

ANIMOSITY

ORKS



"You are like a son and together we have all but conquered the galaxy. Now the time has come for me to retire to Terra. My work as a soldier is done and now passes to you, for I have great tasks to perform in my earthly sanctum. I name you Warmaster and from this day forth all of my armies and generals shall take orders from you as if the words came from mine own mouth. But words of caution I have for you; for your brother Primarchs are strong of will, of thought and of action. Do not seek to change them, but use their particular strengths well. You have much work to do for there are still many worlds to liberate, many peoples to rescue. My trust is with you. Hail Horus! Hail the Warmaster!"

—The Emperor of Mankind
The Triumph of Ullanor



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ANIMOSITY: IN THE AGE OF THE EMPEROR
THE ULLANOR CAMPAIGN

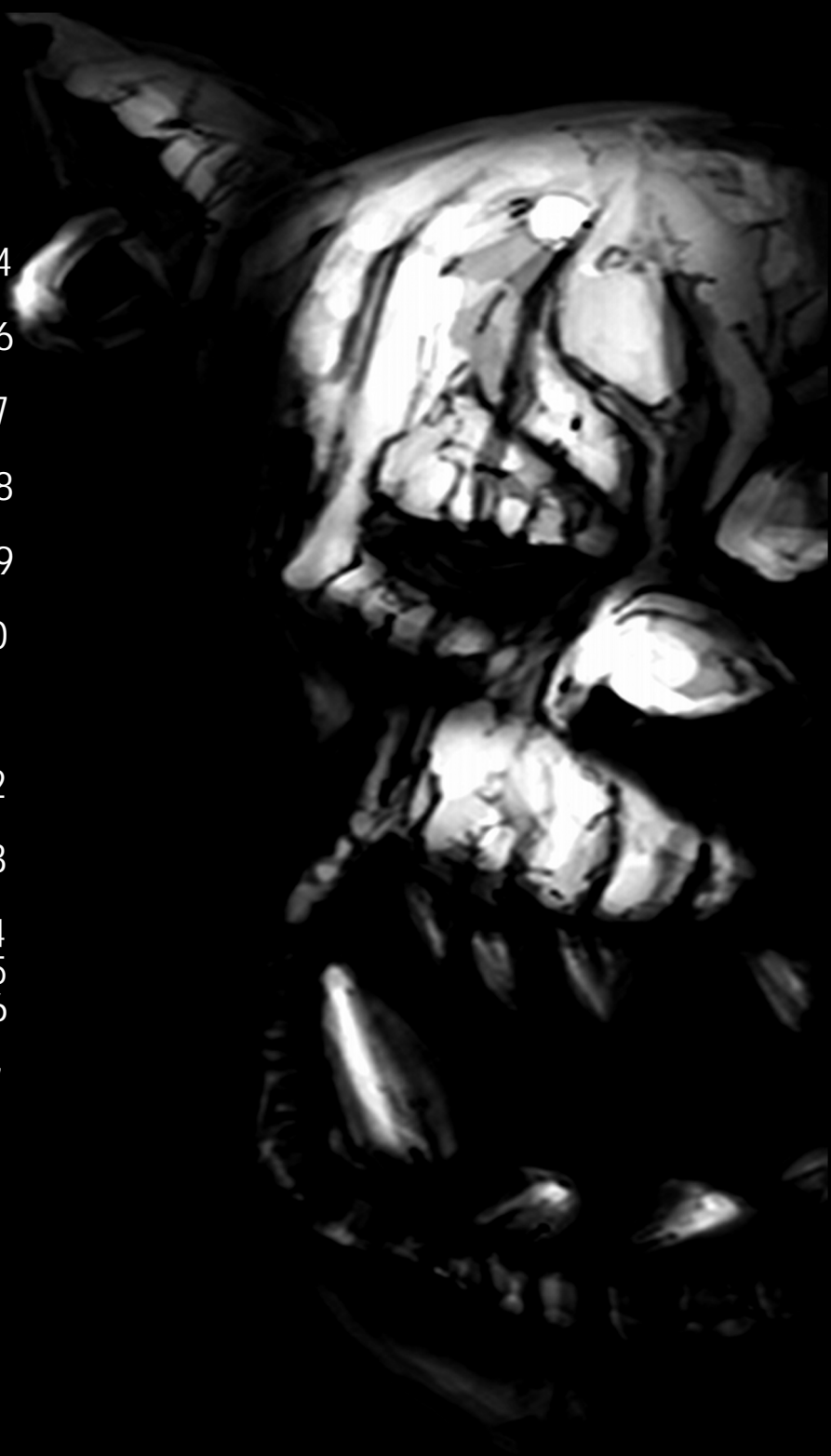
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OVERLORD
URRLAK
URRUK
THE PRIMORK



