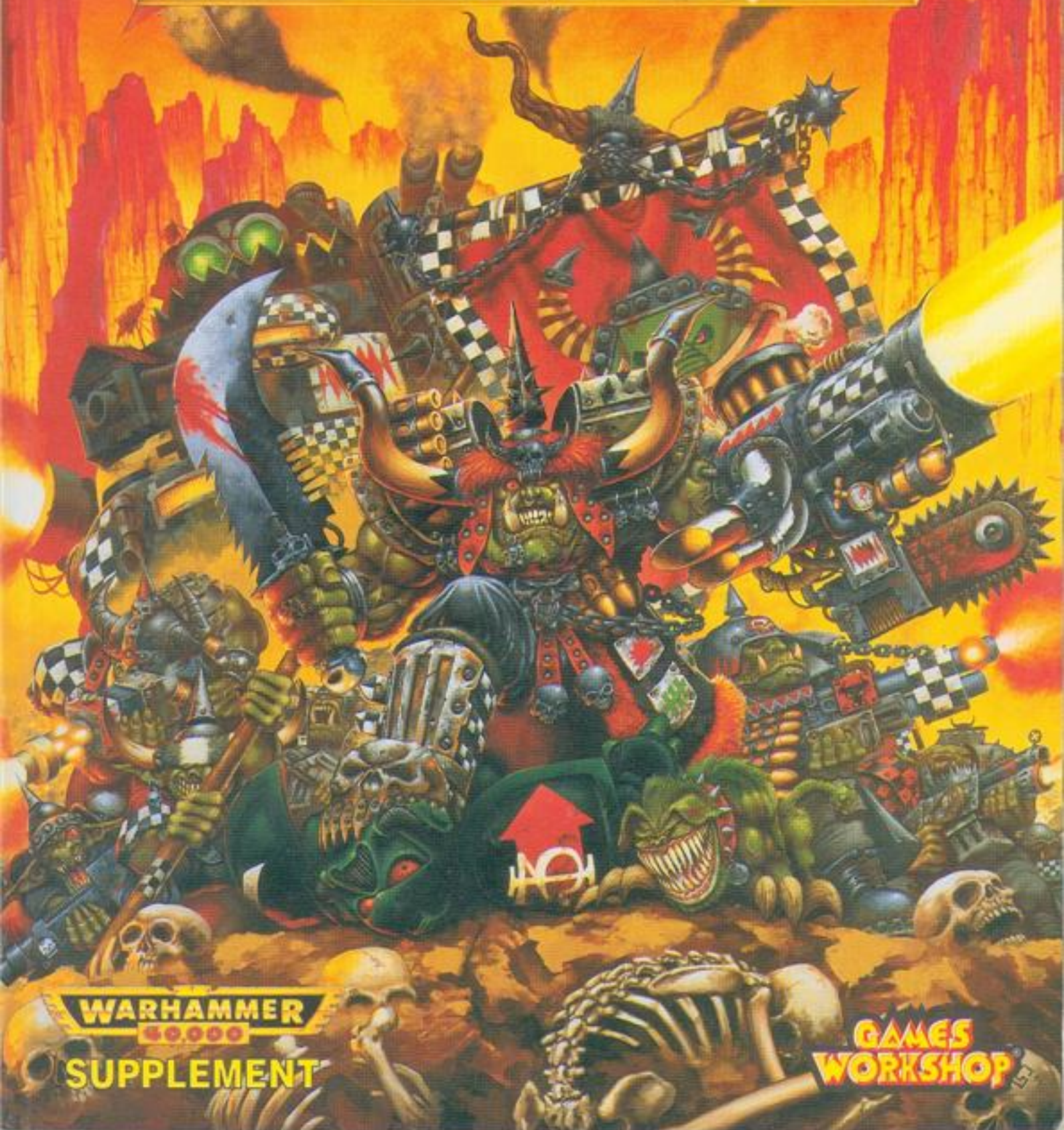


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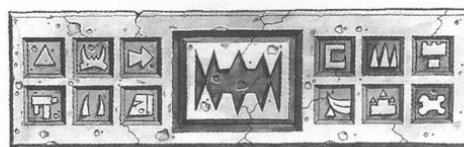
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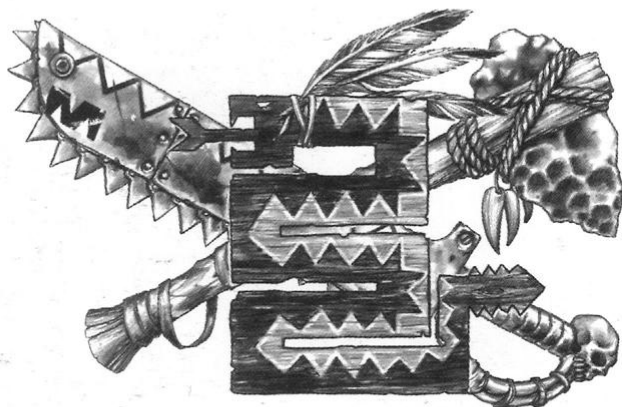
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INTRODUCTION

Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is neither united nor cohesive, being split amongst thousands of individual Warlords scattered all over the galaxy.

Orks live on innumerable worlds. On some they dominate, on others they live in a state of war, and on others still they rule as overlords. There are Ork realms, Ork empires, and Ork hordes that roam through space aboard space hulks. Wherever humans may travel in the galaxy, there are Orks. Were Orkdom ever to unite it is unlikely that humanity would survive very long. It is now many tens of thousands of years since humans first encountered the Orks. Mankind has fought countless wars against these barbaric creatures and there is no likelihood that this state of affairs will ever change.



Ork Warlords strive to defeat their neighbours whether they are humans, Eldar, or even other Orks. Rival Warlords are fiercely competitive and spend much of their time fighting each other. They all want to gather the clans together and lead a huge Waaa-Ork against their greatest enemies. The Waaa-Ork or Waaagh! is a sort of crusade when the Orks stop fighting each other and decide to stomp someone else instead.

This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race. If successful, a Warlord expands his territories by conquest, and continues to do so until he is defeated. Even if a Warlord wins battle after battle, plundering many worlds and scattering the armies of the Imperium before him, he will eventually overreach himself. This is simply a part of Ork nature! Orks always attack before they are ready and they never think beyond the next battle.

This lack of foresight and organisation has saved the Imperium from defeat many times, although the damage inflicted by rampaging Orks can still be very great. Most Ork incursions can be dealt with as a matter of routine, and local forces usually manage to contain the invaders before too much harm is done. However, this is not always the case, and Earth has been threatened with destruction several times in the Imperium's history.

THE ORIGINS OF THE ORKS

The records of the Imperium portray a long history of contact between man and Ork but reveal few details of Orkish origins. What has become clear is that the Orks are the remnants of a once diverse race of green-skinned creatures whose colonies extended over most of the galaxy. This ancient Ork race appears to have been divided into three distinct physical castes: the slave caste called Gretchin, the warrior caste called Orks, and the master or ruling caste known to the Orks as Brain Boyz. The Brain Boyz were the driving force behind the civilisation, developing technology and directing the other castes. The Orks and Gretchin may well have been specialised mutants created deliberately by the Brain Boyz to perform restricted tasks, but it will probably never be known for certain.

Whatever the truth of the matter, the Brain Boyz died out long ago, leaving the Orks to inherit the remains of their civilisation. If Ork legends are anything to go by, the Brain Boyz died out in a great plague that lasted for many centuries, causing them to dwindle in numbers and eventually to die out altogether. Fortunately for the Orks, the Brain Boyz evidently predicted what would happen and took steps to preserve what they could of their knowledge by engineering it into the genetic structure of their slaves. It is as a result of the Brain Boyz' efforts that Orks have such a relatively high level of technology today.

THE ORK RACE

Orks are a savage, brutal race who love war. They are the dominant element of a race of Orkoids that includes Orks and their smaller cousins, Gretchin and Snotlings. The Orks are in charge because they are the biggest, toughest, meanest and most warlike of their kind.

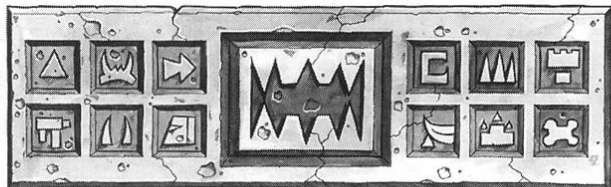
A typical Ork stands about the same height as a man, but would be taller if he stood up straight. They have robust and muscular frames, with strong, long arms that end in clumsy fingers capable of a vice-like grip. Their skulls are thick with heavy protruding brow-ridges shading their savage red eyes. The jaw is elongated, and lined with an impressive array of long canine fangs. Orks' heads are naturally hairless, and they have to use special creatures called squigs for hair or beards. Their hide is tough and green, and bears the scars of many a fight.

The Ork mind is curiously specialised: it is devoted wholly to the pursuit of power and war. Orks are brave and tough, and their bodies have a natural resilience which allows them to survive traumatic injuries and the most primitive surgery.



INTRODUCTION

They feel very little pain and can keep fighting even if they lose a limb or sustain a major body wound. Their blood, which is green, carries a symbiotic algae through their veins, digesting and reconstituting damaged body tissue and even rebuilding major organs. This unusual physique is common to both Orks and their smaller cousins the Gretchin. In the case of Orks the ability to survive damage is more highly developed than amongst Gretchin. A Gretchin's instincts will tend to carry him away from danger – usually as fast as his legs will carry him!



GRETCHIN

Gretchin are much like Orks, though not as brutal, strong or tough as their larger cousins. Though smaller, Gretchin are more clever and cunning. Orks are lazy and forgetful, and organisation is not their strong point. Only the preparation for war and the excitement of battle really bring out an Ork's innate talents. Because of this most of the day-to-day running of Ork society – finding and preparing food, taking messages, handling information, fetching and carrying things, organising belongings and so on are left to Gretchin.

SNOTLINGS

Snotlings look like tiny, immature Gretchin. Their main role in Ork society is the cultivation of fungus, which is used for food, drink and medicine. Snotlings also look after the squiggly beasts that are always found living with Orks. Snotlings are bred and raised by a class of Ork known as Runtherdz.

NOBZ AND WARLORDS

Nobz are Ork nobles. They are wealthy, battle-hardened veterans who have got to where they are by being bigger, tougher and meaner than anybody else. Nobz are arrogant in the extreme, inflicting punishment on the spot to any lesser Ork, Gretchin or Snotling who speaks out of turn or annoys them. The punishment usually takes the form of a sharp whack on the head.

Nobz can be found in positions of command or organised into their own select bands. They prefer the company of other Orks of equal status and Nobz units are usually very well armed and equipped because the Nobz can afford the best wargear. Good equipment is the sign of nobility and status amongst Orks, and ordinary Orks are not normally allowed to have wargear better or more prestigious than a Nob's. If a lesser Ork flaunts impressive wargear, one of the Nobz will undoubtedly confiscate it.

The most powerful and prestigious Nobz are given the title Warboss or Warlord. A Nob can rise to such exalted status by showing genius in battle, as well as commanding respect and obedience. The finest trophy a Warlord can have is a Space



Marine helmet. Orks judge the worth of a Warlord by the quantity and quality of the enemies he has overcome. To have on display the helmets of the finest warriors of humanity is the greatest possible testament of a Warlord's prowess and right to leadership.

PIT FIGHTS

At times a Warlord's authority may be challenged by his rivals. The outcome of power struggles is resolved through low cunning (assassination etc), or ritually by means of a pit fight. This is the favourite option, since it entertains the whole warband and establishes the victor as Warlord beyond dispute.

The Warlord simply takes on any rival contenders in gladiatorial combat in a fighting pit. Rivals are thus dispatched by the Warlord or he is overthrown. Every Ork settlement has fighting pits for this purpose. They are also used to resolve other disputes. For example, if an Ork has a grudge against another Ork, or if there is a score to settle, they can challenge each other to a pit fight. Pit fighting therefore serves the Orks as a rough and ready judicial system.

ORK FREEBOOTERS

The Freebooters exist on the fringe of Ork kultur. They are small roving bands of pirates, bandits and mercenaries belonging to no warband or clan. Naturally they are eager for adventure, combat and booty, and are quite happy to tag along with Ork warbands for whatever they can get.

These motley crews have long since abandoned any clan loyalties and have adopted highly personalised insignia in place of their former clan symbols. Some of these Orks prefer to remain anonymous, others want to forget, some want to start a new life, but most have simply forgotten who they were. The Freebooter band is now their home. As a result they roam the galaxy in small, dilapidated spacecraft and hide out on isolated planets and large asteroids. The band is usually led by a hardened boss or kaptin. In any case, the leader risks being ousted from power by a rival if he fails to find enough booty for his Boyz.



Ork Freebooters can be readily identified by the sign of the Jolly Ork which, in various forms, is the common badge of the Freebooter bands. The Jolly Ork is a banner or backplate depicting an Ork skull and two crossed bones on a black or red background. Its meaning is unmistakable: Death to all, give no quarter!

TEETH

In Ork society, teeth are used as money and form the entire basis of the Ork economy. The teeth must be big, sharp, ivory-like Ork fangs to have any real value – human teeth won't do at all, nor will those of other alien races. The Orks have used teeth as money since time immemorial. It is a natural form of currency, considering the fact that Orks shed and replace their teeth every few years. This means the number of teeth in circulation never diminishes enough to create a shortage, and that no individual Ork can be reduced to dire poverty for too long.



The tooth economy does mean that those with the most teeth are the wealthiest Orks. Some big Orks, notably the Bad Moons clan, grow more teeth than others, and all Orks grow better teeth than Gretchin and Snotlings. Since the teeth of these smaller Orkoids have little value, the only way for a Gretchin to get wealthy is to work hard and acquire proper Ork teeth.

SQUIGS

In addition to the Orks and Gretchin there are many other smaller creatures that share a similar metabolism, although they are for the most part completely lacking in intelligence. Wherever Orks are found these creatures also appear, although where they come from is a mystery. Orks are constantly moving, and rarely live in the same place, or even on the same planet for very long, but wherever they go these small creatures suddenly appear. The Orks call these creatures squigs.

Probably not even the Orks know where squigs come from, but they are vital to the Orks in many ways. The larger squigs are used for fur and food, or are kept as (rather fierce) pets, or even ridden to battle. The smaller squigs have many specialist uses, but one of the strangest is the Hair squig, a parasitic creature with tiny jaws and flowing hair-like gills. Orks fasten Hair squigs to their skin, having no hair of their own, to create colourful beards, scalp-locks and so forth.

It seems likely that squigs are another legacy of the Brain Boyz, and are a feature of a natural and mobile ecosystem that sustains the Ork race as it travels from world to world.

ORK CLANS

Ork society is based around individual tribes led by powerful Orks known as Warbosses or Warlords. A tribe is roughly analogous to an army or the inhabitants of a planet, but because Orks don't always settle in one place for very long tribes are more important than planets. Tribes are constantly growing and conquering other tribes, or else being conquered by them, so Ork society is one of constant strife and change.

The Orks thrive on this conflict: the strongest rise to the top while the weak become subservient and thereby benefit from the superior leadership of their conquerors. To an Ork this state of affairs is perfectly satisfactory. If an Ork tribe is beaten by another, stronger tribe, it welcomes the opportunity to be led into battle by a Warlord of such power!

Although Orks belong to tribes they also belong to clans. Tribes are constantly changing, breaking apart and reforming, but the clans are constant and enduring. A tribe usually contains Orks from many different clans, and each clan has its

own distinct character and identity. When tribes fight each other for supremacy Orks from the same clan often find themselves fighting each other. An Ork's loyalty always belongs to his Warboss, the leader of his tribe, rather than to his clan, although inter-clan rivalry is intense.

There are many clans but only six really big ones: the Goffs, the Snakebites, Bad Moons, Evil Sunz, Blood Axes and Deathskulls. Each has distinct cultural preferences and abilities, which probably reflect genetic variations engineered into the Orks by the Brain Boyz in the distant past.

BAD MOONS

The symbol of the Bad Moons clan is a grimacing, yellow moon-face wrapped in a halo of black flames. Bad Moons are the richest of all of the Ork clans. Orks use their teeth for currency, and as the Bad Moons' teeth grow faster than anyone else's they are very wealthy. This is not regarded as an unfair advantage, as any Ork who is tough enough can always bash a Bad Moon on the head and steal his teeth! The Bad Moons are what passes for a merchant class in Ork society, continually buying, selling, swapping and conning to get even more teeth.

Bad Moons like to display their wealth with expensive technical and highly decorated wargear. They usually have the best wargear and wear the most gaudy clothes preferring a yellow and black pattern derived from the clan symbol. They also love to spend their teeth on food, which means that many Bad Moons are a bit stout around the belt.

The Bad Moons clan has a lot of Weirdboyz, although nobody is exactly sure why this should be. Probably the same oddity in their genetic code that makes the Bad Moons' teeth grow faster than those of other Orks also makes them more susceptible to developing psychic powers. Bad Moons Weirdboyz are even more ostentatious than the rest of the clan, and dress in a most flamboyant manner – even for a Bad Moon.

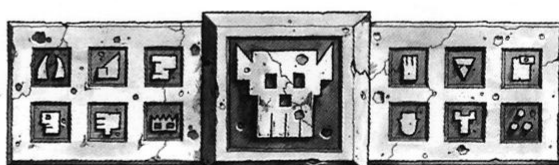


DEATHSKULLS

The Deathskulls are renowned as plunderers of the battlefield. After a battle the Deathskulls descend upon the wreckage to salvage weapons, equipment, clothes and anything else they can find. They are also tremendously good at scrounging (some would say stealing) equipment from their fellow Orks. All this has earned them a bad reputation as a bunch of looters, spivs and petty camp pilferers, and Orks from other clans normally keep a wary eye on any Deathskull Boyz that are hanging around.

The clan is named after their horned-skull totem, and skulls and bones feature prominently among their personal adornments. The Deathskulls are notoriously superstitious and often paint their skin blue to bring them luck. They believe this habit earns them the attention of the Ork war gods, and thus brings them better fortune in the field of plunder.

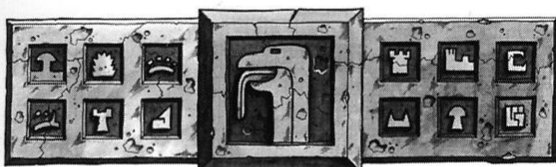
The oddments the Deathskulls pick up on the battlefield or elsewhere are used to augment the Deathskull warriors' already bizarre wargear. Deathskulls never seem to throw anything away, and end up festooned with weapons, bone amulets, strange items of clothing, and cherished bits of long dead enemies. Deathskull Mekaniaks are highly skilled at welding and bolting together bits and pieces of weapons to produce the highly feared, if rather unreliable, kustom kombi-weapons with which so many Deathskull Boyz are armed.



Snakebites

Snakebites use technology reluctantly and always feel more comfortable with simple machinery and well established Orky ways and values. They preserve some practices that other Orks have long since abandoned, and shun certain aspects of recently developed technology. Probably the best example of this is their preference for riding into battle mounted on the back of a ferocious warboar!

The Snakebites can be distinguished from other Orks by their tattooed skin, clothes, furs, and rather backward appearance. Their name comes from the strange initiation rites of the clan which involve the new Snakebite being bitten by poisonous snakes and then sucking out the venom straight away to prove his toughness. They are a nomadic clan who rarely settle in one place for long, and always seem to be "lookin' fer sumfink" and "wanderin' orf". They always carry a selection of snakes with them when they migrate to a new planet, just in case the local serpents should prove unsuitably inoffensive.



Blood Axes

The Blood Axes are not trusted by the other clans who consider them to be treacherous gits who will march off to war alongside other Orks only to run off when things get tough. Blood Axes will even trade and deal with humans, which is considered a sure sign of their lack of proper Orky spirit.

In fact much of this reputation is quite unjustified and has come about because it was the Blood Axes who first encountered the armies of the Imperium, and it is they who have had the most contact with Imperial culture. This has led to the Blood Axes picking up a number of Imperial battle practices which are not used by the other clans, most notably the wearing of camouflaged wargear and the use of captured or traded Imperial vehicles driven by Blood Axe crews.

Blood Axe Warlords tend to have a better understanding of grand strategy, and will even retreat if they are losing rather than fighting to the bitter end like the other clans. This has earned the Blood Axes the reputation for being cowardly gits with the other Ork clans, who fail to notice that the Blood Axes normally come back later, reinforced with more Boyz and better prepared than they were before!

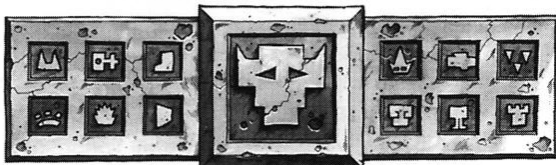


Goffs

The Goffs can be identified by their predominately black wargear and the clan totem, which is a black bull's head. They have the reputation of being the biggest, ugliest, meanest and most ferocious of the Orks – which is saying something!

Of all the Ork clans, the Goffs are the most inspired by the thrill and thunder of battle, and are specialists in hand-to-hand combat. They consider themselves superior to the cowardly Orks from other clans, who hang back to shoot when they could get into the thick of battle. Most Goffs carry brutal short ranged weapons such as axes and bolt pistols so they can get stuck in as soon as possible.

Black is the preferred colour of the Goffs. Other clans that wear bright colours are mocked as "not propa' Orks", or just plain "weedy". The only decoration normally allowed is a check pattern of black and white or a contrasting border. Excessive deviation from the way of the clan is met with derision and the miscreant will certainly get clobbered by any Boss Ork that comes his way.

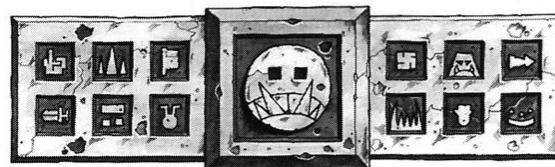


Evil Sunz

The Evil Sunz are irresistibly attracted towards fast war bikes and loud noise. This is a common trait among Orks, but especially pronounced in the Evil Sunz. They are constantly tinkering with the engines of their bikes and buggies, trying to get as much speed out of them as possible. Not surprisingly the Evil Sunz have many Mekaniaks, because Mekboyz are indispensable when it comes to keeping vehicles in running order.

The totem of the clan is a blood red Ogryn face grinning out of a sunburst. Evil Sunz wear red clothes and often paint their machines red too – firmly believing in the old proverbs that "red wunz go faster" and "if it's red den no one's gonna catch up wiv' ya".

The Evil Sunz are especially noted for their "bikeboyz", who ride large and very noisy Ork warbikes. They dress in leathers marked with the Evil Sunz insignia, bedecked with chains and belt harnesses. Their foreheads are often decorated with metal studs screwed directly into their thick skulls!

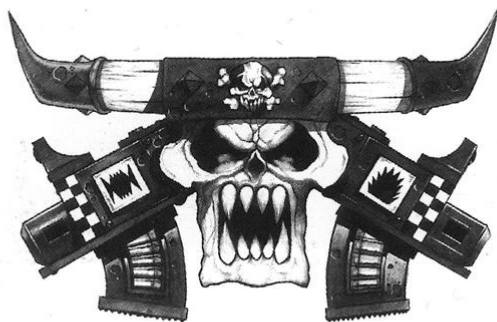


ORKY KNOW-WOTS

THE ODDBOYZ

If all Orks were nothing more than single-minded killing machines they would be dangerous enough, but they would be unable to sustain a significant level of technology. Gretchin, although obedient if beaten with sufficient regularity, are neither inventive nor intelligent enough to maintain the spaceships and advanced weaponry that Orks possess, and these highly technical demands are met by a group of Orks called Oddboyz.

There are many types of Oddboyz. The most important are Mekboyz, Painboyz, Runtherdz and Weirdboyz, each of which is described in detail later. Others include Brewboyz, Diggerz, Sumboyz and Yellerz, all of which have their own specialised role in Ork society.



Although it may seem very strange to humans, these Oddboyz all possess an intuitive understanding of complex technical matters. For example, a Mekboy knows how to create engines and generators even though he has never been taught to do so. If asked where his knowledge comes from he might say that engineering and mechanics were in his blood. If the Imperium's scientists are correct then this would be almost literally true! If appears that bound up within an Ork's genetic structure are artificial DNA strands that carry knowledge. Possibly these DNA strands were implanted into the Ork metabolism by the Brain Boyz to enable the Orks to survive without their masters. As an Ork matures any latent knowledge inherent in his genetic structure starts to make itself felt, and he assumes a role in society to which he is best suited.

ORKS IN SPACE

Millennia ago, a probe was sent out from Earth, its mission to voyage to the end of the galaxy. The scientists who built it hoped that it would someday return to its place of origin after circumnavigating the galaxy. The probe still sends back faint signals after 14,000 years adrift, and hasn't yet begun its return voyage (and it's uncertain if it ever will). To the utter despair of the Imperial Techpriests who still monitor the probe, amongst the incessant battery of incoming signals many are identified as Orkish. The depressing conclusion for mankind can only be that wherever they travel in space, there is a good chance that the Orks will have got there first or will be arriving soon!

Orkish expansion into space was only made possible by their understanding of force field and teleporter technology. Obviously such an momentous achievement was not the result of pure chance and appears to be due to Mekboyz' innate understanding of these devices. The probability that this knowledge was implanted into the Orks DNA by the lost race of Brainboyz is enhanced by the fact that Ork achievements in these areas is far more advanced than anything achieved by the Imperium or even the Eldar.

The Orks wait for a sighting of one of the great drifting space hulks or other bits of space debris that streak across the night sky. Once the object gets close enough a force field is used to trap a bubble of air around the object and then a teleporter is used to project the Orks and their equipment onto the drifting object and hitch a lift, so to speak. The Orks have no idea where they are going, but this doesn't bother them overmuch as they are drawn on by their reckless sense of adventure and the prospect of new worlds to loot and conquer.

BIKES, BUGGIES AND THE KULT OF SPEED

Orks like to go fast. Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle. They like to feel the wind on their faces, see the dust rising behind them in a big cloud, and to hear the roar of powerful engines. This being the case it is hardly surprising that bikes and buggies of all kinds are highly popular with the Orks. They may not be all that heavily armoured, but they are cheap, shooty, and most important of all, they go dead fast!

Vehicles that go really fast have great prestige value, and Orks will hoard teeth for years to afford a really fast vehicle. Whenever an Ork takes his buggy or bike to a Mek for repairs, he always asks "Can yer make it go faster?". This usually necessitates a fresh coat of red paint, as well as a bit of noisy tinkering with the engine. For, as every Ork knows, red ones go faster. Rivalries among Nobz and Warlords as to who has the fastest machines leads to reckless racing around the perimeter of the Ork settlements.

The Orks' love of fast vehicles – known by the Orks as 'da Kult of Speed' – accounts for the vast array of customised buggies, bikes and ramshackle vehicles that can be mustered by an Ork warband. Most are in a constant state of disrepair, with bits falling off every few miles or so. A lot of these vehicles are owned by Meks, who have been known to attempt repairs while the vehicle is in motion! Orks suffering from extreme speed addiction find it difficult to stop once they've revved up to full speed.

ORK DREADNOUGHTS

An Ork Dreadnought is piloted by an Ork who has been surgically implanted into the machine by the combined efforts of an Ork Painboy and Ork Mekaniak. Dreadnought pilots have to be interfaced or 'plugged in' as the Orks say, to their

suit. Only Painboyz have the requisite expertise to wire the pilot into his machine. Mekaniaks lack the biological and surgical know-how. After all, you can't just hammer the pilot into his suit – which doesn't mean it hasn't been tried! Furthermore, the Dreadnought and pilot need continual maintenance as wires tend to pull out under the stress of battle.

Orks are very resilient and (more often than not) survive this operation to wake up and find themselves wired into a huge new metal body. This is very cheering for the Ork, and not surprisingly the power tends to go to his head. In battle Ork Dreadnoughts often charge off towards the first enemy they see, bellowing loud metallic "Waaagh!" noises out of their speakers. Fortunately Ork Dreadnoughts are equipped with a fearsome array of close combat weapons, so the pilot can work off some of his angst in close combat and then (hopefully) settle down for the rest of the battle.

Most Ork Dreadnoughts have four arms although there is a smaller two-armed version. However, the fact that the four-armed version is both bigger and capable of carrying twice as much weaponry makes it by far the most popular with Ork Warlords. Only the very brightest Orks are used in these machines, as they must be capable of operating all four of the Dreadnought's arms at the same time. This is no easy task, but on the whole the pilots seem to manage well enough, and only occasionally get confused and fire off a weapon at the wrong time.

KUSTOM WEAPONS

Orks make all kinds of weapons including types used by Imperial forces and the Eldar. This means the Orks have their own versions of boltguns, flamers, missile launchers and so on. Although Orks understand laser technology, they don't really care very much for lasguns and laspistols, which are not nearly noisy enough for Orky tastes!

Ork weapons are manufactured by Mekaniaks, which means that their shape, size and appearance can vary greatly depending on which Mekboy made them and what was going on in his head at the time. Generally speaking, however, in battle Ork weapons will perform pretty much like human or Eldar weapons of the same type.

Sometimes (quite often in fact) a Mekaniak will have a good idea that he happily imagines will vastly improve an ordinary weapon, giving it extra range, extra power, or several shots at the same time instead of just one. The enthused Mekaniak will disappear into his workshop for hours or even days, only re-emerging when he has completed his magnificent new invention. Occasionally this process results in a Mekaniak producing an incredibly effective weapon, but more often than not the weapon will be flawed in some small but vital way.

Regardless of the actual effectiveness of the weapon, a Mekaniak will be so enthusiastic about his invention that he will be quite unable to admit to any shortcomings it may have. A Mekaniak is only too pleased to sell his weapon once it is finished. These special 'kustom weapons', as they are called, are much sought after by Ork Nobz who are always eager to obtain the best and newest examples of Orky workmanship. Even though a kustom weapon may malfunction at any moment, especially in the heat of battle, many Orks consider it well worth the risk. After all, if the weapon functions all right on the day it may do incredible damage to the great satisfaction of the owner.

