	-2	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek Gunz B	5	5+	1/0	Lifta-Kannon 2[B]	25/50	1	-2	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek Gunz C	5	5+	1/0	Bubblechukka [B,TL2]	20/35	2	-1	Special

Artillery [3]

All available Artillery elements are listed in this section.

Big Gunz

Very large versions of the light weapon platforms.

Big Gunz have the following Special Abilities:

1. The Ork Trait of SLOW applies to these elements.
2. **Mega Zzappa:** When the roll to hit for this weapon is a natural 10, the TSM increases to -8.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gunz A	5	5+	1/0	Heavy Lobba [AY,B4]	50/100	2	-3	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gunz B	5	5+	1/0	Mega Zzappa [B]	35/70	1	-4	Special

Pulsa Rokkit

Weapons that emit a constant pulse that obliterate everything nearby.

Pulsa Rokkit has the following Special Ability:

1. **One Shot:** This is a one-use weapon. Once fired use the following procedure:
 - a. Place a marker (whatever is on hand) at the point within range and line of sight the Ork player wishes it to land.
 - b. Once the marker is placed roll a d10. The result is the radius of effect of this weapon (i.e. a die roll of 7 means a radius of 7cms).
 - c. Once the radius is determined roll a d10 to determine the total amount of attack dice available and resolve the range attack normally.
 - d. Starting the following turn repeat steps “b” and “c” above at the START of the COMBAT PHASE. Note that the radius is CUMULATIVE (i.e. in the next turn a 3 is rolled. Since the previous turns roll was 7, now the radius is 10cms).
 - e. Once the attack is resolved roll a d10 (from the turn following the initial attack onwards). On a roll of 6+ the Pulse continues to be active into the next turn. On a roll

of 5 or LESS the marker is removed, and the pulse has fizzled out and is no longer functional.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Palsa Rokkit	10	5+	1/0	Palsa Rokkit [AY,W,B]	60/120	1-10	-4	Special

Squig Katapult

Primitive catapult that hurls masses of squigs at the foe.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squig Katapult	15	3+	2/-1	Squig Lobba [AY,IC]	25/50	2	-1	
				Shootas [AP,A]	25	2	0	

Fliers [F]

All available Fliers elements are listed in this section.

Blasta Bomma

A bomber with transport capacity.

The Blasta Bomma has the following Special Ability:

1. **Accurate:** The Supa Rokkits gain a +1 bonus to-hit (for this weapon only).
2. **Death Arsenal:** Roll 1d10 to determine the amount of attack dice available for ranged attacks that turn.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Bomma	40[F]	5+	3/-1	Death Arsenal [TL2] Supa Rokkits Shootas [AP,A]	30/60 35/70 25	1-10 1 8	-3 -2 0	[DR3], [TR6], Special

Blasta Jet

Ork fighter with heavier weapons capacity.

The Blasta Jet has the following Special Ability:

1. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Jet	50[F]	6[8]+	2/-2	Kustom Mega Kannon [B] Zzap Gun Shootas [AP,A]	20/35 20/35 25	2 1 2	-2 -2 0	Special

Dakka Jet

Main Ork superiority Fighter.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dakka Jet	60[F]	6+	3/-1	Shootas [AP,A]	25	6	0	

'Eavy Bomma

A larger version of an ork bomber with transport capacity.

The 'Eavy Bomma has the following Special Ability:

1. **Accurate:** The Grot bombs gain a +1 bonus to-hit (for this weapon only).
2. **Boom Bombs:** This weapon may be deployed at any point of the flier's movement.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
'Eavy Bomma	40[F]	5+	3/-1	Grot Bombs [AY,B2] Boom bombs [B2] Shootas [AP,A]	35/70 0 25	2 4 12	-2 -1 0	[DR3], [TR10], Special

Fighta Bomma

Ork tactical bomber and fighter.

The Fighta Bomma have the following Special Abilities:

1. **Accurate:** The Supa Rokkits gain a +1 bonus to-hit (for this weapon only).
2. **Bomb Types:** This formation can select ONE of the two types of bombs available. This selection CANNOT be altered during the game.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fighta Bomma	50[F]	6+	2/-1	Burna Bombs [IC,Fire]	0	2	0	Special
				Boom bombs [B2]	0	2	-1	
				Rokkits	25	2	-2	
				Shootas [AP,A]	25	4	0	

Gretchin Fighter

Small and fast fighters.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gretchin Fighta	60[F]	7+	1/-1	Rokkits	25	1	-2	
				Shootas [AP,A]	25	2	0	

Landa

Ork Troop dropship.

The Landa has the following Special Ability:

- I. **Grounded:** Once the Landa lands it may not take off for the rest of the game. When grounded the CAF decreases to 1/0.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Landa	50[F]	2+	3/-1	Rokkits	25	1	-2	[DR2], [TR16], Special
				Shootas [AP,A]	25	2	0	

Mega Bomma

The largest Ork bomber.

The Mega Bomma has the following Special Abilities:

1. **Accurate:** The Supa Rokkits gain a +1 bonus to-hit (for this weapon only).
2. **Mega Bomb:** This is a one-shot weapon. Roll 1d10+2 to determine the amount of attack dice. This weapon may be deployed at any point of the flier's movement.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	40[F]	4+	5/-1	Mega Bomb [D,B3,Fire]	0	3-12	-4	[DR5],
				Boom Bombs [B2]	0	6	-1	[TR16],
				Supa Rokkits	35/70	1	-2	Special
				Flakka Gunz [AA,TL2]	25/50	2	-2	
				Shootas [AP,A]	25	13	0	

Special Characters

All available Special Character elements are listed in this section.

Note: These special characters span all eras up to the present (40k).

Boss Zagstruck

Leader of the Vulcha Squad.

Boss Zagstruck has the following Special Ability:

1. **Jump Pack:** When on Charge Orders roll 3d10 and add the result to the total charge move (i.e. a roll total of 12 means an extra 12cms to the charge move [30+12=42]).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Zagstruck	15[J]	3+	4/-3	Power Weapon [B]	-	-	-	[HQ2], [IWD], Special

Burzuruk Big Mek

Ork Mek that leads Gargant Mobs.

Burzuruk Big Mek has the following Special Ability:

1. **Kustom Forcefield:** This element has a Kustom Forcefield. See Gargant rules section for rules on powerfields.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Burzuruk	10	3[5]+	4/-3	Greasy Gun [A,IC,Fire] Power Claw [B]	15 -	4 -	-2 -	[HQ2], [MK], Special

Mad Doc Grotznik

Insane genius credited with creating the Prophet of the Waargh!

Mad Doc Grotznik has the following Special Ability:

1. **Madboyz:** Anytime this element uses its apothecary [Apo] ability, on a roll of 2 or less the element is not eliminated by converted to a Madboyz element instead. Such an element remains with its original ork formation.
2. The Clan this element is attached to gains the indomitable [ID] ability.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mad Doc Grotznik	10	3[5]+	3/-1	Power Weapon [VK]	-	-	-	[HQ1], Special

The Beast [4]

The most terrifying Ork in human history.

The Beast has the following Special Ability:

- I. **Combi-GigaShoota:** Roll 1d10 to determine the amount of attack dice available for range attacks from this weapon.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
The Beast	15	2[4]+	9/-5	Combi-Giga Shoota Skorcha [FW,AP,A] Power Claw [B2]	25/50 10 -	1-10 2 -	-3 0 -	[HQ3], [DR4], [IWD], [TR], Special

Wazdakka Gutsmek

The greatest Ork Speedboss of all time.

Wazdakka Gutsmek has the following Special Ability:

- I. **Shokk Attack Engine:** Once per game this element rolls 1d10 and on a roll of 6+ the element can be returned to the reserve and be redeployed.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wazdakka Gutsmek	30[T]	3[5]+	4/-3	Psykogatler [A] Grabba Dragga	25 10	6 1	-1 -3	[HQ2], [DR2], [IWD], [LW], Special

Zodgrod Wortsnagga

The most renowned Ork Runtherder.

Zogrod Wortsnagga has the following Special Ability:

- I. **Runtmaster:** When present this element grants a +1 bonus to-hit in close combat to all Gretchen formations.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Zodgrod Gutsmek	10	4[6]+	4/-2	Skorcha [FW]	10	2	0	[HQ2], Special

Ork Clan Specific Elements

The elements in this section are specific to an Ork Clan.

An Ork Clan specific element/formation may ONLY be attached to the Ork clan it belongs to (i.e. Boarboyz are specific to the Snakebite Clan and may only be attached to that clan and could not be attached to any of the other clans).

Bad Moons

All available Bad Moons elements are listed in this section.



BuzzGob Big Mek

Leads formations of Dreads and Stompas.

BuzzGob Big Mek has the following **Special Ability**:

1. **Kustom Forcefield**: This element has a Kustom Forcefield. See Gargant rules section for rules on powerfields.
2. **Shokk Attack Gun**: A Mek armed with a shock attack gun has its TSM increased to -4 on a natural 10 roll to-hit.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
BuzzGob	10	3[5]+	4/-3	Shokk Attack Gun [B] Power Weapon [B]	30/60 -	1 -	-2 -	[HQ3], [DR2], [MK], Special

Ufthak Blackhawk

Bad Moons boss that eventually become the warlord of a Waargh!

Ufthak Blackhawk has the following Special Ability:

- I. This element adds the Deepstrike [T] ability to the command formation it attached to.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ufthak Blackhawk	10[T]	4[6]+	4/-3	Shokk Rifle [HY] Snazzhammer [B]	25 -	1 -	-2 -	[HQ2], Special

Blood Axes

All available Blood Axe elements are listed in this section.



Boss Snikrot

A vicious Kommando Boss.

