

PO's Homebrew Ork Codex

Ork Special Rules

D6	Warlord Trait
1	Big Waaagh! At the start of each Game Turn, if there are no Waaagh! Counters in play, add one Waaagh! Counter to the total so long as the Warlord is on the table.
2	'Ard az Nailz. The Warlord has the It Will Not Die rule.
3	Loadz'a Teef. The Warlord starts play with D3 additional Supply Runts.
4	Leeda ov da Pakk. The Warlord and any unit he has joined before deployment gain the Scout rule.
5	Killboss. The Warlord has Preferred Enemy.
6	Voice ov Mork. While the Warlord is alive, you may re-roll the Waaagh! Roll at the start of each Game Turn.

Get Stukk In

If the majority of models in a unit have the Get Stukk In rule, the unit may charge in the Assault Phase even if it ran in the preceding Shooting Phase or entered play from reserves this turn.

In addition, a unit with this rule is treated as charging into close combat for the purposes of the Furious Charge and Rage rules (+1 S and +1 A, respectively) even if they didn't charge or made a disordered charge.

More Dakka

Orks love to unleash masses of firepower, even if the chances of hitting anything are low.

A model under the effect of More Dakka can fire one of its weapons twice in its shooting phase. The second attack is resolved as a Snap Shot, made at the same time and the same target as the model's normal shooting.

Alternatively, a model under the effect of More Dakka can fire a single weapon as a snap shot in addition to taking an action in the shooting phase which would usually prevent making a shooting attack, such as Running, using Turbo Boost or using Mek's Toolz.

More Dakka can not affect the same weapon more than once per turn.

Waaagh!

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

If there is at least one model from Codex: Orks on the table at the start of a Game Turn, make a Waaagh! Roll.

To make a Waaagh! Roll, roll 1D3 and add the number of Waaagh! Counters in play.

If the result is three or less, then the Waaagh! is still building. Add one Waaagh! Counter to the total.

If the result is four or more, then the Waaagh! is unleashed. For the rest of this Game Turn, all Ork units with the Gorka or Morka special rules receive their benefits.

Note that the Waaagh! affect all ork models, regardless of which army or detachment they are in and there is only one Waaagh! Roll per Game Turn regardless of how many ork forces are fighting.

Gorka

In a turn that the Waaagh! has been unleashed, any model with the Gorka rule has the Get Stukk In rule.

Morka

In a turn that the Waaagh! has been unleashed, any model with the Morka rule has the More Dakka rule, but can only fire Snap Shots.

Smoke Kloud

Any shooting attack (enemy or friendly) which traces its line of fire through or over a unit with this rule gives its target the benefit of the Shrouded special rule for that attack. Attacks which do not need Line of Sight are not affected by this rule.

Sneaky Gits

Models with the Sneaky Gits rule get an additional +1 to their cover saves when they Go to Ground.

Special Ammo

A non-vehicle unit may fire one weapon using its Special Ammo profile for every Supply Runt in the unit when it declares its target.

A vehicle may fire one weapon using its Special Ammo profile each turn if it has the Ammo Stakk upgrade.

Junk Grabbaz

Whenever a unit (friendly or enemy) is destroyed within 6" of a unit with this rule, roll one dice. On a 4 or higher, the unit gains a Supply Runt. Only one Supply Runt may be generated by each destroyed unit, although multiple units can attempt to do so if they are all within range.

Lunatorzk!

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

Before making the Waaagh! roll at the start of each game turn, a unit with this rule must roll 1D3 on the following table and add the current number of Waaagh counters in play.

	Lunatork Behaviour
1-2	Delirium – The unit gains the Fearless special rule until the start of the next Game Turn. At the start of the unit's movement phase, roll a scatter dice. If an arrow is rolled, the unit must move as far as possible in that direction.
3-4	Paranoia – The unit may not move towards the nearest enemy unit in their movement phase. They benefit from the Counter Attack and Interceptor special rules until the start of the next Game Turn.
5+	Mania – The unit may both shoot and run during its next shooting phase. They also gain the Fleet and Rampage special rules until the start of the next Game Turn.

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 Orkforitee 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).

Sparky Partz:

After declaring targets for weapons with this special rule, roll two dice. The lower dice roll gives the value for all entries marked 'Y' in the weapon profile and the highest dice gives the value for all entries marked 'Z'. If several models in a unit have weapons with this rule, roll once and apply the result to all of them.

If the Sparky Partz roll is a double (i.e. both dice roll the same number) then the weapon also gains the rule noted in brackets after the Sparky Partz rule.

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

Kannons

A Kannon is exactly what it sounds like; a howitzer or field gun, capable of firing various different shells. Even larger versions are called 'Kill-Kannons'.

	Range	S	AP	Type
Kannon (Krumpa Shell)	36''	8	3	Heavy 1
Kannon (Booma Shell)	36''	4	6	Heavy 1, Large Blast, Special Ammo
Kill-Kannon (Bursta Shell)	36''	8	3	Ordinance 1, Large Blast
Kill-Kannon (Smasha Shell)	36''	10	2	Ordinance 1, Blast, Special Ammo

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, Special Ammo

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	18''	Z	Y	Assault Y, Melta, Sparky Partz (Gets Hot)

Rokkit Launchas

Ork rokkits 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"	Z	Y	Heavy 1, Barrage, Haywire, Ignores Cover, Large Blast, Sparky Partz (Wurm'ole)

Wurm'ole: if the Sparky Partz roll for this weapon is a double, look up the result on the following table and apply that instead of the weapon's usual effects. Resolve all other shooting attacks from the firing unit before applying the Wurm'ole result.