350 pts

WS	BS	S	T	W	I	A	Ld	Sv
6	5	7	7	5	5	5	10	2+

Unit Composition:

Urrlak Urruk

Unit Type:

Infantry (Character)

Unique

Wargear:

Primork Armour

The Eye of Mork

Special Rules:

Waaagh! Urruk

It will not die

Eternal Warrior

Fearless

Feel No Pain

Furious Charge

Waaagh! Totem

Primork Armour

Primork Armour confers a 2+ save to the wearer. Only the most ingenious Mekboyz were permitted to work on the Overlord's personal armour and this is obvious to any who witness its prowess as Urrlak Urruk bestrides the battlefield. Primork Armour provides the Overlord with a 4+ Invulnerable Save and due to its size and power it makes the wearer relentless, but also Extremely Bulky.

The Eye of Mork

The Eye of Mork is the ultimate in cybork technology. Urrlak's bionic implant monitors and resolves potential combat situations with extreme accuracy. Electrical pulses from the unit stimulate the Overlord's brain, often making him appear twitchy and restless during those bland, yet thankfully few, moments between fighting. During battle the Eye of Mork stimulates his brain to almost preternatural levels. During close combat, Urrlak Urruk may re-roll failed rolls to hit and wound. If Urrlak is not engaged in close combat during an Ork assault phase, the Eye causes him to lash out spasmodically, inflicting d3 wounds to any attached Ork unit.

Waaagh! Urruk

When the Ork Overlord is present the Ork Waaagh! becomes an unstoppable wave of threshing greenskin power. The Waaagh! continues into the next turn if the Ork player can roll a 3+ at the start of his movement phase, and into the next on a 4+. Then 5+ then 6 for every remaining turn. The Waaagh! falters if a roll is failed.

Waaagh! Totem

Ork Overlord Urrlak Urruk counts as a Waaagh! Banner for every Ork unit until he is removed from play.

Immense

Ork Overlord Urrlak Urruk is an immense creature. His Primork Armour enhances his great bulk further and he truly dominates any battlefield in which he is encountered (he should use a 60mm base and be larger than the Ghazghull miniature). Due to the lunatic workings of the Meks, his Primork Armour can use up to five of any of the listed weapons on the following page.

Overlord Urrlak Urruk's Armoury

The Overlord has an expansive array of weaponry but even the lunatic fringe within the mekshop are yet to establish how to outfit each weapon upon the

armour and maintain any kind of feasible mobility. Weapons must be chosen from the table below:

"Yu'd av to wear a stompa to carry all me dakka into a fite!"
-Overlord Urrlak Urruk