Boss Snikrot has the following Special Ability:

- I. Formations under Boss Snikrot's command gain a +1 bonus to reserve rolls.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Snikrot	15	[6]+	4/-3	Mork's Teeth [B]	-	-	-	[HQ2], [IF], [SH], [FR], Special

Kaptain

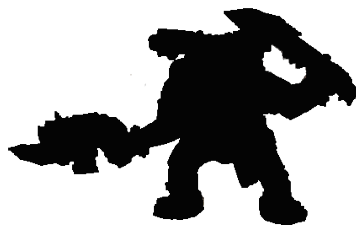
Leaders of Kommando formations.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R], [IF], [SH], [AG], Special

Kommandos

Orks with low cunning able to spread fear in enemy rear lines.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kommandos	10	10+	2/0	Shoota [A]	20	1	0	[IF], [SH], [AG]

Stormboyz

Young rebellious Orks that embrace discipline and planning!

The Stormboys have the following Special Abilities:

- I. **Rokkit Pack:** When on CHARGE orders roll 3d10 and the total is the amount of extra movement obtained (i.e. a roll of a total of 15 means 15cms of bonus movement).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormboyz	10[J]	10+	2/-1	Melee Weapons	-	-	-	Special

Da Russ Bomma

A looted and converted Leman Russ Tank.

Da Russ Bomma has the following Special Ability:

- I. **Zzappa:** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Da Russ Bomma	20	2+	2/-1	Battlecannon [B]	35/70	1	-2	
				Zzap Gun	25/50	1	-2	
				Shootas [AP,A]	25	4	0	

Humie Big Track

A looted and converted Chimera.

Humie Big Track have the following Special Abilities:

- I. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Humie Big Track	25	4+	2/-1	Zzap Gun Shootas [AP,A]	20/35 25	1 4	-2 0	[TR2], [OT], [AG], Special

Warlord Blaktoof

Known as the overfiend of Octarius.

Warlord Blaktoof has the following Special Ability:

- I. **Tyrannid Bane:** This element grants a +1 bonus to Waargh Energy rolls. This bonus increases to +2 if the opponent is Tyranids.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord Blaktoof	10	3[5]+	5/-4	Kustom Kombi Shoota [A,Fire] Power Claws [B]	25 -	4 -	-2 -	[HQ3], [DR2], Special

Deathskulls

All available Deathskulls elements are listed in this section.

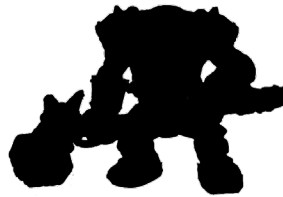


Breaka Boyz

Anti-tank orks armed with scrap hammers.

Breaka Boyz has the following **Special Ability**:

- I. Tank Hammers: The Ork player has the option to declare that a Breaka Boyz element will use the Tank Hammer attack after a successful hit in close combat. This attack increases its close combat TSM to -4. However, regardless of result for its target a Breaka Boyz element that uses this attack is eliminated.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Breaka Boyz	10	7+	2/-2	Rokkit Pistol [A] Hammer [B]	15 -	2 -	-2 -	Special

Evil Sunz and Renegade Mekboyz

All available Evil Sunz and Renegade Mekboyz elements are listed in this section.

Evil Sunz Warboss Zhadsnark Da Rippa

The epitome of Orkdom mounted attack.

Warboss Zhadsnark Da Rippa has the following Special Abilities:

1. **Run 'Em Down!:** This element grants a +1 bonus to-hit in close combat to any Evil Sunz formations within command distance (25cms).
2. **Go Fast!:** This element grants a +2 bonus to reserve rolls to ALL Evil Sunz formations.
3. **Too Slow!:** When this element commands an Evil Sunz clan, it may NOT attach any dreadnought support cards.
4. **Disciple of the Waargh!:** This element grants a +1 bonus to Waargh Energy rolls.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Da Rippa	35	3[5]+	4/-4	'Eavy Shootas [AP,A]	25	4	-1	[HQ3], [DR2], [AG], Special

Mekboy Dragstas and Speedstas

Highly customized vehicles with strange unpredictable weapons.

Mekboy Dragstas and Speedstas have the following Special Abilities:

1. **Supercharged:** All Mekboy Speedstas and Dragstas roll a d10 and add that to their CHARGE move when on charge orders (i.e. a mekboy dragsta with a base move of 30cms rolls a 5, therefore the total movement is 65cms [base movement doubled on charge orders plus 5 from the d10 roll]).
2. **Bubblechukka:** Elements with this weapon cause suppression as if it were artillery on any hit.
3. **Gig Shoota:** Elements with this weapon roll a d10 and the result is the number of attack dice available for range fire from this weapon.
4. **Accurate:** Elements armed with Lifta-droppas, or Grot Bombs gain a +1 to-hit bonus for that weapon only.
5. **Devastating:** Elements armed with Lifta-droppas, or Shokk Attack Gunz increase their TSM to -6 [Lifta-droppa] and -4 [Shokk Attack Gunz] respectively on a natural roll of 10.
6. **Deflektor Shield:** An element with a Deflektor Shield can provide LIGHT COVER to ONE formation from the Clan this element is attached. The CLOSEST formation to this element is the one that benefits from the shield. This shield bonus always applies to the element itself.

7. **Magna Kannon:** This weapon has the following rules:

- An element with this weapon may only fire at flier [F] elements.
- This weapon on a natural to-hit roll of 10 automatically destroys any flier with a damage rating [DR] of 2 or less. If the flier has a damage rating [DR] of 3 or more, the target makes its armor save however, if it fails the save it is destroyed regardless of its damage rating.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [AA] Shootas [AP,A]	50/100 25	1 3	-1 0	[TR1], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivet Gun [A] Shootas [AP,A] Skorchas [FW]	20/35 25 10	2 3 3	-2 0 0	[TR1], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Bubble Chukka [B,TL2] Rokkits [A] Shootas [AP,A]	20/35 25 25	2 1 2	-1 -2 0	[TR1], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Shootas [AP,A]	25/50 25	1-10 1	-1 0	[TR1], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy	25	4+	2/-1	Grot Bombs [AY,B2]	35/70	1	-2	[TR1], Special
Rokkit				Rokkits [A]	25	1	-2	
Speedsta				Shootas [AP,A]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy	25	4+	2/-1	Shokk Attack Gun [B2]	30/60	2	-2	[TR1], Special
Shokk				Rokkits [A]	25	1	-2	
Speedsta				Shootas [AP,A]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy	20	2+	2/-2	Lifta-Droppa [B3]	35/70	1	-3	[TR1], Special
Lifta-Droppa				Shootas [AP,A]	25	1	0	
Wagon								

Freebooterz

All available Freebooterz elements are listed in this section.



Freebooterz

Piratical Orks bent on booty and bling.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Freebooterz	10	9+	1/0	Snazzgun [A]	25	3	-1	

Freebooterz Nobz

Leaders of Freebooterz formations.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Freebooterz Nobz	10	6+	2/-1	Snazzgunz [A]	25	3	-1	[HQ1], [R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Freebooterz Boss Nobz	10	3[5]+	4/-2	Kustom Kombi Shoota [A]	25	4	-2	[HQ2], [R], [DR2]

Kaptin Badrukk

A very wealthy Ork due to successful mercenary work.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaptin Badrukk	10	3[5]+	3/-2	Da Ripa [A,Fire] Power Weapon [B]	25 -	4 -	-3 -	[HQ3], [DR2]

Goffs

All available Goffs elements are listed in this section.

Ghazghkul Thraka

Da prophet of the WAARGH!

Ghazghkul Thraka has the following Special Abilities:

1. **Kustom Forcefield:** This element has a Kustom Forcefield. See Gargant rules section for rules on powerfields.
2. **Inspiring:** This elements grants all Goff formations a +1 bonus to morale checks when present.
3. **Strategic:** This element grants ALL ork formations a +1 bonus to reserve rolls.
4. **Prophet of the Waargh!:** This element grants a +1 bonus to Waargh Energy rolls.
5. **Blakk Thunda:** This element may opt to use this as transport. This element has the following rules:
 - a. **Battle Rolla:** This element gains the Deth Rolla Upgrade and the Blast [B] weapon trait.
 - b. **Powerfields:** This element has 4 powerfields. See Gargant rules section for rules on powerfields.
 - c. **Mega-Shooty:** This element has TWO Gigashooter Kannon. Roll 2d10's to determine the amount of attack dice available for range attacks from this weapon.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ghazghkul Thraka	15	2[4]+	6/-5	Supra Kustom Combi Shoota [A] Power Weapon [B]	25/50 -	4 -	-3 -	[HQ3], [DR3], [IWD], [FR], Special

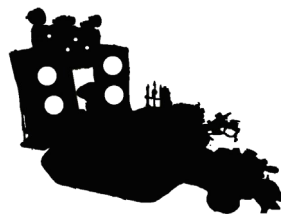
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blakk Thunda [4]	20	1+	6/-4	Deth Kannon [B3] Skullhamma Kannon Gigashoota Kannon Rokkits Scorcha [FW] Shootas [AP,A]	50/100 30/60 25/50 25 10 25	1 2 2-20 4 6 8	-5 -3 -1 -2 0 0	[DR6], [TR6], Special

Goffrokker Battle Fortress

A loud party vehicle in the middle of battle.

The Goff Rokker Battle Fortress has the following Special Abilities:

1. This element's transport capacity can only be used for its Skarboy Bouncers (5 stands). Use the Skarboy Statline for these elements.
2. This element grants a +1 bonus to all Ork formations within 50cms.
3. If this element is destroyed and removed from play any Ork formation within 25cms will make an Immediate morale check.
4. The 'Uge Speakas roll 1d10. The result is the number of attack-dices available for a range attack.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B]	20/35	4	-2	[DR4], [TR5], Special
				'Uge Speaka [IC]	25	1-10	-1	
				Shootas [AP,A]	25	6	0	

Warlord Ugrak

Ork Champion pledged to Ghaghkul.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord Ugrak	10	3[5]+	6/-4	Supra Kustom Kombi	25	4	-3	[HQ3], [DR2]
				Shoota [A]				
				Power Weapon [B]	-	-	-	

Kult of Speed

The Kult of Speed does NOT possess any Clan specific elements.

