

PO's Homebrew Ork Codex

Ork Special Rules

Waaagh!

The Waaagh! is not just a battlecry – it's the orks' method of tapping their innate psychic potential.

A unit with the Waaagh! rule can generate and use Waaagh! points during a battle. All Waaagh! points generated by your forces are pooled together and available for use by any of your units. This is referred to as your Waaagh! Pool.

A unit may not generate or use a Waaagh! point if it has already generated or used one in the same player turn, unless it has a rule which specifically avoids this limitation.

The exact effects of the Waaagh! rule depend on what form of Waaagh! the unit has. Each ork unit has a variant of the Waaagh! which exemplifies some aspect of the orky psyche. If a unit contains models with more than one Waaagh! rule, then it may use either of them, but is still restricted to generating or using a single Waaagh! point per player turn.

Waaagh! (Psycho Smashas)

These orks love to 'get stuck in' in close combat, smashing their enemies 'up close and personal'.

This unit generates a Waaagh! point whenever it successfully charges into close combat.

This unit may spend a Waaagh! point during their Assault Phase. Until the end of the Assault Phase, they may charge even if they had run during the preceding Firing Phase, suffer no penalties for Disordered Charges and may re-roll any of the dice when determining their charge range, as if they had the Fleet rule.

Waaagh! (Dakka Maniaks)

These orks prefer to engage their enemies at range, with massive amounts of firepower.

This unit generates a Waaagh! point whenever it destroys a unit with a shooting attack.

This unit may spend a Waaagh! point immediately after making a shooting attack which fails to destroy its target. They immediately make an additional shooting attack against the same target, resolved at BS 1.

Waaagh! (Sneaky Gits)

Some greenskins are surprisingly cunning, using cover to close with the enemy while less subtle orks provide distraction.

This unit generates a Waaagh! point whenever they Go to Ground.

The unit may spend a Waaagh! point at the start of the Movement Phase. They gain the **Stealth** and **Move Through Cover** special rules until the start of the next friendly Player Turn.

Waaagh! (Speed Freaks)

Speed Freaks are addicted to the sensation of moving fast and filled with excitement whenever they race ahead of their rivals. They celebrate by generating choking clouds of smoke from their engines and kicking up blinding dust storms.

This unit generates a Waaagh! point whenever it moves Flat Out (or uses a Turbo Boost) and ends its movement less than 12" away from an enemy unit.

This unit may spend a Waaagh! point immediately after making a Flat Out move or Turbo Boost which takes it more than 12" away from the nearest enemy unit. They gain the **Shrouded** special rule until the start of the next friendly Player Turn.

Waaagh! (Skrap Grabbas)

Many orks are so keen on gathering loot that they will do so even in the middle of a battle. Sometimes they can put the things they find to good use immediately.

This unit generates a Waaagh! point whenever another unit (enemy or friendly) is destroyed within 6" of them.

The unit may spend a Waaagh! point when declaring any attack to gain the **Preferred Enemy** and **Tank Hunter** rules until the start of their next Movement Phase.

Lunatorkz!

Some orks are considered deranged even by other orks. Their moods are constantly shifting and nobody can predict what they will do next.

A unit with this rule rolls once on the following table at the start of every friendly player turn. The effects stay in play until the next time they roll on the table.

D6	Lunatork Behaviour
1-2	Paranoid – the unit gets the Waaagh! (Sneaky Gits) and Counter Attack special rules. They may not move towards the nearest friendly unit in their movement phase.
3-4	Manik – the unit gets the Waaagh! (Dakka Maniaks) , Fleet and Move Through Cover special rules. They must move towards the nearest enemy unit in the movement phase, if possible.
5-6	Psychotic – the unit gets the Waaagh! (Psycho Smashas) , Fearless and Rampage special rules. They must declare a charge against the closest enemy unit if they are within 12” of it in the Assault Phase (and not already locked in combat or otherwise prevented from charging).

Battle Skarz

All orks are tough, but some are tougher than others. An ork who is repeatedly injured and patched back up again will develop a great resistance to pain.

Any model with Battle Skarz has the Feel No Pain rule. If they are in a unit with a model equipped with a Dok's Bag, they have Feel No Pain (4+) rule instead.

Orkforitee

An ork who has clawed his way into a position of power will usually respond with violence whenever someone seems to be threatening it.

Whenever a unit containing a model with this rule fails a morale check you may select one other model in the unit to serve as an example; immediately re-roll the morale test. If the morale test is passed, then the chosen model takes a wound. If it is failed, then the model trying to use their Brutal Disciplin' takes a wound instead. Armour Saves may be taken against these wounds as normal.