THE WAAAGH!

Orks are evolved primarily for fighting, and this sometimes leads to rivalry and even outright war between the different tribes. Although this gives the impression that Orks are disorganised and rebellious, they are actually capable of a high degree of co-operation. The Techno-magi of the Adeptus Mechanicus have identified low levels of background psychic energy in the minds of Orks and Gretchin, and this seems to act like a hormonal stimulus, establishing territories and establishing just who is who in the hierarchy of Orkdom.

As a particular Ork Warlord grows in power, other Orks are attracted to his armies, and clamour to assume subordinate positions under his command. This means that Ork armies can assemble very quickly, growing into massive hordes, appearing out of nowhere and attacking unsuspecting planets.

This process is controlled in some way by the Ork psyche. When massive Ork armies embark upon wars of conquest, this psychic stimulus gives rise to what the Orks call a Waaagh! The Waaagh takes hold in the minds of every Ork and Gretchin, driving them towards fresh conquests upon a wave of bloodthirsty euphoria. A Waaagh will last until the Orks are defeated or until they run out of enemies, after which the armies will dissipate and the various Ork factions divide into mutually antagonistic tribes once more.



THE ORK GODS

Orks and the Ork Way are strong and powerful forces in the universe. Orks are a highly successful race; they seem able to survive, expand and prosper almost effortlessly in comparison to struggling humanity. The Ork character, which is strong and virtually invulnerable, has its reflection in the warp in the form of the mighty, belligerent and boisterous Ork gods known as Mork and Gork. Gork and Mork are never defeated, they simply shrug off the blows of the other gods and laugh at them. Gork grins, bears his teeth, and lands a mighty blow on the head of his adversary with his gigantic club. Or Mork, master of low cunning, waits until his foe isn't looking and then clobbers him with a low blow.

An idea of the appearance of the Ork gods can be gained simply by looking at an Ork Gargant, which are constructed in the image of the Ork gods. The Mekboyz who build them try to create something that represents the essence of Orkishness in mechanical form. A Gargant is consequently both the ultimate war machine and a religious idol. These great machines behave very much like Ork gods – they lumber about, leaving a trail of devastation in their wake. They go exactly where they please, striding from planet to planet, and they never shun a fight.

ORK FIELD ARTILLERY

Ork Mekaniaks make a wide variety of exotic field artillery pieces, ranging from the bizarre Splatta Kannon to the downright odd Shokk Attack Gun. Most Ork field artillery is crewed by Gretchin. Orks would never stoop to this sort of menial task themselves, and would sooner be right at the front where the action is. The only exception is the Shokk Attack Gun, which is so complicated to use that only the Mekaniak that invented it can get it to work!

Field artillery is used to support Ork attacks by providing covering fire or disrupting enemy defences. When the Orks are on the move they hitch any field artillery pieces to the back of their vehicles and tow them along behind.

ATTACKING FIELD ARTILLERY

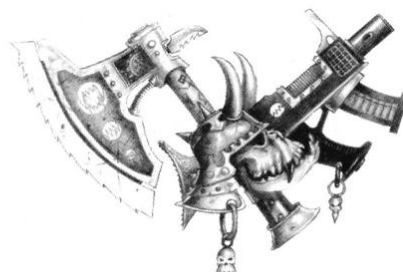
If the artillery piece ever comes under enemy fire the weapon is considered to be a separate target from the crew. At short range an enemy may select one of the crew or the weapon itself as the target. At long range any shots are randomised between the weapon and any crew members.

Hits on the crew are resolved using the normal shooting rules. If the crew is ever reduced to half strength or less then the weapon can only be fired on a D6 roll of 4, 5 or 6, and if all the crew are slain the weapon may not be fired at all. If the weapon is hit it is considered to have an armour value of 10 as if it were

a vehicle. If the armour is penetrated then the weapon is destroyed and the crew slain or injured in the resulting explosion.

MOVING FIELD ARTILLERY

The crew can move the field artillery piece up to 2" per turn by pushing and pulling it along, but the weapon may not be moved and fired during the same turn. Normally, however, field artillery is towed around the battlefield by an Ork vehicle, while the Gretchin crew ride along in the vehicle or hang onto the weapon itself. Obviously this doesn't apply to the Shokk Attack Gun, which can be carried inside a vehicle but may not be towed along behind it – or at least not without the Mekaniak operator getting VERY upset!

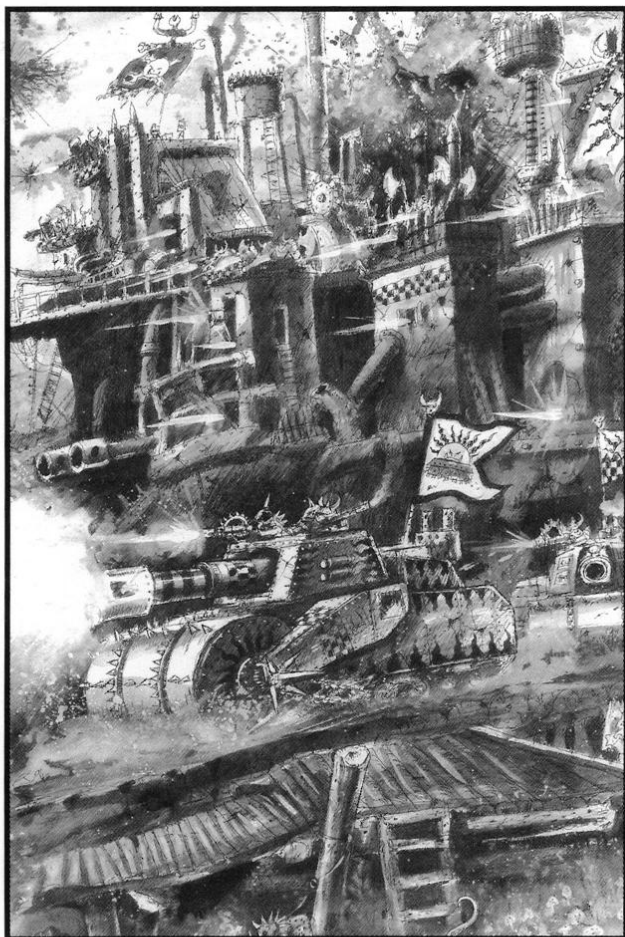


At least one of the weapon's crew must be present to hitch the weapon to the vehicle. Once the weapon is hitched to the vehicle it and its crew must move around with the vehicle.

If the vehicle is attacked there is a chance that the field artillery piece will be hit instead of the vehicle. At short range the attacker can choose to either target the field artillery piece or the vehicle. At long range any hits are randomised between the weapon or the vehicle. If the weapon is hit it is destroyed if the attack beats its armour value of 10, as described above. The destruction of a towed weapon has no effect on the vehicle that is towing it.

The weapon can be unhitched and set up within 1" of a towing vehicle by simply reversing the procedure described above (ie, the vehicle must be stationary at the end of the movement phase and at least one crewman must be available to unhitch the weapon.) However, this safe, predictable, but rather slow method of unlimbering a weapon is generally scorned by Orks, who far prefer to unhitch their field artillery without stopping the moving vehicle first! To use this alternative method, at any point during the vehicle's movement a crewman leans over the rear and gives the coupling an almighty whack! The coupling flies out and the weapon bounces D6" in a random direction and comes to a halt facing in a random direction.

If the weapon collides with anything work out collision damage as detailed in the vehicle rules. Ork field artillery has the same ram values as a bike (eg, S5, -2 save modifier, D4 damage). After the weapon has been released any crew must jump out of the vehicle, sustaining an automatic hit with a Strength equal to the vehicle's speed minus 10.



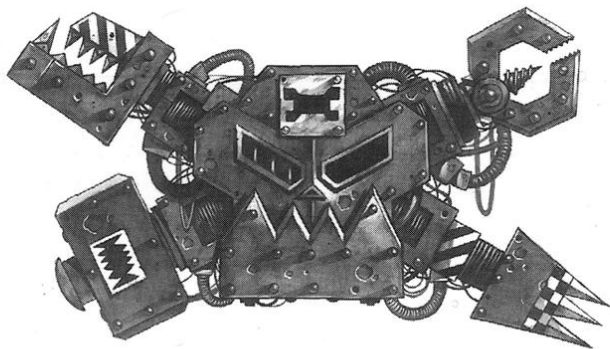
TRAKTOR KANNON

The Traktor Kannon projects a powerful burst of traktor beam energy that latches onto a target and pulls it towards the source of the beam with tremendous force. Even quite large vehicles are tugged helplessly forward, scattering formations and throwing the enemy into panic. Foot troops are thrown to the ground and dispersed like leaves in a gale. Solid structures are likely to be torn apart, and vehicles may be ripped open with a tremendous explosion.

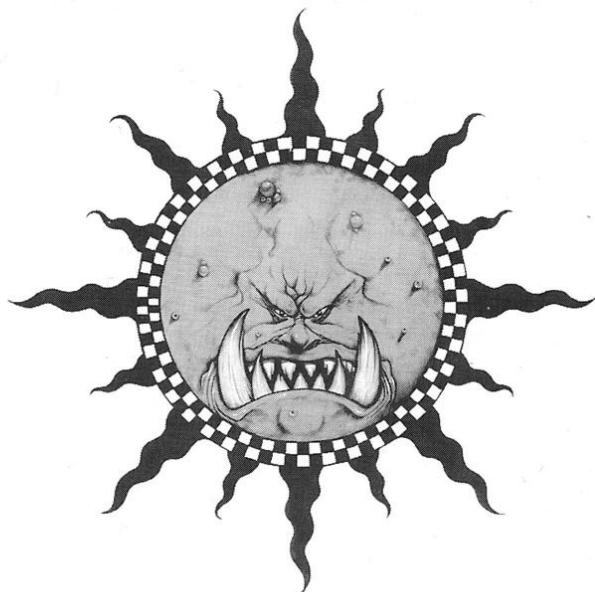
Nominate a target for the Traktor Kannon as normal when it is used to make an attack. Do *not* roll to hit – the victim is grabbed by the Traktor Kannon automatically, and will be dragged towards the weapon. Roll the Artillery dice in order to determine the strength of the hit. The Artillery dice is marked 2, 4, 6, 8, 10 and misfire. If you roll a misfire then something has gone wrong – roll a D6 and consult the Misfire Table below.

If you roll a number then this is the strength of the hit inflicted on the target. All normal saving throws apply. Vehicles, support weapons or buildings suffer a hit with an armour penetration equal to the Artillery dice roll plus 3D6.

If the victim survives the attack, then *half* the number rolled on the dice is the distance in inches the victim is dragged towards the kannon. So, for example, a model that survived a Strength 4 hit would be dragged 2" towards the Traktor Kannon. Foot troopers will be dragged over or through intervening terrain like low walls and hedges, but will not suffer any additional damage as this is taken into account with the strength of the hit. Vehicles will collide with any terrain or vehicles that they hit, and will run over any foot models unfortunate enough not to dodge out of the way.



The vehicle is always assumed to have been moving 10" or more if it is involved in a collision or runs over a model, no matter how far it was actually dragged by the Traktor Kannon. Support weapons dragged along by the Traktor Kannon will collide with anything that gets in their way in the same way as a vehicle, and count as having the same ram values as a bike (ie, S5, -2 save modifier, D4 damage). Buildings that are hit by a Traktor Kannon will not be dragged along, but may suffer damage (see above).



Models that have been dragged along by the beam may move and attack normally in their own turn. The Traktor Kannon fires bursts of energy – it does not maintain its beam from turn to turn. Models dragged out of unit cohesion must attempt to reform as soon as they can.

TRAKTOR KANNON MISFIRE TABLE

- 1-3 REVERSED POLARITY.** The Gretchin firing the Traktor Kannon make a mistake and reverse the polarity of the beam. This means that the Traktor Kannon is dragged towards the target rather than the other way around. Roll the Artillery dice again (re-roll any further misfires) to see how far the Kannon is dragged towards the target. Apply any damage to the kannon in the same way as you would for a vehicle.
- 4-6 OVERHEATING.** The Traktor Kannon starts to overheat and sparks and smoke start pouring out of it. The Gretchin crew hurriedly shuts it down before it can explode, but it will take a turn for the weapon to cool down. The weapon may not be fired this or the next turn. It is a good idea to turn the Traktor Kannon round to indicate this.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-36"	36-72"	Special		Special rules				Move or fire. See above

SMASHA GUN

The Smasha Gun is an Ork invention that utilises traktor beam technology. The Smasha Gun is fired at a target and if it hits latches a strong, narrow beam of traktor energy onto its victim. The gun begins to swing upwards, and the target is lifted into the air high above the battlefield. Once the victim is in the ideal position the beam is shut off, sending the victim hurtling down onto the ground, where hopefully he will land on some of his mates and make a great destructive mess!

The Smasha Gun can be fired against any target within a 90° fire arc. There must be a clear line of sight to the target, not blocked by any scenery or models. Any model may be chosen as a target, but the Smasha works best against large targets such as vehicles or Dreadnoughts – troopers are rather small and difficult to hit. The chart below gives the D6 score required to hit different targets at different ranges. As you can see it is actually quite difficult to hit targets that are less than 24" away – this is because the traktor beam is awkward to adjust at short distances. The optimum range is between 24 and 36".

Range	Foot Trooper	Bike, Terminator	Other Vehicle, Dreadnought
0-24"	6	6	5-6
24-36"	6	5-6	4-6
36-48"	6	6	5-6
48-60"	Miss	6	6

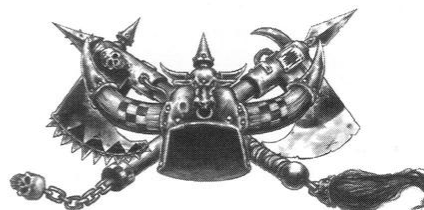
If the Smasha Gun hits its target the beam latches onto it and the victim is pulled off the ground and held in mid-air while the crew attempt to jiggle the target into a position to drop on another enemy model. Roll a D6 to see how far the Smasha Gun crew manages to move the target. The number rolled on the dice is the distance in inches the victim can be moved before they are dropped.



Roll the Scatter dice to see which direction the model is facing in when it lands. Anything under the target when it is dropped will sustain damage.

Foot troopers and terminators dropped by the Smasha Gun will suffer 1 wound with a -1 saving throw modifier. A

dropped vehicle will sustain damage in exactly the same way as if it had been in a collision with a building, though in this case it's hitting the ground rather than a brick wall. This means that the legs, wheels or tracks (as appropriate) will take damage using the vehicle's own ram value, and that any other location will take damage using the vehicle's own ram value on a D6 roll of 4, 5 or 6. Support weapons dropped by the Smasha Gun are automatically destroyed.



The model that has been dropped *on* will take damage as if they had been involved in a collision using the ram values of the dropped model. Note that a model that is dropped *by* a Smasha Gun does not take any additional damage if it lands on top of another model, other than that already described above. The dropped model is always assumed to have been moving 10" or more when it 'collides', no matter how far it was actually moved by the Smasha Gun. Note that a large vehicle may land on several targets in this way, and damage is worked out separately against each of them. Note also that foot models that are dropped on do not get a chance to dodge out of the way.

BUZZER SQUIGS

Buzzer squigs are trapped and kept in special pots by Gretchin. The pots are made from sun-baked mud drilled with tiny holes to allow the squigs inside to breathe. The top of the vessel is corked shut and sealed with more mud once a good number of squigs have been trapped inside. Normally the squigs feed by burrowing into other larger squigs or small animals such as rats, so when they are captured they soon get very hungry. They can be kept without food in the pot for many weeks, getting angrier and more savage all the time. Once the squigs are angry enough they will be used in battle, either as ammunition for the squig katapult or for a buzzer squig stikkbomb. The pot will crack open when it hits the ground after it is fired or thrown, releasing the swarm of berserk buzzer squigs that will attack anything unfortunate enough to be nearby!

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	-	-	-	-	Move or fire. See above

SQUIG KATAPULT

Squig Katapults are made from box girders and scrap metal scavenged by the Orks from crashed and wrecked vehicles. The metal is fashioned into girder-like sections, perforated with large holes to reduce the weight and bulk. These sections are bolted together before the battle, and can be carried about at other times by Runt servants. The katapult operates by a simple mechanism. The ammunition (a pot full of dangerous Buzzer squigs) is loaded into a holder mounted on a long arm that is held under tension by powerful springs. The arm is wound back by a handle and fastened with a catch operated by a lever. When the katapult is loaded, the lever is released and the arm flings the pot of squigs towards the target.

The Squig Katapult is fired in the Ork shooting phase along with other ranged weapons. To work out the effects of the attack you will need the round Buzzer Squig template. Pivot the katapult on the spot so that it is pointing in the direction you wish to shoot. Now declare how far you wish to fire the squig pot, up to a maximum distance of 48". You must do this without measuring the distance to the target, so you'll have to guess the range to the target as accurately as you can.

Once you have made your guess place the missile template directly over the spot you guessed. Note that the crew do *not* need a line of sight to the target point. It is assumed that they are being signalled the location of the enemy by other Orks, and the weapon fires in such a high trajectory that the squig pots will fly over any intervening terrain between the katapult and their final landing point.

To discover whether the squig pot lands where you have aimed it roll both the Scatter dice and the Artillery dice. The Scatter dice is the dice marked with arrows on four sides and the word HIT on two sides. If you roll a 'hit' the squig pot lands exactly where you aimed it. If you roll an arrow the squig pot veers in the direction shown on the arrow.

The Artillery dice is marked 2, 4, 6, 8, 10 and misfire. If you roll a misfire then something has gone wrong – roll a D6 and consult the Misfire Table below.

A misfire roll automatically cancels out the whole shot regardless of the Scatter dice result. If you roll a number on the Artillery dice then this is the distance in inches the squig pot veers off target as shown by the arrow on the Scatter dice. If you roll a 'hit' then the numbers are ignored: a number simply indicates that the shot has not misfired.

Although the Squig Katapult is a fairly inaccurate weapon this doesn't matter very much because once the Buzzer squigs are released they are perfectly capable of finding their own target. When the pot lands it bursts open and a swarm of enraged squigs pours out. Buzzer squigs won't eat Orks, Gretchins or Snotlings because they dislike the taste of the symbiotic algae that flows through the bloodstreams of these creatures. However, the swarm will attack any other creatures.

Any troops or vehicles touched by the swarm template must attempt to save by making the D6 saving throw indicated

SQUIG KATAPULT MISFIRE TABLE

1-2 DESTROYED! The katapult cannot stand the strain placed upon it and breaks under tension as it is fired. Bits of metal fly all around and debris is thrown into the air. The katapult is destroyed and its crew slain or injured. Remove the model and its crew.

3-4 OOOOOPS! One of the crew is thrown high in the air in lieu of the squig pot! The Gretchin crashes to the ground 2D6" away from the katapult's aiming point, in a direction indicted by the Scatter dice. The Gretchin is killed on impact, and anything unfortunate enough to be standing under the point where the Gretchin lands takes a Strength 3 hit with a -1 saving throw modifier.

5-6 MAY NOT SHOOT. A minor fault prevents the katapult shooting this turn. A Gretchin misplaces the squig pot, or maybe a ratchet jams or a rope loosens. The katapult is unharmed and may shoot as normal next turn.

below. Any that fail to save are eaten alive and removed as casualties. If a vehicle fails its save its crew are all slain but the vehicle itself is unharmed. A robot or Dreadnought that fails to save has its circuitry consumed, and is rendered completely useless.

Target	D6 Save
Avatars, Greater Daemons, Hive Tyrants	Automatic
Vehicles, Robots or Dreadnoughts, Carnifexes	2+
Fully enclosed Power Armour, Aspect Armour, and Terminator Armour	3+
Daemons, Genestealers, Tyranids	4+
Any other troops	5+

The swarm template is not automatically removed after the first turn. If the swarm has caused one or more casualties roll a D6 on the table below to see if the Buzzer squigs disperse. If the Buzzer squigs are still hungry they remain in play and continue to move randomly in each subsequent Ork turn. Use the Scatter dice to determine the direction that the swarm moves and roll 2D6 to see how far it goes. The swarm automatically attacks all the targets that it moves over (except for Orks, Gretchins and Snotlings, of course). If the swarm causes one or more casualties during its move then test again to see if the Buzzer squigs are still hungry.

D6 Result

- 1-3 The squigs are sated and become docile (remove the swarm template).
- 4-6 The squigs are still hungry and continue to move (and attack!) in the following turns.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	-	-	-	-	Move or fire. See above

SPLATTA KANNON

The Splatta Kannon is an ingenious artillery piece that fires a special splatta shell, named after the irregular way that it travels across the battlefield. The shell consists of a several linked rockets attached to a length of chain at the end of which is a large metal ball. The initial shot only fires the first rocket, and the remaining rockets are fired one after the other by the timed fuse.

Once the rocket shell is fired the ball and chain becomes a whirling menace to anything in its path. When the shell hits the ground the metal ball is catapulted in a new direction by the next rocket to fire, pulling the shell into the air once more and sending the whirling ball and chain in a new direction. Because of the haphazard way in which the shell strikes the ground the splatta shell proceeds across the battlefield like a firecracker, jumping this way and that, scattering troops in its erratic path.

The Splatta Kannon is fired in the Ork shooting phase along with other ranged weapons. Pivot the gun on the spot so that it is pointing in the direction you wish to shoot. To fire the gun, first roll the Artillery dice (marked 2, 4, 6, 8, 10 and misfire). If you roll a misfire then something has gone wrong – roll a D6 and consult the Misfire Table below. If you roll a number on the Artillery dice then add 20 to the score on the dice to find the distance in inches that the splatta shell travels before it strikes the ground. For example, if you rolled a 2 on the Artillery dice then the shell would go $2+20=22"$ before it hit the ground.

The shell travels directly forward the distance indicated *or* until it strikes a model or obstacle, whichever comes first. A target in the splatta shell's path is automatically hit and sustains a S6 hit with a -2 saving throw modifier, which will inflict D4 wounds.

Obstacles are defined as anything that would provide a model with hard cover – a wall, large rock or tree trunk, for example. Soft cover or small obstacles that would not provide cover will not stop the splatta kannon shell. If a model is standing directly behind an obstacle that is hit by the shell, then both the model and the obstacle are hit before the shell bounces off again.

Once the splatta shell has hit a target or struck the ground it crazily changes direction. Roll the Scatter dice to determine the new direction that the shell bounces off in, and roll the Artillery dice again to determine the distance in inches that it will travel before striking the ground again. Note that nothing is added to the dice roll on the second and any subsequent bounces. Resolve any hits as before. Once the splatta shell has struck the ground or hit a target then it changes direction again.

The shell continues to bounce across the table in this way until it either leaves a table edge or a misfire is rolled on the Artillery dice. If you roll a misfire on the Artillery dice then the rocket has run out of fuel and the splatta shell comes to

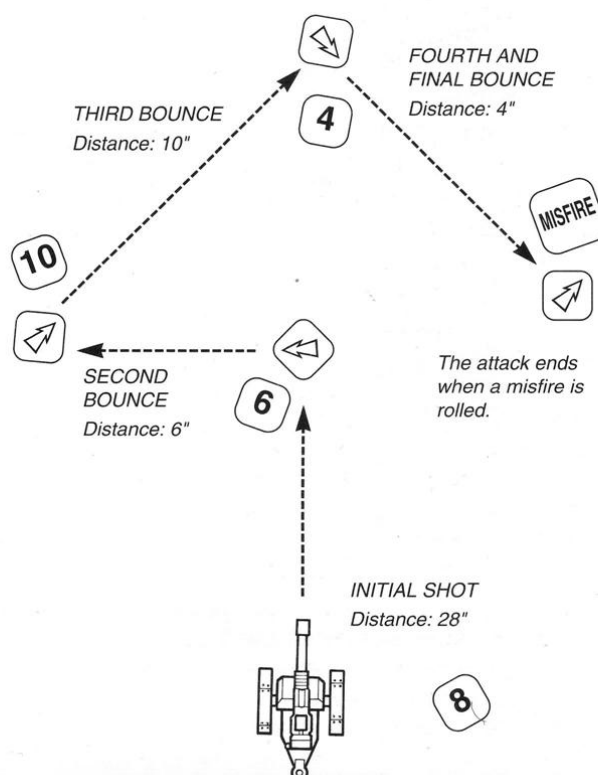
rest. Note that you only roll on the Misfire Table if you roll a misfire on the dice roll for the first shot – rolling a misfire on any subsequent bounce has no other effect than to end the shell's movement.

SPLATTA KANNON MISFIRE TABLE

1-2 DESTROYED! The Splatta Kannon explodes with a mighty crack. Shards of metal fly in all directions leaving a hole in the ground and a cloud of black smoke. The Splatta Kannon is destroyed and its crew slain or injured. Remove the gun and its crew.

3-6 MAY NOT SHOOT. A minor fault prevents the Splatta Kannon shooting this turn. Perhaps the fuse is not set properly or maybe the crew mishandle the loading procedure. The Splatta Kannon is unharmed and may shoot as normal next turn.

SPLATTA KANNON DIAGRAM



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	6	D4	-2	D4+D6+6	Move or fire. See above

THE PULSA ROKKIT

The Pulsa Rokkit is really a special force field generator that is hurled into the midst of the enemy ranks by means of a solid fuel rocket. The rocket is carried to the battlefield on its own little launcher, and is aimed and fired by its crew. The force field generator itself is a special kind known as a Pulsa – a strange whirling machine that detaches from its parent rocket and glides to earth by means of a parachute or anti-gravity motor (if the Mekboy can dismantle a captured Imperial vehicle to get one). When it lands, the Pulsa sends out powerful bursts of energy, like the ripples a stone makes when thrown into a pond. As they spread outwards, the ripples of energy become weaker and weaker. The enemy is thrown into disarray as any troops and vehicles that get in the way are knocked over or spun around.

The Pulsa Rokkit may only be fired once. Before the rocket is fired the fuse is trimmed to determine roughly how far it will fly before releasing the Pulsa generator. The player does this by nominating a number between 1 and 10: 1 is a very short fuse while 10 is a very long one.



The rocket always flies in a line straight ahead when it is fired. To see how far it travels the player rolls a number of D6's equal to the number he chose, adds up the total, and then adds a further 12 to the score. The result is the distance that the rocket will travel in inches. For example, if the player opts for an average flight time and nominates 5, the rocket will travel 12+5D6" before the Pulsa is released.

The Pulsa generator is placed directly in front of the rokket launcher the distance indicated by the dice. Note that the crew does *not* need a line of sight to the target point. It is assumed that they are being signalled the location of the enemy by other Orks, and the weapon fires in such a high trajectory that the rocket will fly over any intervening terrain between the launcher and the landing point.

The Pulsa generator starts to build up energy as soon as it lands: blades spin, steam hisses from its vents, and internal cogs and wheels begin to clunk and grind. At the start of the opponent's next turn, roll 2D6: the result is the range of the pulse in inches. If you rolled a total of 7, for example, any models within 7" of the Pulsa Rokkit would be hit by the pulse of energy. Any troops, vehicles, crewed weapons or other

FOOT TROOPERS: The model is knocked over and must spend the rest of the turn standing up. Place the model on its side and stand it up at the end of the turn. The model may not move or attack this turn.

SUPPORT WEAPONS: The crew are knocked over as above. The support weapon itself is spun round to face in a random direction. Use the Scatter dice to determine the new direction that the weapon is facing. The model may not move or shoot this turn.

DREADNOUGHTS & WALKERS: Roll on the model's Leg Damage Table to see what effect the pulse has on it. In addition, the model may not shoot this turn.

BIKES & OTHER VEHICLES: The vehicle is spun round to face in a random direction and will move out of control this turn. The vehicle may not shoot this turn.

TERRAIN: Any buildings, trees, rocks, walls, hedges, or similar features within the affected area are knocked down on a roll of 4 or more. Bunkers or similarly well-built field fortifications are knocked down on a roll of 6. Any models standing in or on a structure that is knocked down will be destroyed.

models within the distance indicated are knocked over or spun round. The effect that this has depends on the type of model, as shown on the table above.

The Pulsa generator will normally produce one pulse and then burn out. However, there is a slim chance that the contraption will keep on working for two or more turns. To represent this, if the 2D6 roll for the pulse's range is a DOUBLE, then the Pulsa generator keeps on working and will produce another pulse at the start of the opponent's next turn. If the roll was anything except a double then the generator burns out and is removed from play.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules								Move or fire. See above

SHOKK ATTACK GUN

The Shokk Attack Gun must be one of the most bizarre weapons the Mekboyz have ever invented. It projects a force field tunnel through a small portion of the warp: the entrance to this tunnel opens up in front of the gun and the exit point is created wherever the operator directs his aim. Both the entrance and the exit look like small spinning black holes in the air. The two holes are connected by a tunnel through warp space, and it is possible for living creatures to travel down the tunnel from the entrance hole and leave it at the exit point.

Unfortunately it is not unknown for the field to fail resulting in an unpleasant death for those inside the tunnel as it implodes. Even if the field does maintain its integrity the journey through the tunnel is extremely frightening, for the travellers are surrounded on all sides by the horrific daemonic creatures that live in the warp. Orks are not exactly afraid of daemonic creatures (at least they wouldn't admit it) but find them disgusting, repellent and definitely un-Orky in the nastiest possible way.

No Ork in his right mind would go into a Shokk Attack Gun tunnel, and even Madboyz instinctively avoid them. Gretchin, being brighter and more interested in their personal safety than Orks, are even less likely to entertain the notion. This just leaves Snotlings, who have only an animal level of intelligence and aren't frightened of anything until they are exposed to it – by which time it is far too late.

By the time that the Snotlings reach the tunnel's exit hole they are so frenzied with terror by what they have seen on their journey that they shoot out like a pack of frightened wild cats, scratching, biting and clawing at everything around them. Because of an extraordinary (and quite fortuitous) condensing effect the Snotlings will appear inside vehicles, support weapons, buildings, Dreadnoughts and Terminator suits, rather than around them, causing the maximum surprise to those affected. In the case of other troops the Snotlings just drop out of the sky and attack the nearest enemy, clawing and howling for all they are worth.