Roll	Effect
1,1	The target unit takes a single automatic hit at S 10, AP 1 with the Ignore Cover and Soul Blaze special rules.
2,2	The target unit is removed from play and placed in Ongoing Reserves. When it re-enters play, it may do so by Deep Strike.
3,3	The firing model is removed from play and placed in Ongoing Reserves along with any unit it was a part of and any transport they were embarked on. When it re-enters play, it may do so by Deep Strike.
4,4	The firing model is removed from play, then immediately enters play as if arriving by Deep Strike anywhere within 12" of the target unit.
5,5	Resolve the shot as normal (at S 5, AP 5) but re-roll all 'hit' results on the scatter dice and double the scatter distance.
6,6	The target unit is removed from play. The player controlling the Shokk Attack Gun then nominates a point anywhere on the battlefield and the unit is immediately returned to play, arriving as if by Deep Strike anywhere within 12" of the chosen point.

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
Eavy Shoota	36''	6	4	Heavy 2
Shoota	18''	4	6	Assault 2
Slugga	12''	4	6	Pistol
Supa Shoota	24''	6	4	Heavy 3

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.

D3	
1	Bigshot – <i>the gun has been enlarged and reinforced to fire heavier and more powerful projectiles</i> – add +1 to the weapon's S and all it's shots have the Concussive special rule.
2	Skattashot – <i>whether through a modified ammunition feed or simply adding more firing chambers and barrels, this gun is capable of firing massive numbers of bullets</i> – double the number of shots this weapon can fire, but reduce it's S by 1. All it's shots also have the Pinning special rule.
3	Longshot – <i>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</i> – the weapon's range is increased by 12'' and all it's shots have the Rending special rule.

Kustom Dakka can be applied several times to the same weapon. The results are cumulative unless they would reduce the weapon's S above 10 or below 1, in which case they are ignored. Note that multiple instances of the Concussive, Pinning and Rending rules have no additional 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''	Z	Y	Heavy 2, Armourbane, Sparky Partz (Gets Hot)

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.

Buzzkutta

	Range	S	AP	Type
Buzzkutta	-	6	4	Melee, Shred, Armourbane, Specialist Weapon

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	-	User	6	Melee, Cleave

Cleave: an attack with this rule re-rolls all To Wound rolls of 1.

Grabba Stikk

A hook or claw with a simple pulley system, mounted on a long pole. These tools are used by Runtherds to grab hold of reluctant gretchin who need a bit of encouragement to volunteer for dangerous jobs.

A Grabba Stikk is a Close Combat Weapon. It also allows it's user to re-roll failed Look Out Sir rolls and to make Look Out Sir rolls even if fighting in a challenge.

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	-	Z	Y	Melee, Concussive, Sparky Partz (Instant Death)

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 virtually 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

Blitzbusta Bombs

	Range	S	AP	Type
Blitzbusta Bomb	-	10	2	Heavy 1, Blast, Bomb, One Use Only

Gitsmasha Missiles

	Range	S	AP	Type
Gitsmasha Missile	36"	8	3	Heavy 1, One Use Only

Skum-Skorcha Bombs

	Range	S	AP	Type
Skum-skorcha Bomb	-	5	4	Heavy 1, Ignores Cover, Bomb, Large Blast, One Use Only

Booma Bombs

A Deffkopta equipped with a Booma Bomb can drop it during its Movement Phase. Immediately after moving the Deffkopta, centre the blast marker over one model that the Deffkopta moved over during its move and then scatter it D6". Resolve any hits using the profile below. This does not count as firing a weapon.

	Range	S	AP	Type
Booma Bomb	-	6	6	Blast, One Use Only

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

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 models in the combat (friendly and enemy) strike at Initiative step 1 this turn.

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

Bomb Squigs

Bomb Squigs are tokens attached to a unit, usually represented by a miniature of a squig. They are not considered models for game purposes and should be moved in any way that makes it obvious which unit they are attached to. They are not allocated to any particular model and are only removed from play if the entire unit is destroyed. Bomb Squigs can not be attached to Independent Characters and if the only survivor of their unit is an Independent Character, they are removed from play.

Any model in a unit with a Bomb Squig may use the Bomb Squig to attack in the Shooting Phase.

	Range	S	AP	Type
Bomb Squig	12"	6	6	Assault 1, Armourbane, Blast, Barrage, Squig Guided, One Use Only

Squig Guided: A model may 'fire' one bomb squig in addition to any other shooting attacks it is usually allowed. They may attack a different target to the one that the rest of their unit is shooting at. Always treat bomb squigs as firing indirectly. If the blast template is not touching at least one vehicle after resolving scatter, move it D6" towards the nearest vehicle (friendly or enemy) within 12".

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 with the following profile:

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

Squigbite: the squig's attacks are resolved separately to the rest of it's owner's attacks, at Weapon Skill 4 and Initiative 5. The squig's owner makes it's Pile In move once in the Fight sub-phase, at it's own Initiative or Initiative 5, whichever is higher. Squigbite attacks do not benefit from Furious Charge or any bonuses granted by the owner's weapons or special rules.