A model with this rule must always issue and accept challenges when able to do so. If there is more than one model in a combat with this rule, the one with the highest Leadership score must issue or accept the challenge (if the scores are tied, the owning player chooses).

Whenever a model with this rule kills an enemy character, immediately add one Waaagh! point to your Waaagh! Pool, even if his unit has already generated or used a Waaagh! point this turn.

Wargear

Ranged Weapons

Grotzooka

Essentially a massive blunderbuss, loaded with fragments of scrap metal. Although they are short-ranged and unlikely to damage heavily armoured targets, a volley from these weapons is capable of reducing a squad of light infantry to bloody scraps of meat in an instant.

	Range	S	AP	Type
Grotzooka	18"	4	6	Heavy 1, Large Blast, Shred

Lobbas

Most lobbas are simply wide-barrelled mortars, although less conventional designs like spring-powered catapults are used in the same role by some tribes. In any case, they fire heavy explosive 'splatta' shells into the air in the hope that they will fall on enemy positions.

Some lobbas also fire a strange form of anti-aircraft shell, known as a 'wing-wakka'. These consist of several rockets chained together, so that they form a deadly spinning net suspended in mid-air for a few moments until the motors fail or the chains get tangled around each other.

	Range	S	AP	Type
Lobba (Splatta Shell)	48"	5	5	Heavy 1, Barrage, Blast
(Wing-wakka Shell)	24"	7	4	Heavy 2, Skyfire

Mek Blastas

These unpredictable energy weapons fire pulses of deadly radiation, but are so complex that they require constant adjustment and tinkering, so they are usually only found in the hands of Mekboys.

	Range	S	AP	Type
Mek Blasta	24"	X	X	Assault 1, Melta, Sparky Partz

Sparky Partz: before declaring a target for this weapon, roll two dice. Use the highest dice as the weapon's S and the lowest as it's AP value. If several models in a unit have weapons with this rule, roll once and apply the result to all of them.

If the Sparky Parts roll is a double (i.e. both dice roll the same number) then the weapon also gains the Gets Hot! rule.

Rokkit Launchas

Ork rokkitas are usually crude shaped-charge warheads propelled by simple rocket motors. They are fired from launchers which consist of little more than a metal tube with a basic trigger mechanism. Although they lack the range and accuracy of the more sophisticated missile launchers used by other races, they are perfectly capable of punching through all but the heaviest armour plating.

	Range	S	AP	Type
Rokkit Launcha	24''	8	3	Assault 1

Shokk Attack Gun

This bizarre weapon somehow opens a tunnel through warp space. Extremely unlucky snotlings are then launched through the portal, becoming charged with warp energy (and driven quite insane) before emerging above, around or even inside the target. The resulting cascade of tiny, gibbering greenskins, minor warp entities and extra-dimensional radiation has a very unpleasant effect on anyone unfortunate enough to be on the receiving end.

	Range	S	AP	Type
Shokk Attack Gun	60''	X	X	Heavy 1, Barrage, Haywire, Ignores Cover, Large Blast, Sparky Partz

Slug Chukkas

The vast majority of ork guns are simple conventional firearms firing solid slugs. They are usually fully automatic, large calibre weapons which produce a satisfying amount of noise and recoil.

	Range	S	AP	Type
Big Shoota	36"	5	5	Assault 3
Dakkagunz	18"	5	5	Assault 3, Twin-linked
Shoota	18"	4	6	Assault 2
Supa Shoota	36"	6	4	Heavy 2
Slugga	12"	4	6	Pistol

Kustom Dakka

Some Slug Chukkas are upgraded with a variety of modifications by inventive Mekboyz. These can be anything from magnetic accelerators to noise-amplifying barrels. Often, nobody really knows what effect the Mekboy's work will have until someone pulls the trigger.

Before deploying your army, roll once on the following table for every unit which has the Kustom Dakka upgrade and apply the results to all Slug Chukka weapons in the unit.