The Shokk Attack Gun in Battle

The Shokk Attack Gun is carried by a Mekboy model accompanied by a Runtherd and a herd of Snotlings consisting of several bases of Snotling models. The Mekboy, Runtherd and Snotling herd are all bought separately from the appropriate sections of the Ork army list, but are formed into a single special unit at the start of the battle. The normal unit coherency rules apply to the Shokk Attack Gun unit during the game.

Although the Snotlings are treated as part of the Shokk Attack Gun unit, they are not worth any victory points to the opposing player if they are eliminated. Victory points are earned as normal for killing the Mekaniak or Runtherd.

The Shokk Attack Gun can only be fired if the operator remains stationary during the turn (the Runtherd and Snotlings are allowed to move, however). In order to fire the Shokk Attack Gun the Runtherd must send one or more Snotling bases down the tunnel. Simply remove the Snotlings that are sent down the tunnel from the table and put them to one side for the moment. There is no limit to the number of Snotling bases that can enter the tunnel in a single turn, and the entire herd can leap inside if desired.

Next, the player must indicate the point where he wants the Snotlings to appear. Shokk Attack Guns have unlimited tabletop range, but the aiming point must be visible to the operator and lie within the normal 90° fire arc. Place the 2" blast template on the aiming point and roll the Scatter dice and the Artillery dice. The Scatter dice is the dice marked with arrows on four sides and the word HIT on two sides. If you roll a HIT the exit point is on target, so leave the template in place. If you roll an arrow the template veers in the direction shown on the arrow.

The Artillery dice is marked 2, 4, 6, 8, 10 and misfire. If you roll a misfire something has gone wrong – roll a D6 and consult the Misfire Table below. A misfire roll automatically cancels out the whole shot regardless of the Scatter dice result. If you roll a number then this is the distance in inches the aiming point veers off target as shown by the arrow on the Scatter dice. If you roll a HIT on the Scatter dice ignore the number: it simply indicates that the shot has not misfired.

Once the point where the Snotlings will arrive has been determined, they shoot out of the tunnel onto the target. Any model that is touched by the template will be attacked by the Snotlings. The effect of the demented Snotlings suddenly dropping onto their target is represented by the Shokk Attack Gun charts below. Refer to the appropriate chart for the target and roll once on the table for each Snotling base sent into the tunnel to determine the effect of the attack. For example, if three Snotling bases were used for the attack then three rolls would be made for each model affected by the attack.

Note that you do *not* make separate rolls for exposed models on vehicles or in bunkers, as the effect of the shokk attack on these models is included on the vehicle and bunker charts themselves. However, models standing on top of a bunker, rather than inside it, and who are covered by the 2" burst template will be affected individually by the attack.

Snotlings rarely survive their frantic, panic-stricken dash through the warp, and the few moments of hysterical mayhem that follow. Therefore, after the Shokk Attack Gun attack has been resolved, the Snotling bases sent through the tunnel are removed from play as casualties, no matter what the results of the attack. This happens even if the Shokk Attack Gun failed to hit any targets at all – the terrified Snotlings huddle into a compact gibbering mass and will take no further part in the battle while they recover from their nightmare ordeal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules		-	-	-	-	-	-	Move or fire. See above

SHOKK ATTACK GUN MISFIRE TABLE (D6)

- 1-2 DESTROYED.** The Shokk Attack Gun starts belching smoke and then explodes. All the Snotlings sent into the tunnel are lost, and the Mekboy operating the gun is also slain.
- 3-6 MAY NOT SHOOT.** A minor fault prevents the Shokk Attack Gun shooting this turn. Unfortunately the Snotlings sent into the warp this turn are lost. The Shokk Attack Gun is unharmed and may shoot as normal next turn.



DREADNOUGHT, ROBOT, WRAITHGUARD AND TERMINATOR SHOKK ATTACK GUN CHART (D6)

- 1** The leg of the armoured suit is jammed with squirming Snotlings, reducing movement to half normal rate.
- 2** One randomly selected weapon is now infested with Snotlings and rendered completely useless.
- 3-5** Snotlings materialise inside the body of the unfortunate occupant of the suit... a horrible way to die. The model halts, standing ominously upright and silent, and does nothing for the remainder of the game.
- 6** The occupant is rapidly shredded to tatters by the invading Snotlings who are trapped inside the suit. The model is counted as being destroyed for the purposes of Panic tests and victory points, but as the Snotlings struggle and squirm inside the suit they kick its controls, causing it to go out of control. The model moves at half its maximum speed in a random direction and fires directly ahead each turn until it is either destroyed, collides with something it cannot cross or leaves the table altogether.

FOOT TROOPS SHOKK ATTACK GUN CHART (D6)

- 1** No Snotlings land on or near the model and the attack has no effect.
- 2-5** The model is covered with frenzied Snotlings, clawing and biting for all they are worth. Any model other than an Ork or Gretchin takes 1 wound; normal armour saving throws apply.
- 6** Snotlings materialise inside the body of the victim... a horrible way to die. The model is killed no matter how many wounds it has, and with no saving throw allowed.

VEHICLE SHOKK ATTACK GUN CHART (D6)

- 1** The steering is jammed with hysterical Snotlings grabbing the wheel and preventing it being turned. If stationary when hit the vehicle remains halted for the rest of the game. If moving then it will move out of control for the remainder of the game, or until it hits terrain it cannot cross, collides with another vehicle, or leaves the table. Once halted the vehicle cannot move for the remainder of the game.
- 2** Snotlings are stuffed into the ammo feed or power supply of one randomly determined weapon. Every time the weapon fires from now on roll a D6. On a roll of 1, 2, or 3 the weapon explodes, causing one randomly located hit on the vehicle. Because the weapon explodes inside the vehicle there is no need to roll for armour penetration: simply roll for damage on the area affected. If the vehicle does not have any weapons then re-roll this result.
- 3-4** Frenzied Snotlings attack the crew, clawing and biting everyone in sight. Each crew member must make his basic saving throw or suffer 1 wound.
- 5** The vehicle's power supply is suddenly interrupted by the antics of frantic Snotlings and the vehicle immediately bursts into flames. The vehicle will explode at the end of any turn (friendly or enemy) on a D6 score of 6, causing a hit with strength, saving throw modifier and damage equivalent to the vehicle's ram value on all models within D6". Until the vehicle explodes it may carry on moving and firing as normal.
- 6** A wretched little Snotling, gibbering in abject terror, wraps himself around the driver's head and clings to him as tightly as he can. The vehicle immediately lurches forward D10" and overturns. The crew are either killed in the crash or ripped apart by frenzied Snotlings as they lie stunned. The vehicle is useless for the rest of the game.

SUPPORT WEAPON SHOKK ATTACK GUN CHART (D6)

- 1-3** Snotlings are stuffed into the ammo feed or power supply of the support weapon. Every time the weapon fires from now on roll a D6. On a roll of 1, 2, or 3 the weapon explodes, wiping out the crew.
- 4-6** Snotlings are stuffed into the ammo feed or power supply of the support weapon and it explodes immediately. The support weapon is destroyed and the crew either slain or injured. Remove the support weapon model and all the crew from the table immediately.

BUNKER SHOKK ATTACK GUN CHART (D6)

- 1** One model in the bunker is overwhelmed and killed by a horde of Snotlings, with no armour save allowed.
- 2-5** Frenzied Snotlings attack all the models in the bunker. Each model must make his basic saving throw or suffer 1 wound.
- 6** A Snotling materialises inside an ammo box stored in the bunker, causing a huge explosion. All the models in the bunker are killed, with no armour save allowed.

ORK WARGEAR

FLAK ARMOUR

Flak armour consists of several layers of different ablative and impact absorbent materials that should absorb the majority of the energy from a shot or blow. The protection it offers against a direct hit is somewhat questionable at the best of times but it is much more effective against explosions. It also has the added advantage of being cheap and very easy to produce. Models wearing flak armour have a basic saving throw of 6 on a D6. This is increased to 5 or 6 against weapons that use blast markers or templates such as frag grenades or flamers.

ORK 'EAVY ARMOUR

Ork 'eavy armour is made up of thick armour plates covering the whole body, some of which may actually be rivetted to the Ork's body! 'Eavy armour is immensely varied as each suit is kustom built by an Ork Mekaniak to the specifications of the Ork who's paying for it – however impractical or bizarre those specifications may be!

'Eavy armour is often, but not always, powered in some way with an assortment of cogs, wheels and drive belts supplying extra power from the suit's backpack engine to its limbs. While somewhat eccentric in its manufacture 'eavy armour is effective and very popular with the Ork Nobz who can afford it. A model wearing 'eavy armour has a basic saving throw of 4, 5 or 6 on a D6.

ORK MEGA-ARMOUR

Mega-armour is the very pinnacle of the Ork armourers' craft, being large, noisy, very heavy and dead 'ard. The armour even includes built-in weapons and special targeters to help increase the user's shootiness!

Because it is so large Ork mega-armour is able to incorporate a number of special 'extras' that couldn't be fitted into a smaller suit. These include built-in weapons such as power claws and bolters, as well as targeters for any weapons that are fitted.

Most important of all, a suit of mega-armour has its own internal medi-squig pack. This ingenious device is the result of the combined efforts of the Mekaniak who built the suit and a Painboy. A number of special medical squigs are housed in the suit and provide instant attention if the Ork wearing the suit is injured. This means that the wearer of the suit is often able to keep on fighting after suffering injuries that would have killed a normal Ork.

Mega-armour confers a saving throw of 2 or more on a D6. In addition, any weapons fired by an Ork wearing mega-armour count as having a targeter, and so receive a +1 to hit modifier. What's more, if the Ork fails his saving throw there is still a chance that the medi-squig pack will save him. This is represented by allowing the Ork a second saving throw of 4, 5 or 6 on a D6 if he fails the first saving roll. No saving throw modifiers apply to the second roll, so it will always be successful on a roll of 4 or more regardless of the saving throw modifier of the weapon that hit the mega-armour.

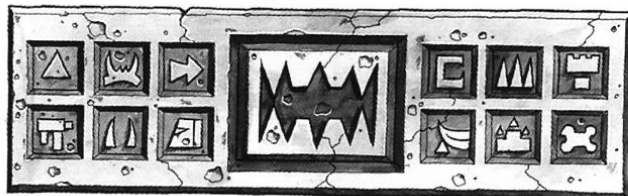
STORMBOY JUMP PACKS

Jump packs allow the wearer to make long powered jumps instead of a normal move. This appeals to Stormboyz because it means that they can jump directly into close combat very quickly. Normally, flying in any form is shunned by Orks, but Stormboyz are an aberration from normal Ork society and are noted for their un-Orkish tendencies. They think that disciplined Ork 'soldiers' should be prepared to use any effective weapon, especially if it is noisy! Unfortunately Ork jump packs made by those rare Mekboyz willing to indulge Stormboy fantasies are not very reliable. It is very much a case of pull the lever, shout "'Ere We Go!!!" and hope for the best...

Ork jump packs follow all the rules for jump packs on page 71 of the Warhammer 40,000 Wargear book, with one very important exception. Instead of rolling D3 for the deviation of the jump, roll the Artillery dice instead and halve the score. As the Artillery dice is printed with the numbers 2, 4, 6, 8 & 10 this means that the jump can deviate from 1" to 5". If you roll a misfire on the Artillery dice then something has gone disastrously wrong with the jump – roll a D6 and consult the Misfire Table, below.

STORMBOYZ JUMP PACK MISFIRE TABLE

D6	Result
1	BLOW UP IN MID-AIR. The jump pack explodes while the Stormboy is in the air, killing him instantly. Remove the Stormboy model from the table as a casualty.
2	BLOW UP ON LANDING. The Stormboy comes crashing down headfirst and his jump pack explodes, killing him instantly. Any models within D3" of the Stormboy's landing point are hit by flying debris and suffer a S4 hit with a -1 saving throw modifier.
3-5	HAYWIRE. The controls to the jump pack go haywire and the Stormboy is unable to control it. He comes to earth 3D6" away in the direction indicated by the Scatter dice.
6	WAAAAARGH! The jump pack refuses to shut down, carrying the Stormboy over the horizon and far away. Remove the Stormboy model from the table but do not count him as a casualty for victory point purposes (he will be able to rejoin the warband in time for the next battle).



KUSTOM KOMBI-WEAPON

Heavy weapon

Kustom kombi-weapons are potent but rather ramshackle devices combining the best and the worst of the Mekaniak's art. They consist of several different weapons that have been welded and bolted together. When the trigger is pulled, all the weapons fire together, letting off a wild fusillade of shots. No-one, least of all the Ork using it, has much idea what will happen when the trigger is first pulled on one of these large and unlikely looking weapons.

Nominate a target as normal when the weapon is fired, and then roll a D6 and the Artillery dice (the one numbered 2, 4, 6, 8, 10 and 'misfire'). Multiply the score on the D6 by 10: the result is the range of the attack in inches (eg, a roll of 3 = 30"). If the target is in range then it is hit automatically by the volley of shots fired by the weapon – no to hit roll is required. If the target is not in range then the shot misses.

The number on the Artillery dice is the strength of the attack, while half the number on the Artillery dice is the attack's saving throw modifier (eg, a roll of 6 would mean that the attack had Strength 6 and a -3 saving throw modifier).

If you roll a misfire on the Artillery dice, then something has gone wrong with the kombi-weapon. Roll a D6 and refer to the table below to see what happens.

D6 Result

- 1-3 **BLOWS UP!** The weapon explodes killing the model using it.
- 4-6 **MISFIRE!** The kombi-weapon may not fire this turn, but may be used as normal next turn.

Any vehicle hit by the kombi-weapon will take a single hit with an armour penetration equal to the strength of the attack plus the roll of a D6.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	?	1	?	D6+?	Move or fire. See above

GRETCHIN BLUNDERBUSS

Basic weapon

Mekaniaks make a variety of primitive firearms especially to sell to gullible Gretchin who are desperate to get hold of any type of weapon so that they can take part in a proper battle. While rich (or lucky!) Gretchin end up with an autogun, many simply can't afford such a sophisticated weapon, and have to make do with a Gretchin blunderbuss instead. These simple weapons have a large flared barrel, into which can be stuffed a charge of scatter-shot balls, pebbles, nuts and bolts, or

anything else as long as it is something a Gretchin can easily scavenge as ammunition!

SPECIAL RULES

Although the blunderbuss is short-ranged, the hail of shot it fires means that whatever it is fired at will certainly be hit. Therefore a target fired at by a Gretchin blunderbuss is hit automatically and no 'to hit' roll is required.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	None	-	-	3	1	0	D6+3	Always Hits

ORK FORCES

ORKS



Orks are the best natural warriors in the galaxy because they are tough and aggressive, but also because they actually enjoy fighting. They have a very straightforward, uncomplicated view of life, and suffer from no moral uncertainty or angst as Humans or Eldar might do. Because Orks feel very little pain they can endure serious wounds without a flinch. Their bodies will readily accept the most crude transplants and prosthetics and serious battle injuries don't bother them much. The only thing that drives them is fighting, and the bigger the battle and the harder the fight the more the Orks like it! Next to a battle won, the best thing is a battle lost, just so long as there's a good scrap.

The Orks' green skin is due to the algae that flows through their blood and also forms part of their digestive tract. This algae not only gives the Orks their green coloration, but it also accounts for their strange and extremely durable metabolism. It is true that an Ork head will live for some time if severed from the body, and can sometimes be transplanted to another body altogether!

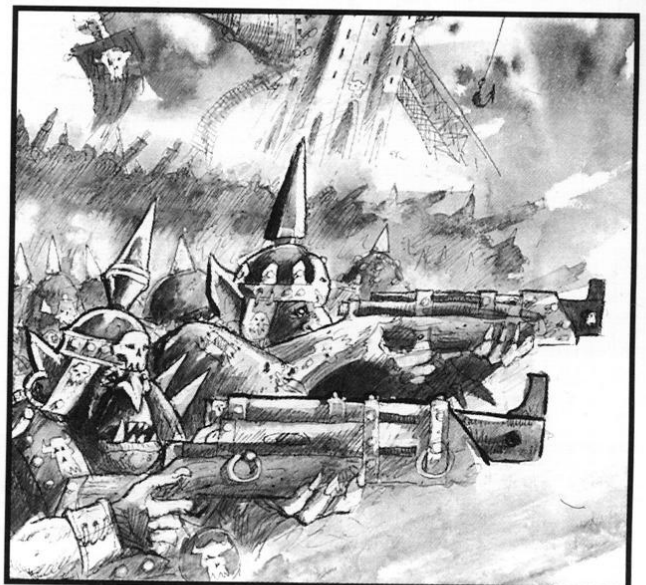
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7
Nob	4	4	4	3	4	1	3	1	8
Bigboss	4	5	5	4	5	2	4	2	8
Warboss	4	6	6	4	5	3	5	3	9

GRETCHIN

Gretchin are smaller than Orks and nowhere near as strong and fierce, but they are very numerous indeed. Their intense pride in the achievements of their masters inspires them to follow the Orks to war. Although the Orks make no attempt to arm or train the Gretchin, they always manage to scrape together enough teeth to buy a few simple weapons so they can join in the fun.

The Orks have little patience with the Gretchin as they inevitably get in the way of the fighting and tend to run away unless they are winning. The Gretchin's enthusiasm is undiminished by their masters' attitude and they band together into their own mobs to emulate the deeds of their bigger brothers.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5
Champion	4	3	4	3	3	1	3	1	6



SNOTLINGS

Snotlings are the smallest of the green-skinned races. They are undoubtedly related to Orks and Gretchin in some fashion, but the relationship is uncertain. Snotlings are only marginally more intelligent than dogs, and have a natural trust and enthusiasm which is touchingly puppy-like. Snotlings can be trained to perform all manner of simple tasks, such as tending the squigs and harvesting fungus, which with the dangers of Gnasher squigs and poisoned fungus can be more dangerous than it sounds!

Snotlings are unable to use any but the most simple devices, and are completely unaggressive and frightened by loud noises. If unsettled they tend to huddle together in huge packs because this makes them feel safer.

Runtherdz sometimes bring Snotlings into battle, driving them in front of the army to distract the enemy or clear away thin defensive lines. The only way the Snotlings will tolerate this is if they think that the whole thing is a game. To this end they are trained to run through mock battles towards some reward,

such as a plate of tasty squigs. When it comes to a real battle they are raring to go, convinced that a big feed lies just behind the enemy's lines. By the time the Snotlings realise what is going on it is far too late, and the enemy positions are overrun by panicking Snotlings viciously attacking anyone and everything near them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Snotling base	4	2	2	1	1	3	3	3	4

SPECIAL RULES

Snotlings are so small that they are modelled in multiples on a single large base. The base contains about nine Snotlings but is treated as if it were a single large monster with several wounds and attacks. The Snotling base fights at full effect until it has taken 3 wounds, at which point it is removed from play.

RUNTHERDZ

Runtherdz raise and train the Gretchin and Snotlings that are a vital part of Ork society. The Gretchin do most of the actual work, especially fetching and carrying, and they outnumber the Orks many times over. Gretchin are also important on the battlefield although the Orks would be reluctant to admit this. Orks are not especially bright and are certainly far too impatient to operate heavy artillery pieces and other massive engines of war so this task is invariably left to specially trained teams of Gretchin.

On the battlefield the Runtherdz keep a close eye on the Gretchin crews, helping them out if they get in trouble and putting them right if they go wrong. Gretchin are prone to become excited and over enthusiastic, which always leads to accidents in which unfortunate loaders are fired out of barrels or caught in whirling cog wheels. Fortunately Runtherdz take great pride in their charges and are always nearby to pull any miscreants out of a machine's innards if necessary.

The simplest and most menial tasks are undertaken by the tiny Snotlings. Snotlings are not particularly easy to train because they are slow learners and need to be slowly and carefully conditioned to perform even the most simple tricks. Runtherdz train Snotlings to cultivate fungus and tend squigs, and take an extraordinary pride in their tiny charges.

The Runtherdz make a good living by selling well trained servants and Gretchin workers to other Orks. Runtherdz often become quite wealthy, and naturally invest their teeth in solid weaponry and other battle gear. On the battlefield they tend to fight alongside the machines crewed by their Gretchin where they can keep a close eye on things.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Runtherd	4	4	4	4	4	1	3	2	7

SPECIAL RULES

Runtherdz may act as Champions for units of Snotlings and Gretchin. No other Orks may lead Snotlings and Gretchin because they consider it to be a waste of time.



PAINBOYZ

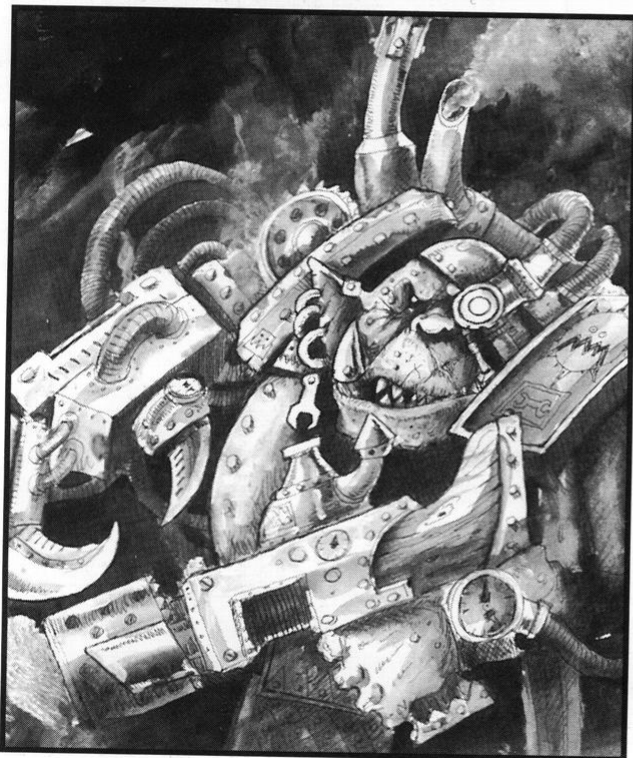
Painboyz are also known as Docs and their chief concerns are surgery and tooth pulling – the latter to pay their usually exorbitant bills as Orks use teeth as currency. When an Ork is really badly injured, if he has lost an arm or leg for example, he may decide to risk engaging a Painboy to either graft on a new one or fit a mechanical substitute. Orks take very well to transplants, and no-one asks where the donors come from.

If he is lucky the injured Ork will get a new mechanical arm which is better than his own and which incorporates a useful weapon too. However, he can be unlucky. For a start, Mekboyz are a bit wayward and often decide to improve upon the design of prosthetics in their own way. This can be annoying to the customer who suddenly finds himself to be the owner of Mek Blag's Mk1 Exploding Leg... especially if it was his arm that needed attention. This is nothing compared to the risk of waking up from the anaesthetic (a funny name for a big mallet) to find yourself the victim of the Painboy's latest barmy biological experiment. This is all part and parcel of the risks of surgery, and regarded as just one of those things. As all Painboyz are plainly bonkers and totally obsessed with experimenting on their patients, it is only to be expected that customers sometimes end up slightly disappointed.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Painboy	4	4	4	4	4	1	3	2	7



MEKANIAKS



Mekaniaks are a type of Oddboy. They are natural mechanics and innovators and are responsible for inventing and building most of the bizarre machinery that the Orks use. Mekaniaks are also known as Mekboyz, Meks and Greasy Bodgers (though not to their face, if you know what's good for you). Mekboyz are obsessed with squeezing more power out of their engines and building bigger and more devastating weaponry. They usually take to the battlefield armed with one of their own inventions. Often this will be a heavy and improbably large kombi-weapon which is basically several different weapons welded together into one huge super-gun! A Mekboy's experimental weapon may well blow up in his face, but it's worth it for the one in a hundred occasion when his invention performs spectacularly well, winning the entire battle and proving that he is indeed the best Mekboy of all.

Mekboyz are especially common amongst the Evil Sunz, whose love of speed and noise is entirely in keeping with the activities of the Mekboyz. The Evil Sunz pride themselves on building the fastest buggies and loudest bikes, and their Mekboyz spend hours happily tinkering with their machines.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mekboy	4	4	4	4	4	1	3	2	7

MADBOYZ

The Ork techno-gene allows Orks to inherit the knowledge and experience of their forebears and enables them to maintain a high level of technology. Unfortunately it doesn't always work out. There are always a few individuals whose genetic influences fail to mesh properly. The Ork finds his mind full of distractions and contradictions. Wild ideas about the universe buzz round his brain. Curious bits of unconnected knowledge keep intruding upon his consciousness. These disturbed Orks are called Madboyz.

While some Madboyz are just plain crazy, others are inspired geniuses whose inventions and ideas are immensely valuable to the Orks. All Madboyz are unpredictable and somewhat anarchic, so they live together and on the battlefield they fight as a single mob. Other Orks have the utmost respect for Madboyz, whose crazed notions are seen as a sign of favour from the Ork gods Gork and Mork.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Madboy	4	3	3	3	4	1	2	1	7

SPECIAL RULES

Madmob. Madboyz always fight as a single mob on their own, they cannot be led by any other Ork nor can they benefit from the Leadership bonuses of other Orks.

Mad! Madboyz are extremely unpredictable. Their minds swirl with strange ideas or sudden momentary enthusiasms, and they tend to act as a single body. If one Madboy thinks he has lost his boot the whole mob is likely to become obsessed with the idea of finding it! Such is the way with Madboyz.



To represent this the Ork player rolls a D6 at the start of the game and consults the chart opposite. This establishes a basic madness for the Madmob. The mob is subject to the psychology rule indicated from then on.

At the start of each of his subsequent turns the Ork player rolls a D6: on a score of 1-5 nothing happens and the mob continues to pursue whatever madness has been previously established, but on the roll of a 6 the mob changes to another randomly determined madness. Roll a further D6 and consult the chart again.

Should the Madmob be broken then a new madness is established as soon as it rallies – roll a D6 and consult the chart as before.

MADBOY CHART

D6
Roll

Madness

- 1 FEAR!** The Mob *fears* all enemy units but is immune to all other psychology rules including terror. It does not fear any weapons and does not have to test just because it is hit by shooting. See the Psychology section of the Warhammer 40,000 rulebook. As far as these guys are concerned the whole world is frightening and it would be far better if they all went home.
- 2 STUPIDITY!** The Mob is very confused and must test for stupidity at the start of their turn as described in the Psychology section of the Warhammer 40,000 rulebook. The Madboyz are immune to all other psychology.
- 3 HATRED!** The Mob *hates* all of the enemy as described in the Psychology section of the Warhammer 40,000 rulebook. The Madboyz are immune to all other psychology.
- 4 FRENZY!** The Mob is *frenzied* and is affected by the rules described for frenzy in the Psychology section of the Warhammer 40,000 rulebook. They are immune to all other psychology.
- 5 IMMUNE TO PSYCHOLOGY!**
The Madmob is completely unaffected by any of the psychology rules and will automatically pass any Break test or other Leadership-based test it is required to make.
- 6 CRAZY!** The Madboyz are really crazed this time, convinced that they are super-strong, invulnerable, or ultra-fast. The unit becomes immune to psychology/Break tests exactly as defined for 5 above. In addition, add +1 to one characteristic (roll a D6): 1=M, 2=WS, 3=BS, 4=S, 5=T, 6=A. This bonus lasts while the Madboyz are crazy and is deleted when they change their madness.



WEIRDBOYZ

Weirdboyz are by far the strangest of the Oddboyz. All Orks unconsciously generate a certain amount of psychic energy, which could go a long way towards explaining their strong sense of common purpose and the uncanny way that tribes have of gathering together when the time comes for a big war. It is as if the Orks' excitement and sense of anticipation were contagious. The ultimate expression of this is the Waaagh! when tribes from many planets gather together under the command of the toughest Warboss of all, known as a Warlord.

Weirdboyz are the most psychic of all the Orks. They absorb the psychic power of Orks around them, and the more Orks there are nearby the higher the psychic charge. Unfortunately the Weirdboy can't control the build up of psychic power within his head and strange things start to happen. For a start the increase in psychic pressure causes the Weirdboy considerable pain – lights flash around his head, sparks fly from his eyes, and raw psychic energy starts to dribble from his mouth, nose and ears. Unless the Weirdboy finds some way to release this pent-up energy his head will explode.

A Weirdboy learns how to release this energy in the form of a controlled energy blast or a wave of power which erupts from his mouth and is vomited out like a great blast of fire. This makes the Weirdboy feel much better (for a while at least!) but is a bit inconvenient for those around him. For this reason the Weirdboyz are not allowed to live amongst other Orks, but are forced to live in special Weirdboy houses away from the other Boyz. These houses are built high in the air on copper piles that help to transmit psychic energy away from the Weirdboy and into the ground, much as a conductive wire will earth electricity. The Weirdhouse is guarded and Weirdboyz are not allowed to wander about unless they are escorted by a couple of guards, or Minderz.

When Weirdboyz are allowed out of their confinement they wear gaudily coloured patterned clothes and large belled hats to mark them out so that other Orks can avoid them. They also

carry copper staffs that enable them to earth their psychic powers, preventing too great a psychic build up within their brains. It is not unreasonable that other Orks should want to avoid them, because you just can't predict what will happen around a Weirdboy. If a Weirdboy finds himself amongst a bunch of excited Orks the amount of psychic energy they generate will be so great that he may find his powers go out of control. When this happens furniture flies about, guns go off, and all manner of strangeness will manifest itself as the Weirdboy struggles to control himself.

Finally, unless the Weirdboy can let go with a huge psycho-technicolour yawn, his head will explode and the feedback can cause other Orks' heads to explode too. It is hardly surprising that Weirdboyz always look a bit worried and try to avoid the rowdy company of other Orks. They are probably the only Orks who appreciate the virtues of a quiet life!