Snakebites

All available Snakebites elements are listed in this section.

Boar Boyz/Squig Riders

Used by more feral orks for cavalry.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boar/Squig Rider Boyz	20	8+	2/-2	Choppas	-	-	-	

Buzzer Squig Swarm

The Squig is good for eating. It is also good for throwing swarms of the bitey ones in battle.

Buzzer Squig Swarm has the following Special Ability:

1. Buzzer Squigs are small and fast. The Ork trait of slow does not apply to this element.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buzzer Squig Swarm	15	10+	3/0	Mass Biting [IC]	-	-	-	Special

Mega Squiggoth

A gigantic squig that is used for transport and weapons.

The Mega Squiggoth has the following Special Ability:

- I. **Gets Mad:** When elements of a Mega Squiggoth formation are damaged or eliminated make an immediate morale check with a -1 penalty. If the morale check is failed the formation will charge towards the nearest opposing formation. At this point the elements of this formation will gain the It-will-not-die [IWD] ability until the formation rallies.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special

Mozrog Skragbad

Beastboss rider of the legendary Great White Chompa.

Mozrog Skragbad has the following Special Ability:

- I. When in command of beast snagga formations they receive a +1 bonus to determine close combat resolution.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mozrog Skragbad on Squigsaur	20	3[5]+	5/-3	Rokkits [A] Power Claw [B]	25 -	2 -	-2 -	[HQ3], Special

Orkeosaurus

A titan sized squig that is used for transport and weapons.

The Orkeosaurus has the following Special Ability:

1. **Gets Mad:** When elements of a Orkeosaurs formation are damaged or eliminated make an immediate morale check with a -1 penalty. If the morale check is failed the formation will charge towards the nearest opposing formation. At this point the elements of this formation will gain the It-will-not-die [IWD] ability until the formation rallies.
2. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY] Big Zzappa Shootas [AP,A]	25/50 25/50 25	6 3 10	-2 -2 0	[DR6], [TR8], Special

Rig

Battle rigs pulled by enormous squigs with weirdboyz in them.

Kill Rig have the following Special Ability:

1. **Hitch a ride:** This elements contains a Weirdboy and its 2 minderz.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Rig	20	4+	3/-2	'Eavy Lobba [AY,B] Stikka Kannon Wurrtower [PY,A] Shootas [AP,A]	25/50 15 25 25	2 1 2 1	-1 -2 -2 0	[TR3], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hunting Rig	20	4+	3/-2	'Eavy Lobba [AY,B] Stikka Kannon Shootas [AP,A]	25/50 15 25	2 1 2	-1 -2 0	[TR3], Special

Runtherd

The shepherds of the masses of gretchen.

The Runtherd has the following Special Ability:

- Runtherd's command ability only applies to the gretchen subspecies, not to ork boyz.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Runtherd	10	10+	2/0	Shoota [A]	20	2	0	[HQ1], Special

Snakebite Boyz

Boyz from a more traditionally minded clan.

Snakebites have the following Special Ability:

- Snakebites:** They possess Special Tattoos that grant it an invulnerability save of [10]+ or +1 to an existing invulnerable save.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebite Boyz	10	[10]+	2/0	Shootas [A]	20	1	0	Special

Snakebite Nobz

Leader of the Snakebite Clan.

Snakebite Nobz has the following **Special Ability**:

- I. **Snakebite Nobz**: They possess Special Tattoos that grant it an invulnerability save of [10]+ or +1 to an existing invulnerable save.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebite Nobz	10	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebite Nobz on Squigsaur	20	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special

Squigbuggy

Snakebite attack vehicle.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
SquigBuggy	30	5+	1/-1	Squiglauncher [A,IC]	20/35	1	-1	

Squiggoth

An enormous squig that is used for transport and weapons.

The Squiggoth has the following Special Ability:

1. **Gets Mad:** When elements of a Squiggoth formation are damaged or eliminated make an immediate morale check with a -1 penalty. If the morale check is failed the formation will charge towards the nearest opposing formation. At this point the elements of this formation will gain the It-will-not-die [IWD] ability until the formation rallies.
2. **Zzapp Gun (Big Zzappa):** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special

Squigherderz

The analogous counterpart of the Runtherd, but with Squigs.

The Squigherderz has the following Special Ability:

- I. Squigherderz command ability only applies to Squig subspecies, not to ork boyz.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squigherderz	15	8+	2/-1	Shoota [A]	20	2	0	[HQ1], Special

Snakebite Warboss

An Ork warlord decked in their greatest kills.

The Beastboss has the following Special Ability:

- I. Beastboss's that command Snakebite/beastsnagga formations receive a +1 bonus to determine close combat resolution.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebite Warlord	10	4+	4/-2	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebite Warlord on Squigsaur	20	3+	4/-3	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]

Gargants

Titanic scrap machine that are the living embodiment of the Ork Gods.

General Gargant Traits

Ork Gargants possess the following traits:

1. To-hit value for Ork Gargants is 7+ for ranged attacks and 6+ for close combat attacks.

Specific Gargant Traits

Ork Gargant has several specific traits:

1. **Terrifying:** All Ork Gargant elements have the Terror Ability [TER].
2. **Size Vulnerability:** All Ork Gargant elements have difficulty targeting small and agile elements and are subject to the following:
 - a. Ork Gargant elements receive a -2 *penalty to to-hit rolls in close combat versus infantry elements.*
 - b. Ork Gargant receives a -1 *penalty to to-hit rolls in close combat versus cavalry elements.*
 - c. Opposing Infantry and Cavalry elements in close combat with a titan gain an invulnerable save of [10]+.
3. **Indomitable:** Ork Gargant elements are immune to effects of suppression from ranged attacks. However, certain effects that confer suppression (effects from the damage table for example) can be applied.
4. **Adamantium Skin:** All Ork Gargant elements possess the Reinforced Armor [RA] ability.

Gargant Abilities

Ork Gargant elements have the following abilities:

1. **Ork Gargant Special Order-Damage Control:** In addition to standard orders, Ork Gargant may be assigned a special order; Damage Control. An Ork Gargant element with the Damage Control Order has the following rules:
 - a. The Ork Gargant Element may NOT move or fire any weapon during the turn this order was assigned. Opposing elements gain a +1 bonus to ranged attacks while this order is in effect.
 - b. The Ork Gargant element gains a +2 bonus to all repair rolls.
 - c. The Damage Control order is revealed last during the movement phase after all other standard orders have been revealed.
2. **Shields:** A Ork Gargant element may have ONE type of the following for shields (may not have more than one type simultaneously):
 - a. **Powerfields:**
 - i. They ONLY offer protection versus RANGED attacks. Powerfields are NOT considered for close combat attacks.

- ii. An Ork Gargant element does NOT receive ranged attacks to its own armor until ALL Powerfields have been knocked out (shield less Ork Gargant). Note that certain weapon MAY bypass powerfields and do direct damage to the Ork Gargant element.
 - iii. The Armor Value [AV] of a powerfield is an **invulnerable save of [3]+**. Opposing weapons with the **Destroyer [D] trait ignore the powerfield AV and invulnerable save, automatically knocking down one powerfield per attack dice that score a hit.**
 - iv. Multiple powerfields may be present on a single Ork Gargant element.
 - v. Unlike void shields, once a powerfield is knocked down it may NOT be repaired.
- b. **Mekboy Forcefield:**
 - i. Unlike powerfields, only a single Mekboy Forcefield may be present on a single Ork Gargant element.
 - ii. The Armor value [AV] of a Mekboy Forcefield has an **invulnerable save of [5]+**. Unlike powerfields the Mekboy Forcefield **ignores the Destroyer [D] trait** (i.e. the invulnerable save is taken normally even against a weapon with the Destroyer [D] trait).
 - iii. The Mekboy Forcefield **can be repaired** (unlike forcefield which cannot be repaired). However, on a failed repair roll of 2 or less, the Mekboy Forcefields burns out and is non-functional for the rest of the game. Additionally, ONE fire will start when this happens.
- 3. **Repair:** An Ork Gargant may attempt to repair damaged systems and regenerate a downed Mekboy Forcefield (not powerfields) and extinguish fires as follows:
 - a. All repair attempts occur in the END PHASE after VPs are tallied and rolls for rallying formation are performed.
 - b. Each Ork Gargant element in play can perform repairs in this phase. Players can alternate titan repair in order of initiative of that turn.
 - c. A downed Mekboy Forcefield can be repaired on a roll of 8+. It is permanently damaged on a roll of 2 or less and starts one fire.
 - d. A damaged system or weapon can be repaired on a roll of 8+ per damaged system and/or weapon.
 - i. Example: An Ork Gargant titan has a damaged weapon and damaged feed. The player may attempt to repair all of these in the same end phase by rolling 1d10 for the damaged weapon and 1d10 for the damaged feet. A successful roll of 8+ will repair the specific damage that is being rolled for.
 - e. The Ork player may also attempt to extinguish any active fires on an Ork Gargant. Roll 1d10 PER active fire on the Ork Gargant element. Every roll of 8+ extinguishes one fire.
 - i. Example: An Ork Gargant has 4 active fires. The ork player rolls 4d10 (one d10 per fire) and rolls 2,7,8,10. Since two dice rolls 8+, TWO fires are extinguished.

Gargant Damage Allocation

Ork Gargants are subject to damage as in combat as follows:

1. Only unshielded Ork Gargant elements (Ork Gargant elements that have all shields downed/inactive) are subject to direct damage.
2. Damage determination follows the standard rules as described under the damage resolution section, the core rules.
3. Once an Ork Gargant element fails an armor save, additional effects in addition to DR damage may occur. Therefore, roll once on the table below for each hit that fails an armor save.