D6	
1	Bigshot – the gun has been enlarged and reinforced to fire heavier and more powerful projectiles – add +1 to the weapon's S.
2	Skattashot – whether through a modified ammunition feed or simply adding more firing chambers and barrels, this gun is capable of firing massive numbers of bullets – double the number of shots this weapon can fire, but reduce it's S by 1.
3	Hotshot – the projectiles fired by this gun are blasted into white-hot molten metal by energy beams as they leave the barrel – all shots from this weapon have the Blind and Melta special rules.
4	Longshot – a longer barrel, high velocity ammunition and/or unconventional firing mechanism make the bullets from this gun capable of penetrating thick armour even at long range – the weapon's range is increased by 12" and all it's shots have the Rending special rule.
5	Sharphot – rather than simple metal slugs, this gun fires explosive ceramic shells, bundles of mono-wire or some other exotic ammunition capable of cutting through flesh and bone – all shots from this weapon have the Shred and Pinning special rules.
6	Potshot – this gun has such a variety of secondary weapon systems, alternative ammunition feeds and special features that not even the mekboy who built it is quite sure how to use it – before declaring a target for this unit, roll twice on this chart and apply both results until the end of the shooting phase. Further rolls of 6 and duplicate results have no effect.

Zzapp Guns

A powerful electrical generator connected to an array of coiled wire and magnets wrapped around a metal tube, somehow generates charged particle beams, along with plenty of dangerous arcs of electricity and hot sparks.

	Range	S	AP	Type
Zzapp Gun	36''	X	X	Heavy 2, Armourbane, Sparky Partz

Melee Weapons

Burnas

Burnas are large, complex incendiary weapons. Their jets of burning gas can be spread out to function as a flamethrower, or tightly focussed to provide a cutting torch capable of slicing through armour plating.

	Range	S	AP	Type
Burna (Flame Burst)	Template	4	5	Assault 1
(Cutting Torch)	-	4	3	Melee, Armourbane, Specialist Weapon, Unwieldy

A Burna may not be used as a melee weapon if it has already been used to make a shooting attack (including overwatch) in the same player turn.

Choppas

The word 'choppa' describes a huge variety of weapons; large axes and heavy-bladed knives are the most common, but orks will try to use pretty much anything they can get their hands on to hack, bludgeon or stab their enemies. Even the most dim-witted ork can instinctively make a functional weapon out of scrap metal, rocks or alien body parts.

More sophisticated versions featuring spinning blades, chain-mechanisms and power cables are available for a price from mekboys; these enhancements generally don't do much to increase the lethality of the weapons, as they often jam or simply get forgotten by the user in the heat of battle. Nevertheless, they do act as status symbols for those who can afford them and still function at least as well as their primitive equivalents when swung with an ork's strength and enthusiasm.

The strongest orks often wield even larger blades known simply as 'big choppas'. These require two hands to swing, but hit with even more force than normal choppas.

	Range	S	AP	Type
Big Choppa	-	+2	5	Melee, Rending, Two-handed
Choppa	-	+1	6	Melee

Grabba Stikk

A hook or claw with a simple pulley system, mounted on a long pole. These tools are used by Runtherds to restrain runts or squigs, but can also be used to throttle enemies in combat.

A Grabba Stikk is a Close Combat Weapon and also allows the user to nominate a single enemy model in base contact at the start of the fight sub-phase. That model has it's attacks reduced by one (to a minimum of one) for the duration of the Assault Phase.

Grot Prod

Runtherds use these electrical shock devices to intimidate, stun and discipline their runts and squigs. However, when set to maximum power, they become deadly (if unpredictable) weapons.

	Range	S	AP	Type
Grot Pod	-	X	X	Melee, Concussive, Sparky Partz

Squig Whip

A long and vicious whip, made from leather or wire. Used to control slaves and squigs.

A Squig Whip is a Close Combat Weapon which also gives it's user the **Hammer of Wrath** rule.

Wrecka

A huge hammer or pickaxe with a rocket motor strapped to the back to give it even more force when swung. These weapons are clumsy, but effective against heavy armour.

	Range	S	AP	Type
Wrecka	-	+2	2	Melee, Armourbane, Two-handed, Unwieldy

Armour

'Eavy Armour

A collection of thick metal plates strapped to an ork's body provides significant protection against most weapons.

'Eavy Armour gives the wearer a 4+ armour save. If the model is also mounted on a Warbike, it's Armour Save is increased to 3+.

Squigskin

Most orks have to make do with just their simple leather clothing for protection, possibly with a metal helmet or shoulder plate.

Squigskin gives the wearer a 6+ armour save.

Mega Armour

The wealthiest orks can afford to protect themselves with massive powered suits, covered in thick armour plating. Although slow, clumsy and noisy, these walking scrapheaps are almost immune to all but the most powerful weapons.

Mega Armour gives the wearer a 2+ armour save and the **Slow and Purposeful** and **Bulky** special rules. If they also have 'Eavy Armour, they have the **Very Bulky** rule instead of Bulky and gain +1 Toughness.