Weirdboyz don't really enjoy fighting much. The massive psychic energy generated by all the fighting Orks is intolerable and causes the Weirdboy considerable pain. However, the Weirdboy's powers are immensely useful on the battlefield. The poor Weirdboyz find themselves dragged onto the battlefield by their Minderz and used as living weapons. The Minderz respectfully escort the quaking Weirdboy towards the enemy ranks. As the Weirdboy soaks up all the raw psychic energy of the Orks around him he desperately clings to his copper staff for relief, but the energy build up is too fast to discharge completely. As the Weirdboy's eyes start to spark and funny lights dance about his head, the Minderz snatch away his copper staff and try to aim his struggling body as carefully as they can towards the enemy.

With a massive stomach-wrenching heave the Weirdboy vomits out a great gout of psychic flame, drenching the enemy in destructive power which dissolves flesh and metal into nothing. This is a great relief indeed to the Weirdboy. Of course, there is always the danger that the Weirdboy will be unable to let go in time, causing his own head to explode into multi-coloured lights and resulting in a violent psychic feedback that kills not only his Minderz but also any other Orks nearby.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Weirdboy	4	4	4	4	4	1	3	2	7
Minder	4	4	3	4	4	1	2	1	7

SPECIAL RULES

Psychic Powers. Weirdboyz have a psychic mastery level of 2.

Minderz. Weirdboyz are always escorted by two burly Minderz who must remain in base contact with him at all times. Their job is to hold the Weirdboy steady and stop him running off, and also to protect him from harm. The Minderz can fight normally as well as hold onto their Weirdboy.

If both of a Weirdboy's Minderz are killed the Weirdboy will try to get away from the excruciating pain of the battlefield by making for the nearest table edge as fast as possible. Once he has left the battle he will not come back.

WEIRDBOY WARPHEADZ

Warpheadz are Weirdboyz who have survived enough battles for their minds to become totally saturated with Orky power. Whereas ordinary Weirdboyz suffer agonising spasms when they use their powers, Warpheadz have been driven to such a state that they actually enjoy it! They become so exhilarated by the near-fatal discharges of psychic energy they unleash that they suffer from a mad sort of addiction and actually seek out excited Orks and battles whenever they can. Warpheadz are quite unlike the morose Weirdboyz, being full of manic energy and overconfidence, recklessly plunging into the thickest fighting whenever they can. Warpheadz are also possessed of a low cunning and often give their Minderz the slip.

Of course this is a real headache for the Warboss – the crazed Warphead will constantly escape from his Weirdhouse and sneak off to find some brawling Orks or a nice close-run Gnasher squig eating competition so that he can soak up psychic energy. Before anybody knows what's happening half the camp has been levelled by the Warphead blasting off random bolts of raw energy just for the hell of it. On the other hand Warpheadz are too useful to just boot out of the camp because they have become far more powerful than ordinary Weirdboyz.

In order to get round this thorny problem most Warbosses opt for chaining the Warphead to the top of a fifty-foot high copper pillar a goodly distance away from the camp. The pillar earths out the Warphead's more excessive blasts of energy and keeps him conveniently out of the way. Madboyz, drawn by the Warphead's pyrotechnics, often gather at the bottom of the pillar and chant to the Warphead to encourage him to blast off more power. Indeed Warpheadz (being halfway to Madboyz themselves) frequently draw a devout following of Madboyz who follow them into battle, chantin' and stompin' for all they are worth!



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warphead	4	5	3	4	5	3	5	3	8
Minder	4	4	3	4	4	1	2	1	7

SPECIAL RULES

Psychic Powers. Warpheadz use all the normal rules for Weirdboyz but have a mastery level of 4 rather than the normal Weirdboy mastery level of 2.

Minderz. A Warphead is usually escorted by four burly Minderz who must remain in base contact with him at all times. Their job is to make sure that the Warphead doesn't run riot, plunging into the thick of the fighting and blasting away at whatever target takes his fancy. The Minderz can fight normally as well as holding onto the Warphead.

If all of the Warphead's Minderz are killed the Warphead will make a run move towards the biggest group of Orks he can find, trying to get within 12" of the best source of Waaagh! power. In the psychic phase a Warphead without any Minderz will always fire off a psychic power picked at random. If you have other Weirdboyz in your force you can only use psychic powers from them after the Warphead has used one of his powers. If you don't have enough warp cards to make the randomly chosen power work there is no further effect and you can play powers from other Weirdboyz freely – the Warphead just looks thoroughly disappointed!

Madboyz. Warpheadz exert a strange influence over Madboyz, and are able to affect the Madboyz' moods with their ravings and flashes of brightly coloured lights. For this reason, Madboyz can take Leadership tests using the Warphead's Leadership of 8 if he is within 2" of them, even though Madboyz can't normally benefit from another character's higher Leadership characteristic.

SNIFFER SQUIGS

Sniffer squigs have been specially bred and developed by Runtherdz for the purpose of herding and controlling herds of runtz. They have been selectively bred for their speed, intelligence, ferocity and endurance, but most of all for their extremely sensitive sense of smell and keen ears. These abilities allow the Sniffer squigs to track down runaway Snotlings and Gretchin wherever they might hide, so the Runtherd can return them to his herd. In addition, the Sniffer squigs' sensitive snouts and ears make them very good guard creatures, capable of sniffing out any enemies long before they can attack the squigs' Ork masters.



ORK BOARBOYZ

For as long as any Ork can remember the warboar has been a favoured mount of the warrior Ork. It is a fierce and stubborn beast, with sharp tusks, a thick skull, and the odour of a dung-heap. Although some Orks, notably the Evil Sunz, shun warboars in favour of bikes, buggies and other mechanical contraptions, many Orks prefer the good old warboar with its familiar smell and unpredictable violent temper. The Snakebites have a long tradition of boar riding and make by far the best Boarboyz, and their breeding stocks are famous for their immense size and vicious behaviour.

The best boars are selected by the Meks and Painboyz and turned into a strange amalgam of animal and machine known as a cyboar. Basic 'improvements' to the boar usually involve its tusks being replaced by stainless steel ones, the fitment of a combined riding saddle and body carapace, and the back legs being replaced by wheels or a roller. However the single most important addition is a cunning device triggered by a large red button fitted into the cyboar's saddle, which injects a controlled amount of chemicals into the creature's system to produce a temporary burst of extra speed and ferocity.

On many cyboars the chemical injector is the only improvement that is made, which makes them almost indistinguishable from a normal warboar until they suddenly starting foaming at the mouth and hurtle across the battlefield at an incredible speed!

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7
Warboar	7	4	0	3	4	1	3	1	3
Cyboar	10	4	0	4	4	1	4	2	3

SPECIAL RULES

Cavalry. Boarboyz are cavalry as described in the Warhammer 40,000 rulebook. The rider and warboar are treated as a single model.

Save. Ordinarily cavalry have a +1 saving bonus to take account of the mount. However, a warboar or cyboar is such a stubborn brute that injuries just make it madder! To represent this, an Ork Boarboy has a +2 saving bonus for his mount.

Leadership. Warboars and cyboars are far harder to control than horses and the rider spends much of his time keeping his unwilling mount subdued. This means that a unit of Boarboyz always suffers a -1 Leadership penalty. Any tests made against their Leadership incur this penalty.

Charge Bonus. A charging warboar or cyboar is a bad-tempered mound of bloody-minded muscle and bone with pointy tusks, sharp teeth and thundering hooves. The impact of this slaving beast is especially dangerous. When the Boarboy charges he receives a +2 combat result modifier instead of the normal +1.

Cyboar Chemical Injection. Cyboars are equipped with a cunning device that injects a controlled amount of chemicals into the creature's system to produce a temporary burst of extra speed and ferocity. Cyboar riders can use this mixture once per game. The player may declare that the rider is hitting the large red button that injects the chemicals at any time, including during the opponent's turn if desired. Movement is immediately increased by D6+4 inches and attacks by D4 for the remainder of the turn. The movement bonus is *not* doubled if the Boarboy is charging or running.

OGRYNS

Ogryns are human mutants who are tall and massive. They stand almost twice as tall as an Ork and are far more strongly built. They have massive well muscled frames, huge limbs, jutting jaws and thick bony foreheads. The clenched fist of an Ogryn is larger than a man's head and his grip is vice-like and tenacious.

Ogryns are not especially bright, but they are not stupid or evil by any means. They come from harsh, often cold, worlds with high gravity and little natural life. Ogryns have adapted by increasing their bodyweight to survive the cold, and their bodies have become accustomed to long periods of starvation and protracted darkness.

Being so large, strong and brave, Ogryns naturally make good fighters, and many races attempt to recruit them into their armies, promising food or whatever else the Ogryns want in return for their services. On the whole Ogryns are unbothered who they fight for, and they are often employed by the Imperium as well as Ork Warlords.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8
Champion	6	5	4	5	5	3	5	2	9
Hero	6	6	5	6	6	4	6	3	9
Mighty Hero	6	7	6	6	6	5	7	4	10



SPECIAL RULES

Fear. Ogryns are large and frightening creatures that cause fear as described in the Psychology section of the Warhammer 40,000 rulebook.



The Gretchin clustered worriedly outside the steel pen. Loud snorting noises came from inside, and there was the occasional thud as something large and bulky smashed against the wall. A stream of stinking yellow liquid leaked from the bottom of the gate and trickled across the floor into the brightly lit room beyond.

'Oi get on with it, yer cowardly Grots!' shouted a loud voice from the other side of the open door. 'Gutrog's waitin' an' me blow torch is gettin' cold!'

The Gretchin, galvanised into action, grabbed the smallest one of their number and hoisted him up and over the wall of the pen. There was brief, deadly silence. You could have heard a Snotling drop. Suddenly there was an eruption of sound and fury and the Gretchin watched awestruck as the battered body of their former colleague flew out of the pen to land in a pathetic bloody huddle on the floor.

The democratic selection process was repeated, and the next smallest Gretchin found himself helped into the pen. Again, there was a brief, ominous silence, this time followed by a high-pitched squeal of fear, some truly impressive gobbling noises and a rather liquid burst of flatulence.

The third volunteer at least put up a decent struggle but he too was boosted over the wall. The floor shook with a great pounding of hooves then some soft squelchy noises.

The remaining two Gretchin wiped the spray of green

blood off their faces and eyed each other with undisguised malicious intent.

They were saved from their dilemma by the approach of a huge Ork Painboy carrying an enormous hammer in one hand and a squirming Snotling in the other.

'See I'm going ter 'ave ter do this myself', he said, and pointed meaningfully to the enclosure. The two Gretchin dutifully scurried over to the side of the pen and bent down. The Ork stuffed the hammer in his belt, the Snotling in his teeth, stepped on their backs, and hauled himself over the wall.

The Gretchin pulled themselves off the ground and waited expectantly by the gate. They heard: 'Ere boy, din-dins!' - gobblegobblegobWHACK!, and the thud of a large body falling heavily to the floor.

They quickly raised the iron bars that held the gate closed.

The Painboy proudly strutted out of the pen twirling the massive hammer round his thumb. He turned to face one of the Gretchin, absent-mindedly catching the other on the chin with the whirling hammer. It fell unconscious to the floor.

'Nuffink to it,' he said smugly. 'Bring 'im into the serjury an' strap 'im on da table.'

The Gretchin peered cautiously round the gate of the pen to where an enormous boar lay unconscious on its side, a Snotling arm dangling out of its mouth. It wore a surprised expression on its porcine face.

Thick clouds of grey and sulphur yellow smoke hung in clumps over the battlefield. Over the hill, deadly white explosions blossomed up into the foul air, and screaming red and orange missiles arced through the sky. The ground juddered and shook with the endless barrage of heavy weapons and the tread of Titans.

Gutrog's Cyboar twitched its tail impatiently and tried to bite his leg. He kicked it hard on the middle of its fleshy snout and the animal gave a snarl of annoyance.

His last Cyboar, Edbiter, had been blasted to pieces underneath him a few days ago, and this animal was its replacement, as yet untested in battle. Not that it would be any less ferocious, but there was still the matter of establishing that delicate link of communication between rider and mount. That element of mutual trust and understanding... Recognising exactly which of them was boss. He smashed it on the head with his bolter just for good measure and returned his attention to his unit.

Looking down on the surging mass of Cyboars and their riders he could see that the animals were barely under control - bucking, foaming at the mouth, pawing the ground. Better make this quick, he thought.

'Right then lads, listen up!' What with the shouts of the riders and the snorting and squealing of the Cyboars he could barely make himself heard.

He shifted his voice up several notches in volume. 'We're goin' to ride over dat ridge an' we're goin' to

slaughter humies. We're mean, we're tough, we're...'

Gutrog broke off his briefing as a stray shell whizzed past his ear and exploded in a squig supply tent. He expertly snatched a couple of the squigs out the air as they flew by and tucked them down his trousers for later. The loud noise did little to improve the panicky mood of the Cyboars and several vented the contents of their bowels in hot brown spurts. As they were all milling around in a closely packed group the results of this did little to improve anyone's temper.

Gutrog's own Cyboar took advantage of this distraction to sidle up to its nearest compatriot and bite its rump. He jabbed the end of his bolter into one of its piggy ears and gave a savage twist. Sensing the imminency of total chaos he shouted out his last instructions.

'When I give the command, we're going to charge ...'

All the Orks caught of this was the word charge. They automatically slammed down the red plungers on the saddles and hung on for dear life. The noxious chemicals tore through the Cyboars' bloodstream with all the impact of pure nitrous oxide. Their eyes bulged, green foam ran from their jaws, and the whole unit catapulted over the ridge with a scream of tortured metal and a pounding of hooves.

When the clouds of dust and exhaust fumes died down all that could be seen of their passing were trampled puddles of oil and pig dung, and the two-dimensional remains of an unlucky Gretchin.

BLOOD AXE KOMMANDOS

The Blood Axe clan has had more contact with the Imperium than any of the other Ork clans, and has been heavily influenced by human strategy and tactics. Rather than simply getting stuck in, Blood Axes will actually try to come up with a plan *before* a battle starts, and have even been known to come up with a coherent long-term strategy for an entire

campaign! Other Ork clans find this all very strange, and tend to distrust the Blood Axes because of it.

Blood Axe Kommandos are a typical example of Blood Axe cunning and forethought. They are hand-picked troops, carefully selected from the Blood Axe Boyz mobs for their ferocity, intelligence and initiative. They range ahead of the Ork army, scouting out enemy positions and reporting back any important information that they find out. They also perform daring raids behind enemy lines, such as ambushing enemy convoys as they move up to the front-line, or destroying enemy supply dumps and HQs.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kommando	4	4	4	3	4	1	3	1	7

SPECIAL RULES

Infiltration. Blood Axe Kommandos may use the Infiltration rule as described on page 11 of the Warhammer 40,000 rulebook.

Dispersed Formation. Blood Axe Kommandos may use a dispersed formation as described in the Squads section on page 16 of the Warhammer 40,000 rulebook.

STORMBOYZ

Orks grow up faster than humans but young Orks sometimes take a year or so to find their place in Ork society. As their techno-genes gradually work their influence on the Ork's developing brain, the young Ork struggles to come to terms with his own Orkiness. Orks usually leave the households where they were raised and go to live with other young Orks in a Stormboyz camp.

Every Ork settlement has its own Stormboyz camp which consists of regimented barracks and a big square drill area where the young Stormboyz can parade and practise their weapon drill. It is a very curious phenomenon that while human youngsters are often anarchic and wild, Stormboyz are exactly the opposite: they are rebelliously smart and well-disciplined! The adult Orks find the constant parading and boot-polishing of the Stormboyz distinctly odd and quite funny, but the Stormboyz take it all very seriously indeed.

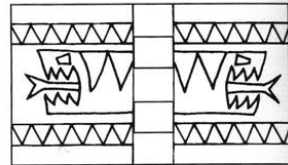
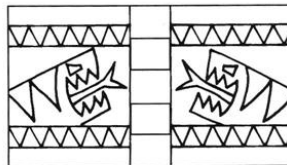
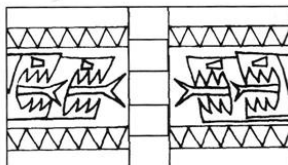
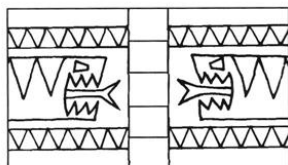
The Stormboyz are naturally eager to get into battle where they can put their battle-drill into practice. They accompany the Orks to war, marching stoically behind the wild and noisy Ork army, trying hard to look as smart and well-drilled as possible.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Stormboy	4	3	3	3	3	1	2	1	7

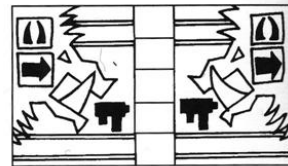
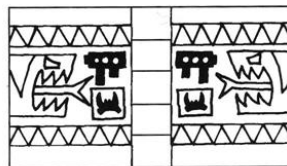
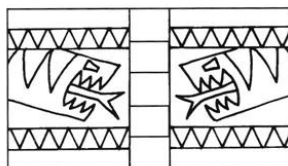
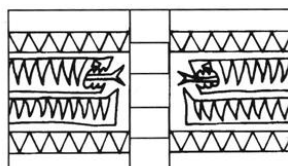


ORK BANNERS

These black and white banner designs have been provided for you to photocopy then paint. Use the colour photographs shown elsewhere in this book as a guide for colour schemes.

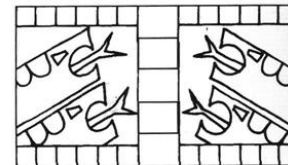
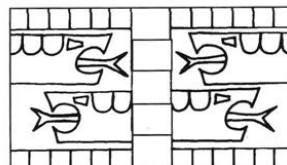
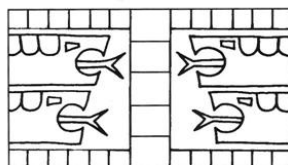
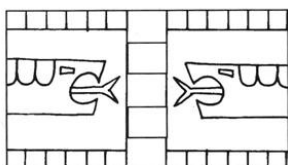


SLAKEBITE BOARBOYZ

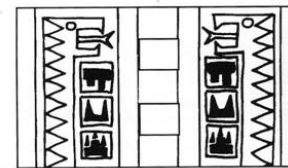
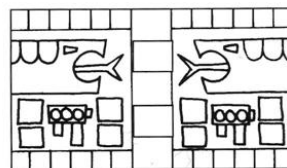
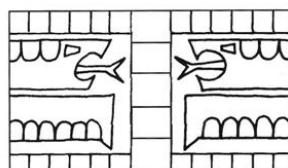
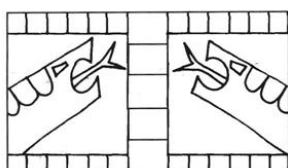


SLAKEBITE BOARBOYZ

SLAKEBITE BOARBOY NOBZ

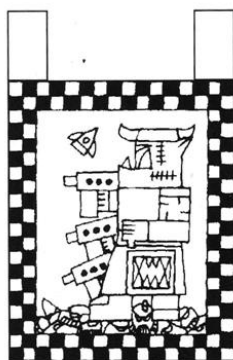


SLAKEBITE BOYZ



SLAKEBITE BOYZ

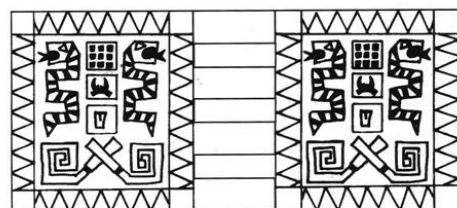
SLAKEBITE NOBZ



GHAZGHKULL
THRAKA



GHAZGHKULL
THRAKA'S BOSSPOLE



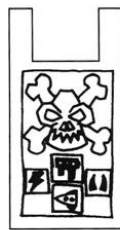
ZODGROD WORTSNAGGA



EVIL SUNZ
MEKBOY



DEATHSKULLS
PAINBOY



FREEBOOTER
KAPTIN

On the colour pages that follow you will find a number of new Wargear cards. The cards are designed so you can cut them straight out of the pages. However, if you don't want to cut up your book, we suggest that you photocopy the cards and then cut them out and glue them together. For extra strength, 'sandwich' a piece of thin cardboard between the card front and back.

BLOOD AXES



The Blood Axes have had the closest contact with the Imperium of all the Ork clans, and have even gone so far as to use camouflaged combat gear.

All of the Boyz in a mob will use the same camouflage pattern, although patterns do vary from mob to mob. Each Ork also wears a distinctive backplate bearing the mob badge.



KOMMANDO KAPTIN



KOMMANDO



These pictures show in detail a few of the many different camouflage patterns used by the Blood Axes. These patterns can be reversed in almost any combination of colours.

BLOOD AXE KOMMANDOS



Blood Axe Kommandos are carefully selected for their ferocity, intelligence and initiative. They perform daring raids behind enemy lines, ambushing enemy troops and destroying supply dumps.

STORMBOYZ



DRILLBOSS



Before finding their place in Ork society all young Orks leave their households and join Stormboyz camps.

While human youngsters are often wild and anarchic, Stormboyz are exactly the opposite: they are smart and well-disciplined! Other Orks find the constant parading and boot-polishing odd and quite funny, but Stormboyz take it all very seriously.

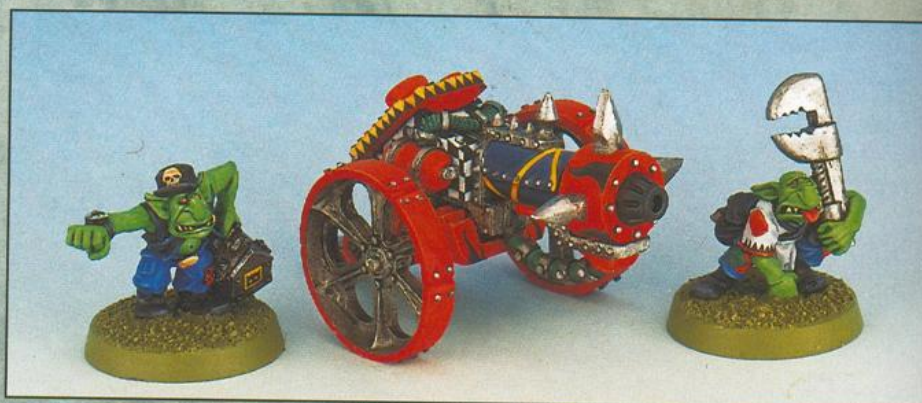


STORMBOY



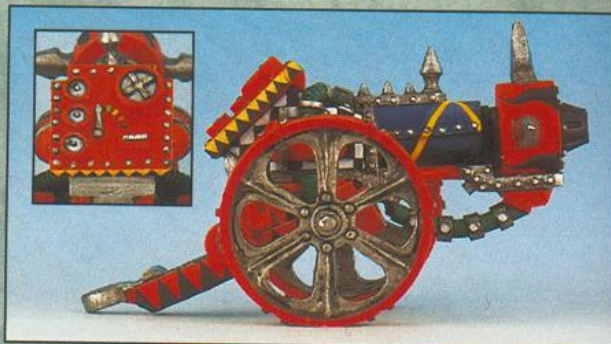
STORMBOYZ OUTFLANK THIS ULTRAMARINES DEFENDED BUNKER

EVIL SUNZ



TRAKTOR KANNON AND GRETCHIN CREW

The Evil Sunz are obsessed with all things mechanical. The clan has the most Mekboyz and more than its share of Mekboy-built war machines.



EVIL SUNZ MEKBOY WITH RUNT ASSISTANTS



WARTRAK SCORCHER



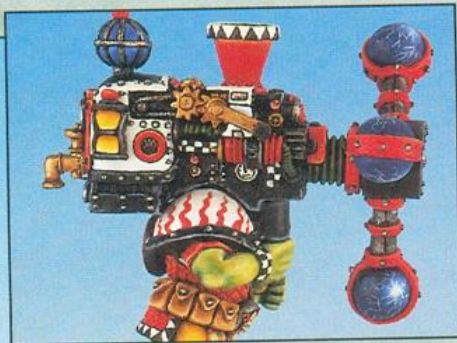
Evil Sunz paint all their vehicles red. They firmly believe in the old Ork adage that "red wunz go fasta".



EVIL SUNZ



MEKBOY WITH SHOKK ATTACK GUN AND SNOTLING "AMMO"



SHOKK ATTACK GUN DETAIL

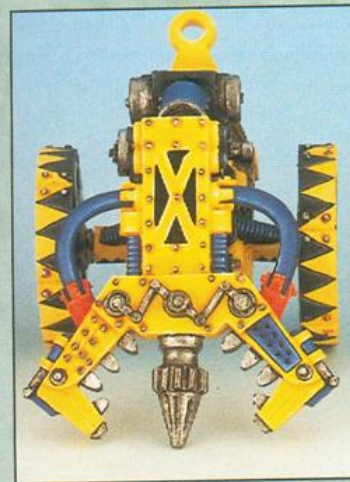


MEKBOY'S BACKPLATE

BAD MOON



The Bad Moons are the richest clan and can afford the best and newest wargear of all the Orks. Each mob wears a distinctive uniform derived from the traditional Bad Moon motif of a leering moon set in the night sky.



SMASHA GUN DETAIL



SMASHA GUN AND GRETCHIN CREW

GOFFS



The Goffs have a no-nonsense approach to battle which is reflected in the uncompromising style of their gear. Combinations of red and black are used to distinguish Goff mobz from each other.



FREEBOOTERS



The Ork Freebooters exist on the edge of Ork kultur. They are small bands of pirates, bandits and mercenaries belonging to no warband or clan. Naturally they are eager for adventure, combat and booty, and are quite happy to tag along with any Ork warbands. Freebooters can be readily identified by their 'Jolly Ork' badge which means: Death to all, give no quarter!



JOLLY ORK
BACKPLATE

GOFF ORKS



GOFF NOBZ



GOFF SKARBOYZ



GOFF ORKS READY THEMSELVES FOR BATTLE.

GRETCHIN

Large numbers of Gretchin mobs swarm over the battlefield as they follow their Ork masters to war. Armed with crude but deadly weapons such as autoguns and autopistols, mobs of Gretchin can overwhelm even the most stalwart of opponents.



A GRETCHIN MOB WITH AUTOGUNS



A GRETCHIN MOB WITH AUTOPISTOLS AND KNIVES



ORK DREADNOUGHT

Every Ork or Gretchin wants to be big, strong, tough, and shoot large guns. Despite the initial discomfort of having a 'seein' to' by a Painboy, getting wired into a Dreadnought is just about one of the best things that can happen to an Ork. These clanking, great war machines represent the peak of Orky wargear technology. A bizarre mixture of Mekboy engineering and Painboy bionics, the Dreadnought is also a focus for clan markings and icons. In fact da boyz can't resist daubing glyphs and slogans all over the Dreadnought's armour. These monstrous machines charge into battle displaying huge back banners which show the Ork's mob badge as well as yet more Orky glyphs.



DETAIL OF THE ORK



BANNER



AN ORK DREADNOUGHT OF THE GOFF CLAN



SNAKEBITES



SNAKEBITE MOB



SNAKEBITE NOB



SNAKEBITE RUNTHERD



SNAKEBITE NOB



Snakebite back-banners depict a beast totem, usually something ferocious such as a snake or boar. All the Orks in a mob have the same totem but each of their banners displays it in a different way. This means that every Snakebite has a unique banner.



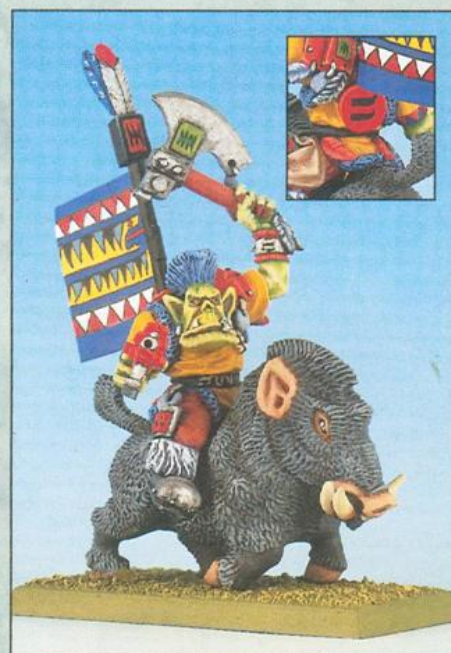
SNAKEBITES



SNAKEBITE NOB ON CYBOAR



SNAKEBITE BOARBOY



SNAKEBITE BOARBOY



NOBZ BANNERS



EXAMPLES OF BOYZ BANNERS

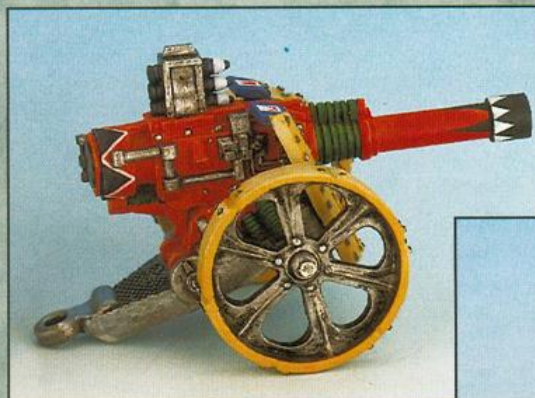


SNAKEBITE BOARBOY

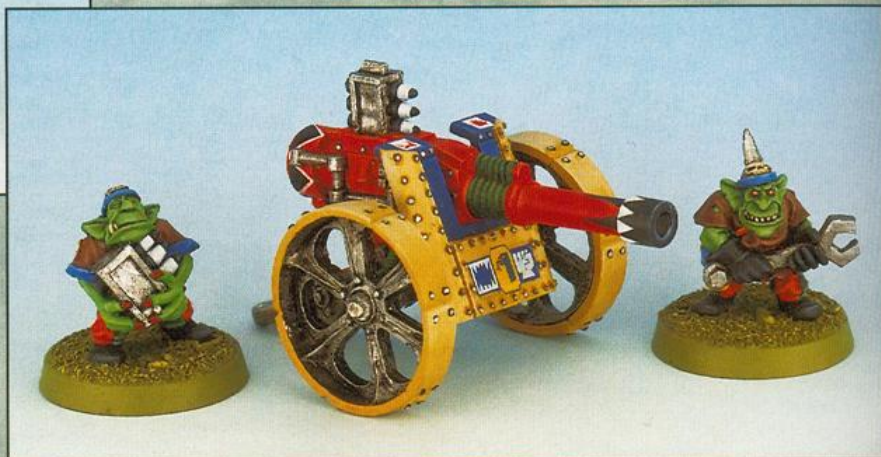


SNAKEBITE NOB ON CYBOAR

SLAKEBITES

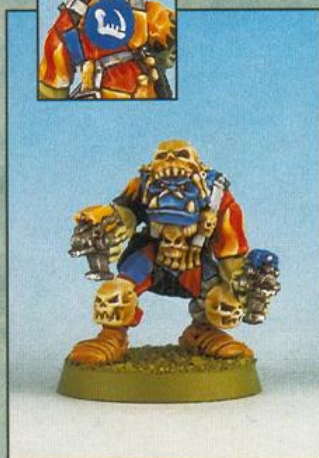


The Snakebite Runtherds train-up Gretchin to operate the devastating Splatta Kannon, sometimes trading their best Gretchin for new and deadly machines from the Mekboyz. Orks are far too impatient to operate field artillery themselves, and are keen to be on the front-line where the real action is rather than skulking at the back with the runtz.