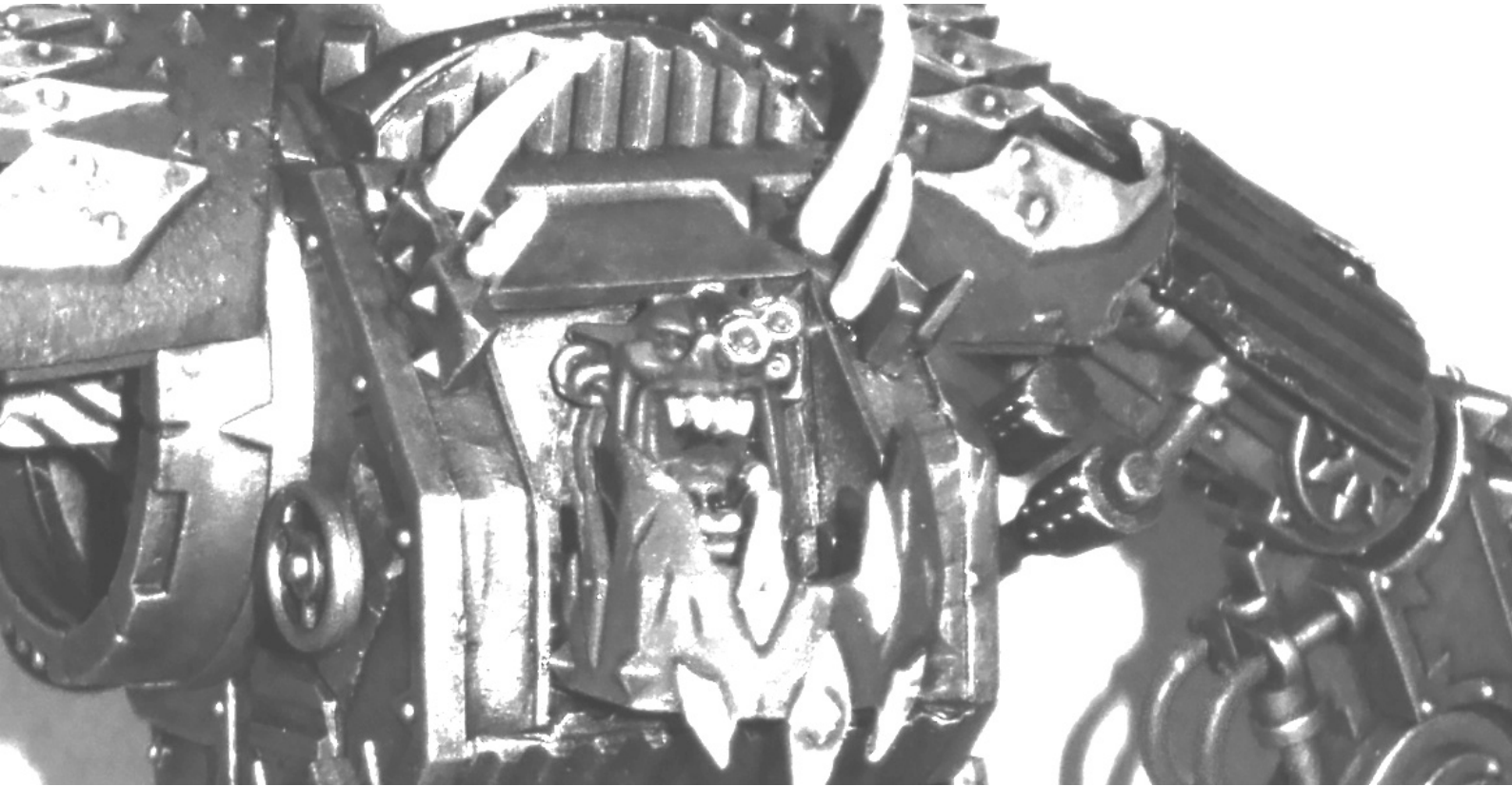
Choose 2 (max)		Choose 2 (max)		Choose 1	
Power Klaw	15 pts	Power Klaw	15 pts	Zzap Gun	30 pts
Big Choppa	5 pts	Big Choppa	5 pts	Kannon	30 pts
Twin-linked Supa Shoota	10 pts	Twin-linked Supa Shoota	10 pts	Shokk Attack Gun	40 pts
Twin-linked Rokkits	10 pts	Twin-linked Skorcha	10 pts	Deffgun	40 pts
Kustom Mega Blasta	15 pts	Twin-linked Dakka Gun	5 pts	Mini-gatler***	50 pts

*** Psycho-Dakka-Blasta!

Once fired, the Mini-gatler continues to fire until all of its ammunition is expended. All the Primork can do is sweep it across the enemy and hope that some of its many, many shots hit home. After firing the mini-gatler you must nominate an enemy unit within 8" of the original target unit and fire again. You must then target another enemy unit within 8" (this may be the previous unit). The mini-gatler keeps firing as long as it has got ammunition left - if the number of shots rolled for the second or subsequent burst is a double, the mini-gatler has run out of ammunition and stops firing immediately and for the rest of the battle (do not resolve any shots against the final target).