Gargant Damage Table	
Die Roll	Effect
1-6	Apply standard DR damage by weapon used
7-9	Apply standard DR by weapon used AND roll once of the critical systems table
10+	Apply standard DR by weapon used AND roll TWICE of the critical systems table

4. In the instance the Titan Damage effect indicates critical system damage has occurred, roll on the critical systems table below as once or twice as noted in the titan damage table effects.
5. Additional hits on destroyed locations add +1DR damage and ONE fire.

Critical Systems		
Die Roll	System	Effect
1-3	Feet/Propulsion System	1. Gargant element loses -5cms of its base movement and may NOT use charge orders until repaired. 2. Additional damage to this system will add cumulative loss of -5cms to base movement and if base movement reaches ZERO the titan element is now IMMOBILIZED permanently, and this CANNOT be repaired. 3. An immobilized Gargant element that receives further damage causes explosive damage to the Boiler. Gargant receives +1DR damage and immediately rolls twice on the Gargant Fire Table
4-5	Ammo/Fuel	1. Gargant receives +1DR damage and ONE fire is started
6-7	Weapon	Consult the Weapon Hit table for the specific Gargant element below. 1. The first hit renders the weapon inoperable until repair. 2. The second hit on an already damaged weapon destroys it for the rest of the game. Gargant receives +1DR damage and immediately roll on the Fire Table.
8-9	Bridge/Head	1. The first hit causes the Gargant to receive no order the next turn and a -1 penalty to repair rolls until this location is repaired. 2. The second hit causes +1DR damage. Orders can be issued on a d10 roll of 6+. Failure means no orders for that turn. 3. Third hit destroys location. Gargant counts as destroyed and awards full VP.
10+	Boiler	1. Gargants receive +1DR damage and immediately roll again on this table and the Fire Table. 2. Gargants reduced to zero DR after a hit to the Boiler explodes. On a roll of 7+ ALL elements within 15cms are hit at -2TSM.

Fires

Without sensitive plasma reactors the true danger on a Gargant are fires.

Follow these steps with Fires on Gargants:

1. Keep track of all fires generated with a fire token.
2. In the End Phase roll on the Gargant Fire Table below and apply results
3. Add +1 to the roll on the Gargant Fire Table for every fire beyond the first one (i.e. 2 fires +1; 3 fires +2, etc.).
4. Critical System results that require an immediate roll on the fire table count as ONE fire (if no previous fire) or add +1 to the current existing fires.

Gargant Weapon Hit Tables

All tables for weapon hit on all gargant types are in this section.

Gargant	
Die Roll	Effect
1-3	Belly/Center Weapon Damaged
4-6	Left Shoulder Weapon Damaged
7-9	Right Shoulder Weapon Damaged
10	Head Weapon Damaged

Please Note:

1. In cases where two shoulder weapons are present, roll 1d10, a roll of 6+ is upper shoulder: 5 or less, lower shoulder. In cases where only one shoulder weapon exists, that is the weapon hit.
2. In cases where no Head or Belly weapon exists default to shoulder weapons.

Gargant Damage Effects

This section contains general effects on titans suffering DR loss.

An Ork Gargant that has lost half or more of its total DR rating suffers the following effects:

1. The Ork Gargant element receives a -1 penalty on all shield and system repair rolls.
2. If both players agree they may use the following **OPTIONAL** rule:
 - a. In addition to the penalty listed above titan elements that have lost 50% or more of their DR rating also receive:
 - i. A -5cms penalty to their base move
 - ii. -1 penalty to-hit rolls.
 - iii. Total CAF dice are reduced to half (rounded up).

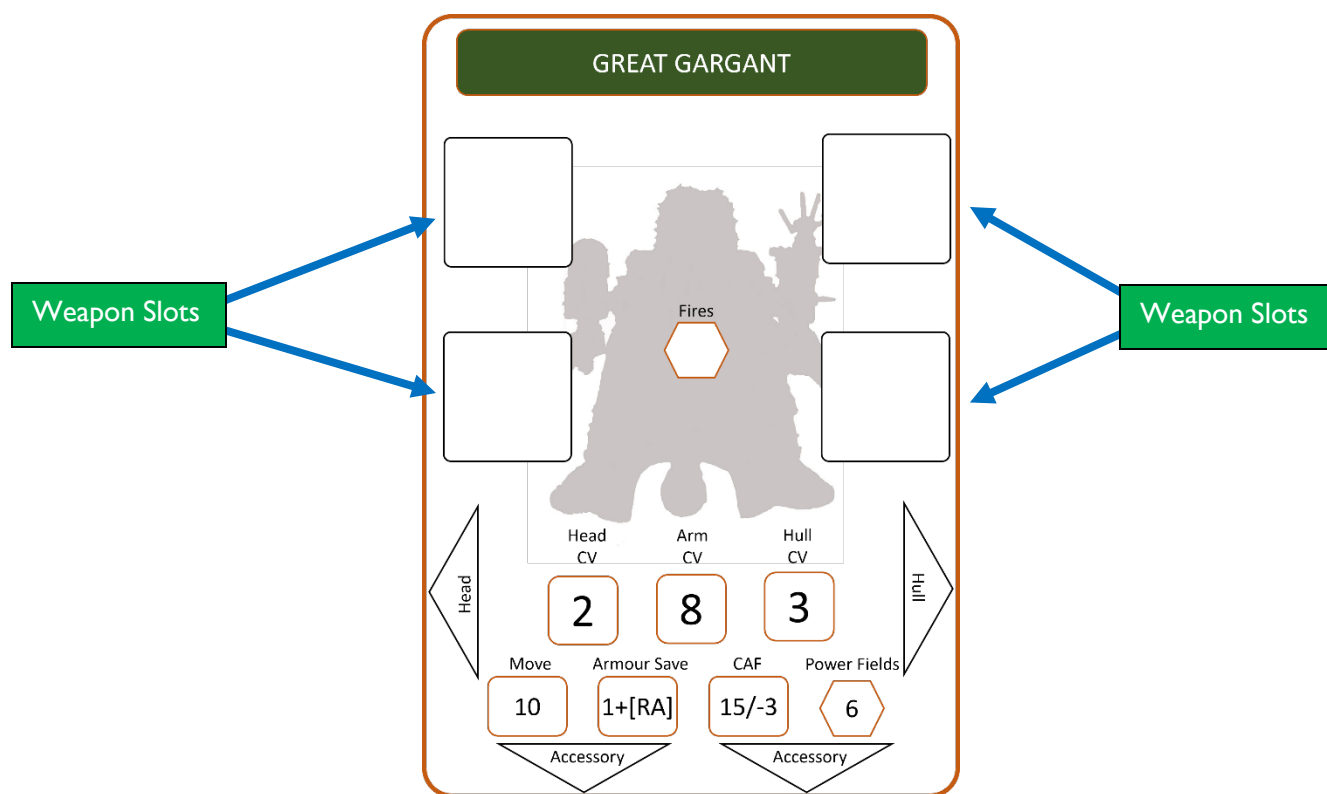
Gargant Building

This section deals with how to configure a Gargant's armament and options.

Gargant Templates

A player that has Gargant formations as part of their army composition does the following:

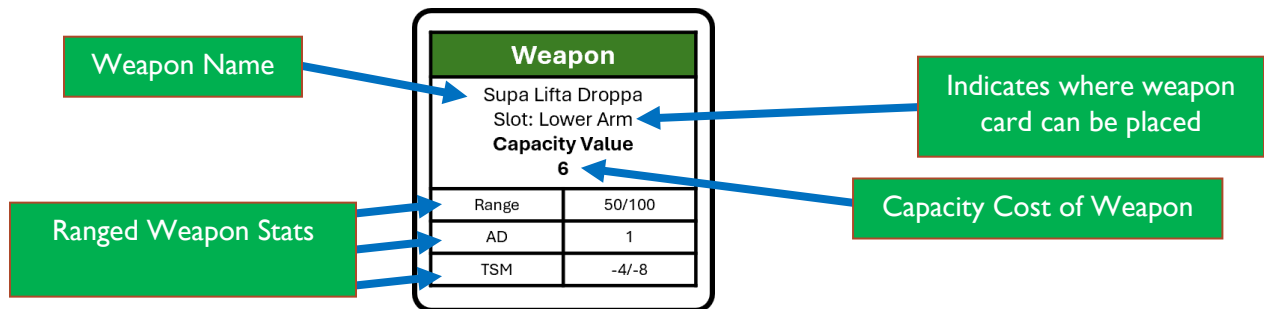
- I. Select the Gargant template appropriate for the type that is part of the army. One template PER Gargant element.
 - a. A player that fields a Gargant formation consisting of 3 Gargants must select 3 Gargant templates representing each titan according to type.



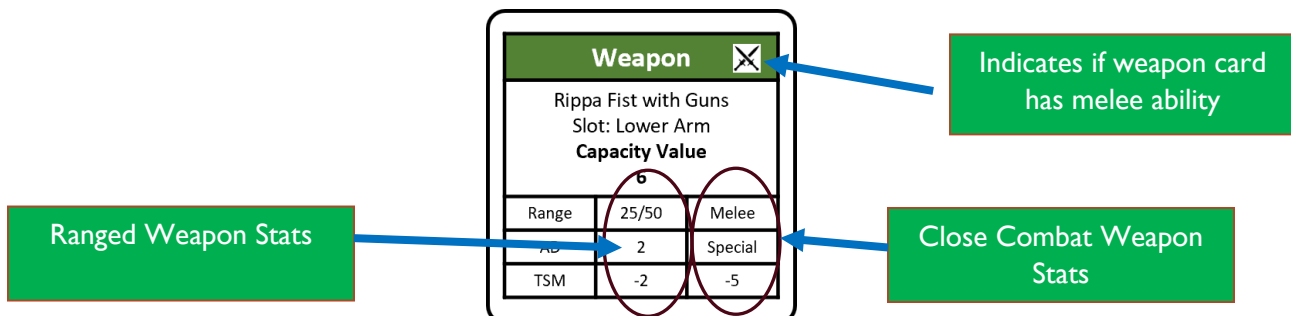
- I. A Gargant Template contains the following information:
 - a. **Capacity Value:** The overall space available in a section of the Gargant to add components. In Ork Gargants these are divided into Head CV, Arm CV and Hull CV.
 - i. **Arm Capacity Value:** The listed value is **PER ARM**. In the example above the CV is 8 PER ARM (in essence 16 CV combined in both arms however, the player may only fit 8CV of components in one arm).
 - b. **Move:** The Gargant's base movement rate.
 - c. **Armor Value:** The Gargant's armor value once all Powerfields are disabled.
 - d. **CAF:** Close Combat Factor of the Gargant.