SPLATTA KANNON AND GRETCHIN CREW

DEATHSKULLS



The Deathskull clan are experts at patching together bits of battlefield loot to create something usable. The mobs are a motley sight with the Boyz dressed in all manner of looted clobber. Each mob has two distinctive characteristics: one is the backplate motif rendered white on blue and the other is the blue face-paint design.



DEATHSKULLS ORK BOYZ



DEATHSKULLS PAINBOY AND GRETCHIN ASSISTANTS



WARGEAR CARD

GHAZGHKULL'S ADAMANTIUM SKULL 15 Points

Ghazghkull's adamantium skull adds +1 to Ghazghkull's Toughness, and also allows him to deliver a truly awesome head butt! He may headbutt an opponent in close combat instead of making a normal attack. If he does this and wins the combat, then he only scores 1 hit, no matter what the margin he beat his opponent's score by. However, the hit has a Strength of 10 and a -4 saving throw modifier, and causes 1D3 wounds.

GHAZGHKULL ONLY



WARGEAR CARD

RUNTHERD'S GRABBA-STICK 20 Points

The Grabba-stick can be used at the start of any hand-to-hand combat phase to attack one enemy model in base-to-base contact with the Runtherd. This attack is made before normal hand-to-hand attacks are resolved and will hit on a roll of 4 or more on a D6. If the attack hits then the claws of the Grabba-stick spring shut and deliver an electric shock. In battle the Grabba-stick is always used at its most powerful setting which delivers a Strength 8 hit with no saving throw for armour allowed. The victim is stunned even if they survive the shock, so their Weapon Skill is reduced to 0 in the ensuing round of combat.

RUNTHERDZ ONLY



WARGEAR CARD

KUSTOM SHOOTA 20 Points

An impressive-looking kustom shoota is an Ork Mekboy's pride and joy. It fires long, ragged bursts of shots with a hugely variable effect. The kustom shoota has sustained fire, rolling 2 dice. It also has a variable Strength which is rolled on the artillery dice each time it is fired, giving it a Strength of between 2 and 10. If a misfire is rolled on the artillery dice the kustom shoota has exploded! The shoota is destroyed and the Ork carrying it suffers an S4 hit.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-32	+1	-1	Art. dice	1	-2	Various	Sustained fire - 2 dice

ORKS ONLY



WARGEAR CARD

KUSTOM SHOOTA 20 Points

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RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-32	+1	-1	Art. dice	1	-2	Various	Sustained fire - 2 dice

ORKS ONLY



WARGEAR CARD

CYBORK BODY

35 Points

Orks who suffer really terrible injuries can have their bodies replaced with cybork parts. This restores the Ork to fighting fitness and increases his Strength and wounds by +2 points. In addition, if the Ork is hit by an attack then he is treated in the same way as a vehicle or Dreadnought with an armour value of 15. Roll for the armour penetration of the attack as normal. If the attack equals the armour value, then the Ork is knocked over and may not move or fire in his next turn while he stands up. If the attack beats the Ork's armour value, then he is knocked over as above and suffers 1 wound for each point the attack beat the armour value by (eg, if the attack scored 17 for its armour penetration then the Ork would be knocked over and suffer 2 wounds).

ORKS ONLY



WARGEAR CARD

BUZZER SQUIG STIKKBOMBZ

5 Points

Buzzer Squig stikkbombz are made out of clay and hold a whole swarm of ferocious Buzzer squigs. When the stikkbomb is thrown the clay pot breaks and the Buzzer squigs come flying out to attack anything nearby. The Buzzer squig stikkbomb is thrown in exactly the same way as a grenade. Place a Buzzer Squig template wherever the stikkbomb lands. Work out the effect of the Buzzer squigs as if a Squig katapult attack had landed at the same spot (see the Ork Codex).

ORKS ONLY

ONE USE ONLY. DISCARDED AFTER USE



WARGEAR CARD

VAXXINE SQUIG

50 Points

The Vaxxine squig is a special type of Syringe squig that injects a powerful drug. Before the battle starts ALL of the members of the warband (ie the whole army) are given a shot from the Vaxxine squig. The drug makes any Ork injected with it immune to the effects of any viruses, so virus grenades and the Virus Outbreak strategy card will not have any effect on any of the models in the warband.

PAINBOYZ ONLY



WARGEAR CARD

SNIFFER SQUIG

20 Points

Any troops in the opposing army that are allowed to set up using the Infiltration rules may not set up within 24" of any Sniffer squigs. In addition, Sniffer squigs have such a sensitive sense of smell that they can pick out even the most cleverly disguised spy. Therefore an Imperial Assassin with Cameleoline may not reveal himself to be a disguised Ork model within 18" of any Sniffer squigs.

ORKS ONLY



WARGEAR CARD

DOC'S TOOLS

8 Points

Ork Painboyz often carry a huge array 'tools of the trade'. Although these are primarily meant for use on injured Orks, the Painboy is not above using them as offensive weapons in hand-to-hand combat. A Painboy with a set of tools always counts as having two hand-to-hand combat weapons, and so always rolls an extra dice in hand-to-hand combat. If the Painboy wins a round of combat and inflicts at least 1 wound then the opponent is assumed to have been injected with a Syringe squig. This knocks the victim out and they are removed as a casualty even if they have any wounds remaining.

PAINBOYZ ONLY



WARGEAR CARD

KUSTOM BLASTA

30 Points

A kustom blasta is a big rocket launcher or grenade lobber fitted with an Ork Mekboy's speshul kustom warheads. The kustom blasta has an unpredictable blast marker with a D3" radius - roll for the size of the blast marker each time the weapon is fired. It also has a variable Strength which is rolled on the artillery dice each time it is fired, giving it a Strength of between 2 and 10. If a misfire is rolled on the artillery dice the kustom blasta has exploded! The blasta is destroyed and the Ork carrying it suffers an S4 hit.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-16	16-36	-	-1	Art. dice	1	-1	Various.	D3" blast

ORKS ONLY



WARGEAR CARD

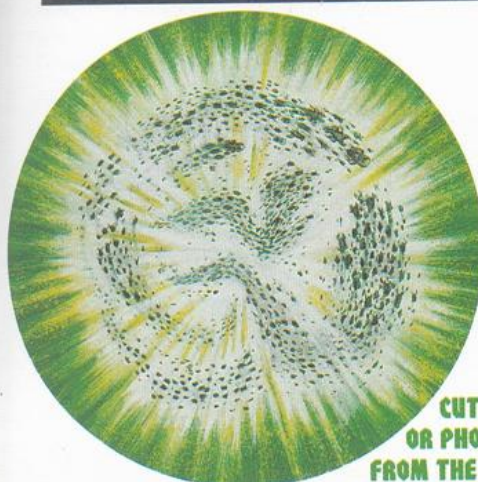
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RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-16	16-36	-	-1	Art. dice	1	-1	Various.	D3" blast

ORKS ONLY



**CUT OUT
OR PHOTOCOPY
FROM THE OTHER SIDE**



**BUZZER
SQUIG
TEMPLATES**





WARGEAR CARD

MEKBOY'S TOOLS

5 Points

A Mekboy with a set of tools always counts as having two hand-to-hand combat weapons, and so rolls an extra dice in hand-to-hand combat. In addition, if the Mekboy starts a turn on, in or next to a damaged vehicle he may attempt to repair one damaged location. The location must be repairable; weapons that have been completely blown off, for example, or engines that have exploded may not be repaired. Roll a D6 to see if the repair is successful. On a roll of 4, 5 or 6 the location is returned to full working order. On any other roll it remains damaged.

MEKANIAKS ONLY



WARGEAR CARD

KUSTOM FORCE FIELD

20 Points

A kustom force field is an Orky device which careens wildly from providing virtual invulnerability to little more than an embarrassing crackle as shells whistle straight through it! Whenever an Ork equipped with a kustom force field is hit roll a D6 and deduct the result from the Strength of the incoming hit. On a roll of 6 the hit is automatically stopped but the Ork suffers an S3 hit instead as the field shorts out and gives him a nasty shock. If the field shorts out this card is discarded immediately.

ORKS ONLY



WARGEAR CARD

FORCE FIELD PROJEKTA

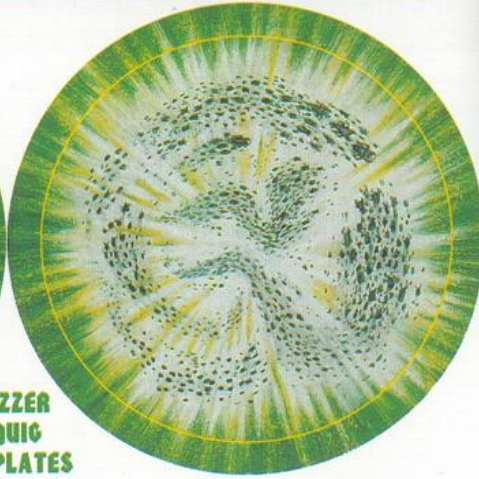
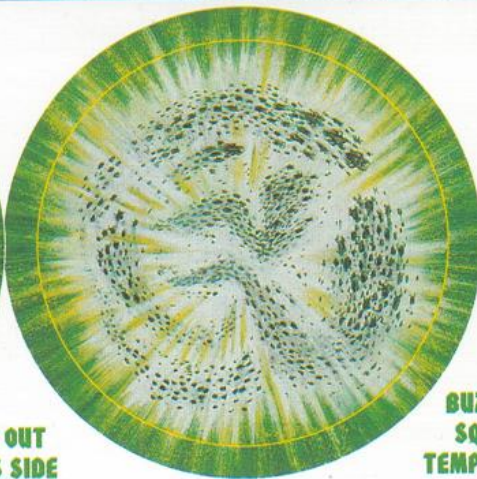
50 Points

The force field projekta is a unique device manufactured by Ork Mekaniaks which can be used to create a wall of energy that is impassable to any object. The force field may be turned on at the start of any Ork turn. It is represented by a 12" ruler, or by two dice or counters placed 12" apart, and must be placed completely within 18" of the operator. Once in place nothing can shoot or move through the force field under any circumstances. This includes teleporting models, psychic attacks, skimmers, and mole mortar attacks. Note that the force field stops all Ork attacks and movement as well. Vehicles that hit the force field must stop moving but do not suffer any damage. Roll a D6 for the force field at the start of each subsequent Ork turn. On a roll of 1-3 it burns out and may not be used again for the rest of the battle. On a roll of 4-6 it keeps on working and can either be left in place, turned off, or replaced anywhere within 18" of the operator.

MEKANIAKS ONLY



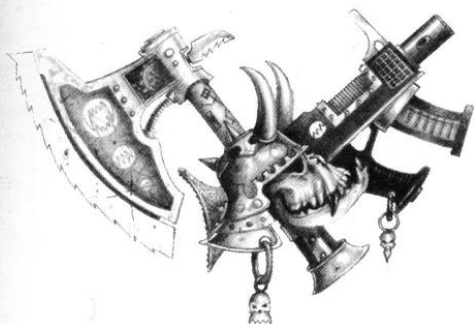
**CUT OUT
THIS SIDE**



**BUZZER
SQUIG
TEMPLATES**

ORK ARMY LIST

The Ork army list has been designed so that you can choose an army to a pre-set points value agreed by you and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest size for a battleworthy force. A 1,500 point battle will usually last an entire evening, while 3,000 points will give you a battle that will take most of a day to fight, and the army lists have been designed to suit battles of about this size. If you wish to fight extremely large battles (say more than 6,000 points a side) you may wish to introduce additional restrictions on the number of characters and support items otherwise these will tend to dominate the battle to the exclusion of other troops – this is left to experienced players to agree amongst themselves.



By the way, just because you can field a 10,000 point army, it doesn't mean that you have to. Often a smaller game can prove every bit as enjoyable – if not more so – than a larger one. In particular you should note that cramming very large armies onto a table that is too small for them will make for a boring slugfest. On the whole we find that between 100 to 400 points per foot of table width is about right. For example, if your table is 6' wide then an army of between 600-2,400 points should provide a satisfying game without things getting too crowded!

Most players prefer to collect their armies in blocks of 500 or 1,000 points' worth of troops. For example, you might begin with a core force of 500 points and build it up by adding 500 points at a time. This allows you to conveniently plan your purchases and gives you time to paint the models and try them out on the tabletop before deciding what to add next.

It is usual for each side to begin with an equal points value of troops, say 2,000 points a side. Each player picks his force from the appropriate Warhammer 40,000 Codex army list, up to the agreed points value. The total points value of your army may be less than the agreed amount but it cannot be more – you will often be a few points short simply because there is nothing left to spend the last few odd points on.

SPECIAL RULES

Ork armies have a number of unique properties, which means that they are not like any of the other armies in the Warhammer universe. To reflect these special advantages and disadvantages, the following special rules apply to Ork armies.

WAAARGH! Orks have a strategy rating of 3 when it comes to deciding who sets up first, as described on page 10 of the Warhammer rulebook. However, the wild and unpredictable nature of an Ork attack means that quite often the Orks will launch their attack very suddenly, catching their opponents completely unaware. To represent this, the Orks *double* their strategy to 6 when rolling to see who gets the first turn. This means that the Orks roll 1D6+6 to see who has the first turn, so they are very likely to get the first turn of the game even against Space Marines.

ORK MISSIONS. Ork tactics are quite limited, and because of this there are a number of missions that it never occurs to them to undertake. Because of this, when a mission is selected for the Orks, 'Witch Hunt' and 'The Assassins' missions should *not* be included.

THE ARMY

When you choose your Ork army you can spend your points on three categories of troops: Characters, Mobs, and Support. You are permitted to spend only a proportion of your total points on each of these categories. For example, you may spend up to a maximum of 50% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, Dreadnoughts, or tanks. The proportion of points that can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.





CHARACTERS

You are free to spend up to 50% of your army's points total on characters. Your army must be commanded by a Warboss, or one of the characters from the Special Characters section that is noted as being allowed to command an army. Because you need a commander you must always spend some points on characters.

The points value of characters includes the value of their wargear and wargear cards. The points values of wargear is included on the Wargear list which appears immediately before the main army list.

The points values of wargear cards are indicated on the cards themselves. The maximum number of wargear cards a character can have is indicated in its army list entry. In some cases these vary from the standard number permitted in Warhammer 40,000. This is to take into account unusual individuals such as the Ork Mekaniak characters, and so forth.

Any character may ride a Nobz bike. If an Ork character rides a Nobz bike, the points value of the bike is added to the character's points cost. This means the points spent on Nobz bikes for characters is allocated to the Characters portion of your army's points value and not the Support portion. The vehicle is treated as if it were wargear belonging to the character, so its cost is added to the character's own points value.

Note that a Nob may only ride a Nobz bike if the mob he is leading is mounted on some kind of vehicle, and then he must do so. This is because Nob characters always act as mob leaders. Obviously this would be impossible if he were riding a Nobz bike whilst his mob was on foot, or vice versa.

Note also that some wargear cards are restricted to certain races or types of character. The wargear cards in Warhammer 40,000 and Dark Millennium indicate any restrictions that apply.

MOBS

At least 25% of your army's points must be spent on mobs. Most Orks fight in Boyz mobs, which vary in size. You are free to choose a mob within the limits indicated in the list: for example a Goff mob may have between 5 and 20 models whilst a Gretchin mob may have between 10 and 40.

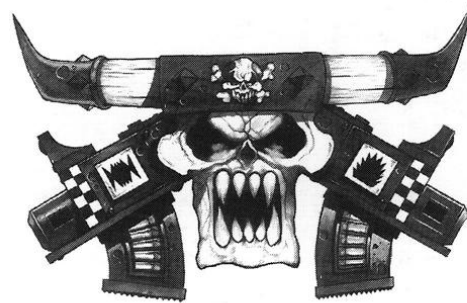
Note that Stormboy mobs differ from most Ork mobs in that they must have specific leaders who are characters. These character leaders are paid for like characters, but are included in the mob's total size – eg, 9 troopers + 1 character = a mob of 10 models. Stormboy leader characters are armed and equipped as individuals and do not have to carry identical weapons to the rest of the Boyz in their mob.

SUPPORT

You can spend up to half the army's points on Support. The Support section of the army list describes Ogryns, field artillery, vehicles and Dreadnoughts. In many cases the items you may take are dependent on the presence of certain models in the army. For example, you may only take a Pulsa Rokkit if the army includes a Runtherd. These restrictions are explained in the relevant entry.

Note that we have not included all the profiles or additional details for the different kinds of support weapons, vehicles and Dreadnoughts. Refer to the Warhammer 40,000 Wargear book or the Dark Millennium supplement for the vehicle data cards. The data cards also indicate the points values for the different kinds of vehicle, although these are summarised on the lists for your convenience.

As described under Characters, any vehicles ridden by characters are costed to the Characters section rather than the Support section. This is done to restrict the number of super-mobile characters, and in some army lists it discourages players from putting all their characters into tanks or other inappropriate vehicles.



In other armies the points allocated for Support are normally used to buy allied troops. Orks, however, don't really get on all that well with other races, and only very rarely ally with them. The Orks see other races as someone to be conquered, and the thought of fighting alongside one set of aliens against a third alien race is far too complicated a concept for most Orks to understand. Much better to duff over both lots of aliens one after the other, innit! Note, however, that Blood Axes are allowed to use Imperial vehicles and support weapons.

PRESENTATION OF PROFILES

Profiles are presented in the standard manner and include all the characteristic values. Where models can be mounted, such as Snakebite boar riders, a separate profile is included for rider and mount.

This book contains details for most weapons, and the remainder are described in the Warhammer Wargear book. Similarly, players must refer to the data cards for the points values and complete details of vehicles and Dreadnoughts. Some data cards are included in Warhammer 40,000, whilst Dark Millennium contains many more. As new models are released new data cards will be published in the pages of White Dwarf magazine.

SPECIFIC LIMITATIONS

The Ork army list describes the troops, characters and support items that the army may contain. In most cases there is no upper limit to the number of mobs or characters, other than the points available. However, certain types of mob, character, and support item are limited in number or their availability is governed in some other way. It is only permitted to include one Stormboyz Korps in your army, for example. Restrictions of this kind are indicated in the lists.



THE WARGEAR LISTS

The army list entries for characters and mobs often indicate that models may be equipped with more weapons or equipment at extra cost. This cost is indicated in the Wargear list given just before the army list. The Wargear list is divided into different categories, and in some cases there are additional restrictions – for example, a model may only ever carry a single special weapon. These restrictions are all indicated on the Wargear list.

THE WARGEAR CARDS

Character models are allowed to carry special items of equipment in the form of wargear cards. The number of wargear cards a character is allowed to carry is indicated in the entry for the character. The points values of wargear cards are shown on the cards themselves.

A number of wargear cards is included in the Warhammer 40,000 game, whilst a whole lot more are available in the Dark Millennium supplement. You will find fourteen new Ork wargear cards printed on the colour pages in the middle of this book, and more will appear from time to time in White Dwarf magazine.

Note that the number of wargear cards of a particular type is deliberately intended to restrict the number of such items available in an army. When choosing your army you cannot allocate a wargear card more than once. This does not affect your opponent, who presumably has his own set of cards; so it is perfectly possible for individual models on opposing sides to have the same item. Note also that some wargear cards are restricted to certain races or troop types as indicated on the cards themselves. Other items can be used once only, and must then be discarded – such as Vortex grenades.

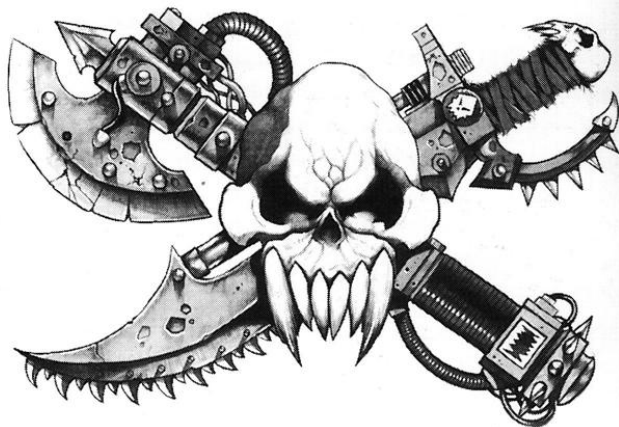
CHARACTERS AND HEAVY WEAPONS

Because heavy weapons are weighty and clumsy they are usually avoided by mobile characters who depend more upon their agility and quick reactions than static firepower. If a character is armed with a heavy weapon – for example a Mekaniak armed with a Shokk Attack Gun – then the model is restricted by the normal targeting rules in the same way as any other model (see the section ‘Choosing a Target’ in the Warhammer 40,000 rulebook). The rule which allows characters to shoot at whatever target they wish does not apply to characters shooting with heavy weapons – the weapon is simply too heavy and cumbersome to permit the character to do so.

Note that this applies to all characters armed with a heavy weapon, not just Ork characters. This rule is designed specifically to prevent players exploiting the agility and accuracy of characters in an inappropriate way to create infallible long-range snipers who sit back on the table edge and pick off targets from afar. Real heroes get stuck in!

SPECIAL CHARACTERS

After the main army list there is a section of special characters. This describes some famous Orks, and provides game details and points values for each of them. Your army may include these characters if you wish, either as additional character models, or, in some cases, as the army commander in place of the regular Warboss. Their points cost is included in the points paid for your characters.



NEW MODELS

New Citadel miniatures for the Ork army will be released in the future. Details of these new models and any special rules that apply to them will be published in White Dwarf magazine at the same time that the model is released. White Dwarf is available through all the major newsagents, while the Games Workshop stores and Mail Order department carry the latest issue and a wide selection of back issues.

Usually the rules article for a new model will include an entry for you to add to the Ork army list. However, this is not always the case, especially with new weapon options for existing Ork vehicles. In the case of weapon options or other upgrades, simply make a note on the relevant entry in the army list about the new option.

WARGEAR LIST

The following charts list additional wargear that may be carried by Ork characters or Boyz. Any limitations as to availability are indicated on the charts themselves.

ASSAULT WEAPONS

Assault weapons may be carried by any models indicated in the lists and each model may carry an unlimited number.

Chainsword	2
Power Axe	7
Power Fist (Nobz and characters only)	10
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	6
Plasma Pistol	4

SPECIAL WEAPONS

Special weapons may be carried by any models so indicated in the lists. A model may carry only a single special weapon.

Boltgun	3
Flamer	7
Meltagun	6
Plasma Gun	6

HEAVY WEAPONS

Heavy weapons may be carried by any models indicated in the lists. A model may carry only a single heavy weapon.

Autocannon	16
Heavy Bolter	10
Kustom Kombi-Weapon (Deathskulls only)	15
Lascannon	30
Missile Launcher (Frag & Krak missiles)	30
Multi-melta	39
Heavy Plasma Gun	26
Shokk Attack Gun (Mekaniaks only)	25
Heavy Stubber	7

ARMOUR

Armour may only be taken by character models. Each model may only take one kind of armour.

Ork 'Eavy armour (4+ save)	7
Ork Mega-armour (2+ save, 4+ re-roll)	25

STIKKBOMBZ

Stikkbombz may be carried by any models so indicated in the lists. A model may carry any number of stikkbomb types. A model who is carrying one or more of the following stikkbomb types is assumed to have sufficient to last for the entire battle.

Frag Stikkbombz	2
Krak Stikkbombz	3
Melta Stikkbombz	5

TRANSPORT

The following methods of transport may be ridden by any models so indicated in the lists. A model may ride only a single form of transport.

Boar (Snakebites only)	6
Cyboar (Snakebites only)	15
Nobz Bike (including driver)	20



ARMY SELECTION

Characters	50%	Up to half of the points value of the army may be chosen from the Characters section of the army list.
Mobs	25%+	At least a quarter of your points must be chosen from the Mobs section of the army list. You may spend more if you wish.
Support	50%	Up to half of the points value of the army may be chosen from the Support section of the army list.

CHARACTERS

0-1 WARBOSS 65 points

The Ork army must be commanded by either an Ork Warboss or one of the characters from the Special Characters section of the army list. The Warboss is the biggest, toughest and most intelligent Ork in the army. He keeps all the other Orks in line by the strength of his domineering personality and his good right arm!

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warboss	4	6	6	4	5	3	5	3	9

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Warboss may have up to three Wargear cards.

The Warboss may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

STRATEGY: The Warboss has a strategy rating of 3.

SPECIAL: Any Ork units that have a model within 12" of the Warboss may use his Leadership value when they take a Break or Panic test.

The Warboss may be accompanied by up to four Gretchin assistants. You must pay for these – see *Gretchin Assistants*, at the end of the Characters section.

0-1 BATTLE STANDARD

Ork Standard Bearer 50 points

Gretchin Standard Bearer 35 points

The Ork army may include up to one Battle Standard. The Battle Standard may be carried by either an Ork or a Gretchin, who has been specially chosen for his skill and bravery.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork Standard	4	4	4	3	4	1	3	1	8
Gretchin Standard	4	3	4	3	3	1	3	1	6

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Standard Bearer may have up to one Wargear card.

The Standard Bearer may be given additional equipment chosen from the Armour, Assault Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL: Any Ork units that have a model within 12" of the Battle Standard may re-roll the dice if they fail a Break test.

BIGBOSS 35 points

An Ork Bigboss, as his name implies, is a particularly large and unpleasant Ork Nob who really enjoys bossing other, smaller, Orks around. The Bigboss's ability in combat ensures that he is respected, if not admired, by the Orks under his command.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bigboss	4	5	5	4	5	2	4	2	8

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Bigboss may have up to two Wargear cards.

The Bigboss may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.





FREEBOOTER KAPTIN 35 points

The Ork army may include up to one Freebooter Kaptin for each Freebooter Pirate mob it contains. Freebooter Kaptins are extremely tough and aggressive Orks with fiery tempers. The Kaptin's occasionally murderous outbursts serve only to impress the Boyz under his command, and remind them what a fine leader he is.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kaptin	4	5	5	4	5	2	4	2	8

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Freebooter Kaptin may have up to two Wargear cards.

The Freebooter Kaptin may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, and Stikkbombz sections of the Wargear list.

SPECIAL: The Freebooter Kaptin may be accompanied by up to four Gretchin assistants. These must be paid for – see *Gretchin Assistants*, at the end of the Characters section.

0-1 BLOOD AXE KOMMANDO KAPTIN 35 points

The Ork army may include up to one Blood Axe Kommando Kaptin if it contains a Blood Axe Kommando mob. Blood Axe Kommando Kaptins are the only character models in the Ork army that are allowed to set up with the Blood Axe Kommandos using the Infiltration rules.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kaptin	4	5	5	4	5	2	5	2	8

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Blood Axe Kaptin may have up to two Wargear cards.

The Blood Axe Kaptin may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, and Stikkbombz sections of the Wargear list.

0-1 DRILLBOSS 20 points

The Ork army may include up to one Drillboss if it contains a Stormboyz Korps. An Ork Drillboss is a grown-up Stormboy who has never grown out of his youthful infatuation with drilling, cleaning weapons, and generally acting in a most un-Orky fashion. Drillbosses remain in the Stormboy Korps (they love the Korps!), and impart their knowledge of battlefield tactics and parade ground drill to their young and enthusiastic new recruits.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Drillboss	4	4	4	3	4	1	3	1	9

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Drillboss may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons and Stikkbombz sections of the Wargear list.

SPECIAL: If the Stormboyz he is leading are equipped with jump packs then the Drillboss *must* also take one, at a cost of 5 points.

NOBZ 13 points

Any Ork Boyz mob may include one Nob to lead it, or up to two Nobz for each Goff mob. The Nob is treated as being part of the mob and may not leave it during the battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nob	4	4	4	3	4	1	3	1	8

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Nob may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.





MEKANIAK 18 points

An Ork army may always include one Mekaniak, and may take an extra Mekaniak for each Evil Sunz mob included in the army. Mekaniaks are talented Ork engineers, capable of making highly effective weapons and vehicles from the most unlikely looking assortment of parts.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mekaniak	4	4	4	4	4	1	3	2	7

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Mekaniak may have up to three Wargear cards.

The Mekaniak may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list. He may be armed with a Shokk Attack Gun at an additional cost of +25 points.

SPECIAL: The Mekaniak may be accompanied by up to four Gretchin assistants at an additional cost – see below.

PAINBOY 18 points

An Ork army may always include one Painboy, and may take an extra Painboy for each Deathskull mob included in the army. Painboyz are Ork doctors, and are highly feared by other Orks because of their brutal – if effective – techniques.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Painboy	4	4	4	4	4	1	3	2	7

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Painboy may have up to one Wargear card.

The Painboy may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL: The Painboy may be accompanied by up to four Gretchin assistants. You must pay for these assistants – see the *Gretchin Assistants* entry below.

RUNTHERD 18 points

An Ork army may always include one Runtherd, and may take an extra Runtherd for each Snakebite mob in the army. Runtherdz raise, train and look after the hordes of Gretchin and Snotlings that accompany an Ork army into battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Runtherd	4	4	4	4	4	1	3	2	7

WEAPONS: Bolt pistol.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Runtherd may have up to one Wargear card.