The mini-gatler has the following profile:

Weapon	Range	Strength	AP	Special
Mini-gatler	24"	5	3	Heavy 2d6 Psycho-dakka-blaster!



BATTLE KOPTA



120 pts

ARMOUR				
BS	Front	Side	Rear	HP
2	13	11	10	4

Heavy (Dedicated Transport)
Due to Mekboys being creatures of lunatic ideas and farcical ambition, it was never going to be beyond the realms of imagination for them to create a flying Battle Wagon.

The Battlekopta is one such crazy incarnation of the insane greenskin breed. Utilising the armour, firepower and transport capabilities of the trundling battlewagon and adding hugely oversized deffkopta rotors doesn't seem too stupid when the Ork's assault from its whirling heights.

Unit:
1 Battlekopta

Type:
Flyer, Tank, Hover, Open-topped

Weapons and Equipment:
See Battlewagon**

*** The Battlekopta may take any wargear options listed in the codex entry for the Battlewagon other than the deffrolla and the reinforced ram. In order for it to use weapons such as the boarding planks it must be in hover mode.*



LOOTED FLYER



110 pts

ARMOUR				
BS 2	Front 11	Side 11	Rear 10	HP 2

Fast attack

Amongst the detritus of battle the Orks scavenge everything. Looted flyers may not be the safest of vehicles, but that has never been an issue for the daring Ork flyboyz.

Unit:

1 Looted Flyer

Type:

Flyer, Hover

Weapons and Equipment:

2 x twin-linked rokkits

Twin-linked Supa-shoota

Special Rules:

No really, don't press dat!

No really, don't press dat!

"Diss frakin' fing won't do wot I tell it!"

At the start of each turn role 1d6 and consult the table here >>>

1 With a belch of flame the engine cuts out and the flyer starts to lose altitude. If in Hover mode, while the pilot struggles to re-start the engines you must remain stationary; no weapons may be fired for the duration of the turn. If in flyer mode treat it as a fixed velocity result but without the loss of Hull Points, reduce BS by 1 for the duration of the turn.

2 The flyer lurches with a violent change of direction. Roll a scatter dice and move flat out in the indicated direction. If it is a hit, you may choose the direction you move in but must still move the maximum distance. Any unit that leaves the table enters on-going reserve.

3-4 No effect

5 An advanced navigation system is accidentally engaged. In hover mode you must make an additional 6" move during the assault phase, in any direction. If in flyer mode you may make an additional 90 degree change of course at any point during your movement phase.

6 Advanced targeting systems shimmer in the looted flyers HUD. Once engaged all weapons double their rate of fire (Heavy 2 become Heavy 4, Assault 3 to Assault 6 etc.).

Both twin-linked rokkits may be exchanged for:		The twin-linked supa-shoota may be exchanged for:		May take any of the following:	
Zapp guns	30 pts	Zapp gun	15 pts	Twin-linked kustom mega-	
Dakka cannons	40 pts	Scorcha	Free	blaster	15 pts
				Red paint job	5 pts
				Up to 2 twin-linked big shootas at	
				10 pts each	
				Fighta Ace (BS 3)	10 pts

THUNDA NOBZ



0-1 ELITE

+15 pts
upgrade
per nob

Storm boys aren't the only Orks to take to the skies on rokkit propelled packs! Thunda Nobz are a crazy breed; too large for the regular Storm boy equipment, specialist units carry the heavier, stronger Ork genus into the fray upon wings of flame and plumes of smoke.

Thunda Nobz use the weapons and options listed in the codex entry for Nobz with the exception of cybork

bodies and bikes (no mega armour either cheeky boyz).

Nobz are upgraded to Thunda Nobz at an additional cost of 15 points for each unit member.

Thunda Nobz may be led by a 31st Millennium equivalent to Boss Zagstruk for 85 points. Thunda Nobz use the Rokkit Pack rule found on page 47 of the Ork Codex.