- e. **Powerfield:** Number of total Powerfields the Gargant possesses. Powerfield counter for tracking number of active shields goes here.
 - f. **Fires:** Place Fire counter here to keep track of active fires.
 - g. **Weapon Slots:** The total amount and location of Gargant's weapon hard point. Gargant weapon cards fill these slots.
 - h. **Head Slot:** Gargant component cards for the head slot (if any) go here.
 - i. **Hull Slot:** Gargant component cards for the hull slot (if any) go here.
 - j. **Accessory Slot:** Gargant component cards not specific to the other slots (if any) go here.
2. Once the appropriate template is selected, proceed to fill the appropriate slots with the players chosen weapon and accessory cards. Note that:
 - a. Not all weapon slots need to be filled, but at least ONE slot must be filled.
 - b. Weapon cards are placed in the correctly designated slot mentioned on each weapon card. The location "ANY" indicates players choice where they may be placed.
 - c. Accessory Cards (when present) are placed under the Accessory arrow on the template. Multiple Accessory cards may be placed under each arrow.

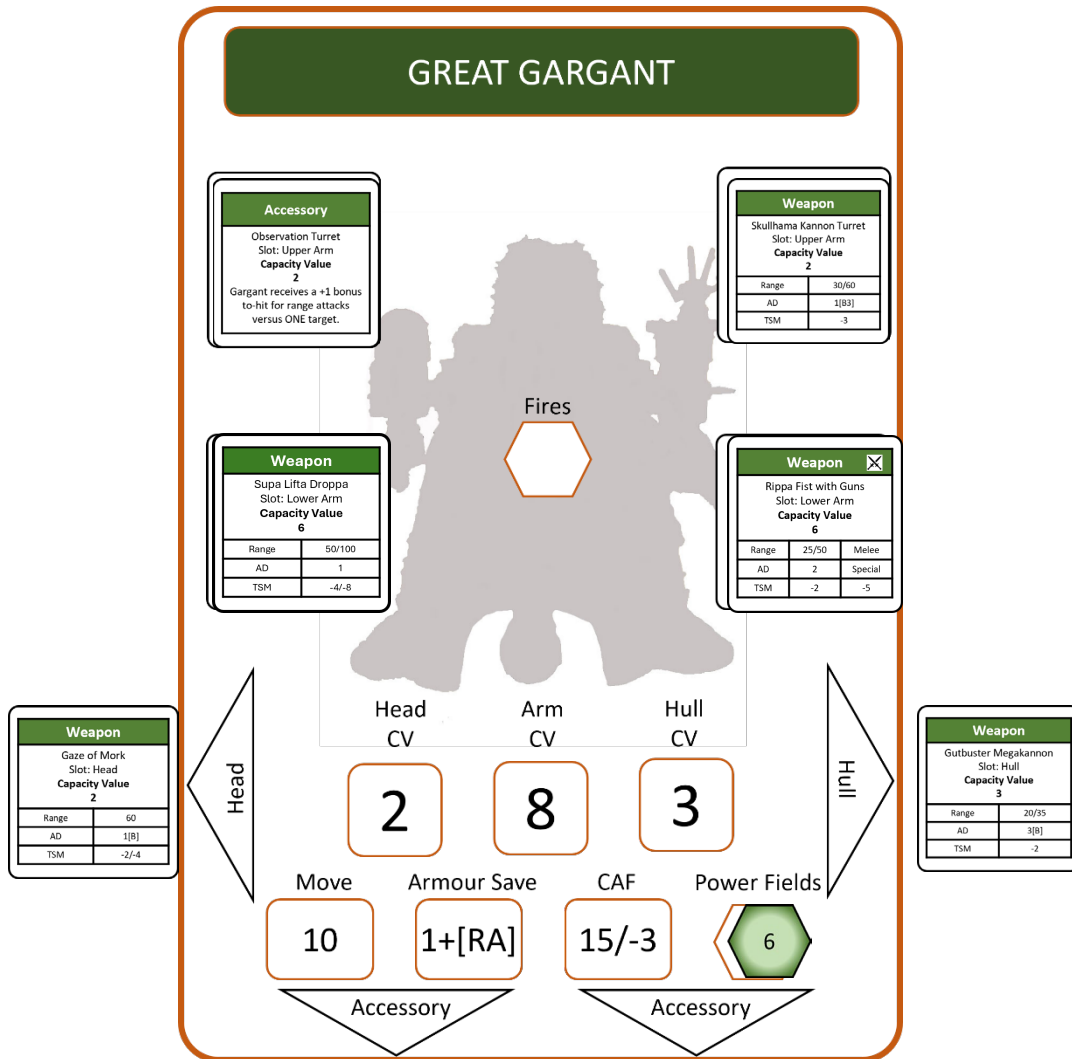
Ranged Weapon Card



Weapon Card with Melee Ability



Example of completed titan template



Capacity Management

This section deals with the rules regarding gargants capacity management.

Capacity Management is a simplification on how much physical space a Gargant possesses to add components. Unlike Imperial Titans where the power of their reactor determines the power of weapons it may field, for Gargants it is the capacity of a section of the gargants that determines how many and how large those components can be.

The following rules apply when building a Gargant and manage its capacity requirements.

- I. **Gargant Capacity Value (CV):** This is the value of one section that composes the mass of a Gargant. The player will refer to that section's capacity value when adding components to it and the total of added components may not exceed the capacity value for that section.

- a. **Example:** Using the Illustration above on a completed Gargant template, the capacity value for an Arm section is 8 (note since the gargants has two arms EACH arm has a capacity value of 8). In this case a Supa Lifta Droppa Arm with a CV of 6 and an Observation Turret with a CV of 2 are selected. Both components add to a total of 8 CV and that is equal to the arms CV of 8. The player could also have opted for two components whose sum was less than 8 but could not pick two components whose sum was greater than 8. The player continues to pick components for each section of the gargant in any combination if they do not exceed the CV of that section. Also note the card itself can restrict the player on where it fits as well.
2. There is no benefit to the Ork player for unused capacity value. Therefore, it's in the Ork players best interest to use all available CV efficiently.

Gargant Elements [5]

This section covers all Gargants available.

Great Gargant

Large Gargant type analogous to a warlord titan.



Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Great Gargant	10	1+	15/-3	Per Arm CV 8 Head CV 2 Hull CV 3	6x Shootas	6	[DR13], [RA]

Mega-Gargant

The largest ork gargant that is known.

Mega-Gargant has the following Special Ability:

- I. **Irresistible:** Mega-Gargant's close combat attacks have the Destroyer [D] weapon trait.



Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Mega-Gargant	10	0+	22/-4	Per Arm CV 12 Head CV 3 Hull CV 3 Rear Hull CV 1	8x Shootas	8	[DR18], [RA], Special

Slasher Gargant

A medium tier sized ork gargants.



Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Slasha Gargant	10	1+	11/-3	Per Arm CV 6 Head CV 1 Hull CV 2	4x Shootas	4	[DR9], [RA]

Steam Gargant

A steam powered gargants used by the Snakebite Clan.

Steam gargants have the following Special Ability:

1. The Steam Gargant may only be attached to the Snakebite Clan.
2. Mystic Symbols: A Steam Gargant does not possess any type of shield. However, they are painted in mystic symbols that grant them an invulnerable save of [9]+.



Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Steam Gargant	15	1+	10/-3	Per Arm CV 6 Head CV 1 Hull CV 2	6x Shootas	Special	[DR8], [RA], Special

Stompa

The smallest of the true gargants.



Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Stompa Gargant	15	1+	6/-3	Per Arm CV 5 Head CV 1 Hull CV 1	4x Shootas	4	[DR4], [RA]

Gargant Weapons and Accessories

This section covers all gargants components available.

Head Components

The following table lists all available head components for Gargants.

Gargant Head Components					
Name	Capacity Value	Range	AD	TSM	Notes
Basic Head 1	1	-	-	-	Special
Basic Head 2	2	-	-	-	Special
Basic Head 3	3	-	-	-	Special
Bigga Louda Speakas	2	-	-	-	Special
Flame Belcha Turret [FW]	2	25	6	-1	
Gaze of Mork	1	60	1	-2	Special
Loud Speakas	1	-	-	-	Special
Mork Head [TL2]	2	30/60	1	-2	Special
Observation Turret	1	-	-	-	Special
Skullhamma Kannon [B3]	2	30/60	1	-3	

Head Components Special Abilities

Any head component with special abilities is explained in this section.

All Head components grant a +1 bonus to morale checks to ALL ork formations within 25cms of a gargants.

1. **Basic Heads:** The basic heads have these abilities based on slot cost.
 - a. **Basic Head 1:** Adds Transport 2 [TR2] to the gargants.
 - b. **Basic Head 2:** Adds Transport 2 [TR2] and increases the gargants total DR by +1.
 - c. **Basic Head 3:** Adds Transport 4 [TR4] and increases the gargants total DR by +1.
2. **Bigga Louda Speakas:** Increases the morale bonus radius to 45cms from a gargants with this component.
3. **Gaze of Mork:** When the roll to hit for this weapon is a natural 10, the TSM increases to -4. This component may be taken TWICE, once for each eye.
4. **Loud Speakas:** Increases the morale bonus radius to 35cms from a gargants with this component.
5. **Mork Head:** When the roll to hit for this weapon is a natural 10, the TSM increases to -4.
6. **Observation Turret:** Grants a +1 bonus to all range attacks against ONE target.