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. Any models with Battle Skarz have Feel No Pain (4+) instead.

If a model equipped with a Dok's Bag also contains a Supply Runt, you may remove one of the unit's Supply Runts from play to re-roll one Feel No Pain roll. Only one such re-roll is allowed per phase for each model with a Dok's Bag.

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.

At the start of each game turn, roll one D6 for each Kustom Force Field in your army. On the roll of a 1, the generator shorts out and has no effect this turn. On any other result, the model equipped with the Kustom Force Field and all models in it's unit (including any transport vehicle it is embarked on) gain an Invulnerable Save with a value equal to the dice roll (so a roll of 4 would give a 4+ Invulnerable Save, for example).

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. Then roll a dice and if the result is 4 or more, the Mek gains a Supply Runt.
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.

A model equipped with Mek's Tools in a unit which contains at least one Supply Runt may remove a Supply Runt from play to re-roll their result on this table. The Supply Runt may not be one which was generated as a result of rolling on this table.

Rokkit Pack

Any Infantry model with a Rokkit Pack becomes Jump Infantry.

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.

Supply Runt

Supply Runts are tokens attached to a unit, usually represented by a miniature of a heavily-laden grot. They are not considered models for game purposes and should be moved in any way that makes it obvious which unit they are attached to. They are not allocated to any particular model and

are only removed from play if the entire unit is destroyed. If an independent character leaves a unit, split the unit's supply runts between him and the original unit in any way you see fit.

A Supply Runt may be removed from play to give one model in it's unit the More Dakka rule for a single shooting phase.

Supply Runts may also be used for other purposes. See the entries for Special Ammo, Mek's Toolz and Dok's Bags for more details.

Waaagh! Banner

If a Waaagh! has not been unleashed this turn, a unit with a Waaagh! Banner counts as having scored one additional wound for each Waaagh! Token in play when calculating close combat results.

If a Waaagh! has been unleashed this turn, the unit gains +1 Attack per model.

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, the Smoke Kloud rule and a set of Dakkagunz. If it also has 'Eavy Armour, it's Armour Save is increased to 3+.

Vehicle Upgrades

Ammo Stakk

A vehicle with an Ammo Stakk may fire one weapon using Special Ammo each turn. If it does not fire any weapons with Special Ammo, it may instead fire one weapon with the More Dakka rule, but may not use it's Ammo Stakk for the rest of the game after doing so.

'Ard Kase

A vehicle with this upgrade is no longer Open-Topped. If it is a transport, it now has access points on it's sides and rear and two fire points on each facing.

Boardin' Plankz

One model embarked on a vehicle equipped with Boardin' Plankz in the Assault Phase may make it's close combat attacks against any enemy vehicle (except a walker or flyer) within 2" of it's transport. The attacking model counts as charging.

Deffrolla

When a vehicle equipped with a Deffrolla performs a Tank Shock or Ram, it inflicts D6 automatic hits against the target unit, with the following profile:

	Range	S	AP	Type
Deffrolla	-	8	4	Ignores Cover, Strikedown

A vehicle equipped with a Deffrolla may re-roll failed Dangerous Terrain tests.

A Deffrolla is considered to be a weapon for purposes of Weapon Destroyed results.

Go-Fasta Gubbins

Ork vehicles are often fitted with a variety of extras to increase their speed, typically some combination of squig-fuel-injection, rocket booster motors and red paint.

A vehicle equipped with Go-Fasta Gubbins may move an additional D6" when it moves Flat Out.

Grabba Klaw

At the start of any enemy Movement Phase, nominate one enemy vehicle within 2" of the model equipped with a Grabba Klaw. Both players roll one D6 and add the remaining number of Hull Points their vehicle has. If your total is equal to or higher than your opponent's, their vehicle may not move for the duration of the Movement Phase.

A Grabba Klaw is considered to be a weapon for purposes of Weapon Destroyed results.

Reinforced Ram

A vehicle equipped with a Reinforced Ram is considered to be a Tank for the purposes of performing Tank Shocks and Rams. All hits it causes by ramming have the Armourbane special rule and it may re-roll failed Dangerous Terrain tests.

Stikkbomb Chukka

Models assaulting from a vehicle with a Stikkbomb Chukka count as being equipped with

Stikkbombs. If they already have Stikkbombs, they roll twice on the stikkbomb effect table and take the highest result.

Rumbla Trakkz

A vehicle with Rumbla Trakkz may re-roll failed Dangerous Terrain tests. If it also has a Deffrolla or Reinforced Ram it ignores dangerous terrain entirely.

Wreckin' Ball

A vehicle equipped with a Wreckin' Ball may make a single attack against one enemy unit within 2" of it's hull at the start of the Fight Sub-phase, before any combats are resolved. Treat this as a close combat attack made at Weapon Skill 4 and using the following profile:

	Range	S	AP	Type
Wreckin' Ball	-	8	4	Strikedown

A Wreckin' Ball is considered to be a weapon for purposes of Weapon Destroyed results.

Unique Items

Whurla's Thrusta Klusta

A mysterious alien device, apparently capable of generating some kind of anti-gravity field, connected to an array of fearsome jet engines and rotor blades.