"Thunda, thunda,
thunda nobz
waaagh!"

- Battlecry of thunda nob Lion'ork,
whilst waving his favourite weapon;
the Sword of Orkses



DA WARLORDS



HQ

During the years of the Great Crusade waged by the immortal Emperor and his Primarch sons, the Ork genus was as varied and dangerous as it is in the 41st millennium. The Overlord Urrlak Urruk gathered many Ork warlords to his Waaagh! being the largest and most dangerous Ork witnessed by trans-human eyes.

Many of the Ork warlords were powerful leaders in their own right,

capable of leading their own impressive Waaagh! if they had so desired, but most considered themselves as impromptu bodyguards. Under the banner of Urrlak, the Orks were stronger and - for the most part - united.

Any HQ represented in the codex of the 41st millennium can be used to represent the Warlords of Urruk's Waaagh! (Just change the names).

OGRYNS



O-2 ALLIED
DETACHMENT/
ELITE

130 pts

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

Unit Composition:

1 Bonehead

2 Ogryn

Wargear:

Frag grenades

Ripper gun

Flak armour

Special Rules:

Bulky

Stubborn

Furious charge

Unit Type:

Infantry

Options:

May take up to seven additional ogryn at a cost of 40 pts per model

May take a Battlewagon/Battlekopta or Warkopta as a dedicated transport

Amongst the many varied strains of ab-humans, that of the Ogryn is as close to the Ork genome as is likely to be discovered. Their huge bulk, dim wits and aggressive nature are respected by the Orks and whenever possible the ab-humans can be enslaved, bartered with or even hired for roles within the outlandish greenskin Waaagh!

Ogryns count as an allied detachment but due to their nature it is unlikely to find a single Ogryn who is smart enough to lead the ripper gun toting rabble. To include Ogryn allies as a troop choice, and therefore a scoring

unit, they must be led by a particularly hardy Ork Warboss. Much like a runt herd, the Ork Warboss attached to the unit ensures that the Ogryn unit is kept in line and sticks to the plan... or as much of a plan as an Ork assault can be assumed to have, at least. This Ork Warboss is known throughout the Ork forces as Boss Og.

Ogryns taking Battlewagons or a Battlekopta as a dedicated transport, will incur the same restrictions as Mega Armoured Nobz in regard to the vehicle's potential upgrades.

BOSS OG



O-1 ALLIED
DETACHMENT/
HQ

80 pts

Boss Og has been specially chosen from within the loose chain of Ork command, to herd the rampaging Ogryn towards the Ork enemies. Boss Og allows the Ogryn unit to which he is attached to be incorporated as troops within the allied detachment. He is armed with a big choppa, 'eavy armour and a cybork boy.

Boss Og is an upgrade to a single Ogryn unit and can only operate as an independent character if the entire Ogryn unit has been removed from play.

It is not necessary to include Boss Og to take an elite slot Ogryn unit, but to incorporate two Ogryn units (one as a troop choice) one must be accompanied by Boss Og.

Should Boss Og be removed from play the Ogryn unit is no longer a scoring unit. Boss Og cannot join the elite unit and make them a troop choice once he has been deployed with the original troop choice squad. Ogryns in Boss Og's unit use his Ld characteristic at all times unless he is removed from play.



MAD BOYZ



0-1 TROOPS

100 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Madboyz	4	2	4	4	1	2	2	-	5+

Unit Composition:

10 Madboyz

Unit Type:

Infantry

Wargear:

Slugga

Choppa

Stikk bombs

Special Rules:

Disturbed

No way; they're nuts!

Options:

May take up to 19 additional madboyz at a cost of 10 pts per model

Disturbed

The Madboyz have sailed far beyond the realms of sanity and tend to behave in an erratic and unpredictable way. Every time the Madboyz unit suffers casualties or would normally take a LD test, roll on the disturbed behaviour table below. The effects last for one full turn, unless the Madboyz have to roll on the chart again!

“No way, they're nuts!”

The unit may NOT be accompanied by anyone! Only Madboyz are loopy enough to hang out in the Madboyz Mob!