The Runtherd may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL: The Runtherd may be accompanied by up to four Gretchin assistants. You must pay for these – see the *Gretchin Assistants* entry below.

WEIRDBOY 85 points

An Ork army may always include one Weirdboy, and may take an extra Weirdboy for each Bad Moons mob included in the army. Each Weirdboy is accompanied by two Minderz. Ork Weirdboyz are the most psychic of all Orks. They absorb the psychic energy of the Orks around them and release it in powerful psychic attacks.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Weirdboy	4	4	4	4	4	1	3	2	7
Minderz	4	4	3	4	4	1	2	1	7

WEAPONS: The Minderz are armed with a bolt pistol and axe.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Weirdboy may have up to one Wargear card.

Either or both Minderz may replace their bolt pistol for a bolter at a cost of 1 point per model.

SPECIAL: A Weirdboy is a psyker with a mastery level of 2.



0-1 WEIRDBOY WARPHEAD 194 points

An Ork army may include up to one Weirdboy Warphead. Each Weirdboy Warphead is accompanied by four Minderz. Warpheadz are Weirdboyz who have survived enough battles for their minds to become totally saturated with Orky power.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Weirdboy	4	5	3	4	5	3	5	3	8
Minderz	4	4	3	4	4	1	2	1	7

WEAPONS: The Minderz are armed with either a bolt pistol and axe, or a bolter.

ARMOUR: Flak armour (6+ save).

WARGEAR: The Warphead may have up to one Wargear card.

Any Minderz may replace their bolt pistol for a bolter at a cost of 1 point per model.

SPECIAL: A Warphead is an Ork psyker with a mastery level of 4.

0-1 OGRYN LEADER

Champion 55 points

Hero 89 points

Mighty Hero 110 points

If the army includes an Ogryn mob then it may be lead by an Ogryn leader. Most Ogryns are not all that bright, but there are some who are quite intelligent and possess great natural cunning. These more intelligent Ogryns naturally rise to the top, and are often found leading bands of Ogryn mercenaries.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	6	5	4	5	5	3	5	2	9
Hero	6	6	5	6	6	4	6	3	9
Mighty Hero	6	7	6	6	6	5	7	4	10

WEAPONS: Axe or club.

ARMOUR: Primitive armour (6+ save).

WARGEAR: The Ogryn leader may have up to one Wargear card.
The Ogryn leader may be given an extra axe or club at a cost of 1 point.

The Ogryn leader may have a ripper gun at a cost of 3 points.

The Ogryn leader may be given mesh armour at a cost of 3 points.

**GRETCHIN ASSISTANTS**

Gretchin 3 points

Champion 5 points

Some Ork characters are accompanied by a small retinue of Gretchin assistants who make sure that their master's every command is carried out – though sometimes the speed and efficiency with which they carry out their orders leaves a bit to be desired.

The following characters are allowed to have up to four Gretchin assistants: Warbosses, Runtherdz, Mekaniaks, Painboyz and Freebooter Kaptins. Up to one assistant per character may be a Champion.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5
Champion	4	3	4	3	3	1	3	1	6

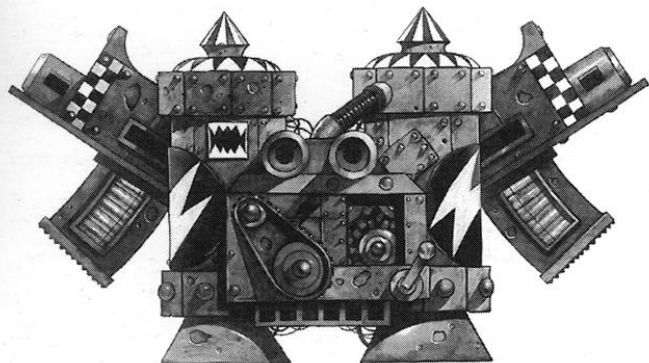
WEAPONS: Hand weapon.

ARMOUR: None.

WARGEAR: A Gretchin assistant may be given a Gretchin blunderbuss, autopistol, or autogun at a cost of 1 point.

A Gretchin assistant may be given flak armour at a cost of 1 point.

SPECIAL: The character and his assistants form a small unit, and must obey the Squad Coherency rules on page 16 of the Warhammer 40,000 rulebook.



MOBS

NOBZ MOB 15 points per model

The Ork army may include up to one Nobz mob for each Boyz mob it contains. Nobz that are not busy leading mobs of Boyz will gather together to form their own Nobz mobs. All of the Nobz in a Nobz mob come from the same clan – for example they will all be Bad Moons, or all Goffs and so on.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nob	4	4	4	3	4	1	3	1	8

MOB: The mob consists of 3-15 Nobz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Nob may replace his bolt pistol for a bolter at a cost of 1 point.

The Nobz may be given additional equipment chosen from the Assault Weapons, Special Weapons, Transport, Heavy Weapons and Stikkbombz sections of the Wargear list.

Any Nob may be given 'eavy armour for an additional cost of +7 points. Bad Moons Nobz may be given mega-armour at an additional cost of +25 points.

O-I BLOOD AXE KOMMANDO MOB 14 points per model

The Ork army may include up to one Blood Axe Kommando mob. Blood Axe Kommandos scout ahead of the Ork army, raiding enemy bases and ambushing enemy convoys.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kommandos	4	4	4	3	4	1	3	1	7

MOB: The mob consists of 5-20 Blood Axe Kommandos.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

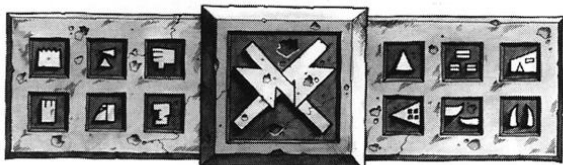
WARGEAR: Any Kommando may replace his bolt pistol for a bolter at a cost of 1 point.

Any model may replace his axe with a power axe at a cost of 6 points.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

Up to one model may have additional equipment chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

SPECIAL: The Blood Axe Kommando mob may deploy using the Infiltration rule – see page 11 of the Warhammer 40,000 rulebook.



FREEBOOTER PIRATES 12 points per model

Some Orks will abandon their tribe and join a roving band of Ork Freebooter Pirates. Most Pirate mobs are willing to hire themselves out as mercenaries, or else can be persuaded to join in a battle with promises of loot.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pirate Boyz	4	3	3	3	4	1	2	1	7



MOB: The mob consists of 5-20 Freebooter Pirates.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Pirate may replace his bolt pistol with a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

In addition, up to one model may be given a weapon chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

0-1 MAD MOB 10 points per model

The Ork army may include up to one mob of Madboyz. The Madboyz are deranged Orks who display a wide variety of violent and idiosyncratic mental disorders.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Madboyz	4	3	3	3	4	1	2	1	7

MOB: The mob consists of 5-30 Madboyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Madboy may replace his bolt pistol for a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

BAD MOONS BOYZ MOB 12 points per model

Because the Bad Moons' teeth grow faster than those of other Orks, they are the richest of all the Ork clans. This means that they can afford to buy the best and most expensive weapons and armour.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bad Moon Boyz	4	3	3	3	4	1	2	1	7

MOB: The mob consists of 5-20 Boyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Boy may replace his bolt pistol for a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons, Special Weapons and Stikkbombz sections of the Wargear list.

In addition, up to two models may be given weapons from the Heavy Weapons section of the Wargear list.

**BLOOD AXE BOYZ MOB** 12 points per model

The Blood Axes have had the closest contact with the Imperium of all the Ork clans, and have even gone so far as to adopt some Imperial battle tactics, like wearing camouflaged combat gear and coming up with a plan BEFORE the battle starts!

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Blood Axe Boyz	4	3	3	3	4	1	2	1	7

MOB: The mob consists of 5-20 Boyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Boy may replace his bolt pistol for a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

In addition, up to one model may be given a weapon chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

**0-1 STORMBOYZ KORPS** 11 points per model

The Ork army may include up to one Stormboyz Korps. They take war very seriously and sometimes use jump packs to make airborne assaults.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Stormboyz	4	3	3	3	3	1	2	1	7

MOB: The Korps consists of 5-20 Stormboyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Stormboy may replace his bolt pistol for a bolter at a cost of 1 point.

The entire Korps may be equipped with jump packs at a cost of 5 points per model.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

Up to one model may have additional equipment chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

DEATHSKULLS MOB 12 points per model

After a battle the Deathskulls descend upon the battlefield to scavenge weapons, equipment and anything else they can lay their hands on. They never throw anything away and are often armed with special kombi-weapons made from several guns welded together.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Deathskull Loota	4	3	3	3	4	1	2	1	7

MOB: The mob consists of 3-10 Deathskull Lootas.

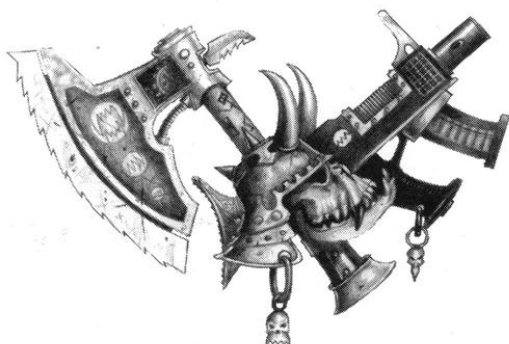
WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Boy may replace his bolt pistol with a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

In addition, any model may be given a kustom kombi-weapon at a cost of 15 points, or a weapon chosen from the Heavy Weapons section of the Wargear list.



EVIL SUNZ BOYZ MOB 12 points per model

The Evil Sunz are uncontrollably attracted towards fast war bikes. This is a common trait amongst the Orks, but is especially pronounced in the Evil Sunz.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Evil Sunz Boyz	4	3	3	3	4	1	2	1	7

MOB: The mob consists of 5-20 Boyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Boy may replace his bolt pistol with a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

In addition, up to one model may be given a weapon chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

SUPPORT: An Evil Sunz mob may be mounted on warbikes at an extra cost of 35 points per model.

GOFF BOYZ MOB 12 points per model

The Goffs are the fiercest of the Orks. They prefer close quarter fighting and have little patience with complex strategy or tactics.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Goff Boyz	4	3	3	3	4	1	2	1	7
Skarboyz	4	4	3	4	4	1	2	1	7

MOB: The mob consists of 5-20 Boyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

In addition, up to one model may be given a weapon chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

Any number of models in the mob can be upgraded to Skarboyz at a cost of +1 point each.

SNAKEBITE

BOYZ MOB 12 points per model

The Snakebites stick to established Orky values and only use technology reluctantly. More often than not they ride into battle mounted on boars, although some more far-sighted warriors will ride more up-to-date cyboars.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Snakebite Boyz	4	3	3	3	4	1	2	1	7
War Boar	7	4	0	3	4	1	3	1	3
Cyboar	10	3	0	4	3	1	4	2	3

MOB: The mob consists of 5-20 Boyz.

WEAPONS: Bolt pistol, axe and frag stikkbombz.

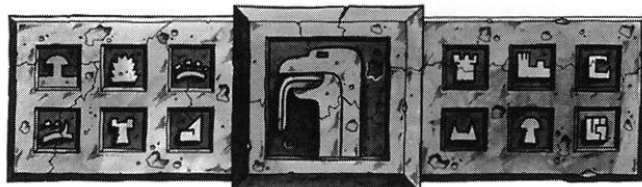
ARMOUR: Flak armour (6+ save).

WARGEAR: Any Boy may replace his bolt pistol with a bolter at a cost of 1 point.

Any model may be given additional equipment chosen from the Assault Weapons and Stikkbombz sections of the Wargear list.

In addition, up to one model may be given a weapon chosen from the Special Weapons or Heavy Weapons sections of the Wargear list.

SUPPORT: A Snakebite mob may be mounted on boars at a cost of 6 points a model, or cyboars at a cost of 15 points a model. All of the models in a mob must be mounted if any of them are, you may not leave some members of the mob on foot, but models may be mounted on a combination of boars and cyboars.



GRETCHIN MOBS 5 points per model

Gretchin are smaller and weaker than Orks, and so form a class of underlings, servants and hangers-on. They eagerly carry ammunition and supplies, and when they get the chance they like to join in the fighting.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5

MOB: The mob consists of 10-40 Gretchin.

WEAPONS: Autogun, knife.

ARMOUR: Flak armour (6+ save).

WARGEAR: Any Gretchin may replace his autogun with one of the following weapons at no additional point cost: autopistol, Gretchin blunderbuss.

SNOTLING HERD 5 points per base

Each Snotling herd must be led by a Runtherd bought separately from the Character section of the army list. Snotlings are the smallest and least aggressive of the green-skinned races. They are not terribly much use in battle, and are normally only used as a skirmish screen for the rest of the army or as ammunition for a Shokk Attack Gun.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Snotling Base	4	2	2	1	1	3	3	3	4

HERD: The herd consists of 2-10 Snotling bases.

WEAPONS: Hand weapons.

ARMOUR: Snotlings do not wear armour.

SUPPORT

ALLIES

Orks will not normally ally with anybody except other Orks. Blood Axes, however, will use captured or traded Imperial vehicles and support weapons. To represent this an Ork army that includes at least one mob of Blood Axe Boyz may use vehicles and support weapons chosen from the Imperial Guard or any Space Marine army list, and for the points costs indicated in those lists. Any Imperial items that are taken must be painted in Blood Axe colours and are considered to have Ork crews. In addition, any targeters normally fitted to weapons are NOT included on the versions used by the Orks.

**O-I OGRYN MOB** 44 points per model

Ogryns are huge creatures almost twice the height of a man. Ogryns will serve as mercenaries for anyone willing to pay them, but as they find Orks very amusing company they are generally delighted at the prospect of campaigning with them.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

MOB: The mob consists of 1-10 Ogryns.

WEAPONS: Axe or club.

ARMOUR: Primitive armour (6+ save).

WARGEAR: Any model may be given an extra axe or club at a cost of 1 point.

Any model may be given a ripper gun at a cost of 3 points.

Any model may be given mesh armour at a cost of 3 points.

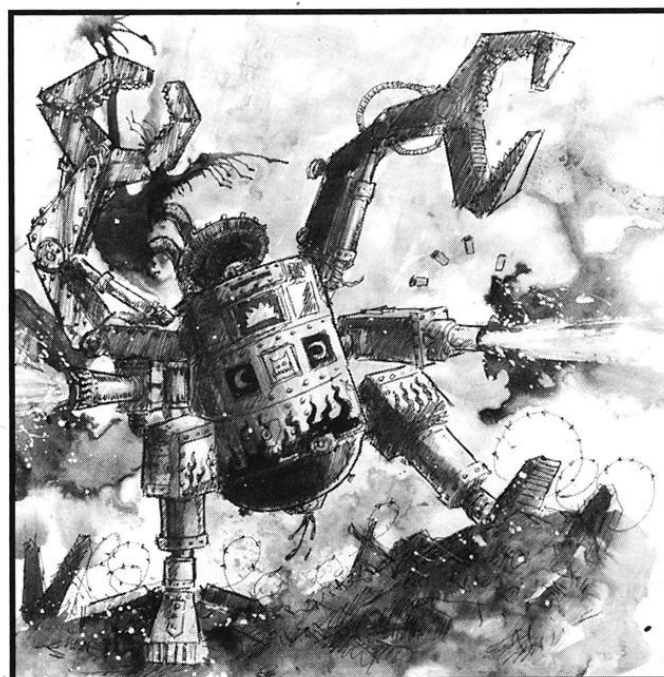
ORK DREADNOUGHT 120 points per model

The Ork army must include at least one Painboy and one Mekaniak in order to have any Dreadnoughts. The Dreadnought is a huge, clanking machine armed with a battery of ranged and close combat weapons.

Troop Type	M	WS	BS	S	I	A	Ld
Dreadnought	6	5	4	6	3	4	6

WEAPONS: Two power claws, a heavy bolter and a heavy flamer.

OPTIONS: Up to two arms may be upgraded to carry a lascannon or a missile launcher with frag and krak missiles at a cost of 25 points each.



PULSA ROKKIT 50 points

The army must include at least one Mekaniak and one Runtherd in order to have any Pulsa Rokkits. When it lands the Pulsa Rokkit sends out powerful bursts of energy. Any troops or vehicles that get in the way are knocked over or spun round, throwing the enemy into disarray.

RANGE	TO HIT	S	D	SAVE	ARMOUR	SPECIAL
S L	S L			MOD.	PENE.	

Special rules

Troop Type	M	WS	BS	S	T	W	I	A	Ld
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Gretchin	4	2	3	3	3	1	2	1	5
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CREW: The Pulsa Rokkit has a crew of two Gretchin.

WEAPONS: The Gretchin crew are unarmed.

ARMOUR: The Gretchin crew have flak armour.

SMASHA GUN 45 points

The army must include at least one Mekaniak and one Runtherd in order to have any Smasha Guns. The Smasha Gun latches a strong beam of traktor energy onto the target. The victim is then lifted high into the air and dropped to the ground – *ka-smash!*

RANGE	TO HIT	S	D	SAVE	ARMOUR	SPECIAL
S L	S L			MOD.	PENE.	

Special rules

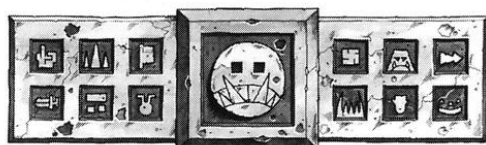
Troop Type	M	WS	BS	S	T	W	I	A	Ld
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Gretchin	4	2	3	3	3	1	2	1	5
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CREW: The Smasha Gun has a crew of two Gretchin.

WEAPONS: The Gretchin crew are unarmed.

ARMOUR: The Gretchin crew have flak armour.

**SPLATTA KANNON** 60 points

The army must include at least one Mekaniak and one Runtherd in order to have any Splatta Kannons. The Splatta Kannon fires an ingenious artillery round which consists of a rokket shell attached to a ball and chain. When the shell hits the ground the metal ball is catapulted into the air, pulling the shell off in a new direction.

RANGE	TO HIT	S	D	SAVE	ARMOUR	SPECIAL
S L	S L			MOD.	PENE.	

Special rules

Troop Type	M	WS	BS	S	T	W	I	A	Ld
------------	---	----	----	---	---	---	---	---	----

Gretchin	4	2	3	3	3	1	2	1	5
----------	---	---	---	---	---	---	---	---	---

CREW: The Splatta Kannon has a crew of two Gretchin.

WEAPONS: The Gretchin crew are unarmed.

ARMOUR: The Gretchin crew have flak armour.

SQUIG KATAPULT 40 points

The army must include at least one Mekaniak and one Runtherd in order to have any Squig Katapults. The Squig Katapult is a simple yet effective weapon. The ammunition (a pot of buzzer squigs) is loaded onto a holder which is fired at the enemy by powerful springs. The pot smashes when it hits the ground and the angry squigs are released to attack the enemy.

RANGE	TO HIT	S	D	SAVE	ARMOUR	SPECIAL
S L	S L			MOD.	PENE.	

Special rules

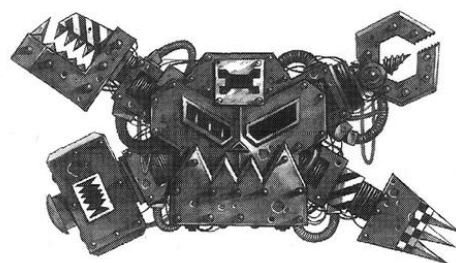
Troop Type	M	WS	BS	S	T	W	I	A	Ld
------------	---	----	----	---	---	---	---	---	----

Gretchin	4	2	3	3	3	1	2	1	5
----------	---	---	---	---	---	---	---	---	---

CREW: The Squig Katapult has a crew of two Gretchin.

WEAPONS: The Gretchin crew are unarmed.

ARMOUR: The Gretchin crew have flak armour.

**TRAKTOR KANNON** 40 points

The army must include at least one Mekaniak and one Runtherd in order to have any Traktor Kannons. The Traktor Kannon fires a powerful burst of traktor beam energy which latches onto a target and pulls it violently towards the source of the beam.

RANGE	TO HIT	S	D	SAVE	ARMOUR	SPECIAL
S L	S L			MOD.	PENE.	

0-36" 36-72"

Special rules

Troop Type	M	WS	BS	S	T	W	I	A	Ld
------------	---	----	----	---	---	---	---	---	----

Gretchin	4	2	3	3	3	1	2	1	5
----------	---	---	---	---	---	---	---	---	---

CREW: The Traktor Kannon has a crew of two Gretchin.

WEAPONS: The Gretchin crew are unarmed.

ARMOUR: The Gretchin crew have flak armour.

ORK BATTLEWAGON 50 points

The army must include at least one Mekaniak in order to have any battlewagons. The battlewagon is a large vehicle designed to carry a whole fighting mob of Orks plus their attendants.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
------------	---	----	----	---	---	---	---	---	----

Ork	4	3	3	3	4	1	2	1	7
-----	---	---	---	---	---	---	---	---	---

CREW: One Ork driver.

WEAPONS: The driver carries a bolt pistol.

ARMOUR: The driver wears flak armour.

WAR BUGGY 45 points

The army must include at least one Mekaniak in order to have any war buggies. The war buggy has a crew of two Orks: a driver and the Ork who shoots the gun.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

CREW: One Ork driver and one Ork gunner.

WEAPONS: Twin linked heavy bolters. In addition, the driver and gunner each carry a bolt pistol.

ARMOUR: The driver and gunner wear flak armour.

OPTIONS: The twin heavy bolters may be replaced with one of the weapons shown below at the indicated additional cost:

Heavy plasma gun	+5 points
Lascannon	+10 points
Twin linked autocannons	+15 points
Multi-Melta	+20 points

ORK WARTRAK 50 points

The army must include at least one Mekaniak in order to have any Wartraks. The Wartrak has a set of tracks combined with a bike front suspension. This means that it can cope with most types of terrain and makes it exceptionally mobile.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

CREW: One Ork driver and one Ork gunner.

WEAPONS: Twin linked heavy bolters. In addition, the driver and gunner each carry a bolt pistol.

ARMOUR: The driver and gunner wear flak armour.

OPTIONS: The twin heavy bolters may be replaced with one of the weapons shown below at the indicated additional cost:

Heavy plasma gun	+5 points
Lascannon	+10 points
Twin linked autocannons	+15 points
Multi-Melta	+20 points

SCORCHER 50 points

The army must include at least one Mekaniak in order to have any Scorchers. The Scorcher takes its name from the Scorch fire thrower with which it is armed. It works like a huge flame-thrower or blow lamp: fuel is pumped from the special trailer to the weapon to produce a deadly gout of flame.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7
Snotling	4	2	2	1	1	1	2	1	3

CREW: One Ork driver, one Ork gunner and one Snotling pumper.

WEAPONS: Scorchers. In addition, the driver and gunner each carry a bolt pistol.

ARMOUR: The driver and gunner wear flak armour.

**NOBZ BIKE** 20 points + cost of Nob

The Nob bike has a crew of an Ork driver and a Nob. The Nob and any equipment he has must be bought from the Characters section of the army list.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

CREW: One driver, plus one Nob bought at additional cost from the Characters section of the army list.

WEAPONS: The driver has a bolt pistol.

ARMOUR: The driver has flak armour.

WARBIKE 45 points

The Ork warbike is a single-seater attack bike with twin autocannon – an exceptionally heavy armament for such a small vehicle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

CREW: One Ork rider.

WEAPONS: Twin linked autocannons. In addition, the rider carries a bolt pistol.

ARMOUR: The driver has flak armour.

OPTIONS: Warbikes may be used to mount an entire Evil Sunz mob. In this case the warbikes only cost 35 points each, as the cost of the rider has been paid when the Evil Sunz mob was purchased.

SPECIAL CHARACTERS

NAZDREG UG URDGRUB, BAD MOON WARLORD

125 points + 20 points Kustom Shoota

Your army may include Nazdreg as its commander instead of a Warboss.

In most ways Nazdreg is a typical Bad Moon Warlord: he is rich, ostentatious, over indulgent, and overweight. He loves nothing better than to take his warband raiding both to garner extra wealth and prove how well-equipped his Boyz are. In one way, however, Nazdreg is anything but ordinary, for he is easily the most cunning and intelligent battlefield commander the Bad Moons have ever had.

Fortunately for the Imperium Nazdreg is only interested in wealth, for if he ever worked up the energy to lead a Waaagh! there is no doubt that he would be an adversary every bit as dangerous as Ghazghkull Thraka. As it is, however, Nazdreg is an irritation rather than a deadly peril. This being said, Nazdreg leads a large and extremely powerful warband which has devastated at least 11 Imperial worlds so far, and defeated or outwitted all the Imperial forces that have so far been sent against it.

Nazdreg's base of operations is a huge space hulk named Ognazdreg Gargdurslagulk in the Ork tongue and given the Imperial code-name 'Scylla'. It is rumoured that Nazdreg's Mekaniaks have managed to gain some kind of control over the space hulk's movement, and the ease with which Nazdreg has outmanoeuvred and escaped pursuing Imperial space fleets would certainly seem to imply that more than mere chance and the 'luck of the warp' have been involved.



Profile	M	WS	BS	S	T	W	I	A	Ld
Nazdreg	4	6	6	4	5	3	5	3	9

'Ere we go, 'ere we go, 'ere we go,
'Ere we go, 'ere we go, throo the kosmos,
'Ere we go, 'ere we go, 'ere we go,
'Ere we go, 'ere we go, throo infinity,
'Ere we go, 'ere we go, 'ere we go,
Don't know where till we get there.



Ork space chant
Intoned when hitching onto space hulks

WEAPONS: Bolt pistol, power fist, frag stikkbombz, krak stikkbombz, Kustom Shoota (see Wargear cards).

ARMOUR: Ork mega-armour with targeter (2+ save, and 4+ unmodified re-roll if first save is failed).

WARGEAR: Nazdreg may have up to four Wargear cards, one of which must be a Kustom Shoota.

Nazdreg may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Heavy Weapons, Transport and Stikkbombz sections of the Wargear list.

STRATEGY: Nazdreg has a strategy rating of 3. In addition, if you take Nazdreg as the commander of your force you may take an extra D3-1 strategy cards at the start of the game.

KAPTIN "FLASH GIT" BADRUKK

100 points

Kaptin Badrukk may be included in an Ork army instead of one of the army's normal Freebooter Kaptins.

There are so many bands of Freebooter Pirates that some inevitably get lucky and become successful. None, however, come close to the success of Kaptin Badrukk and his famous "Flash Gitz" pirate band, who have not only survived but have escaped with heaps of treasure. There are rumours that the Flash Gitz are so rich that they have left great chests of teeth buried on wasted worlds and isolated asteroids, where they wait to be collected if the Flash Gitz ever run short of cash. Most of this good fortune is doubtless due to Kaptin Badrukk's exceptional low cunning, which he has used to double-cross or intimidate quite a few employers of more than his rightful share of loot. None the less, the Flash Gitz have a fearsome and well-earned reputation as hard fighters, and so get hired for the most lucrative and difficult jobs.

The Flash Gitz are armed and equipped to an incredible degree, not only on account of all the loot they have earned but also because of the many gifts they have received from grateful (or scared!) Warbosses. Kaptin Badrukk is the most flamboyant of all the band, and indulges in such fancies as gold plated armour with gilt scrolling, at least three highly decorated back-banners, and the most outrageously over-the-top hats and clothes ever worn by an Ork!

Profile	M	WS	BS	S	T	W	I	A	Ld
Badrukk	4	6	6	4	5	3	5	3	9

WEAPONS: Bolt pistol, power fist, Badrukk's ripper gun (see the special rules below).

ARMOUR: Ork 'eavy armour (4+ save).

WARGEAR: Badrukk may have up to three Wargear cards.

Badrukk may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL RULES

Badrukk's Ripper Gun: Kaptin Badrukk is armed with an Ogryn ripper gun. The weapon has been built into Badrukk's armour so that he can use it without the enormous recoil ripping his arm off!

The Flash Gitz: If Kaptin Badrukk is included with an Ork army then up to one band of Freebooter Pirates bought from the Mobs section of the army list may be upgraded to Flash Gitz at no additional cost in points. This scurvy bunch of rogues and cut-throats have the characteristics shown below. In addition to the equipment normally allowed to a Freebooter Pirate, each Flash Git model may have up to 1 Wargear card.

Profile	M	WS	BS	S	T	W	I	A	Ld
Flash Gitz	4	4	4	3	4	1	3	1	7

MAD DOC GROTSNIK, DEATHSKULL PAINBOY

39 points + 8 points Doc's Tools + 35 points Cybork body

Mad Doc Grotsnik may be included in an Ork army in place of one of the army's normal Painboyz.

Doc Grotsnik is the Painboy who fixed up Ghazghkull and has been in his good favour ever since. Unfortunately, soon after this, the Doc had a nasty encounter with an out of control Dreadnought and ended up on the operating table himself under the enthusiastic but not so skilled knives of his Gretchin orderlies. Sadly, but perhaps predictably, the results were less than ideal, and the Doc has been a little bit crazy ever since.

Since his operation 'Mad' Doc Grotsnik, as he quickly became known, has taken to wandering around on his own being... well, mad. He has come up with some very peculiar notions about surgical techniques, his infamous 'Squig Brain Transplant' operation in particular has turned more than a few Boyz into slack-jawed, drooling idiots. On the other hand his justly famous 'Explosive Cranium' or 'Ead-banger' operation has actually proved rather popular, though admittedly not with the Orks actually forced to undergo the operation...

Fortunately for the Doc, the fact that he is under the personal protection of Ghazghkull Thraka means that most Orks know to leave him alone, even if he has performed some outrageous and unwanted piece of surgery on them! In any case, Grotsnik is a fearsome fighter and perfectly capable of looking after himself. For this reason most Warbosses welcome his presence in their warband for as long as he cares to stay.

Profile	M	WS	BS	S	T	W	I	A	Ld
Grotsnik	4	5	5	4(+2)	5	3	5	2	8

WEAPONS: Power fist, Doc's Tools (see Wargear cards).