An infantry model equipped with Whurla's Thrusta Klusta becomes Jump Infantry. Bike models become Jetbikes instead. Any unit which the model moves over in it's Movement Phase takes D6 automatic S 4, AP 5 hits with no cover saves allowed.

Skabgrod's Supa Skope

Before rolling to hit with a shooting attack, a model carrying Skabgrod's Supa Skope must roll 1D6. The dice result becomes it's Ballistic Skill for the duration of that shooting phase. The bearer also has the Night Vision special rule.

Gullgrimm's Ard At

A model equipped with Gullgrimm's Ard At may re-roll all failed saves (including Cover Saves and Invulnerable Saves) and Deny The Witch rolls.

Mega Ammo Box

A unit containing the model with the Mega Ammo Box rolls once on the Kustom Dakka table at the start of each Game Turn and applies the result to all their Slug Chukka weapons until the start of the next Game Turn. Models which leave the unit (or units which are left by the model with the Mega Ammo Box) keep their Kustom Dakka until the end of the next Game Turn, but models which join the unit (or units which are joined by a character with the Mega Ammo Box) do not benefit until the next roll is made.

Da Powa Slasha

	Range	S	AP	Type
Powa Slasha	-	Z	Y	Melee, Shred, Armourbane, Specialist Weapon, Sparky Partz (Instant Death)

Pokkit Telleporta

The model equipped with the Pokkit Telleporta gains D3 Supply Runts at the start of each Game Turn.

Da Ultra Loota Shoota

This is a twin-linked Supa Shoota. At the start of each Game Turn, roll once on the Kustom Dakka table and apply the result to Da Ultra Loota Shoota for the rest of the game.

Psychic Powers

Weird Discipline

Primaris Power: Brainbusta

Warp Charge 1

Brainbusta is a **Focussed Witchfire** power with the following profile:

	Range	S	AP	Type
Brainbusta	24"	8	2	Assault 1, Gets Hot

1: Ere We Go!

Warp Charge 1

Ere We Go! is a **Blessing** which affects the psyker and any unit he is currently part of. The unit is immediately removed from the battlefield (even if it is locked in close combat or otherwise unable to move) and then enters play as if arriving from reserve via **Deep Strike**, anywhere on the board.

2: Psychic Vomit

Warp Charge 1

Psychic Vomit is a **Witchfire** power with the following profile:

	Range	S	AP	Type
Psychic Vomit	Template	5	4	Assault 1, Strikedown

3: Funguz Kloud

Warp Charge 1

Funguz Kloud is a **Malediction** with a range of 18". While the power is in effect, the target unit moves as if in Difficult Terrain and any unit targeted by their shooting attacks gets +1 to their Cover Saves.

4: Warpath

Warp Charge 1

Warpath is a **Blessing** which can target any non-vehicle unit within 12" of the psyker. The target unit gains +1 attack per model while the power is in effect.

5: Zogg Off!

Warp Charge 2

Zogg Off! is a **Malediction** with a range of 12". The target unit is removed from the battlefield and placed in Ongoing Reserves. When it returns to play, it may do so via **Deep Strike**.

6: Frazzle-zzap!

Warp Charge 2

Frazzle-zzap! is a **Maelstrom** power with the following profile:

	Range	S	AP	Type
Frazzle-zzap!	18"	3	3	Assault 1, Blind, Haywire

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	
Supply Runt, Choppa and Slugga with Kustom Dakka	Free
Big Shoota with Kustom Dakka	Free
Kombi Shoota-Rokkit with Kustom Dakka	Free
Kombi Shoota-Skorcha with Kustom Dakka	Free
Rokkit Launcha	Free

Special Equipment

A model may take one of each of the following	
Tankbusta Bombs	3 Points
Battle Skars	5 Points
Bosspole	5 Points
'Eavy Armour	5 Points
Supply Runt	5 Points
Attack Squig	10 Points
Cybork Body	10 Points

Unique Equipment

A model may take one of the following	
Whurla's Thrusta Klusta	30 points
Skabrod's Supa Skope	15 points
Gullgrimm's Ard At	20 points
Mega Ammo Box	50 points
Da Powa Slasha	35 points
Pokkit Teleporta	25 points
Da Ultra Loota Shoota	40 points

Vehicle Upgrades

Ammo Stakk	5 points
'Ard Kase	5 points
Boardin' Plankz ¹	5 points
Deffrolla ^{2,3}	20 points
Go-Fasta Gubbins	5 points
Grabba Klaw	5 points
Reinforced Ram ³	10 points
Stikkbomb Chukka ¹	5 points
Rumbla Trakkz	5 points
Wreckin' Ball	10 points

¹ only on vehicles with a Transport Capacity.

² only on Tanks.

³ no vehicle may have both a Deffrolla and a Reinforced Ram.

Ork Army List

HQ

Ghazghkull Thraka	250 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ghazghkull	5	2	5	6	5*	4	5	10	2+	Infantry (Character)	1 (Unique)	XX

Wargear

- Supa Mega Armour
- Cybork Body*
- Power Klaw
- Twin-linked Supa Shoota
- Stikkbombs
- Waaagh! Banner
- Adamantium Skull

Special Rules

- Furious Charge
- Independent Character
- Prophet of Gork and Mork
- Battle Skars
- Orkforitee
- Adamantium Will
- Hammer of Wrath
- Extremely Bulky
- Eternal Warrior

Warlord Trait

- Big Waaagh!