Bombs and Grenades

Stikkbombs

Ork grenades generally have a sturdy handle, which allows them to be thrown with more force or swung as crude clubs. On top of this handle there is usually a large explosive charge packed into a metal tube, often decorated with spikes. When they work as intended, they can leave enemies stunned by their deafening explosions just as the orks charge into them.

Shooting

When a unit armed with stikkbombs makes a shooting attack, one model may choose to throw a grenade rather than using another shooting weapon.

	Range	S	AP	Type
Stikkbomb	8"	3	-	Assault 1, Blast, Concussive

Assault

When a unit armed with stikkbombs charges into close combat, roll one dice and consult the table below. A unit is only considered armed with Stikkbombs for this purpose if the majority of models in the unit have them.

D6	
1	Oops! – <i>one of the orks throws the pin instead of the grenade</i> – the charging unit takes D3 (Strength 3, AP -) hits as if from overwatch fire and the entire unit is reduced to Initiative 1 until the end of the phase.
2	Dud – <i>either the detonators in these stikkbombs were faulty or the orks forgot to arm them before throwing</i> – the charging unit gains the Hammer of Wrath special rule until the end of the phase but no other effect.
3-6	Boom! – <i>the stikkbombs explode in a blast of flame and metal fragments, leaving the enemy reeling</i> – all enemy units in the combat have their initiative reduced by half (rounded up) until the end of the Assault Phase.

Tankbusta Bombs

These hefty explosive devices can be attached to the side of vehicles (or buildings, or large, slow moving and unwary animals) by magnetic clamps (or sometimes spikes, tractor fields or glue) and then detonated. Alternatively, they can be hurled at their target, although this means that their blast is dispersed and unlikely to damage heavy vehicles.

Shooting

When a unit armed with Tankbusta Bombs makes a shooting attack, one model may choose to throw a grenade rather than using another shooting weapon.

	Range	S	AP	Type
Tankbusta Bomb	8"	6	6	Assault 1, Blast

Assault

Tankbusta Bombs can only be used in assaults against **vehicles** and **Monstrous Creatures**. When used against such targets, they have the following profile:

	Range	S	AP	Type
Tankbusta Bomb	-	6	3	Armourbane, Unwieldy

Other Equipment

Attack Squig

There are many breeds of squig which can be trained to fight in combat, such as face-eater squigs, growla squigs, spiky squigs and venomous stinger squigs.

A model equipped with an Attack Squig may make one additional attack in close combat. This attack is resolved at WS 4 and I 5 and uses the following profile:

	Range	S	AP	Type
Attack Squig	-	4	-	Melee, Concussive

If a unit containing an Attack Squig wins an assault and makes a Sweeping Advance, they may re-roll their Sweeping Advance dice.

Battle Skarz

See the **Special Rules** section.

Bosspole

The most common symbol of authority among orks is a banner or set of trophy spikes worn between the shoulders.

For each model with a Bosspole in a unit roll one dice when calculating Close Combat Results. On the roll of a 4+, the unit counts as having scored one additional wound.

Cybork Body

Extremely injured orks may find themselves patched up with so many bionik parts that they are more machine than ork. Although there are many downsides, this does make them considerably harder to kill.

A model with a Cybork body gains an extra Wound.

Dok's Bag

With this collection of surgical implements and dubious medical concoctions, a painboy can persuade injured orks to carry on fighting.

A unit containing a model equipped with a Dok's Bag gains the **Feel No Pain** rule.

Gitfinda

These prestigious targeting devices are often bolted directly onto the user's face, both to avoid theft and to ensure that the orks remember to use them.

Successful Cover Saves made against shooting attacks from a model with a Gitfinda must be re-rolled.

Kustom Force Field

Orks have a startling mastery of force field technology and Big Meks often carry a crackling shield generator on their backs to protect themselves from enemy fire.

A model equipped with a Kustom Force Field and all models in it's unit (including any transport

vehicle it is embarked on) gain a 5+ Invulnerable Save.

Mek's Toolz

An enthusiastic Mekboy can patch together a damaged vehicle in the heat of battle, using nothing more than the contents of his toolbox and whatever scrap happens to be lying around.