Arm Components

The following table lists all available Arm components for Gargants.

Gargant Arm Components					
Name	Capacity Value	Range	AD	TSM	Notes
Bursta Gun [B3]	4	35	1	-5	
Buzz Saw [D,B]	4	25	3	-1	Special
Clusta Busta Kannon	5				Special
Deth Shots [D,B2]		35/70	1	-4	
Giga Shots		25/50	1-10	-1	
Deth Kannon [D,B2]	3	35/70	1	-4	
Flakkkannon [AA]	2	25/50	2	-2	
Flame Belcha Turret [FW]	2	25	6	-1	
Gigashoota Kannon	2	25/50	1-10	-1	Special
Heavy Lobba [AY,B3]	4	50/100	2	-3	
Krusha ball [W,B3,D2]	4	10	1	-6	Special
Lobba [AY,B]	1	25/50	2	-1	
Magna Kannon [AA]	4	50/100	1	-1	Special
Observation Turret	1	-	-	-	Special
Power Klaw [D3,B]	4	-	-	-6	Special
Rippa Fist [D2,B]	4	-	-	-5	Special
Rippa Fist with Guns [D2,B]	6	25/50	2	-2	Special
Skullhamma Turret [B3]	2	30/60	1	-3	
Slasha Attack Gun [B,TL2]	6	25/50	3	-3	
Suppa Lifta Droppa [B4]	6	50/100	1	-4	Special
Supra Rokkits [B]	1	35/70	2	-2	Special

Arm Components Special Abilities

Any arm component with special abilities is explained in this section.

1. **Buzz Saw:** Gargant gains a bonus +3CAF dice in close combat. Close combat attacks are resolved with a -4TSM. The weapon traits apply **ONLY** to the close combat attack.
2. **Clusta Busta Kannon:** This gun has 2 types of shot which can be fired in the same turn range permitting.
3. **Gig Shoota:** Elements with this weapon roll a d10 and the result is the number of attack dice available for range fire from this weapon.
4. **Krusha Ball:** Gargant gains a bonus +2CAF dice in close combat. Close combat attacks are resolved with a -6TSM.
5. **Magna Kannon:** This weapon has the following rules:
 - a. An element with this weapon may only fire at flier [F] elements.
 - b. This weapon on a natural to-hit roll of 10 automatically destroys any flier with a damage rating [DR] of 2 or less. If the flier has a damage rating [DR] of 3 or more, the target

makes its armor save however, if it fails the save it is destroyed regardless of its damage rating.

6. **Observation Turret:** Grants a +1 bonus to all range attacks against ONE target.
7. **Power Klaw:** Gargant gains a bonus +3CAF dice in close combat. Close combat attacks are resolved with a -6TSM.
8. **Rippa Fists:** Gargant gains a bonus +4CAF dice in close combat. Close combat attacks are resolved with a -5TSM. The version with guns has a range attack. Weapon traits do NOT apply to the ranged attack.
9. **Suppa Lifta Droppa:** This weapon gains a +1 to-hit on its range attack and on a natural to-hit roll of 10 its TSM increases to -8.
10. **Supra Rokkits:** This weapon gains a +1 to-hit for its range attack.

Hull Components

The following table lists all available Hull components for Gargants.

Gargant Hull Components					
Name	Capacity Value	Range	AD	TSM	Notes
Belly Gun [B1-10]	1	35/70	1	-3	Special
Clusta Busta Kannon	1				Special
Deth Shots [D,B2]		35/70	1	-4	
Giga Shots		25/50	1-10	-1	
Extra Armor Platz	1	-	-	-	Special
Extra Powerfield Generators	1	-	-	-	Special
Feetz	0	-	-	-	Special
Gun Deck, Dual Kill Kannon [B2]	1	20/35	4	-2	
Gutbusta Megakannon A [M]	2	60/120			Special
High Explosive Shot [B2,Fire]			3-13	-4	
Armor Piercing [D3,B4]			1	-6	
Gutbusta Megakannon B [M]	3	60/120			Special
High Explosive [B2,Fire]			3-13	-4	
Armor Piercing [D3,B4]			1	-6	
Kannons [B]		20/35	3	-2	
Gutbasta Megakannon Autoloader	1	-	-	-	Special
Heavy Lobba [AY,B3]	1	50/100	2	-3	
Krew Compartment	1	25	4	0	Special
Mekboy Forcefield	1	25	2	0	Special
Mekboy Upgraded Powerfields	2	-	-	-	Special
Recycled Warlord Platz	2	-	-	-	Special
Snapper [IC]	2	15	2d10	-1	Special
Super Charged Boiler	0	-	-	-	Special
Tracked	0	-	-	-	Special

Hull Components Special Abilities

Any Hull component with special abilities is explained in this section.

1. **Belly Gun:** Has the following rules.
 - a. Roll a d10 to determine the amount of blast dice available for this range attack (i.e. a roll of 4 means [B4]).
 - b. This weapon may fire only every other turn due to slow reload.
2. **Clusta Busta Kannon:** This gun has 2 types of shot which can be fired in the same turn range permitting.
3. **Extra Armor Platz:** Adds +1 DR to the Gargants damage rating total. Maximum of ONE of these components.
4. **Extra Powerfield Generators:** Adds THREE extra powerfields to the gargants total.
5. **Feetz:** Permits normal movement and close combat effectiveness.
6. **Gutbusta Megakannon:** Has the following rules.
 - a. May use ONE of two modes of fire each turn.
 - i. High explosive: Roll a d10+3 for attack dice of this range attack. Hits count as artillery and suppress target elements.
 - ii. Armor Piercing: Select a target in range. If the first target is not hit continue to roll to-hit for successive targets beyond the first in a straight line up to the weapons maximum range (120cms). In case of a shielded target roll a d10 to determine the number of shields hit by the attack (1-2: 1; 3-4: 2; 5-6: 3; 7-8: 4; 9-10: 5). Once the amount of shields hit is determined make an armor save for each shield. If all shields are down then the attack hits element directly and resolve the attack normally.
 - b. This weapon may fire only every other turn due to slow reload.
 - c. The version of this weapons with Kannons may also fire the same turn as the Gutbusta.
7. **Gutbusta Megakannon Autoloader:** Has the following rules.
 - a. May only be used on Gargants attached to the Bad Moons Clan ONLY.
 - b. This Upgrade is only for the Gutbusta Megakannon and permits it to fire EVERY turn (instead of every other turn). However, on a roll to-hit of 2 or less the weapon jams and starts one fire.
8. **Krew Compartment:** Adds Transport 6 [TR6] to the gargants with a rear hatch for entry and exit of elements. Additionally, it adds Shootas as a range attack.
9. **MekBoy Forcefield:** Gargant has a single Kustom Mekboy Forcefield. See section on shields above. Additionally, it adds Shootas as a range attack.
10. **Mekboy Upgraded Powerfields:** ONE powerfield per turn may be repaired in the END PHASE on a roll of 9+. A repair roll of a natural 1 causes a FIRE on the gargants. If TWO natural 1's are rolled during the game, all powerfield generators are disabled for the rest of game. The Ork player is not obligated to roll for repair and may choose when to do so.
11. **Recycled Warlord Platz:** Adds +2 DR to the Gargants damage rating total. Maximum of ONE of these components. Any Imperial Titan in close combat with a Gargant with this component gains +1 CAF dice (due to desecration of Imperial Tech).
12. **Snapper:** Has the following rules.
 - a. This component includes the Supercharged Boiler component.
 - b. Adds +4CAF dice to close combat attacks.

- c. Weapons fire to the rear arc of the gargants increases the penalty to -2TSM (incoming fire gets a -2TSM bonus).
- 13. **Supercharged Boiler:** Has the following rules.
 - a. Adds 1d10cms to base movement.
 - b. Weapons fire to the rear arc of the gargants increases the penalty to -2TSM (incoming fire gets a -2TSM bonus).
- 14. **Tracked:** Has the following rules.
 - a. Adds +3cms to base movement.
 - b. The gargants receive a -1CAF dice penalty in close combat.

Fortifications

The following fortifications are available to all Ork forces.

Ork Players can choose any of these fortifications as part of their force:

1. **Buzzer Squig Farm**
2. **Mekboyz Workshop**
3. **Temple of Gork/Mork**

Detail stats and descriptions are available on the appropriate fortification cards. Please see Ork Fortification Cards MKV file.

Psychic Powers

This section covers the available powers for Orks.

Ork psykers have the following rules:

1. Ork psykers follow the standard rules for psychic powers. However, any failure that would require a roll on the Perils from the warp table, instead apply the following result:
 - a. **'Eadbang:** The Ork psyker and accompanying minderz are removed from play (award VP). Perform an attack on the closest formation (friend or foe) with 4AD at -3TSM.

For specific powers and descriptions see Ork Psychic Powers MKV file.

Allies

Orks may not be allies with non-ork forces.