(Roll 2 D6)

2 or 3 Fobik!	The Madboyz become terrified of a random object and make themselves as small as possible, covering their faces to hide from the terrible abomination. The Madboyz count as going to ground and will not fight in any way!
4 Moronik	The Madboyz wander about looking for a ‘speshul sumfink...’ The mad boys count all movement as moving through difficult terrain, they will not shoot but fight in close combat normally.
5 Melonkolik	The Madboyz are convinced they are all dead so lay down and wait for the hand of Mork (or possibly Gork) to take them into ‘Da Big Green.’ The Madboyz remain stationary and do not move or fight in any way. The Madboyz are SO convincing that NO attacks can be made against them , and any attacks that ‘scatter’ onto the Madboyz are worked out as normal.
6 Frantik	The Madboyz are not sure where they are going, but they are going to get there ‘Zoggin kwick!’ The Madboyz gain ‘Fleet of foot’, ‘Move through cover’ and a 5+ invulnerable save due to the erratic way they move. The Madboyz cannot shoot but can assault normally.
7 or 8 Sykotik	The Madboyz move forward with steely resolve. They gain ‘Fleet of foot’ and ‘Feel no pain’.
9 Skitzo	The Madboyz multiple personalities emerge at the same time! All the personalities constantly argue about which enemy to ‘Bash’, but when the Madboyz are in an assault, ALL the personalities ‘stik da boot in!’ The Madboyz gain ‘Slow and purposeful’, ‘Furious Charge’, ‘Counter Attack’ and ‘Feel no pain’.
10 Manik	The Madboyz have ‘seen da lite’ and are convinced they can win the battle by a decisive action! If in assault range of an enemy unit, they gain ‘Rage’, ‘Fleet of foot’ and ‘Feel no pain’. If they are out of assault range of enemy units, they will shoot at the nearest enemy unit, re-rolling any misses.
11 or 12 Maniakz!	Swathed in an eerie green glow, the Madboyz believe themselves to be powered by pure Waaagh! energy. The Madboyz gain the abilities of monstrous creatures (but count cover as for normal boys), ‘Fleet of foot’ and ‘Feel no pain’.



GARGANTS

Sometimes, just sometimes, even Stompas aren't quite big enough... Gargants come in many shapes and sizes and rival their Imperial counterparts for stature on the battlefield. The sight of the clanking Ork gargants moving into range is enough to give even the hardest Imperial titan princeps pause for thought. Gargants are walking, shooting, roaring idols built in the image of Mork and Gork.

All weapons in the wargear list may be duplicated in the Gargant weapon selection unless stated otherwise.

MINI GARGANT



900 pts

				ARMOUR				
	WS	BS	S	F	S	R	I	A
Mini Gargant	4	2	10	13	13	12	1	6

Unit Composition:	Structure points: 6	Access points:
1 mini gargant		1 front & 1 rear hatch
	Power fields: 4	
Unit Type:		
Super heavy walker	Transport capacity: 30	Fire points: 6

Weapons and Equipment

One Titan close combat weapon (included in profile). A Mini-Gargant may take two weapons from the Primary Weapon list. Mini-Gargants may take up to eight weapons from the Secondary Weapon list. Mini-Gargants may take up to eight weapons from the Additional Weapons list. Mini-Gargants may take up to two Bonce Weapons (Head Weapons).

Effigy

The Mini-Gargant is a roaring, belching personification of the warrior god Mork (or Gork) that is pure Orkiness. All Ork mobs within 18” are fearless.

GARGANT



1200 pts

				ARMOUR				
	WS	BS	S	F	S	R	I	A
Gargant	4	2	10	13	13	12	1	8

Unit Composition:	Structure points: 8	Access points:
1 gargant		2 front & 2 rear hatches
	Power fields: 6	
Unit Type:		
Super heavy walker	Transport capacity: 40	Fire points: 8

Weapons and Equipment
One Titan close combat weapon (included in profile). Gargants may take three weapons from the Primary Weapon list. Gargants may take up to ten weapons from the Secondary Weapon list. Gargants may take up to 12 weapons from the Additional Weapons list. Gargants may take up to three Bonce Weapons (Head Weapons). Gargants may take two weapons from the Belly Weapons list.