Instead of making a shooting attack in the shooting phase, a model equipped with Mek's Toolz may attempt to repair a single friendly vehicle that he is embarked upon or within 2" of his base. Roll once on the following table for each model attempting a repair:

D6	Mek Repair Table
1	Loot da good bitz – roll once on the Vehicle Damage Table and apply the result to the target vehicle.
2-3	Dis fing ain't even broke – no effect.
4-6	Fix it up proppa – the vehicle immediately regains a Hull Point lost earlier in the battle or repairs a single Weapon Destroyed or Immobilized result suffered earlier in the battle.

Squighound

A special breed of squig, bred by Runtherds to help them control their slaves.

A Squighound counts as an Attack Squig. In addition, if a unit containing a model with a Squighound and one or more Gretchin fails a Morale Test you may immediately remove 1D3 Gretchin to re-roll the test.

Warbike

Ork Warbikes are ramshackle contraptions, but their riders are always enthusiastic about the opportunity to race into battle, firing their weapons wildly.

A model equipped with a Warbike changes it's unit type to Bike and gains a 4+ Armour Save and a set of Dakkagunz. If it also has 'Eavy Armour, it's Armour Save is increased to 3+.

Ork Wargear List

Weapons

A model may exchange a Choppa, Shoota or Slugga for	
Choppa, Shoota or Slugga	Free
Big Choppa	5 Points
Dakkagunz	5 Points
Kombi Shoota-Rokkit	5 Points
Kombi Shoota-Skorcha	5 Points
Power Klaw	25 Points
Wrecka	25 Points

Mekboy Weapons

A model may exchange its Mek Blasta for	
Choppa and Slugga with Kustom Dakka	Free
Big Shoota with Kustom Dakka	5 Points
Kombi Shoota-Rokkit with Kustom Dakka	5 Points
Kombi Shoota-Skorcha with Kustom Dakka	5 Points
Rokkit Launcha	5 Points

Special Equipment

A model may take	
Tankbusta Bombs	3 Points
Battle Skars	5 Points
Bosspole	5 Points
'Eavy Armour	5 Points
Attack Squig	10 Points
Cybork Body	10 Points

Ork Army List

HQ

Warboss	60 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Warboss	4	2	5	5	3	4	4	9	6+	Infantry (Character)	1 Warboss	XX

Wargear

- Choppa
- Slugga
- Squigskin
- Stikkbombs

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Waaagh! (Psycho Smashas)

Options

May take items from the **Weapons** and **Special Equipment** lists

<i>May take one of the following</i>	
Mega Armour	20 Points
Warbike	30 Points

For each Warboss in your army, you may take one Nobz Mob as a Troops choice.

HQ

Big Mek	40 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Big Mek	4	2	4	4	2	3	3	8	6+	Infantry (Character)	1 Big Mek	XX

Wargear

- Choppa
- Mek Blasta
- Mek's Toolz
- Squigskin
- Stikkbombs

Special Rules

- Furious Charge
- Independent Character
- Waaagh! (Skrap Grabbas)

Options

May take items from the **Weapons**, **Mek Weapons** and **Special Equipment** lists

<i>May take one of the following</i>	
Burna	10 Points
Mega Armour	20 Points
Warbike	30 Points
Shokk Attack Gun	40 Points
Kustom Force Field	50 Points

For each Big Mek in your army, you may take one unit of Lootas as a Troops choice.

Elites

Burna Boyz	75 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Burna Boy	4	2	3	4	1	2	2	7	6+	Infantry	5 Burna Boys	XX
Mekboy	4	2	3	4	1	2	2	7	6+	Infantry (Character)		XX

Wargear

- Burna (Burna Boys only)
- Mek Blasta (Mekboys only)
- Mek's Toolz (Mekboys only)
- Squigskin

Special Rules

- Furious Charge
- Waaagh! (Skrap Grabbas)

Options

May take up to 10 extra Burna Boys	15 points per model
May exchange up to 3 Burna Boys for Mekboys	Free
The entire unit may have 'Eavy Armour	5 points per model

Mekboys may take items from the **Mek Weapons** list.

May take a **Looted Wagon** as a Dedicated Transport.

Elites

Skarboyz	80 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Skarboy	4	2	3	4	1	2	2	7	6+	Infantry	10 Skarboys	XX
Painboy	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX

Wargear

- Choppa
- Slugga
- Dok's Bag (Painboy Only)
- Squigskin

Special Rules

- Battle Skars
- Furious Charge
- Waaagh! (Psycho Smashas)

Options

May take up to 20 extra Skarboys	8 points per model
May exchange one Skarboy for a Painboy	25 points
Any Skarboy may exchange his Slugga for a Shoota	Free
For every ten Skarboys in the unit, one Skarboy make exchange his Slugga or Choppa for -	
- Big Shoota	5 points
- Rokkit Launcha	8 points
A Painboy may exchange his Choppa or Slugga for a Poisoned Weapon	Free
The entire unit may take Stikkbombs	1 point per model

The unit may take a **Trukk** as a Dedicated Transport.