Army Cards

Orks have access to the following Army Card Files:

1. Orks Company Cards MKV – includes all Clan and generic companies.
2. Orks Support Cards MKV – includes all Clan and generic support cards.
3. Orks Special cards MKV
4. Orks Transport Cards MKV – includes ground and flier transport.
5. Orks Upgrade Cards MKV
6. Orks Fortification Cards MKV
7. Orks Psychic Powers Cards MKV

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Command Elements [I]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]
Big Mek	10	5[7]+	3/-1	Kustom Shoota [A]	25	3	-2	[HQ2], [MK]
Mek Shokk Gun	10	6+	2/-1	Shokk Attack Gun [B2, IC]	30/60	1	-2	[HQ1], [MK], Special
Big Mek in Dakkarig [2]	15	3[5]+	4/-2	Blitzkannon Eavy Rokkit launcha	25 25	6 3	-1 -2	[HQ2], [MK], [DR2], Special
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Nobz, Warbikes [2]	30	5+	3/-2	Antipersonnel [AP, A]	25	2	0	[HQ1]
Mega Nobz	10	3[5]+	2/-3	Kombi Shoota [A] Power Claws [B]	25 -	3 -	-2 -	[HQ1], [R]
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]
Painboyz	10	10+	2/-1	CC weapons	-	-	-	[Apo]
Warboss on Warbike [2]	30	3+	4/-2	Kustom Kombi Shoota [A] Antipersonnel [AP, A]	25 25	4 2	-2 0	[HQ2], [R]
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Warlord	30	3[5]+	5/-3	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ3], [DR3]
Wierdboy	10	10+	2/-1	Staff [PY]	-	-	-	[P1]
Warphead	10	8+	3/-1	Staff [PY]	-	-	-	[P2]

Infantry [1]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ammo Runts	10	-	1/0	Grot Blasta [A]	20	1	0	Special
Burna Boyz	10	9+	2/0	Burna [FW]	10	2	0	
Choppa 'ard Boyz	10	8+	2/-1	Choppas	-	-	-	
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	
Cybork	10	6+	3/-1	Shoota [A]	25	1	0	Special
'Eavy Boyz	10	9+	1/0	Big Shoota [A]	20/35	4	-1	
Gretchen	10	-	1/0	Grot Blasta [A]	20	1	0	
Lootas	10	10+	1/0	Deffguns	25/50	3	-2	
Madboy	10	[8]+	1/0	Shootas [A]	20	1	0	Special
Shoota 'ard Boyz	10	8+	1/0	Shootas [A]	20	2	0	
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	
Skar Boyz	10	7+	2/-1	Shootas [A]	20	2	0	Special
Spanna Boyz	10	10+	1/0	Shootas [A]	20	2	0	Special
Tankburstas	10	7+	1/-2	Rokkits [A] Hammer	25 -	2 -	-2 -	Special
Wildboyz	10	-	2/-1	Choppa	-	-	-	[IF], [AG]

Cavalry [2]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	
Buggy, Light	30	7+	1/-1	Big Shoota [AP,A]	25	2	0	
Deffkopta A	30[K]	6+	1/-1	Shootas [AP,A]	25	2	0	[R]
Deffkopta B	30[K]	6+	1/-1	Shootas [AP,A] Rokkits [A]	25 25	1 1	0 -2	
Deffkopta C	30[K]	6+	1/-1	Kustom Megablaster [A,TL2]	25	1	-2	

Scorcher	30	5+	1/-1	Supa Scorcha [FW]	25	3	-1	
Warkopta	30[K]	6+	1/-1	Rattler Kannon Shootas [AP,A] Big Bomb [B2]	25 25 0	6 2 2	0 0 -1	[TR2]
Wartrack	25	6+	1/-1	Shootas [AP,A]	25	2	0	Special
Wartrack, Grot Bomm Launcha	30	6+	1/0	Shootas [AP,A] Grot Bomm [B2,AY]	25 35/70	2 2	0	Special

Walkers [2]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deff Dread	15	3+	3/-3	Kustom Megablaster [A] Shootas [AP,A] Burnas [AP,A,FW] Power Claw [B]	25 25 10 -	2 2 2 -	-2 0 0 -	
Gorkanaut	15	2+	4/-4	Rokkit Launcher [A] Deffstorm Mega Shoota Skorcha [AP,A] Shootas [AP,A] Power Claw [B]	25 20/35 10 25 -	2 5 2 2 -	-2 -1 0 0 -	[DR2], [TR1], Special
Killa Kan	15	4+	2/-2	Rokkit Launcha [A] Shootas [AP,A] Power Claw [B]	25 25 -	1 1 -	-2 0 -	
Kustom Mek Dread	15	2[4]+	4/-3	Big Zzappa Rokkit Bommz [AY,B] Shootas [AP,A]	25/50 25/50 25	1 1 2	-2 -1 0	[MK], Special
Mega Dread Shoota A	15	2+	4/-3	Rokkit Launchers Scorchas [FW] Shootas [AP,A] Power Claw [B]	25 10 25 -	2 4 2 -	-2 0 0 -	
Mega Dread Shoota B	15	2+	3/-2	Kill Kannon [B2] Shootas [AP,A] Power Claw [B]	20/35 25 -	1 6 -	-2 0 -	
Morkanaut	15	2+	4/-4	Rokkit Launcher [A] Kustom Mega Kannon [B] Mega Blaster [A] Shootas [AP,A] Power Claw [B]	25 20/35 25 25 -	2 1 2 3 -	-2 -2 -2 0 -	[DR2], [TR1], Special

Tinbotz	10	3+	3/-2	Shootas [AP,A]	25	2	0	[RC], Special
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Vehicles [3]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon, Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special
Braincrusha	15	4+	2/-1	Deth Kannon [D,B3] Shootas [AP,A]	50/100 25	1 2	-5 0	
Bonebreaka	20	3+	3/-2	Skullhamma Kannon [B3] Shootas [AP,A]	30/60 25	1 2	-3 0	
Bonecruncha	20	3+	3/-2	Kannons [B] Shootas [AP,A]	20/35 25	2 4	-2 0	
Bowel Burna	30	4+	2/-1	Supa Scorcha [FW] Shootas [AP,A]	25 25	3 2	-1 0	
Gobsmasha	25	3+	2/-1	Killkannon [B2] Shootas [AP,A]	20/35 25	1 2	-2 0	
Gutrippa	20	3+	3/-2	Killkannon [B2] Shootas [AP,A] Claws [B]	20/35 25 -	1 2 -	-2 0 -	
Grot Tank	10	6+	2/-1	Grot Gunz Shootas [AP,A]	25 25	1 2	-2 0	
Lungbursta	20	3+	2/-1	Supa Kannon [B] Big Shootas [AP,A]	30/60 25	1 2	-3 -1	
Spleenrippa	30	4+	2/-1	Supa Kannon [B] Shootas [AP,A]	30/60 25	1 2	-3 0	
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]
Big Gun Track A	25	4+	2/-1	Killkannon [B2] Shootas [AP,A] Skorchas [FW,A]	20/35 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG], Special
Big Gun Track B	25	4+	2/-1	Lobba [B,AY] Shootas [AP,A] Skorchas [FW,A]	25/50 25 10	2 2 2	-1 0 0	[TR1], [OT], [AG]
Big Gun Track C	25	4+	2/-1	Big Zzappa Shootas [AP,A] Skorchas [FW,A]	25/50 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG], Special
Big Gun Track D	25	4+	2/-1	Flakka Gunz [AA,TL2] Shootas [AP,A] Skorchas [FW,A]	25/50 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG]
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]

Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2] Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT]
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special
Weirdboy Tower	25	3+	3/-2	Puny [PY] 'Ard [PY] Waargh! [PY] Shootas [AP,A]	25/50 35/70 50/100 25	2 4 6 2	-1 -2 -4 0	Special

Heavy Vehicles [3]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]
Battlewagon with 'Ardcase	20	2+	3/-2	Killkannon [B2] Big Zzappa Shootas [AP,A]	20/35 25/50 25	1 1 4	-2 -2 0	[DR2], [TR2]
Grot Mega Tank	10	4+	3/-2	Kustom Megablasters [A,TL2] Shootas [AP,A]	25 25	2 6	-2 0	[DR2], [AG]

Super Heavy Vehicles [4]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun Kannon [B] Rokkits Scorchas [FW] Shootas [AP,A]	20/35 20/35 25 10 25	2 1 4 3 6	-2 -2 -2 0 0	[DR3], [TR8], Special
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]

Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2] Supa Kannon [B] Big Zzappa Scorcha [FW] Shootas [AP,A]	25/50 30/60 25/50 10 25	2 1 1 4 5	-2 -3 -2 0 0	[DR3], [TR4]
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B] Scorcha [FW] Shootas [AP,A]	20/35 10 25	5 1 4	-2 0 0	[DR3], [TR8], Special
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits Rokkits Shootas [AP,A]	35/70 25 25	2 1-10 6	-2 -2 0	[DR3], [TR8], Special
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon [B3] Rokkits Shootas [AP,A]	30/60 25 25	2 3 4	-3 -2 0	[DR3], [TR8], [AG], Special
Kill Blasta	15	2+	4/-3	Giga Shoota Shootas [AP,A]	25/50 25	1-10 4	-1 0	[DR3], [AG], Special
Kill Bursta A	10	2+	4/-3	Belly Gun [B] Shootas [AP,A]	35/70 25	1-10 4	-3 0	[DR3], [AG], Special
Kill Bursta B	10	2+	4/-3	Bursta Kannon [B3] Shootas [AP,A]	20/35 25	1 6	-5 0	[DR3], [AG]
Kill Krusha	20	2+	4/-3	Krusha Kannon Tankhamma Shell Boom Shell [B2] Blasta Burna Shell [Fire] Scorcha [FW] Shootas [AP,A]	30/60 10 25	1 2 1 2 6	-4 -2 -1 0 0	[DR3], [AG], Special

Light Weapons Platform [I]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gunz A	5	5+	1/0	Lobba [B]	25/50	2	-1	Special
Gunz B	5	5+	1/0	Kannon [B]	20/35	1	-2	Special
Gunz C	5	5+	1/0	Zzap Gun	20/35	1	-2	Special
Mek Gunz A	5	5+	1/0	Traktor Kannon [AA,TL2]	20/35	1	-2	Special
Mek Gunz B	5	5+	1/0	Lifta-Kannon 2[B]	25/50	1	-2	Special
Mek Gunz C	5	5+	1/0	Bubblechukka [B,TL2]	20/35	2	-1	Special