One unit of Meganobz may be taken as a Troops choice in any detachment which includes Ghazghkull.

Supa Mega Armour: this gives Ghazghkull a 2+ Armour Save and makes him re-roll his first failed Save (of any kind), Deny The Witch Roll or Feel No Pain roll in each Player Turn.

Adamantium Skull: this gives Ghazghkull a 5+ Invulnerable Save.

Prophet of Gork and Mork: Ghazghkull and any unit he joins have both the Gorka and Morka rules.

* Bonus wound from Cybork Body already included in profile.

HQ

Wazdakka Gutmek	175 Points
------------------------	-------------------

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Wazdakka	4	2	4	6	3	4	3	9	3+	Bike (Character)	1 (Unique)	XX

Wargear

- Bike ov da Aporkalypse
- Power Klaw
- Mek Blasta
- Mek's Toolz
- Stikkbombs
- Burnin' Skullz

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Morka
- Skilled Rider
- Hell on Wheels

Warlord Trait

- Leeda ov da Pack

Warbikers are Troops choices in any detachment which includes Wazdakka.

Bike ov da Aporkalypse: this is a warbike which has twin-linked supa shootas instead of dakkaguns. It also doubles the strength of Wazdakka's Hammer of Wrath hits and gives him a 3+ Armour Save.

Burnin Skullz: Wazdakka's personal trophy rack counts as a Waaagh! Banner and also gives all his close combat attacks the Soul Blaze rule.

Hell on Wheels: if Wazdakka used a Turbo Boost, he may still fire one weapon in his Shooting Phase. If he did not, he may fire two weapons.

HQ

Boss Snikrot	100 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Snikrot	4	2	4	5	3	4	3	9	6+	Infantry (Character)	1 (Unique)	XX

Wargear

- Squigskin
- Stikkbombs
- Mork's Teeth

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Stealth
- Infiltrate
- Move Through Cover
- Sneaky Gits
- Acute Senses
- Fear

Warlord Trait

- Killboss

One unit of Kommandos may be taken as a Troops choice in any detachment which includes Snikrot.

Mork's Teeth are a pair of weapons with the following profile. They grant an additional attack for having an extra close combat weapon.

	Range	S	AP	Type
Mork's Teeth	-	User	4	Melee, Shred, Instant Death

HQ

Ol' Zogwort	150 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Zogwort	4	2	4	5	3	4	3	9	6+	Infantry (Character)	1 (Unique)	XX

Wargear

- Squigskin
- Force Staff
- Squignakes

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Morka
- Psyker (Mastery Level 4)
- Adamantium Will
- Battle Skarz

Warlord Trait

- Voice ov Mork

Psyker

Zogwort may choose powers from the Weird, Telekinesis or Biomancy disciplines.

In any detachment which includes Zogwort, all Madboy units may be taken as Troops choices.

Squignakes: Zogwort makes D6 additional attacks in each Fight Sub-Phase using the following profile:

	Range	S	AP	Type
Squignakes	-	3	5	Melee, Poison (2+), Squigbite

HQ

Kaptin Badrukk	150 Points
-----------------------	-------------------

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

Wargear

- Da Rippa
- Goldtoof Armour
- Stikkbombs
- Slugga
- Power Sword
- Supply Runt
- Three Bosspoles
- Gitfinda

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Morka

Warlord Trait

- Loadz'a Teef

One unit of Flash Gitz may be taken as a Troops choice in any detachment which includes Badrukk.

Da Rippa

	Range	S	AP	Type
Da Rippa	24"	7	2	Assault 3, Gets Hot

Goldtoof Armour: this give Badrukk a 3+ Armour Save and a 5+ Invulnerable Save

HQ

Boss Zagstruk	125 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Zagstruk	4	2	4	5	4*	4	3	9	3+	Infantry (Character)	1 (Unique)	XX

Wargear

- Squigskin
- Choppa
- Slugga
- Rokkit Pakk
- Vulcha Klawz
- Cybork Body*

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Gorka
- Rage
- Hatred

Warlord Trait

- Killboss

One unit of Stormboys may be taken as a Troops choice in any detachment which includes Zagstruk.

Vulcha Klawz: when Zagstrukk charges into a close combat, he counts as being armed with two Lightning Claws for the duration of the Assault Phase.

* Bonus wound from Cybork Body already included in profile.

HQ

Mad Dok Grotsnik	125 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Grotsnik	4	2	4	5	4*	4	3	9	-	Infantry (Character)	1 (Unique)	XX

Wargear

- Dok's Bag
- Power Klaw
- Slugga
- Da Big Urty Needle
- Cybork Body*

Special Rules

- Orkforitee
- Furious Charge
- Independent Character
- Gorka
- Rage
- Rampage
- Fearless
- Battle Skarz

Warlord Trait

- Ard as Nails

One unit of Skarboys may be taken as a Troops choice in any detachment which includes Grotsnikk.

Da Big Urty Needle

	Range	S	AP	Type
Da Big Urty Needle	-	User	5	Melee, Poison (2+)

* bonus wound from Cybork Body already included in profile.