Elites

Nobz Mob	80 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Nob	4	2	4	4	2	3	3	8	6+	Infantry	5 Nobs	XX
Painboy	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX

Wargear

- Choppa
- Slugga
- Dok's Bag (Painboy Only)
- Squigskin

Special Rules

- Furious Charge
- Waaagh! (Psycho Smashas)

Options

May take up to 5 extra Nobs	16 points per model
May exchange one Nob for a Painboy	25 points
A Painboy may exchange his Choppa or Slugga for a Poisoned Weapon	Free
The entire unit may take Stikkbombs	1 point per model

Any Nob may take items from the **Weapons** and **Special Equipment** lists.

The unit may take a **Trukk** or a **Bonekruncha Battlewagon** as a Dedicated Transport.

Troops

Choppa Boyz	60 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Choppa Boy	4	2	3	4	1	2	2	7	6+	Infantry	10 Choppa Boys	XX
Choppa Boss	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX

Wargear

- Choppa
- Slugga
- Squigskin

Special Rules

- Furious Charge
- Orkforitee (Choppa Boss only)
- Waaagh! (Psycho Smashas)

Options

May take up to 20 extra Choppa Boys	6 points per model
May exchange one Choppa Boy for a Choppa Boss	10 points
For every ten Choppa Boys in the unit, one Choppa Boy make exchange his Slugga or Choppa for -	
- Big Shoota	5 points
- Rokkit Launcha	8 points
The entire unit may take Stikkbombs	1 point per model

A Choppa Boss may take items from the **Weapons** and **Special Equipment** lists.

The unit may take a **Trukk** as a Dedicated Transport.

Troops

Grot Mob	40 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Gretchin	2	3	2	2	1	3	1	5	-	Infantry	10 Gretchin	XX
Runtherd	4	2	3	4	1	2	2	7	6+	Infantry (Character)	1 Runtherd	XX

Wargear

- Grabba Stikk (Runtherd Only)
- Slugga (Runtherd Only)
- Squig Whip (Runtherd Only)
- Squigskin (Runtherd Only)
- Stub Gun (Gretchin Only)
- Close Combat Weapon (Gretchin Only)

Special Rules

- Furious Charge (Runtherd Only)
- Waaagh! (Sneaky Gits)

Options

May take up to 20 extra Gretchin	3 points per model
May take up to 2 extra Runtherds	10 points per model
Any Gretchin may exchange it's Stub Gun for -	
- a Shotgun	Free
- an Autogun	1 point per model
Any Runtherd may exchange his Grabba Stikk, Slugga or Squig Whip for -	
- Grot Prod	5 points
- Squighound	10 points

Fast Attack

Warbikerz	60 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Biker Boy	4	2	3	5	1	2	2	7	4+	Bike	3 Biker Boys	XX
Biker Boss	4	2	4	5	1	3	3	8	4+	Bike (Character)		XX

Wargear

- Choppa
- Slugga
- Warbike with Dakkagunz

Special Rules

- Furious Charge
- Orkforitee (Biker Boss only)
- Waaagh! (Speed Freaks)

Options

May take up to 9 extra Biker Boys	20 points per model
May exchange one Biker Boy for a Biker Boss	10 points

A Biker Boss may take items from the **Weapons** and **Special Equipment** lists.

Heavy Support

Lootas	75 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Loota	4	2	3	4	1	2	2	7	6+	Infantry	5 Lootas	XX
Mekboy	4	2	3	4	1	2	2	7	6+	Infantry (Character)		XX

Wargear

- Supa Shoota with Kustom Dakka (Lootas only)
- Mek Blasta (Mekboys only)
- Mek's Toolz (Mekboys only)
- Squigskin

Special Rules

- Furious Charge
- Waaagh! (Skrap Grabbas)

Options

May take up to 10 extra Lootas	15 points per model
May exchange up to 3 Lootas for Mekboys	Free
Any Loota may exchange it's Supa Shoota for -	
- Multi-Melta	5 points per model
- Lascannon	10 points per model
The entire unit may have 'Eavy Armour	5 points per model

Mekboys may take items from the **Mek Weapons** list.

May take a **Looted Wagon** as a Dedicated Transport.