ARMOUR: Cybork Body (armour value 15, see Wargear cards).

WARGEAR: Grotsnik may have up to two Wargear cards, which must be a Cybork Body and Doc's Tools.

Grotsnik may be given additional equipment chosen from the Heavy Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL RULES

Because Doc Grotsnik is mad he must follow the rules for Madboy behaviour (see the Madboyz entry in the Forces section). Because Grotsnik is quite an independent chap and prone to wandering off on his own he is not allowed to join or lead any mobs and must always remain on his own. Note that this means that he cannot be part of the Madboyz mob if there is one in the army.

GHAZGHKULL MAG URUK THRACA, MIGHTY GOFF WARLORD AND LEADER OF THE WAAAGH!

135 points + 30 points Kustom Blasta, +15 points Adamantium Skull

Your army may include Ghazghkull as its commander instead of a Warboss.

Ghazghkull Mag Uruk Thraka started his career as a common Goff Ork trooper on the backwater planet of Urk. During a raid a bolter shell pulped a large area of his cranium and he suffered extensive brain damage. An Ork Painboy called Doc Grotznik replaced part of his cerebellum with a bionic device made of an incredibly strong metal called adamantium. It may be that this device triggered his latent psychic powers or it may be that Ghazghkull simply suffered from delusions, but, for whatever reason, ever after his 'accident' he claimed to be in contact with the Ork deities Gork and Mork.

Some dark power certainly favoured Ghazghkull, for his rise to prominence among the Orks of Urk was meteoric. He swiftly fought his way through the ranks till he achieved the position of supreme planetary boss. Orks are simple, brutal creatures, respecting little other than courage and battle prowess. It cannot be doubted that Ghazghkull possessed both of these qualities in abundance. In addition, he had something most Orks lack: he had vision. He stirred the Orks with impassioned speeches telling them that it was their mission to conquer the galaxy, to force all others to bow before them and pay tribute. He gave them a sense of common purpose and an overwhelming sense of destiny.

All this might have come to nothing had not Urk's sun started to flicker and die. Ghazghkull told the Orks that this was a sign from Gork that the time had come to launch a Waaagh! Those who wished to join the great crusade would follow Ghazghkull. Those who wished to disobey their gods would die. To an Ork they chose to follow Ghazghkull. They would conquer the galaxy or die in the attempt!

The first Imperial planet to be attacked by Ghazghkull's hordes was Armageddon. The full story of this cataclysmic conflict can be found in the Games Workshop game of the same name, but for the moment suffice to say that Ghazghkull's army was defeated and he was presumed killed. However, before long it became clear that Ghazghkull had managed to escape, and was still at large within the Imperium.

In battle Ghazghkull is a masterly opportunist and a great tactician, ever ready to exploit any weakness an opponent might present. Once combat is joined Ghazghkull is always in the thick of the fighting, roaming the battlefield in his highly mobile battlewagon so that he can ensure that everything is going according to "da plan". In close combat Ghazghkull is an awesome opponent, gunning down opponents with his specially kustomised blasta and demonstrating the devastating effects of his adamantium skull when the fighting gets 'up close and personal'.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghazghkull	4	7	6	4	5 (+1)	4	5	3	10

WEAPONS: Bolt pistol, power sword, frag stikkbombz, krak stikkbombz, Kustom Blasta (see Wargear card).

ARMOUR: Ork mega-armour with targeter (2+ save, and 4+ unmodified re-roll if first save is failed).

WARGEAR: Ghazghkull may have up to three Wargear cards. One of these must be the Kustom Blasta, and one must be Ghazghkull's Adamantium Skull.

Ghazghkull may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

STRATEGY: Ghazghkull has a strategy rating of 3.

SPECIAL RULES

Once per game Ghazghkull may call on the Ork gods Mork and Gork to invoke the power of the Waaagh! He may do this at any time, including his opponent's turn. As soon as Ghazghkull calls on the power of the Waaagh, any fleeing Ork models immediately rally. For the remainder of the turn and all of the following turn Ghazghkull is immune to any damage – he cannot be harmed in any way at all – and all Orks (including Ghazghkull himself) receive a +1 modifier in hand-to-hand combat.

MAKARI, GHAZGHKULL'S BATTLE STANDARD BEARER 70 points

Makari has been Ghazghkull's standard bearer for longer than either can remember, and now Ghazghkull would feel quite lost without the pointy-headed little chap. Makari can be included instead of the army's normal Battle Standard bearer in any Ork army that also includes Ghazghkull. He must attempt to remain within 2" of Ghazghkull at all times.

Profile	M	WS	BS	S	T	W	I	A	Ld
Makari	4	3	4	3	3	1	3	1	6

WEAPONS: Hand weapon.

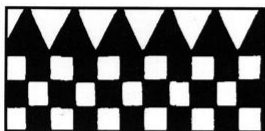
ARMOUR: Incredible Good Luck (2+ unmodified save, see special rules below).

WARGEAR: None.

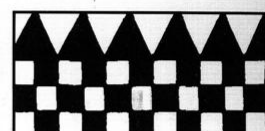
SPECIAL RULES

The main reason for Makari's longevity is his quite extraordinary good luck. The number of times that bolter shells have been deflected by medals, grenades landing at his feet have proved duds, or attackers have slipped on a patch of oil is legendary. Makari's good luck is represented by a special saving throw of 2 or more on a D6, which is never modified for any reason, and which he gets against any and all damage that he suffers for whatever reason.





ZODGROD WORTSNAGGA, SNAKEBITE RUNTMASTER



45 points + 20 points Runtherd's Grabba-Stick

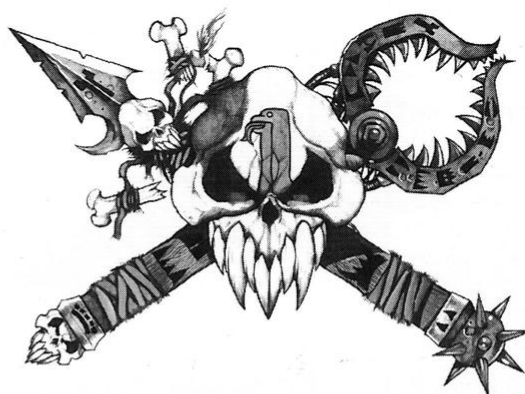
Zodgrod may be included in an Ork army in place of one of the army's normal Runtherdz.

Zodgrod Wortsnagga is one of the most famous Runtherdz in the whole of Orkdom. He started his career as a member of Ugulhardz Chargerz, a ferocious Snakebite tribe led by the reactionary old Ork Warboss called Ugulhard Duffgrunta. Zodgrod was in charge of the Snotlings that were dispatched through the Chargerz' Shokk Attack Gun, and before long he and his specially trained herd of 'Kommando Snotlings' began to earn a certain amount of fame and notoriety.

As time went on, however, Zodgrod became more and more loth to waste his highly trained Snotlings on anything other than choice targets. This reached a head at the battle of Gimbli's Bunker, when Zodgrod completely lost his temper with the Mekaniak who operated the Shokk Attack Gun and ended up firing the unfortunate Mekaniak through his own gun! This was a terminal experience for the Mekaniak and very nearly cost the Chargerz the battle, and not surprisingly Zodgrod was promptly banished from the tribe once the battle was over.

Zodgrod left the tribe accompanied only by his herd of faithful Runts, and wandered the galaxy, selling his services to the highest bidder. During his travels he come across a set of dusty tomes that detailed the discoveries of a deranged Runtherd philosopher called Narflung, who had devised a unique way of training Runts to a higher level of performance, creating what he called 'Super-Runts'.

Zodgrod copied Narflung's techniques, which involved ringing bells and rewarding the Runts with juicy squigs among other things, and the results were nothing short of remarkable! The Super-Runts performed better on the battlefield and were generally more aggressive and dangerous. This alarmed most traditionally-minded Orks, who viewed Zodgrod's Super-Runts as a threat to the stability of Ork kultur, but there were still more than enough Warbosses who were desperate or reckless enough to hire Zodgrod and try out his dreaded Super-Runts in battle.



Profile	M	WS	BS	S	T	W	I	A	Ld
Zodgrod	4	5	4	4	5	2	4	2	8

WEAPONS: Bolt pistol, Runtherd's Grabba-Stikk (see Wargear cards).

ARMOUR: Ork 'eavy armour (4+ save).

WARGEAR: Zodgrod may have up to two Wargear cards. One of these must be the Runtherd's Grabba-Stikk.

Zodgrod may be given additional equipment chosen from the Armour, Assault Weapons, Special Weapons, Transport and Stikkbombz sections of the Wargear list.

SPECIAL RULES

If Zodgrod is included with an Ork army then one mob of Gretchin or Snotlings bought at additional cost from the Mobs section of the army list may be upgraded to 'Super-Runts' at no additional cost in points. Super-Runts have enhanced abilities as a result of their selective breeding and thorough training, which is shown by the special set of characteristics below. Zodgrod will not allow Super Snotlings to be fired through a Shokk Attack Gun, they are far too precious!

Profile	M	WS	BS	S	T	W	I	A	Ld
Super Gretchin	4	3	3	3	3	1	4	2	7
Super Snotlings	4	3	2	2	2	4	4	4	6

"Brain surgery is da pinnacle of da Painboy's craft, Fuggit. Yer a very lucky Gretchin to be allowed to assist me in dis my finest hour."

Well, we'll just have to see if old Nagbag here ever wakes up again won't we, thought Fuggit. And what in zog was a pinnerkle? He scrabbled through the Doc's bitbox trying to find one.

"I have removed a piece of da kustomer's skull wiv da aid of da handy bone saw. Just put it over dere on the floor, Fuggit. No, not there, we don't want ter get da nails dirty do we? No point in making a tiny little hole, da more room we've got to work in da better. See dis?"

Fuggit stood on tiptoes and peered under the Doc's armpit. Through the gaping hole in Nagbag's skull he could see his brain.

"Looks fairly healthy, doesn't it, but you can never be sure. Best ter have a good root round."

Fuggit noticed the gleam in his mentor's eye as the Doc picked up a large chisel and started poking around in Nagbag's skull. Sometimes he wondered if the Doc wasn't just a bit too keen on brain surgery...

WAZDAKKA GUTZMEK, EVIL SUNZ MEKANIAK AND BAD ORK BIKEBOY

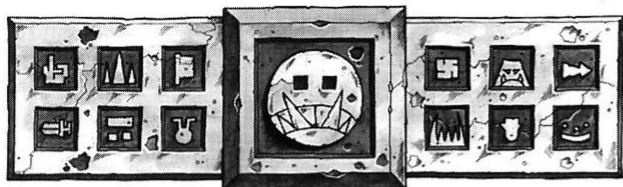
66 points + 126 points Kustom warbike

Wazdakka may be included in an Ork army instead of one of the army's normal Mekaniaks.

The Evil Sunz, more than any other Orks, like fast bikes and other vehicles, and Wazdakka Gutzmek is no exception. He has enjoyed nothing better than stripping down and 'improving' bikes or buggies since he was knee-high to a Snotling, and is widely regarded as one of the very best Mekaniaks in the whole of Orkdom. Unfortunately, Wazdakka doesn't just love fixing bikes, he loves riding them too and is a dedicated member of the Kult of Speed and a much feared Bad Ork Bikeboy.

The Kult of Speed is a constant social problem for the Orks. Nobody minds a few reckless races around the stronghold, but sometimes it gets out of hand, especially if the Warboss's fleet of new red wagons gets smashed up by crazed hoodlums in ramshackle Mekboyz hot-rodz. The Warboss is sometimes left with no option but to banish the offenders together with their vehicles. From that moment on they become a roving band of troublemakers looking for adventure, willing to fight for anybody.

These wandering bands of homeless renegades are known as Bad Ork Bikeboyz. Their favourite sport is running over ranks of drilling Stormboyz, but they are quite happy to practise on Gretchin, Snotlings, Madboyz or anyone else who gets in the way.



Although Wazdakka started out as a simple Mekaniak, he quickly became seduced by the Kult of Speed and soon thereafter was banished from his warband to become a Bad Ork Bikeboy. Most Bikeboyz like to ride around in gangs, but Wazdakka prefers to travel on his own. It is rumoured that he only leaves the saddle when he has to perform repairs on his highly kustomised warbike. All the rest of the time he rides hard and fast, kept awake by a dangerous cocktail of drugs supplied by outlawed Bad Doc Painboyz, and with complete disregard for his own or anyone else's safety.

Wazdakka is willing to fight for anybody. All he wants is spare parts for his warbike and enough teef to buy a can of high octane squig fuel to keep his bike's engine running. He is actually quite a good choice of Freebooter from a prospective employer's point of view, since there is a fair chance that he will hurtle into the enemy and pursue them into the distance never to be seen again, without stopping to collect his share of the booty.

Profile	M	WS	BS	S	T	W	I	A	Ld
Wazdakka	4	5	5	4	5	2	5	2	8

WEAPONS: Power fist, frag stikkbombz, krak stikkbombz, blind stikkbombz.

ARMOUR: Ork mega-armour (2+ save with 4+ unmodified re-roll).

WARGEAR: Wazdakka may have up to 2 Wargear cards.

TRANSPORT: Wazdakka rides a specially kustomised warbike that uses the following four Vehicle cards: Kustom Force Field, Squig Fuel Injector, Supercharged Engine, Reinforced Armour (see Vehicle cards from Dark Millennium).

In addition, the warbike is fitted with a battle cannon that fires over Wazdakka's head, an auto-launcher with frag and blind stikkbombz, as well as the auto-cannon with which a warbike is normally armed. The auto-cannon and battle cannon are all linked and must fire at the same target, although the auto-cannon can use their sustained fire ability to hit targets within 4" of the primary target. Note that the battle cannon can always fire, even if the auto-cannon are jammed.

SPECIAL RULES

Speed Freak: Wazdakka is a highly skilled biker, and adds +2 to the dice roll when he rolls on the Bike Skid Turn table (see page 83 of the Warhammer rulebook). Unfortunately he is very reluctant to slow down or stop once his bike is moving. To represent this, he may not decrease his speed compared to a previous turn (eg, from Combat speed to Slow speed) unless he takes and passes a Speed test first. To take a Speed test roll a D6 and consult the chart below.

Battle Cannon Recoil: The warbike is a bit too light to cope with the huge amounts of recoil generated by the battle cannon. To represent this, Wazdakka and his warbike are pushed D3" directly backwards every time that the battle cannon is fired, and will collide with any model or obstacle they hit.

➡

SPEED TEST (D6)

☀

1-3 Slows Down. Wazdakka restrains his natural instincts and slows down as required.

4-5 Same Speed. Try as he might Wazdakka is unable to bring himself to slow down. He travels at the same speed as he did in his previous turn.

6 Yaaaaaaargh! What's all this rubbish about slowing down! Wazdakka grins broadly and opens the throttle. The vehicle accelerates to its maximum speed regardless of the wishes of the player.

☹

⚙

ORK GLYPHS

The Ork language is written in a form of glyphic script. The core of the script is composed of glyphs that indicate clan, family, household, common Ork concepts and elements of Ork names. This is augmented by phonetic runes which can be used to write most Ork words, along with any alien names or words.

 A	 Ag	 Ar	 B	 D
 Du	 E, Ee or I	 F	 G	 Ga
 Go	 Gr	 Gu	 H	 K, C or Q
 L	 M	 Ma	 Mo	 N
 Na	 Nt	 O	 Og	 Ork
 Ot	 P	 R	 S	 Sh
 Sk	 Sn	 T or Th	 O or Ou	 Ug or Uk
 Ur	 Uz	 V	 W	 Wa
 0 (zero)	 1	 Y	 Z or Az	 Zu
 2	 3	 4	 5	 Lotz



Word divider



Name Starter



Bad'un: Renegade, outcast



Bad: Evil, bad, wicked, brave, strong, tough



Bark: Voice, command, shout



Beekee: Space Marine



Blitz: Invasion, devastate



Bog: Brown



Bonk: 'Eadbutt, duel



Boss: Leader, officer, head Ork, Warlord



Bugeye: Alien, Genestealer, Tyrant



Dakka: Attack, noisy weapon, shoot, fight



Dreg: Destroy, rip, cut, break up, take apart



Duff: Vanquish, beat, chastise



Dur: Fortress, stronghold, city, armour



Duruk: Forcefield



'Eadbanga: Weirdboy



Fing: Mutant



Flash: Banner, badge



Fung: Drop, food



Garg: Huge, big, terrifying, noisy, powerful



Gargant: Titan, large robot



Git: Enemy, troublemaker, nuisance



Gob: Mouth, eat, drink, speak out of turn



Gof: Warlike, spiky, metal, black, night



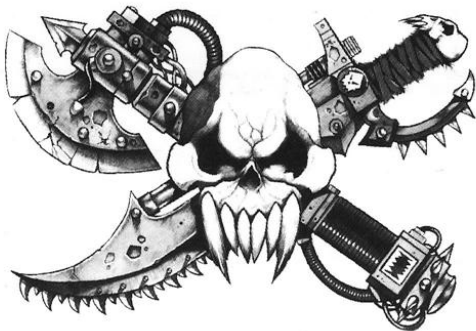
Gog: God, power



Gor: Blood, red, slaughter, wound

	Grim: Ruthless, prowess, face, dangerous		Grod: Best friend or favourite enemy		Grot: Gretchin, servant, slave		Grub: Cunning, find, dig, hide		Grunta: Boar
	Gubbins: Engine, workings		Gul: Death, bones, skull, rocks, white		Gutz: Flesh, workings, stamina		Kan: Dreadnought		Kannon: Big gun, artillery, cannon
	Kart: Vehicle		Kop: Head, helmet, hill, catch, see		Kroozzer: Ship, boat		Krump: Noise, amplify		Lug: Hear, listen, earring, advisor
	Lurk: Danger, beware		Manik: Insane		Mek: Clever, technology, mechanical		Miff: Mistake, wrong position, Tinboy		Mob: Tactical unit, formation
	Mor: Wild, feral, ancient		Naa: No, negative prefix, not		Naff: Weedy, useless, inadequate		Nar: Command, crew		Naz: Moon, white, shine, light, wealth
	Nob: Nobility, authority, high rank		Nosh: Feast, pickings, plunder		Nurd: Unlucky		Og: Owned by, property of, belonging to		Ooman: Human
	Ordz: Many, loads		Orky: Ork, Ork civilisation, good, green		Panzee: Eldar		Razza: Funfair		Ripoff: Buy, sell, merchant, auction
	Rokk: Goff rokk		Rukk: Attack, charge		Runt: Small, Snotling, Gretchin		Shak: Household, building		Shokka: Shokk attack gun
	Shuv: Build, construct, create		Skab: Traitor, unreliable, weak		Skar: Wound, trench, crater, cutting weapon		Skraga: Skarboy, veteran		Skull: End of battle, dead
	Skum: The enemy		Slag: Planet, settlement, stronghold		Slug: Ammo, bullet, shell		Smak: Stop, no further		Snaga: Sting, stab, wild beast, snake
	Snik: Cut, kill, slay, execute, assassinate		Snot: Snotling, mischief, little, numerous		Spikee: Horn		Squig: Squig, food, eat, supplies, useful		Stash: Hide, conceal, secret
	Stomp: Boot, Stormboy, drill, march		Stud: Bionik bit, cybernetics		Stunti: Squat		Teef: Wealth, tribute		Thug: Guard, minder, henchman
	Tin: Robot, Tinboy		Trakta: Magnet, tractor beam		Tuf: Old, ancient		Ug: By, with, from, to, of		Ulk: Spaceship
	Unki: Big, muscle		Urd: Swam, lots of, herd		Urty: Pain, medical attention		Uz: Sun, dry, yellow, hot, thirst, daytime		Villun: Freebooter, outlaw, mercenary
	Vrum: Bike		Waaa: Warband, tribe of, watch out!		Warp: Space		Wazza: Speed, Kult of Speed		Wizza: Fall, shell, bomb
	Wort: Fungus		Wurr: Weird, strange		Zag: Lightning, movement, fast strike		Zod: Blue		Zog: Go away, get lost, no good

	Goffs		Bad Moons		Evil Sunz		Deathskulls		Blood Axes
	Snakebites		Boyz		Nobz		Stormboyz		Painboyz
	Mekboyz		Weirdboyz		Runtherdz		Madboyz		Freebooters



“Quit pushin’ back there,” muttered Nuzzgrond Nosebiter, Boss of the Goffs on Nuzzgrond’s World. “I gotta fink.”

With his grabbing pole the Runtherd battered his Gretchin charges into submission. Soon all was quiet except for the song of the jungle insects and the skittering of scuttle-lizards in the trees.

“Dat’s dem, boss,” said the Runtherd. “Da runts spotted dem an’ I thought yer oughter be told.”

Nuzzgrond gazed down on the huge machines leaving an impressive trail of devastation through the jungle below. They were the best Humie thing that he had ever seen. They dwarfed the tiny looking Space Marines accompanying them and their gigantic weapon mounts hinted at truly lethal amounts of firepower.

“Looks like the Humies did for Ratgrab’s village,” muttered Nozgrot, the Deathskull warlord, clicking the action of his bolter then running his hand through his fine coxcomb of dyed squig. A Gretchin began to titter in a high pitched voice.

“Yer don’t say,” said Nuzzgrond. “I got eyes, ’aven’t I? Hef, if those Gretchin make annuver sound – whack ’em!”

“Yes, Boss,” muttered Hef, his bodyguard and trusted drinking crony, giving the Gretchin a ferocious glare from under his bull-horned helmet. The Gretchin shuffled their feet and looked innocently at the ground.

“Dose things are called Titans, sir,” muttered Fester, the Blood-Axe chieftain, flicking particles of pollen from his fine human-style uniform with the fingers of one suspiciously clean-looking hand.

Both Nuzzgrond and Nozgrot stared at him mockingly. “Trust a zoggin’ Blood-Axe to know ’bout humie stuff,” muttered Nuzzgrond, tugging at his nose-ring, a sure sign he was annoyed.

“S’t true, sir. Titans iz wot dose is,” said Fester sulkily. He lashed out at the Gretchin tugging at his sleeve, sending it tumbling. The others sniggered.

“Da Emperor musta got fed up wiv us bein’ on ’iz planet and sent ’em to give us our marchin’ orders,” said Nozgrot. The way his long jaw jutted reminded Nuzzgrond of a rippy-fish.

“Let ’em try,” muttered Nuzzgrond. “Dis is our world now.”

“Wot we gonna do, Boss?” asked Hef. “They looks too big to fight hand-ter-hand. Taste of bolter won’t do ’em much ’arm either by da looks of ’em.”

“We took dis world in da Waaa-Ork. It’s Ork now and Ork it’s gonna stay!” said Nuzzgrond. “We’re just gonna haveta use strategy. First thing is to find out a bit more about wot’s goin’ on. Oy! Wherez dat Weirdboy?”

In answer to his bellow there was a thrashing among the bushes as two burly Minderz sought to force a deranged-looking Ork to the fore.

Nuzzgrond glared at the new arrival. The Weirdboy clutched his staff tightly and looked abashed.

“Gonna give us a quick scan, then?” asked Nuzzgrond. The Weirdboy nodded tentatively. Nuzzgrond pointed to the Titans. “Dat’s da zoggin’ fings.”

The Weirdboy stuck out his lip and scratched his ear. When he looked at the Titans he gave an exaggerated start, leapt into the air and fell to the ground, wrapping his arms protectively around his head and whimpering.

“Go’wan,” said Nuzzgrond encouragingly. “Twon’t ’urt. Much.”

The Weirdboy continued to whine. Nuzzgrond considered having Hef whack him then decided it probably wouldn’t work. Frightened Weirdboyz were notoriously intractable. Nuzzgrond realised he would have to use all the cunning and powers of persuasion that had raised him to Warboss of the Goffs.

“Give ya a squig,” he said. The Weirdboy opened one yellowed eye and stared at him. Nuzzgrond pulled a squig from his dinnerpouch and dangled it in front of his face.

“Nice fat squig,” Nuzzgrond added, wiggling the furry, pulpy, little creature appetisingly.

“Beggin’ your pardon, sir, but I don’t think he wants it, sir,” said Fester, tugging at the peak of his cap ingratiatingly.

“Course he does,” said Nuzzgrond. The Weirdboy reached out for it hesitantly. As his hand drew closer, Nuzzgrond drew the squig away. “Trance first.”

The Weirdboy sighed and nodded. He pulled himself up into a crouch and sat huddled, long arms clutched tightly around bony knees. He rocked slowly backward and forward, mumbling to himself and drooling.

A strange tension filled the air. Nuzzgrond felt a stillness all about. When Fester brushed a piece of dirt from his uniform, static electricity sparked, causing him to whine and suck his fingers. Pelican-flies stopped preening their wings and sat frozen in place.

Nuzzgrond felt the barrel of his bolter begin to heat. He spat on it and wished that Weirdboyz’ powers didn’t always have such silly side-effects. All the scuttle-lizards danced on the branches, making curious whimpering sounds.

A nimbus of pale green light played around the Weirdboy’s head. His eyes turned a deep pupil-less yellow. The trickle of drool from his mouth became a river. He began to thump his right ear with his left fist. He gave a strange cry that sounded like the crackle of static.

“No sign of any survivors, Princeps.” The sound of the human

voice made Nuzzgrond jump. It was an octave higher than an Ork's and reminded him of a Gretchin. He gazed warily around him, fingers playing with the butt of his holstered shotgun.

"Keep your eyes peeled, Kostanza. This is Ork country. Who knows how many of them are out there." The second voice was deeper and sounded older and more authoritative. Nuzzgrond realised that both were coming from the throat of the Weirdboy. He kept his hand near his weapon though.

The Weirdboy made another hissing crackling noise and different human voice sounded. "Squad Hrothgar reporting, Captain. Hostiles sighted. Possible survivors of enemy village. Moving to engage. Semper Fideles."

This voice was cold and calm, virtually uninflected. For a second Nuzzgrond wondered whether they had spotted his party. Then, from the distance, came the sound of small arms fire and a howling as of giant beasts. The noise carried over the jungle sounds and chilled Nuzzgrond's heart.

"Dose are Space Wolves, sir," said Fester, chest swelling self-importantly. The Blood-Axe loved displaying his superior knowledge. "Space Marines, sir. Da Emperor's finest troops, sir."

Hef and Nuzzgrond exchanged interested looks. They were both thinking about the helmets they would soon collect. The Weirdboy gave another crackling hiss and Nuzzgrond heard another voice, one that he recognised. It was Ratgrab's. The old monster hadn't died with his village then.

"Form up ladz, bolters ready. Let's give those Humies a taste of zoggin' boot. What ya mean, Arik? Course we'ze outnumbered. Twouldn't be much fun otherwise. Naa - we can't run - they'ze all round us. Cloutgob, you wanna go hide with the Gretchin? No? Well get that zoggin' bolter up."

Nuzzgrond realised he was hearing Ratgrab's last stand. The Orks in the village were cut off. The Space Marines were closing in for the kill.

Nuzzgrond tried frantically to make out the source of the battle noise but could see only a small disturbance among the trees far to the north. He squatted down to listen, sudden interest surging through him.

"Here they come. Mork's droppings look at dose wolf pelts. Gotta get one o' dose. Right ladz. Fire at will. Wahoo! Eat dis, Humie! See how your zoggin' Emperor likes it!"

The sounds of fighting intensified. Nuzzgrond saw the Titans pause, great heads scanning for the source of the disturbance. Ratgrab's voice continued to emerge from the Weirdboy's mouth.

"Steady ladz. Looks like dey is gonna go hand-ter-hand. You Stormboyz watch dose bushes. Naw, idiots, dose bushes. See I told yer. Dey was usin' dem for cover. Come on, Cloutgob, ger up! Yer not goin' to let a little flesh wound stop yer. Watchya mean, Cloutgob's head's come off, Arik? Naw, he's only kidded yer? See. Um, well maybe yer right."

Nuzzgrond heard the battle roar of Ratgrab's Goffs as they went hand-to-hand with the Marines. He wished he could see this fight. It sounded like a good one. He tried to picture what was going on but he'd always had trouble imagining things.

"Zoggin' 'eck. Eat this, Marine-boy. Yeah and this. Here have a bit of boot too. Now some bolter. Dakka-dakka-dakka! Hur, hur. You all right, Arik. We showed dem. Arik? Arik? Stop layin' about. Ger up. Yer gonna miss all da fun. 'Ow many

ladz left? And up everybody. Bout a dozen. Plenty. Well, get ready boyz. Looks like a full company o' Humies formin' up out there. What yer mean, Chug? Yer ain't got no ammo. Take some of Arik's - he ain't got no zoggin' use for it."

The sporadic gunfire stopped momentarily. The Orks waited with baited breath. Once more the sound of distant battle reached their ears.

"'Ere they come. Right, ladz. Ready. Fire. Dakka-dakka. 'Ere we go! 'Ere we go! 'Ere we go! Stop whinin', Chub! Ger up an' fight. 'Ere we go! 'Ere we go! 'Ere we..."

The sounds of fighting ceased. An empty silence settled over the grove. Nuzzgrond looked about him. Hef looked stolid and unafraid. Fester stood at attention with a parade line of Gretchin posed proudly behind him. Nozgrot slouched with bolter ready. All of them were quiet.

"Well, Ratgrab did all right, didn't he?" Nuzzgrond said. The rest, including the Gretchin, nodded solemnly. "Fink we'll get the ladz together and set an ambush."

The Weirdboy whimpered and made a crackling noise. From his throat a new voice sounded. "Captain Mecklin-Librarian Vaska here. I sense that we are under some form of psychic surveillance. A powerful, if undisciplined, mind is watching us. I am going to take steps to rectify this."

Nuzzgrond stood there, wondering what this new voice meant. There was something ominous in its tone.

"Yes. I'm tracing it now. There among those trees on the hill. Princes, bring your multi-launcher to bear on grid reference..."

Suddenly it dawned on Nuzzgrond what was happening. The weapons mount of the nearest Titan was swivelling to point at them. The Imperials knew where they were and it was somehow connected to the Weirdboy. Maybe one of the Imperium's own Weirdboyz was scanning them or had established a link to Nuzzgrond's. Yes. That must be it.