HQ

Warboss	60 Points
----------------	------------------

	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
- Gorka

Options

May take items from the **Weapons**, **Special Equipment** and **Unique Items** 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
- Morka

Options

May take items from the **Weapons**, **Mek Weapons**, **Special Equipment** and **Unique Items** 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 Burnas as a Troops choice.

HQ

Warphead	75 Points
-----------------	------------------

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

Wargear

- Force Staff
- Squigskin

Special Rules

- Adamantium Will
- Psyker (Mastery Level 2)
- Furious Charge
- Independent Character
- Gorka

Psyker

A Warphead may choose powers from the Weird, Telekinesis or Pyrokinesis disciplines.

Options

May take items from the **Special Equipment** and **Unique Items** lists

May take one additional Mastery Level	25 Points
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For each Warphead in your army, you may take one unit of Madboyz as a Troops choice.

Elites

Burna Boyz	75 Points
-------------------	------------------

	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
- Gorka

Options

May take up to 10 extra Burna Boys	15 points per model
May exchange up to 3 Burna Boys for Mekboys	2 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.

Elites

Skarboyz	100 Points
-----------------	-------------------

	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
- Shoota (Skarboys only)
- Slugga
- Stikkbombs
- Dok's Bag (Painboy Only)
- Squigskin

Special Rules

- Battle Skars
- Furious Charge
- Gorka

Options

May take up to 10 extra Skarboys	10 points per model
May exchange one Skarboy for a Painboy	25 points
For every five models in the unit, one Skarboy may exchange his Shoota for -	
- Big Shoota	5 points
- Rokkit Launcha	8 points
A Painboy may exchange his Choppa or Slugga for a Poisoned Weapon	Free

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

Elites

Nobz Mob	75 Points
-----------------	------------------

	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
- Gorka

Options

May take up to 5 extra Nobs	15 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
One Nob may carry a Waaagh! Banner	20 points
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.

Elites

Biker Nobz	120 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Biker Nob	4	2	4	4	2	3	3	8	6+	Bike	3 Biker Nobs	XX
Bad Dok Biker	4	2	4	4	2	3	3	8	6+	Bike (Character)		XX

Wargear

- Choppa
- Slugga
- Dok's Bag (Bad Dok Biker Only)
- Warbike with Dakkagunz

Special Rules

- Furious Charge
- Gorka

Options

May take up to 3 extra Biker Nobs	40 points per model
May exchange one Biker Nob for a Bad Dok Biker	25 points
A Bad Dok Biker may exchange his Choppa or Slugga for a Poisoned Weapon	Free
The entire unit may take Stikkbombs	1 point per model

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

Elites

Meganobz	120 Points
-----------------	-------------------

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Meganob	4	2	4	4	2	3	3	8	2+	Infantry	3 Meganobs	XX

Wargear

- Dakkagunz
- Power Klaw
- Mega Armour

Special Rules

- Furious Charge
- Gorka

Options

May take up to 3 extra Meganobs	40 points per model
Any Meganob may exchange his Dakkagunz for -	
- Kombi Shoota-Rokkit	Free
- Kombi Shoota-Skorcha	Free
- Power Klaw	10 points per model
- Wrecka	15 points per model

Any Meganob may take items from the **Special Equipment** list.

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

Elites

Flash Gitz	100 Points
-------------------	-------------------

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Flash Git	4	2	4	4	2	3	3	8	6+	Infantry	5 Flash Gits	XX
Painboy	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX

Wargear

- Dakkagunz with Kustom Dakka (Flash Gits only)
- Choppa (Painboy only)
- Slugga (Painboy only)
- Dok's Bag (Painboy only)
- Squigskin

Special Rules

- Furious Charge
- Morka

Options

May take up to 5 extra Flash Gits	20 points per model
May exchange one Flash Git 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 Flash Git may take items from the **Special Equipment** list.

The unit may take a **Looted Wagon** as a Dedicated Transport.

Elites

Madboyz	100 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Madboy	4	2	3	4	1	2	2	7	6+	Infantry	10 Madboys	XX
Minda	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX
Weirdboy	4	2	3	4	1	2	2	7	6+	Infantry (Character)		XX

Wargear

- Big Choppa (Madboys only)
- Shoota (Madboys only)
- Choppa (Mindas only)
- Slugga (Mindas only)
- Squigskin

Special Rules

- Furious Charge
- Lunatorks!
- Gorka
- Psyker (Mastery Level 1, Weirdboy only)

Psyker

A Weirdboy may generate powers from the Weird or Telekinesis disciplines.

Options

May take up to 10 extra Madboys	6 points per model
May exchange up to two Madboys for Mindas	10 points per model
May exchange one Madboy for a Weirdboy	30 points
A Weirdboy may take one additional Mastery Level	25 points
The entire unit may take Stikkbombs	1 point per model

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

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

Elites

Kommandos	45 Points
------------------	------------------

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Kommando	4	2	3	4	1	2	2	7	6+	Infantry	5 Kommandos	XX
Kommando Boss	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX

Wargear

- Choppa
- Slugga
- Squigskin
- Stikkbombs

Special Rules

- Furious Charge
- Infiltrate
- Orkforitee (Kommando Boss only)
- Sneaky Gits
- Move Through Cover

