

## Blood Axes

### A Codex: Orks Supplement

#### Blood Axes Special Rules

The following special rules apply to all models in formations or detachments chosen from this supplement.

#### Konsortin' wiv da Enemee

A unit with this special rule always counts other units from the same detachment or formation as Battle Brothers and all units from other detachments and formations with this rule as Allies of Convenience. In addition, they treat all Armies of the Imperium, Dark Eldar, Eldar, Ork and Tau Empire units without this rule as Allies of Convenience.

#### Blood Axe Trophy Rack

Any model which would usually be able to take wargear choices from the Gifts of Gork and Mork may not do so, but may instead choose from the Blood Axe Trophy Rack.

#### Blood Axe Warlord Traits

If your Warlord is part of a detachment or formation chosen from this supplement, you may roll on the Blood Axe Warlord Trait Table rather than the warlord trait tables presented in Warhammer 40,000: The Rules or Codex: Orks.

#### Unit Selection

A Detachment chosen from this supplement may not contain any of the following units: Gazghkull Thraka or Mad Dok Grotsnik. It may however take the additional units detailed in this supplement.

### Blood Axe Trophy Rack

Only one of each of the following items may be chosen per army.

#### Bogrot's Powa Axe

25 points

A large, but surprisingly light and agile weapon, at least by ork standards. Many opponents have been surprised by how quickly this lethal blade can be swung, although in most cases they didn't live to tell anyone.

Range	S	AP	Type
-	+1	3	Melee

#### Skumgrod's Hat

20 points

Captain Sebastus Syrong was an Imperial officer who managed to disguise himself as a renegade mercenary and infiltrate ork society, eventually managing to divert an entire Waaagh! into the chaos-held Vulpis Sector. To the orks he was known as 'Skumgrod' and, after his mysterious disappearance, his hat became considered a symbol of cunning and luck.

A model equipped with Skumgrod's Hat may choose one of the following special rules at the start of each game turn and gains that rule until the start of the next game turn: Interceptor, Stealth, Tank Hunters.

#### Gorsnik's Medalz

15 points

Gorsnik Magash, also known as 'The Great Fiend', was especially fond of decorating himself with medals taken from Imperial guardsmen and navy officers. The massive collection includes some of the Imperium's highest honours, mixed together with such undistinguished awards as the ogryn personal hygiene trophy (an unusually large and shiny badge given to the least disgusting ogryn in an auxiliary regiment).

A model equipped with Gorsnik's Medalz may re-roll any Leadership test it makes.

#### Da Doom Divishun' Standard

20 points

This large banner has accompanied some of the Blood Axes' most notable forces in their greatest battles. It is patched together from the remains of enemy flags, sewn over the bullet-holes after each fight.

Any unit which contains a model with Da Doom Divishun' Standard counts as scoring an additional wound for the purposes of calculating assault results and gains the Stubborn rule.

#### Da Torch uv' Enlitenment

15 points

This exquisitely crafted multi-melta was once part of the battle panoply of Magos Explorator Divius Nerm, who unwisely decided to study the technology and biology of the ork race in person. What

happened to the rest of his remains is still a mystery.

Range	S	AP	Type
24"	8	1	Heavy 1, Master Crafted, Melta

Da Sheeld uv' Vorsk  
35 points

The High Marshal of Vorsk carried this unique storm shield into battle. When the hive world fell to the orks, Warboss Biglug took it as a trophy. It was later lost after a drunken bet on a squig fight and has since changed owners at least a dozen times.

A model equipped with Da Sheeld uv' Vorsk gains a 3+ Invulnerable Save but may never claim an additional attack for using a second melee weapon.

## Blood Axes Warlord Traits

1	<p>Bakkstabba.</p> <p>This ork is a notoriously dirty fighter and has a real knack for finding an enemy's weak points.</p> <p>When fighting in a challenge, the Warlord gains the Preferred Enemy rule against his opponent.</p>
2	<p>Kontrakt Killa.</p> <p>Many Blood Axes work as mercenaries and some of them specialise in assassinating individual targets.</p> <p>The Warlord has the Precision Shots and Precision Strikes special rules.</p>
3	<p>Kamo Expert.</p> <p>Unlike most orks, Blood Axes use camouflage. Some of them even manage to use the right kind to blend into the terrain they are hiding in.</p> <p>The Warlord has the Stealth special rule.</p>
4	<p>Speshul Opz.</p> <p>Blood Axes appreciate the value of a sudden strike by a team of Stormboys or Kommandos. Units from the Primary Detachment may assault the turn that they arrive from reserves if they enter the battlefield within 6" of the Warlord. The Warlord must be on the table from the start of the turn to use this ability.</p>
5	<p>No mukkin' abaht.</p> <p>This Blood Axe maintains such extraordinary discipline among his troops that he barely has to beat them at all.</p> <p>All hits to the Warlord's unit caused by rolling on the Mob Rule table are resolved at Strength 2.</p>
6	<p>Kommando Trainin'.</p> <p>Only in the Blood Axe clan is a kommando likely to rise to power.</p> <p>The Warlord and any unit he joins before deployment gain the Infiltrate special rule.</p>

## Blood Axe Tribe (Detachment)

Compulsory: 1 HQ, 2 Troops.

Optional: 1 HQ, 4 Troops, 3 Elites, 3 Fast Attack, 3 Heavy Support, 1 Lord of War, 1 Fortification.

### Restrictions

All units in this Detachment must have the Orks Faction (or no Faction).

### Command Benefits

Ideel Mishun Kommanda: if this Detachment is chosen as your Primary Detachment, you may choose to re-roll the results when rolling on the Warlord Traits table.

Objektiv Sekurified: all Kommando units in this Detachment have the Objective Secured special rule.

## Blood Axe Warband

### Formation:

1 Warboss  
1 Mek  
1 unit of Nobs or Meganobz  
2 units of Boyz  
1 unit of Gretchin  
2 units of Kommandos  
1 unit of Stormboys  
1 Infantry Platoon\*  
1 unit of Ogryns\*

\* from Codex: Astra Militarum

Restrictions: if this Formation is chosen as your Primary Detachment, your Warlord must have the Orks faction.

### Command Benefits:

Ideel Mishun Kommanda: if this Formation is chosen as your Primary Detachment, you may choose to re-roll the results when rolling on the Warlord Traits table.

Objektiv Sekurified: all Kommando units in this Formation have the Objective Secured special rule.

Bad Influenz: all Astra Militarum units in this Formation have the 'Ere We Go and Furious Charge special rules.

Speshul Adviza: while the Platoon Commander from this Formation is still alive, all characters from the Ork Faction in this Formation treat their Leadership as 1 higher than usual (to a maximum of 10).

## Blood Axe Looted Tank Army List Entry

Faction: Orks.

Battlefield Role: Heavy Support.

Points Cost: 120.

		Γ	Armour	γ	
	BS	F	S	R	HP
Blood Axe Looted Tank	2	14	13	11	3

Unit Type:

Vehicle (Heavy, Tank).

Unit Composition:

1 Blood Axe Looted Tank

Wargear:

Big Shoota

Killkannon

Options:

May purchase up to two additional Big Shootas... 5 points each

May exchange any Big Shoota for:

Skorcha... Free

Kustom Mega-blasta... 5 points

May exchange Killkannon for:

Kustom Mega-kannon... 10 points

May take items from the Ork Vehicle Equipment list.