

Goffs

A Codex: Orks Supplement

Goff Special Rules

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

Goff 'Edbutt

All Hammer of Wrath hits made by units in a Detachment or Formation from this supplement have the Concussive special rule.

Goff 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 Goff Trophy Rack.

Goff Warlord Traits

If your Warlord is part of a detachment or formation chosen from this supplement, you may roll on the Goff 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 take the additional units detailed in this supplement. These units may not be taken by any Detachment not chosen from this supplement.

Goff Trophy Rack

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

Skumdreg's Choppa

20 points

An exceptionally nasty motorised cleaver with counter-spinning chains capable of grinding through even the toughest defences.

Range	S	AP	Type
-	+1	6	Melee, Shred, Brutal Force

Brutal Force:

Successful Saving Throws made against wounds caused by this weapon must be re-rolled.

Da Deffdrill

35 points

This large power claw is made even more dangerous by the addition of a huge drill bit which drives deep into enemy armour once the claws have clamped it in place.

Range	S	AP	Type
-	10	1	Melee, Armourbane, Specialist Weapon, Unwieldy

Nuzzgrond's Best Helmet

15 points

A very impressive helmet, decorated with adamantium spikes and daemon horns. It is said that the wearer can survive any blow, so long as he takes it on the head.

A model equipped with Nuzzgrond's Best Helmet has a 5+ Invulnerable Save and the Fear special rule. In addition, he is unaffected by the Concussive special rule and adds +1 to the Strength of his Hammer of Wrath hits.

Bossboosta

15 points

In theory, a large enough rokkit pack will lift even a mega-armoured warboss. A great many orks died testing this theory, but eventually a successful design

was perfected. Unfortunately, the mekboy who made the device was crushed to death by a mega-armoured warboss landing on him and only the one prototype remains.

A model equipped with Bossboosta gains the Jump unit type.

Vaskak's Boot

5 points

This spiked metal boot was made to counter-balance Vaskak's rokkit-powered bionik leg. It proved to be extremely useful in preserving his remaining leg despite his habit of kicking landmines.

A model equipped with Vaskak's Boot has the Move Through Cover special rule. It also makes an additional close combat attack at Initiative Step 1 with the following profile:

Range	S	AP	Type
-	5	5	Melee

Nazgrim's Iron Gob

10 points

A metal jawplate with a built in amplification system which allows the wearer to be heard clearly in the middle of a mob of orks. Even those who have had their eardrums ruptured can feel the words vibrating through their bones.

A model equipped with Nazgrim's Iron Gob can re-roll any failed Leadership test and enemy units within 6" must re-roll successful Leadership tests.

Goff Warlord Traits

1 'Ard az Nailz.

This ork has survived many terrible injuries and has the scars to prove it. In fact, it's pretty much one big scar at this point.

The Warlord receives +1 to the Toughness characteristic on his profile.

2 Fikk Skull.

A thick skull is considered a highly desirable trait among the Goffs, who respect the ability to survive blows to the head more than intelligence.

The Warlord has the Stubborn and Adamantium Will rules.

3 Buzzurka.

Goffs are renowned for their aggression, but a few of them stand out as even more bad-tempered than the rest.

The Warlord has the Rage and Rampage special rules.

4 Skum Smasha.

In a society where authority is only gained through violence, a successful leader is one who can put an opponent down for good.

When fighting in a challenge, all successful Saving Throws made by the Warlord's opponent must be re-rolled.

5 Deffenin' Roar.

This ork's battle cry leaves lesser beings bleeding from their ears.

During a turn in which the Warlord charged, any character who accepts a challenge from him has it's Initiative reduced by D6 for the duration of the Assault Phase.

6 Goff Rokka.

The warlord dances to the pounding beat of orkish music and the deafening clamour of battle with equal enthusiasm.

All attacks (shooting and close combat) made by the Warlord have the Concussive special rule.

Goff Tribe

(Detachment)

Compulsory:

1 HQ, 2 Troops, 1 Elite.

Optional:

1 HQ, 4 Troops, 3 Elites, 2 Fast Attack, 2 Heavy Support, 1 Lord of War, 1 Fortification.

Restrictions

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

Command Benefits

Boss of Da Waaagh!:

If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in Codex: Orks.

The Greenskin Hordes:

Every unit with 10 or more models in this Detachment gains the Hammer of Wrath special rule in any Assault phase in which it successfully charges an enemy unit and the dice rolled for its charge range is 10 or more (before modifiers). Note that the unit does not need to move the full distance rolled to gain this effect and it does not matter if the unit's size is reduced below 10 models during its charge (as a result of Overwatch, Dangerous Terrain tests etc.) so long as it can still successfully make the charge.

Goff Warband

Formation:

1 Warboss
1 unit of Nobs or Meganobz
6 units of Boyz
1 unit of Stormboys

Restrictions:

Every unit which can take a Boss Nob must do so.

Command Benefits:

Boss of Da Waaagh!:

If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in Codex: Orks.

Bull Rush:

Every model in this detachment has the Hammer of Wrath special rule.

Goff Slasha Kanz

Goffs sometimes use squigs instead of runts to pilot their killa kans.

Faction: Orks.

Battlefield Role: Heavy Support.

Points Cost: 50.

				┌ Armour ┐					
	WS	BS	S	F	S	R	I	A	HP
Slasha Kan	3	0	5	11	11	10	4	2	2

Unit Type:

Vehicle (Walker).

Unit Composition:

1 Slasha Kan

Wargear:

- 2 Kan Klaws

Options:

May purchase up to five additional Slasha Kans... 50 points each

Any Slasha Kan may exchange it's Kan Klaws for
- Killsaws... 20 points per model