Options

May take up to 10 extra Kommandos	9 points per model
May exchange one Kommando for a Kommando Boss	10 points
Up to two Kommandos may exchange their Sluggas for -	
- Big Shoota	5 points
- Rokkit Launcha	8 points
- Burna	12 points
The unit may take a single Bomb Squig	10 points

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

Elites

Tankbustas	75 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Tankbusta	4	2	3	4	1	2	2	7	6+	Infantry	5 Tankbustas	XX
Tankbusta Boss	4	2	4	4	2	3	3	8	6+	Infantry (Character)		XX

Wargear

- Rokkit Launcha
- Squigskin
- Tankbusta Bombs

Special Rules

- Furious Charge
- Orkforitee (Tankbusta Boss only)
- Tank Hunter (Tankbusta Boss only)
- Morka

Options

May take up to 10 extra Tankbustas	15 points per model
May exchange one Tankbusta for a Tankbusta Boss	15 points
Any model may exchange it's Rokkit Launcha for a Wrekka	15 points per model
A Tankbusta Boss may exchange his Rokkit Launcha for -	
- a twin-linked Rokkit Launcha	5 points
- a Power Klaw	15 points
The unit may take up to three Bomb Squigs	10 points each

A Tankbusta Boss may take items from the **Special Equipment** list.

The unit may take a **Looted Wagon** 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)
- Gorka

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 models 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

Shoota Boyz	60 Points
--------------------	------------------

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

Wargear

- Shoota
- Slugga (Shoota Boss only)
- Squigskin

Special Rules

- Furious Charge
- Orkforitee (Shoota Boss only)
- Morka

Options

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

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

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

Troops

'Ardboyz	90 Points
-----------------	------------------

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Ardboy	4	2	3	4	1	2	2	7	4+	Infantry	10 Ardboys	XX
Ardboss	4	2	4	4	2	3	3	8	4+	Infantry (Character)		XX

Wargear

- Choppa
- Slugga
- 'Eavy Armour

Special Rules

- Furious Charge
- Orkforitee (Ardboss only)
- Gorka

Options

May take up to 20 extra Ardboys	9 points per model
May exchange one Ardboy for an Ardboss	10 points
Any Ardboy may exchange his Slugga for a Shoota	Free
For every ten models in the unit, one Ardboy make exchange his Slugga 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
-----------------	------------------

	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)
- 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	1 point per model
- an Autogun	2 points 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)
- Morka
- Smoke Kloud

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.

Fast Attack

Stormboyz	50 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Stormboy	4	2	3	4	1	2	2	7	6+	Jump Infantry	5 Stormboys	XX
Stormboss	4	2	4	4	2	3	3	8	6+	Jump Infantry (Character)		XX

Wargear

- Choppa
- Slugga
- Squigskin
- Rokkit Pakk
- Stikkbombs

Special Rules

- Furious Charge
- Orkforitee (Stormboss only)
- Gorka

Options

May take up to 10 extra Stormboys	10 points per model
May exchange one Stormboy for a Stormboss	10 points

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

Fast Attack

Deffkopta	40 Points
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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Deffkopta	4	2	4	5	2	3	3	8	4+	Jetbike	1 Deffkopta	XX

Wargear

- Choppa
- Slugga
- Deffkopta
- Twin-linked Big Shoota

Special Rules

- Furious Charge
- Scouts
- Morka

Options

May take up to 4 extra Deffkoptas	40 points per model
Any Deffkopta may exchange it's twin-linked big shoota for -	
- twin-linked rokkit launcha	5 points per model
- mek blasta	free
Any Deffkopta may take	
- Booma Bomb	15 points per model
- Buzzkutta	25 points per model

Fast Attack

Warbuggies	30 Points
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		Armour Value							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Warbuggy	2	10	10	10	2	Vehicle (Fast, Open-Topped)	1 Warbuggy		

Wargear

- Twin-linked Big Shoota

Options

May take up to two additional warbuggies	30 points per model
Any warbuggy may replace it's twin-linked big shoota with -	
- Twin-linked Rokkit Launcha	5 points per model
- Twin-linked Skorcha	5 points per model

May take items from the **Vehicle Upgrades** list.

Fast Attack

Bomma	100 Points
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		Armour Value							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Bomma	2	10	10	10	3	Vehicle (Flyer)	1 Bomma		

Wargear

- Two Skum-skorcha Bombs
- Twin-linked Supa Shoota

Options

May replace Skum-skorcha Bombs with Blitbusta Bombs	10 points
May take up to six Gitsmasha Missiles	5 points each
May take a Grot Gunna with -	
- Big Shoota	5 points
- Twin-linked Big Shoota	8 points
May take an additional twin-linked supa shoota	10 points

Fast Attack

Dakkajet	100 Points
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	BS	Armour Value			HP	Unit Type	Unit Composition	Page
		F	S	R				
Dakkajet	2	10	10	10	3	Vehicle (Flyer)	1 Dakkajet	

Wargear

- Two Twin-linked Supa Shootas

Options

May upgrade all weapons with Kustom Dakka	20 points
May take up to six Gitsmasha Missiles	5 points each
May take a Grot Gunna with -	
- Big Shoota	5 points
- Twin-linked Big Shoota	8 points
May take an additional twin-linked supa shoota	10 points