Effigy
The Mini-Gargant is a roaring, belching personification of the warrior god Mork (or Gork) that is pure Orkiness. All Ork mobs within 24” are fearless.

MEGA GARGANT



2000 pts

				ARMOUR				
	WS	BS	S	F	S	R	I	A
Mega Gargant	4	2	10	13	13	12	1	10

Unit Composition:

1 mega gargant

Structure points: 10

Power fields: 8

Access points:

4 front & 2 rear hatches

Unit Type:

Super heavy walker

Transport capacity: 60

Fire points: 10

Weapons and Equipment

One Titan close combat weapon (included in profile). A Mega-Gargant may take four weapons from the Primary Weapon list. Mega-Gargants may take up to ten weapons from the Secondary Weapon list. Mega-Gargants may take up to twelve weapons from the Additional Weapons list. Mega-Gargants may take up to four Bonce Weapons (Head Weapons). Mega-Gargants may take up to six weapons from the Belly Weapons list.

Effigy

The Mini-Gargant is a roaring, belching personification of the warrior god Mork (or Gork) that is pure Orkiness. All Ork mobs within 36" are fearless.

WARGEAR

Primary weapons	Secondary weapons	Additional weapons	Bounce weapons	Belly weapons
Mini-Gargant, 1 free	Mini-Gargant, 6 free	Mini-Gargant, 6 free	Mini-Gargant, 1 free	Mini-Gargant, N/A
Gargant, 2 free	Gargant, 8 free	Gargant, 8 free	Gargant, 2 free	Gargant, 50 points free
Mega-Gargant, 3 free	Mega-Gargant, 8 free	Mega-Gargant, 10 free	Mega-Gargant, 3 free	Mega-Gargant, 100 points free
100 points each (unless free)	60 points each (unless free)	15 points each (unless free)	30 points each (unless free)	
Deth Kannon	Supa-gattler*** (co-axial primary. Mini-G max 2, G max 3, Mega-G max 4)	Supa-Rokkit*****	Gaze of Mork ^ (max 1)	Belly Gun - 70 points
Skullhamma Kannon		Twin Big Shoota	Gaze of Gork ^ (max 1)	Deth Kannon - 100 points
Bursta Kannon	Supa-Skorcha****	Rokkit Launcha	Weirdboy Tower ^^^ (max 1)	Bursta Kannon* - 100 points (max 2)
Gigashoota (no co-axial)	Boom gun	Lobba	Rattler “””	Supa-Skorcha**** - 60 points
Lifta Droppa** (max 1)	Killkannon	Zzap gun		Supa-Lobba - 30 points
Close combat Weapon (+1A)	Burna bomb lobba^^^^ (max4)	Kannon		Shokk-Attack Turret ^^ 60 points
		Waaagh! Banner “” (max 1)		Boom gun - 70 points
				Killkannon - 60 points
				Kannon - 15 points

Weapon	Range	Strength	AP	Type
Deth kannon	72"	10	1	Ordnance 1, 7" blast, primary weapon
Skullhamma kannon	60"	9	3	Ordnance 1, 10" blast, primary weapon
Bursta kannon	36"	D	2	Ordnance 2, 7" blast, primary weapon
Gigashoota	48"	6	4	Heavy 6d6
Lifta droppa	48"	N/A	N/A	Lifta droppa, primary weapon **
Close combat weapon	--	--	--	Titan close combat weapon, +1 attack
Supa gattla	48"	7	3	Heavy 2d6, co-axial, psycho-dakka-blasta ***
Supa skorch	Template	6	3	Assault 1 ****
Supa rokket	Unlimited	8	3	Heavy 1, one shot *****
Boom gun	36"	8	3	Ordnance 1, large blast
Kill kannon	24"	7	3	Ordnance 1, large blast
Big shoota	36"	5	5	Assault 3
Rokket launcha	24"	8	3	Assault 1
Lobba	48"	5	5	Heavy 1, blast
Zzap gun	36"	2d6	2	Heavy 1
Kannon (frag)	36"	4	5	Heavy 1, blast
Kannon (shell)	36"	8	3	Heavy 1
Gaze of Mork/Gork	60"	2d6	2	Heavy 3 *****
Supa lobba	48"	7	4	Ordnance 1, 7" blast
Belly gun	72"	7	3	Ordnance 1, blast 3d6
Weirdboy tower	--	--	--	*****
Shokk attack tower	60"	2d6	2	Heavy 1, large blast, ordnance 1 *****
Burna bom lobba	Hellstorm	5	4	Assault 1, one shot *****
Rattler	24"	4	6	Heavy 2d6, Jam! *****