Artillery [3]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gunz A	5	5+	1/0	Heavy Lobba [AY,B4]	50/100	2	-3	Special
Big Gunz B	5	5+	1/0	Mega Zzappa [B]	35/70	1	-4	Special
Pulsa Rokkit	10	5+	1/0	Pulsa Rokkit [AY,W,B]	60/120	1-10	-4	Special
Squig Katapult	15	3+	2/-1	Squig Lobba [AY,IC] Shootas [AP,A]	25/50 25	2 2	-1 0	

Fliers [F]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Bomma	40[F]	5+	3/-1	Death Arsenal [TL2] Supa Rokkits Shootas [AP,A]	30/60 35/70 25	1-10 1 8	-3 -2 0	[DR3], [TR6], Special
Blasta Jet	50[F]	6[8]+	2/-2	Kustom Mega Kannon [B] Zzap Gun Shootas [AP,A]	20/35 20/35 25	2 1 2	-2 -2 0	Special
Dakka Jet	60[F]	6+	3/-1	Shootas [AP,A]	25	6	0	
'Eavy Bomma	40[F]	5+	3/-1	Grot Bombs [AY,B2] Boom bombs [B2] Shootas [AP,A]	35/70 0 25	2 4 12	-2 -1 0	[DR3], [TR10], Special
Fighta Bomma	50[F]	6+	2/-1	Burna Bombs [IC,Fire] Boom bombs [B2] Rokkits Shootas [AP,A]	0 0 25 25	2 2 2 4	0 -1 -2 0	Special
Gretchin Fighta	60[F]	7+	1/-1	Rokkits Shootas [AP,A]	25 25	1 2	-2 0	
Landa	50[F]	2+	3/-1	Rokkits Shootas [AP,A]	25 25	1 2	-2 0	[DR2], [TR16], Special
Mega Bomma	40[F]	4+	5/-1	Mega Bomb [D,B3,Fire] Boom Bombs [B2] Supa Rokkits Flakka Gunz [AA,TL2] Shootas [AP,A]	0 0 35/70 25/50 25	3-12 6 1 2 13	-4 -1 -2 -2 0	[DR5], [TR16], Special

Special Characters

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Zagstruck	15[J]	3+	4/-3	Power Weapon [B]	-	-	-	[HQ2], [IWD], Special
Burzuruk	10	3[5]+	4/-3	Greasy Gun [A,IC,Fire] Power Claw [B]	15 -	4 -	-2 -	[HQ2], [MK], Special
Mad Doc Grotsnik	10	3[5]+	3/-1	Power Weapon [VK]	-	-	-	[HQ1], Special
The Beast	15	2[4]+	9/-5	Combi-Giga Shoota Skorcha [FW,AP,A] Power Claw [B2]	25/50 10 -	1-10 2 -	-3 0 -	[HQ3], [DR4], [IWD], [TR], Special
Da Rippa	35	3[5]+	4/-4	'Eavy Shootas [AP,A]	25	4	-1	[HQ3], [DR2], [AG], Special
Wazzdakka Gutmek	30[T]	3[5]+	4/-3	Psykogatler [A] Grabba Dragga	25 10	6 1	-1 -3	[HQ2], [DR2], [IWD], [LW], Special
Zodgrod Gutmek	10	4[6]+	4/-2	Skorcha [FW]	10	2	0	[HQ2], Special

Bad Moons

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
BuzzGob	10	3[5]+	4/-3	Shokk Attack Gun [B] Power Weapon [B]	30/60 -	1 -	-2 -	[HQ3], [DR2], [MK], Special
Ufthak Blackhawk	10[T]	4[6]+	4/-3	Shokk Rifle [HY] Snazzhammer [B]	25 -	1 -	-2 -	[HQ2], Special

Blood Axes

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Snikrot	15	[6]+	4/-3	Mork's Teeth [B]	-	-	-	[HQ2], [IF], [SH], [FR], Special
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R], [IF], [SH], [AG], Special

Kommandos	10	10+	2/0	Shoota [A]	20	1	0	[IF], [SH], [AG]
Stormboyz	10	10+	2/-1	Melee Weapons	-	-	-	Special
Da Russ Bomma	20	2+	2/-1	Battlecannon [B] Zzap Gun Shootas [AP,A]	35/70 25/50 25	1 1 4	-2 -2 0	
Humie Big Track	25	4+	2/-1	Zzap Gun Shootas [AP,A]	20/35 25	1 4	-2 0	[TR2], [OT], [AG], Special
Warlord Blaktoof	10	3[5]+	5/-4	Kustom Kombi Shoota [A,Fire] Power Claws [B]	25 -	4 -	-2 -	[HQ3], [DR2], Special

Deathskulls

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Breaka Boyz	10	7+	2/-2	Rokkit Pistol [A] Hammer [B]	15 -	2 -	-2 -	Special

Evil Sunz and Renegade Mekboyz

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [AA] Shootas [AP,A]	50/100 25	1 3	-1 0	[TR1], Special
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivet Gun [A] Shootas [AP,A] Skorchas [FW]	20/35 25 10	2 3 3	-2 0 0	[TR1], Special
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Bubble Chukka [B,TL2] Rokkits [A] Shootas [AP,A]	20/35 25 25	2 1 2	-1 -2 0	[TR1], Special
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Shootas [AP,A]	25/50 25	1-10 1	-1 0	[TR1], Special
Mekboy Rokkit Speedsta	25	4+	2/-1	Grot Bombs [AY,B2] Rokkits [A] Shootas [AP,A]	35/70 25 25	1 1 2	-2 -2 0	[TR1], Special

Mekboy Shokk Speedsta	25	4+	2/-1	Shokk Attack Gun [B2] Rokkits [A] Shootas [AP,A]	30/60 25 25	2 1 2	-2 -2 0	[TR1], Special
Mekboy Lifta-Droppa Wagon	20	2+	2/-2	Lifta-Droppa [B3] Shootas [AP,A]	35/70 25	1 1	-3 0	[TR1], Special

Freebooterz

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Freebooterz	10	9+	1/0	Snazzgun [A]	25	3	-1	
Freebooterz Nobz	10cm	6+	2/-1	Snazzgunz [A]	25	3	-1	[HQ1], [R]
Freebooterz Boss Nobz	10cm	3[5]+	4/-2	Kustom Kombi Shoota [A]	25	4	-2	[HQ2], [R], [DR2]
Kaptin Badrukk	10	3[5]+	3/-2	Da Rippa [A,Fire] Power Weapon [B]	25 -	4 -	-3 -	[HQ3], [DR2]

Goffs

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ghazghkul Thraka	15	2[4]+	6/-5	Supra Kustom Combi Shoota [A] Power Weapon [B]	25/50 -	4 -	-3 -	[HQ3], [DR3], [IWD], [FR], Special
Blakk Thunda [4]	20	1+	6/-4	Deth Kannon [B3] Skullhamma Kannon Gigashoota Kannon Rokkits Scorcha [FW] Shootas [AP,A]	50/100 30/60 25/50 25 10 25	1 2 2-20 4 6 8	-5 -3 -1 -2 0 0	[DR6], [TR6], Special
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B] 'Uge Speaka [IC] Shootas [AP,A]	20/35 25 25	4 1-10 6	-2 -1 0	[DR4], [TR5], Special
Warlord Ugrak	10	3[5]+	6/-4	Supra Kustom Kombi Shoota [A] Power Weapon [B]	25 -	4 -	-3 -	[HQ3], [DR2]

Snakebites

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	4+	4/-2	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]
Nobz on Squigsaur	20	3+	4/-3	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]
Boarboyz	20	8+	2/-2	Choppas	-	-	-	
Buzzer Squig Swarm	15	10+	3/0	Mass Biting [IC]	-	-	-	Special
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special
Mozrog Skragbad on Squigsaur	20	3[5]+	5/-3	Rokkits [A] Power Claw [B]	25 -	2 -	-2 -	[HQ3], Special
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY] Big Zzappa Shootas [AP,A]	25/50 25/50 25	6 3 10	-2 -2 0	[DR6], [TR8], Special
Kill Rig	20	4+	3/-2	'Eavy Lobba [AY,B] Stikka Kannon Wurrtower [PY,A] Shootas [AP,A]	25/50 15 25 25	2 1 2 1	-1 -2 -2 0	[TR3], Special
Hunting Rig	20	4+	3/-2	'Eavy Lobba [AY,B] Stikka Kannon Shootas [AP,A]	25/50 15 25	2 1 2	-1 -2 0	[TR3], Special
Runtherd	10	10+	2/0	Shoota [A]	20	2	0	[HQ1], Special
Snakebites	10	[10]+	2/0	Shootas [A]	20	1	0	Special
Nobz, Snakebites	10	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
SquigBuggy	30	5+	1/-1	Squiglauncher [A,IC]	20/35	1	-1	
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special
Squigherderz	10	8+	2/-1	Shoota [A]	20	2	0	[HQ1], Special

Gargants

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Great Gargant	10	1+	15/-3	Per Arm CV 8 Head CV 2 Hull CV 3	6x Shootas	6	[DR13], [RA]
Mega-Gargant	10	0+	22/-4	Per Arm CV 12 Head CV 3 Hull CV 3 Rear Hull CV 1	8x Shootas	8	[DR18], [RA], Special
Slasha Gargant	10	1+	11/-3	Per Arm CV 6 Head CV 1 Hull CV 2	4x Shootas	4	[DR9], [RA]
Steam Gargant	15	1+	10/-3	Per Arm CV 6 Head CV 1 Hull CV 2	6x Shootas	Special	[DR8], [RA], Special
Stompa Gargant	15	1+	6/-3	Per Arm CV 5 Head CV 1 Hull CV 1	4x Shootas	4	[DR4], [RA]