Heavy Support

Lootas	80 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

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

Special Rules

- Furious Charge
- Morka
- Junk Grabbaz

Options

May take up to 10 extra Lootas	16 points per model
May exchange up to 3 Lootas for Mekboys	2 points per model
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
The unit may take up to three Supply Runts	5 points each

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

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

Heavy Support

Deff Dread	85 Points
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			Armour Value										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page	
Deff Dread	4	2	5	12	12	10	2	4	3	Vehicle (Walker)	1 Deff Dread	XX	

Wargear

- Two Big Shootas
- Two Dreadnaught Close Combat Weapons (Bonus Attack included in profile above)

Special Rules

- Gorka

Options

May exchange any Big Shoota for -	
- Skorcha	5 points each
- Mek Blasta	5 points each
- Rokkit Launcha	3 points each
- Dreadnaught Close Combat Weapon	10 points each

Heavy Support

Killa Kanz	35 Points
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			Armour Value										
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Unit Composition	Page	
Killa Kan	2	3	5	11	11	10	3	2	2	Vehicle (Walker)	1 Killa Kan	XX	

Wargear

- Skorcha
- Dreadnaught Close Combat Weapon

Options

May take up to 2 extra Killa Kans	35 points per model
Any Killa Kan may exchange it's Skorcha for -	
- Big Shoota	Free
- Grotzooka	5 points per model
- Mek Blasta	10 points per model
- Rokkit Launcha	8 points per model

Heavy Support

Big Gunz	20 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	-	Artillery	2 Gretchin	XX
Big Gun	-	-	-	7	2	-	-	-	3+	Artillery	1 Big Gun	
Runtherd	4	2	3	4	1	2	2	7	6+	Artillery (Character)		XX

Wargear

- Grabba Stikk (Runtherd Only)
- Slugga (Runtherd Only)
- Squig Whip (Runtherd Only)
- Squigskin (Runtherd Only)
- Kannon (Big Gun Only)

Special Rules

- Furious Charge (Runtherd Only)

Options

May take up to 2 extra Big Guns (with 2 Gretchin crew each)	20 points per model
May take up to six extra Gretchin crew	2 points per model
Any Big Gun may exchange it's Kannon for -	
- Lobba	5 points per model
- Zzapp Gun	10 points per model
May take a single Runtherd	10 points
Any Runtherd may exchange his Grabba Stikk, Slugga or Squig Whip for -	
- Grot Prod	5 points
- Squighound	10 points
The unit may take up to three Supply Runts	5 points each

Heavy Support

Gobsmasha Gunwagon	80 Points
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	BS	Armour Value				HP	Unit Type	Unit Composition	Page
		F	S	R					
Gobsmasha Gunwagon	2	12	11	10	3	Vehicle (Tank)	1 Gobsmasha Gunwagon		

Wargear

- Kill-Kannon

Options

May take up to three of the following -	
- Big Shoota	5 points each
- Rokkit Launcha	8 points each
- Mek Blasta	10 points each
- Skorcha	10 points each

May take items from the **Vehicle Upgrades** list.

Heavy Support

Guttrippa Battlewagon	110 Points
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	BS	Armour Value			HP	Unit Type	Unit Composition	Page
		F	S	R				
Guttrippa Battlewagon	2	13	12	10	5	Vehicle (Tank, Heavy, Open Topped)	1 Guttrippa Battlewagon	

Wargear

- Kannon

Transport Capacity

- Twelve models

Options

May exchange it's Kannon for -	
- Lobba	Free
- Zzapp Gun	5 points
- Kill-kannon	50 points
May take one of the following -	
- Kannon	10 points
- Lobba	10 points
- Zzapp Gun	15 points
May take up to four of the following -	
- Big Shoota	5 points each
- Rokkit Launcha	8 points each

May take items from the **Vehicle Upgrades** list.

A Guttrippa battlewagon has three access points (one on each side and one at the rear) and six fire points (two on each side, one at the rear and one at the front).

Dedicated Transport

Bonekrusha Battlewagon	90 Points
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		Armour Value							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Bonekrusha Battlewagon	2	13	12	10	4	Vehicle (Tank, Open-Topped)	1 Bonekrusha Battlewagon		

Wargear

-

Transport Capacity

- Twenty models

Options

May take one of the following -	
- Kannon	10 points
- Lobba	10 points
- Zzapp Gun	15 points
May take up to four of the following -	
- Big Shoota	5 points each
- Rokkit Launcha	8 points each

May take items from the **Vehicle Upgrades** list.

Dedicated Transport

Looted Wagon	40 Points
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		Armour Value							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Looted Wagon	2	12	11	10	3	Vehicle (Tank, Open-Topped)	1 Looted Wagon		

Wargear

-

Transport Capacity

- Twelve models

Options

May take up to two of the following -	
- Big Shoota	5 points each
- Rokkit Launcha	8 points each
- Skorcha	10 points each

May take items from the **Vehicle Upgrades** list.

Dedicated Transport

Trukk	30 Points
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		Armour Value							
	BS	F	S	R	HP	Unit Type	Unit Composition	Page	
Trukk	2	10	10	10	3	Vehicle (Open-Topped)	1 Trukk		

Wargear

- Big Shoota

Transport Capacity

- Twelve models

Options

May exchange Big Shoota for Rokkit Launcha	3 points
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May take items from the **Vehicle Upgrades** list.