**** Lifta Droppa** - To fire the lifta droppa, choose an enemy vehicle (not a flyer or super-heavy vehicle) as a target. If the target is in range, it is lifted by the weapons traktor beam. Roll a scatter dice. If a hit is rolled, the vehicle is dropped on the spot, suffering D6 glancing hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering D6 glancing hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they take 2D6 wounds. If it is dropped onto another vehicle then both take D6 glancing hits. The models that are under the dropped vehicle are moved aside, as if they were tank shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank shocked the dropped vehicle), and the dropped vehicle is always turned to face in the same direction of the arrow. If the model is dropped in impassable terrain it is destroyed. When resolving the fire of the lifta droppa, ignore power fields and void shields.

***** Psycho-Dakka-Blasta** - Once fired, the supa-gattler continues to fire until all of its ammunition is expended - all the gunner can do is sweep it across the enemy and hope that some of its many, many shots hit home. After firing the supa-gattler you must nominate another enemy unit within 12" from the original target and fire again. You must target another enemy unit within 12" (this may be the previous unit). The supa-gattler keeps firing as long as it has got ammunition left - if the number of shots rolled for the second or subsequent burst is a double, the supa-gattler has run out of ammunition and stops firing immediately and for the rest of the battle (do not resolve any shots against the final target). For the purposes of the co-axial rule, the primary weapon must be fired at the last unit that the supa-gattler has fired at (and if the target suffered at least one hit from the supa-gattler, the primary weapon may re-roll the scatter dice).

****** Supa-skorcha** - Place the flamer template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The supa-skorcha is then treated like any other template weapon.

******* Supa-rokkit** - This is a grot guided weapon that hits on a result of 2+. It can only be fired once per game.

******* Gaze of Mork (or Gork)** - Roll to determine strength every time you fire. A roll of 11 or 12 is treated as a Destroyer weapon.

******* Weirdboy Tower** - The weirdboy tower is a specially constructed command turret constructed to focus the power of the Waaagh! Psychic tests that cause perils of the warp treat the tower as weapon destroyed. The tower is potent and Deny the Witch rolls suffer a -1 modifier. Alternate powers - 1, Hits tower instead. 4, +1a for the gargant. 5, teleports a unit embarked in the gargant (no units on board = re-roll power).

******* Shokk Attack Tower** - Shokk Attack guns fired from the Tower use the Codex Ork table to determine results. Any mishaps that occur that would result in the loss of the Shokk Attack gun or the transportation of the Mek are re-rolled but the gun may not fire in the following shooting phase.

******* Burna bomb lobba** - Place the hellstorm template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The Burna bomb is then treated like any other template weapon.

******* Rattler Jam!** - Roll 2D6 each time the rattler is fired in order to determine the number of shots. If a double 1 is rolled the weapon is taken out of action, just as if it had received a weapon destroyed result on the vehicle damage chart. A Mek may try to fix this jam as normal if he is on the gargant's head.

Waaagh! Banner - Any Ork within 18" of the gargant Waaagh! Banner gains +1 WS

Gargants traditionally operate in pairs, icons of Mork and Gork. Should any Gargants of the same variant come within 4" of each other their power fields overlap, a curious quirk of Ork Mek gubbins. Overlapped power fields allow power field saves to be re-rolled for both Gargants until they move out of range for the bonus, a Gargant has its power fields reduced to zero, or is destroyed.