"Wake up," he bellowed, giving the Weirdboy two quick slaps on the face. The Weirdboy opened one eye.

"Amber twelve..." said the Human voice. "Squig?" said the Weirdboy.

"No, not amber twelve, squig, Princes," said the Human voice. "Amber twelve, ten..."

"Squig now!"

"I'm sorry, Princes Marnoc, I'll repeat that. No - I don't know what a squig is."

"Wake up!" shouted Nuzzgrond. The nimbus faded from around the Weirdboy's head. "Squig?"

Nuzzgrond patted him on the head. "Later. Now is time to run. Leg it, ladz! Follow me!"

They had barely started when the explosions began to fall around them. Some of the Gretchin were blown to pieces. Ahead of him a tree fell and he swerved to avoid it. Overhead a flight of pelican-flies took to the air. The forest floor shook and trembled. Nuzzgrond was hard put to keep to his feet.

Ahead of him Nozgrot skidded down the muddy slope on his backside. A fountain of mud erupted over Nuzzgrond, throwing him to one side. He picked up his bolter and ran on. At the foot of the hill his own troops waited.

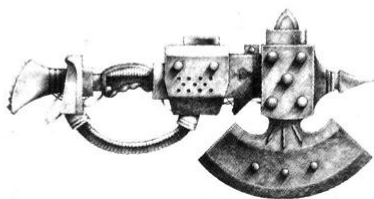
Enjoy yerselves now, Humies, Nozzgrond thought, 'coz we'll be back. An' we'll show yer a trick or two.

ORK TACTIKS

When playing with an Ork army there is a tendency for players to rely on big armies and sledgehammer tactics. It goes without saying that against any half-way competent player the Orks get cut down in a withering hail of fire and die horribly, losing the game in the process. In fact, in order to win as an Ork Warlord you require a certain amount of low cunning. The wild charge by a huge horde of Boyz has its place, but not as the be all and end all of the Ork plan. The following notes provide a brief introduction to the wide range of cunning battle tactics that can be used with an Ork army.

DA WARBAND

Ork warbands can be immensely effective armies, but they must be chosen with care. While a Space Marine player can do very well by simply using his flexible and highly effective basic troop types, the troops in an Ork warband are very specialised and need to be used in combination in order to be effective.



There are three basic type of Ork troops: da Boyz, comprising all big mobs of foot troops who engage the enemy close up, like Nobz mobs, most Boyz mobs, Madboyz, Stormboyz, Gretchin and Ogryns; next there are da Buggies, which includes all the various different type of Ork wheeled and tracked vehicles like warbikes, buggies and scorchers; and finally there are da Big Gunz, which includes all the Orks' field artillery, Shokk Attack Guns and any other troops with long ranged weapons such as Deathskulls armed with kustom kombi-weapons.

Dreadnoughts are a special case because they can either be used as part of da Boyz and go and get stuck in, or as part of da Big Gunz, providing long range support.

In order to be effective an Ork warband normally needs to include all three of these troop types. At a pinch you can get by with two, but you'll find life very difficult with only one. The proportion of each troop type that you pick depends very largely on personal preference and the type of tactics you like to use. When I choose an army, I take as many Buggies and Big Gunz as I can, then I make up the numbers with a horde of cheaper Boyz. Andy Chambers, on the other hand, likes to use lots of well equipped Boyz and relegates the Buggies and Big Gunz to a secondary role.

With regard to exactly which models to pick, there are very few hard and fast rules because some models are better against one type of opponent than another. For example, Pulsa Rokkits are great for disrupting Space Marine Devastator squads, Shokk Attack Guns are very good against Terminators, and Squig katapults can do terrible things to

large Imperial Guard squads – as you can see, the best models to take all depends on what you're fighting.

The only thing I would always take is a Battle Standard. The re-roll the Battle Standard provides on all Leadership tests that are made within 12" is extremely useful in an Ork army, which has quite a few units with a Ld of 7, and sometimes even less!

SETTING UP

With any army, but especially with the Orks, it is very important to come up with a plan before you set up. Try to keep the plan simple, and make sure that it is based on your mission victory conditions. The last point may seem obvious, but you'd be surprised at the number of players who base their plan on simply killing the enemy, rather than achieving their objective. Once the game is underway try to stick with your plan no matter what happens. Unless you are a very good player you will find that changing your plan half-way through a game will invariably lead to disaster.

Once you have a clear plan, you can set up. More often than not you will be setting up first, which makes it even more important to have a clear idea of what you want to achieve before you set up. Obviously you should set up your troops so that they can execute the cunning plan you have devised.

Avoid the temptation to spread troops all the way across the table – it is far better to concentrate your forces so that you can bring all your firepower to bear on one part of the enemy line. On the other hand don't cram your troops too closely together, otherwise they will simply get clobbered by enemy weapons with a blast area.

When setting up it is a good idea to place a screen of Gretchin or cheap Boyz mobs in front of your more important and effective troops. As the opposing player must shoot at the closest target when he fires, he will have to fire at the Gretchin or Boyz rather than the models behind them. You can do the same thing with buggies and field artillery by placing the cheapest or least useful models closest to the enemy so that the opposing player will have to destroy these models first before he moves on to the models that are further back.

GETTING STUCK IN!

Once the battle has started you must make sure that you use each of the different troop types in your warband in the most effective way. As noted above, Ork troops are very specialised, and any Ork troops that are used for a task for which they aren't suited will almost certainly prove to be next to useless. In order to win you must maximise your troops' strengths, and minimise their weaknesses.

Below I give a brief introduction to the abilities of each of the different troop types, but bear in mind that these are only a starting point. After you've played a few games you will soon start to develop your own tactics for using the wide range of different troops an Ork Warlord has at his disposal.

Your buggies are hit and run specialists. On the whole they





work best in groups so that they can swamp one part of the enemy line with high amounts of firepower. Try to keep them under cover or out of sight as they move into position to attack the enemy, because they are very vulnerable and can be easily destroyed before they get a chance to shoot if you are not careful. Once the buggies come roaring out on the attack, make sure that they go for the enemy's best troops. It is rare for buggies to survive very long once they are in the open, so try to make sure that the shots they do get off count!

The Big Gunz provide supporting fire and can inflict crippling losses on the enemy. Unfortunately they are, without exception, unreliable and prone to malfunction. Because of this it is important to take a lot of them, so that at least one of two will cause some damage each turn. They should be massed together so that they can concentrate their fire on one part of the enemy line and seriously hurt one unit rather than lightly damage two or three. Set the Big Gunz up in cover if you can in order to reduce the losses they will suffer from enemy fire, but only do this if it still allows them a good field of fire. A weapon set up in cover that can't see very much of the battlefield may survive a long time, but it won't cause any damage!

Whilst on the subject of the Orks' Big Gunz, try to make sure that you study the rules for any that you are using very carefully before the battle starts. Most of the Big Gunz have a number of special rules that apply to them, and it is obviously sensible to know what these are before you start playing. More importantly, the weapons' special rules often mean that they are better at shooting up one type of target than another, and it is vital that you know which targets each weapon is most effective against if you want to get the most out of them during the battle. For example, kustom kombi-weapons are excellent at shooting up troops in cover, as the cover does not affect their chances of hitting, but they're not all that much use at shooting up vehicles, so they should be used to attack enemy infantry rather than enemy tanks!

Last, but by no means least, are the Boyz. Your Boyz are close combat troops. They must attempt to close with the enemy and either engage them in hand-to-hand combat or shoot from close range. This means that they will have to run for the first turn or two, even though this means that they can't shoot. Don't slow their advance to get off a few shots at long range, they will only miss and your troops will not end up close enough to the enemy to do any serious damage before the game is over. Your Boyz are at their most vulnerable while they are closing with the enemy. Unfortunately you mustn't slow the advance in order to take advantage of cover, for the same reason that you mustn't slow down to shoot, which means that the Boyz will suffer casualties as they go in. None the less it is important to minimise these losses because, when all is said and done, it will be the Boyz who will normally do the most to achieve the scenario victory conditions and win the game.

One way to minimise the Boyz' losses is to use a skirmish screen as described in setting up, above. The other is to make sure that enemy troops who can fire at the Boyz are presented with lots of other targets to draw off some of their firepower. Dreadnoughts in particular can be very useful for this. Set up the Dreadnought with the Boyz at the start of the battle, and then advance it towards the enemy with them. Unlike the Boyz the Dreadnought shouldn't run, to allow it to fire, and should make use of cover so that it is as hard to hit as possible. You'll find that its presence draws a lot of the enemy's heavy weapons fire away from the Boyz, and that it is normally tough enough to survive until the Boyz close with the enemy.

The final thing to remember is to use the different types of troops in a co-ordinated fashion. You will get beaten badly if the Boyz go after one thing, the buggies after another, while your Big Gunz shoot up a third. Instead, all three troop types should work together to crush one part of the enemy line with an overwhelming attack. Unfortunately it is rarely possible to do this, if only because your opponent will not sit still while you try to clobber him! None the less, if you try your best to achieve a co-ordinated attack you can't go too far wrong.

CONCLUSION

Many people think that using an Ork army is simply a case of massing the Boyz together and wildly charging at the enemy. As I hope I've made clear above this simply isn't the case. It takes considerable finesse on the part of the commander to use an Ork army well. It's easy to do well with a Space Marine army, but considerably more difficult to command an Ork army because it consists of large numbers of highly specialised troops. However, when used correctly the Orks are more than a match for any army in the Warhammer 40,000 universe.

This being said, the Orks are a gambler's army, simply because they include so many troops and weapons that are highly unpredictable. Every now and then your Ork army will lose badly through no fault of your own because the Weirdboy's head exploded at the start of the battle, the Madboyz refused to fight at all, and your Shokk Attack Gun disastrously malfunctioned the first time it was used! Fortunately there will also be times when everything goes right, and when that happens you will really pull off a big win! Anyway, if things work out badly and your Boyz are cut to ribbons, just remember the old Ork proverb "If we die we die, so it don't count as a defeat." Have fun!

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

CONSISTS OF:

- 1 x SNAKEBITE ORK BODY
- 1 x SNAKEBITE BANNER
- 1 x PLASTIC ORK ARMS SPRUE
- 1 x PLASTIC ORK WEAPONS SPRUE



SNAKEBITE 1
70802/7



SNAKEBITE 2
70802/5



SNAKEBITE 3
70802/6



BANNER 1
0434/4



BANNER 2
0434/2



BANNER 3
0434/3



BANNER 4
0434/1

A COMPLETE SNAKEBITE BOARBOY CONSISTS OF:

- 1 x SNAKEBITE BOARBOY BODY
- 1 x SNAKEBITE BOARBOY LEGS
- 1 x SNAKEBITE BANNER
- 1 x PLASTIC ORK ARMS SPRUE
- 1 x PLASTIC ORK WEAPONS SPRUE
- 1 x PLASTIC BOAR SPRUE

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE, AN ORK WEAPONS SPRUE AND A PLASTIC BOAR SPRUE AS STANDARD



BOARBOY TORSO 1
0434/5



BOARBOY TORSO 2
0434/6



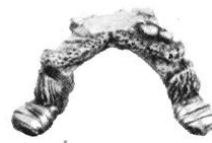
BOARBOY TORSO 3
0434/7



BOARBOY LEGS 1
0434/8



BOARBOY LEGS 2
0434/9



BOARBOY LEGS 3
0434/10



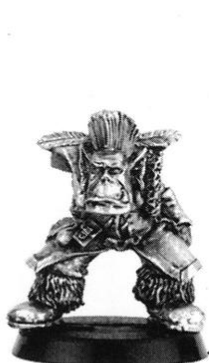
SNAKEBITE ORK NOBZ

SNAKEBITE NOBZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

A COMPLETE ORK NOB CONSISTS OF:

- 1 x SNAKEBITE NOB BODY
- 1 x SNAKEBITE BANNER
- 1 x PLASTIC ORK ARMS SPRUE
- 1 x PLASTIC ORK WEAPONS SPRUE



SNAKEBITE NOB 1
70803/5



SNAKEBITE NOB 2
70803/6



SNAKEBITE RUNTHERD
70803/7



BANNER 1
0434/4



BANNER 2
0434/2



BANNER 3
0434/3



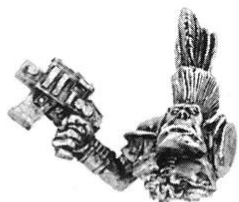
BANNER 4
0434/1

SNAKEBITE BOARBOY NOBZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE, A PLASTIC ORK WEAPONS SPRUE AND A PLASTIC BOAR SPRUE AS STANDARD

A COMPLETED ORK BOARBOY NOB CONSISTS OF:

- 1 x BOARBOY NOB BODY
- 1 x BOARBOY NOB LEGS
- 1 x SNAKEBITE BANNER
- 1 x CYBOAR HEAD
- 1 x PLASTIC ORK ARMS SPRUE
- 1 x PLASTIC ORK WEAPONS SPRUE
- 1 x PLASTIC BOAR SPRUE



SNAKEBITE BOARBOY
NOB BODY 1
70804/5



SNAKEBITE BOARBOY
NOB BODY 2
70804/6



SNAKEBITE BOARBOY
NOB LEGS 1
70804/7



SNAKEBITE BOARBOY
NOB LEGS 2
70804/8



CYBOAR HEAD 1
70804/9



CYBOAR HEAD 2
70804/10

EXAMPLES OF COMPLETED SNAKEBITE NOBZ AND SNAKEBITE BOARBOY NOB



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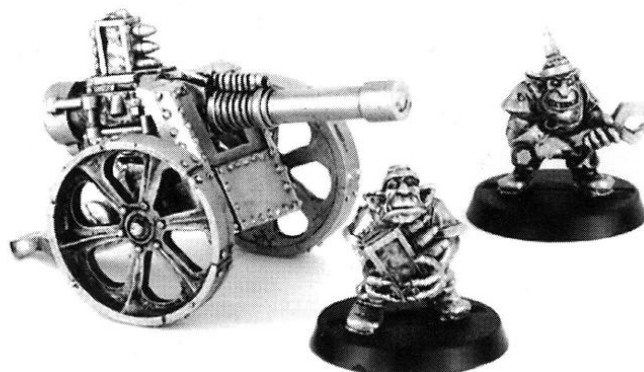
ORKS

SPLATTA KANNON

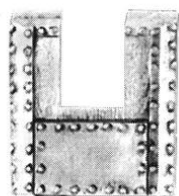
THE COMPLETE SPLATTA KANNON

CONSISTS OF:

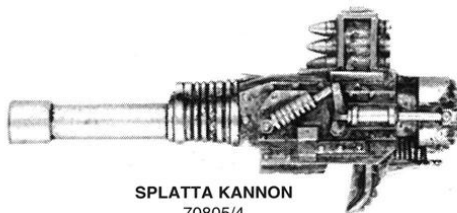
- 1 x SPLATTA KANNON
- 1 x GUN SHIELD
- 1 x CHASSIS
- 2 x WHEEL
- 1 x GRETCHIN WITH SPANNER
- 1 x GRETCHIN WITH SHELLS



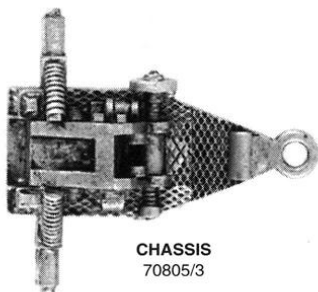
EXAMPLE OF COMPLETED SPLATTA KANNON AND CREW



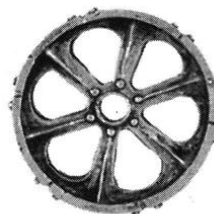
GUN SHIELD
70805/5



SPLATTA KANNON
70805/4



CHASSIS
70805/3



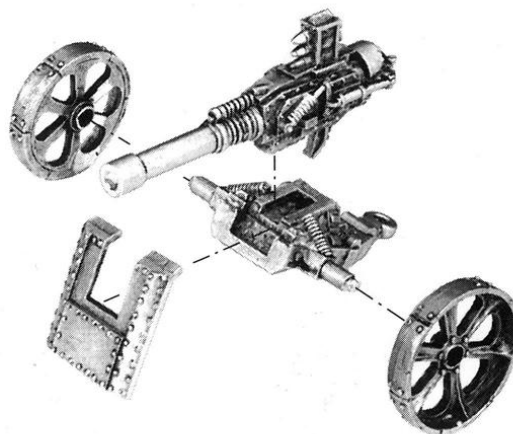
WHEEL
70805/6



GRETCHIN WITH SPANNER
70805/2



GRETCHIN WITH SHELLS
70805/1

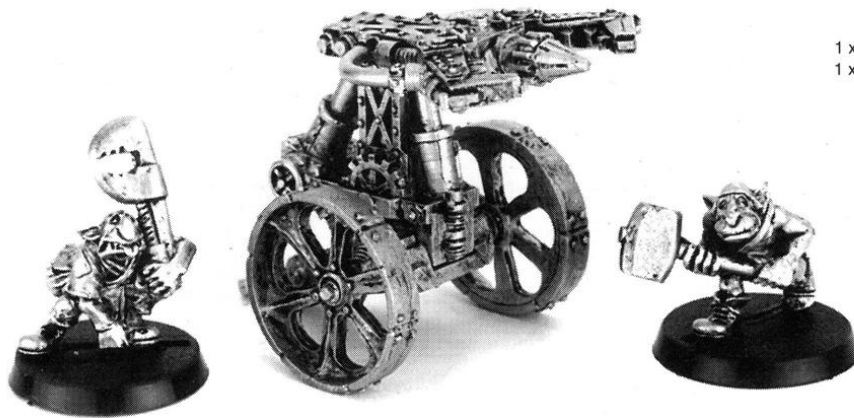


ORKS

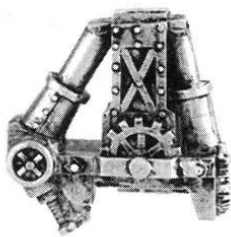
SMASHA GUN

THE COMPLETE SMASHA GUN CONSISTS OF:

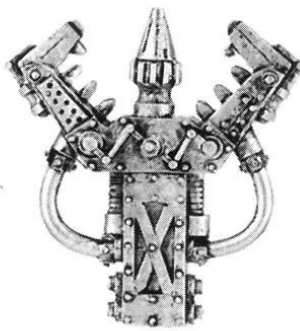
- 1 x SMASHA GUN TOP
- 1 x SMASHA GUN SUPPORT
- 1 x CHASSIS
- 2 x WHEEL
- 1 x GRETCHIN WITH HAMMER
- 1 x GRETCHIN WITH WRENCH



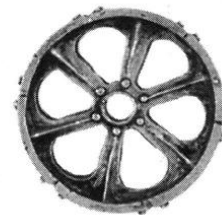
EXAMPLE OF COMPLETED SMASHA GUN



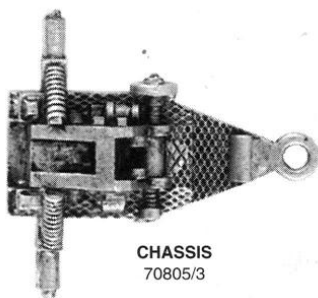
SMASHA GUN SUPPORT
70811/2



SMASHA GUN TOP
70811/1



WHEEL
70805/6



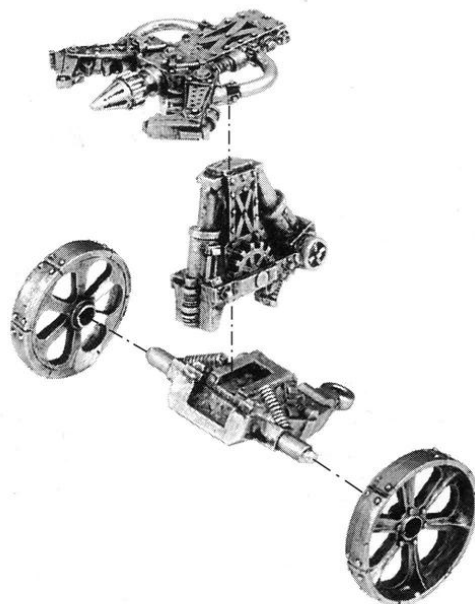
CHASSIS
70805/3



GRETCHIN WITH
HAMMER
70811/4



GRETCHIN WITH
WRENCH
70811/3



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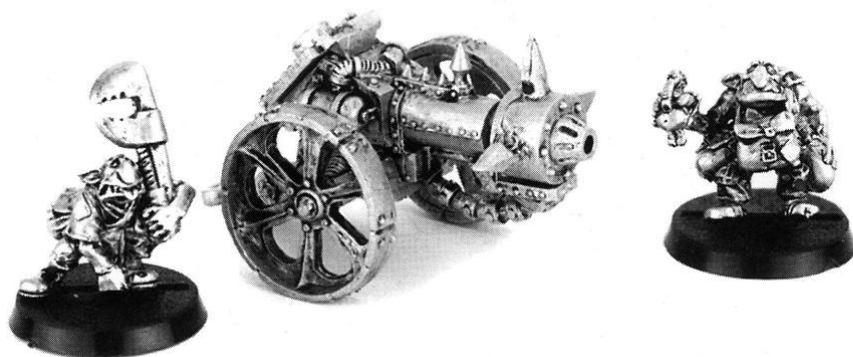


ORKS

TRAKTOR KANNON

THE COMPLETE TRAKTOR KANNON CONSISTS OF:

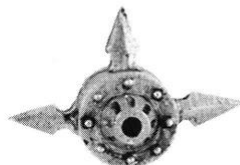
- 1 x GRETCHIN WITH SCREWDRIVER
- 1 x TRAKTOR KANNON MUZZLE
- 1 x TRAKTOR KANNON BARREL
- 1 x GRETCHIN WITH WRENCH
- 1 x TRAKTOR KANNON BASE
- 1 x CONTROL PANEL
- 1 x CHASSIS
- 2 x WHEEL



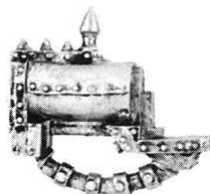
EXAMPLE OF COMPLETED TRAKTOR KANNON AND CREW



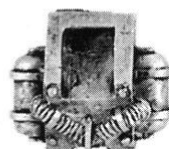
TRAKTOR KANNON
CONTROL PANEL
70810/4



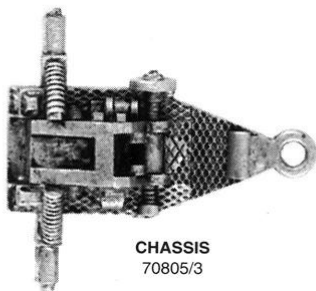
TRAKTOR KANNON
MUZZLE
70810/3



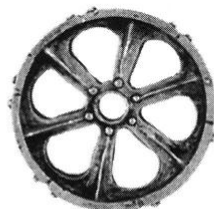
TRAKTOR KANNON
BARREL
70810/5



TRAKTOR KANNON
BASE
70810/2



CHASSIS
70805/3



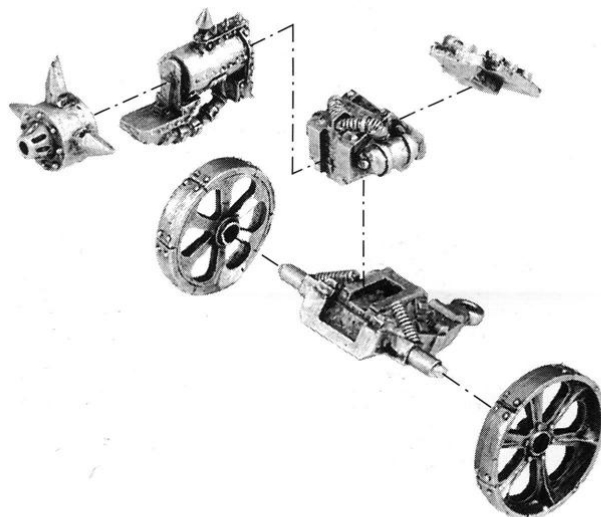
WHEEL
70805/6



GRETCHIN WITH
SCREWDRIVER
70810/1

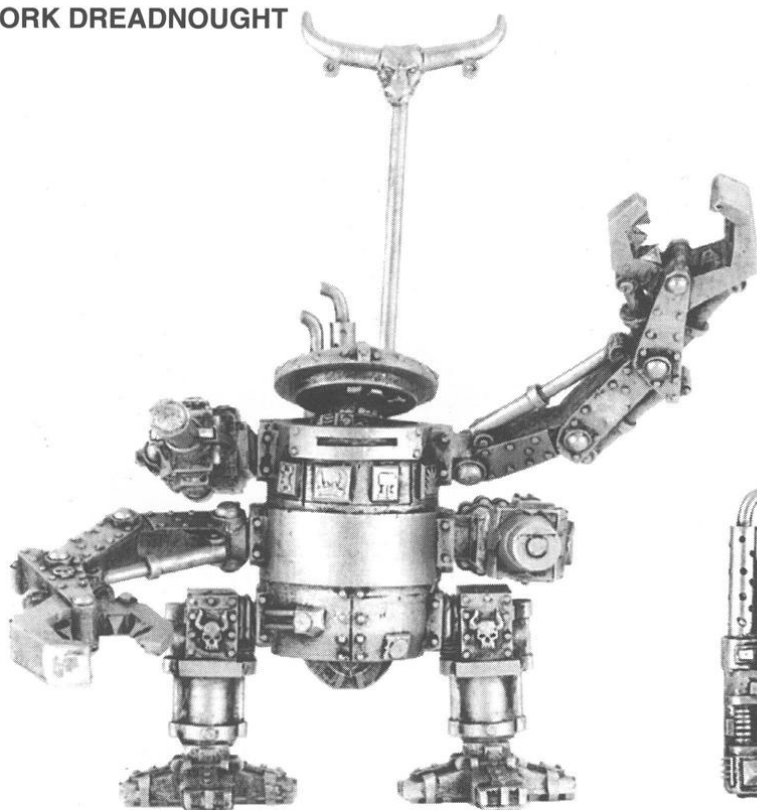


GRETCHIN WITH
OIL SQUIG
70810/2



ORKS

ORK DREADNOUGHT



EXAMPLE OF COMPLETED ORK DREADNOUGHT

THE COMPLETED ORK DREADNOUGHT

CONSISTS OF:

- 1 x BANNER TOP
- 1 x BANNER
- 1 x BODY FRONT
- 1 x BODY BACK
- 1 x HATCH
- 1 x DREADNOUGHT ORK
- 1 x EXHAUST
- 1 x CLAW 1
- 1 x CLAW 2
- 1 x LAS CANNON
- 1 x HEAVY BOLTER
- 1 x LEGS
- 2 x FOOT



BANNER TOP
0431/6



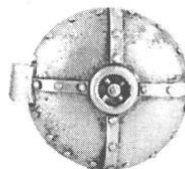
BANNER
0431/5



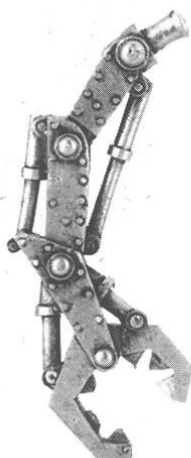
EXHAUST
0431/7



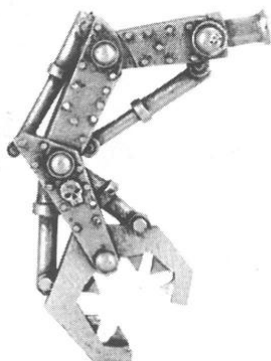
DREADNOUGHT
ORK
0431/2



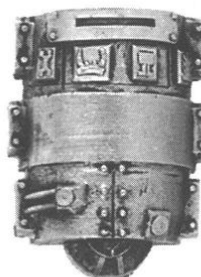
HATCH
0431/1



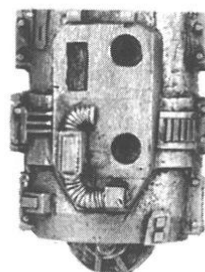
CLAW 1
0431/8



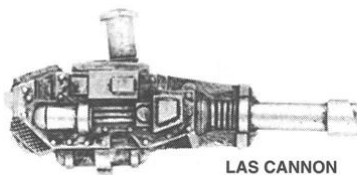
CLAW 2
0431/9



BODY FRONT
0431/3



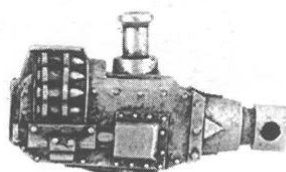
BODY BACK
0431/4



LAS CANNON
0431/10



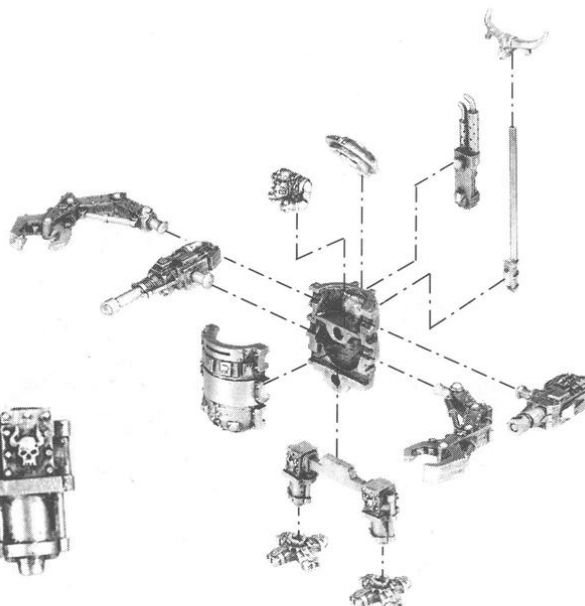
FOOT
0431/13



HEAVY BOLTER
0431/11



LEGS
0431/12



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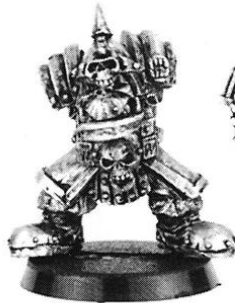


ORKS

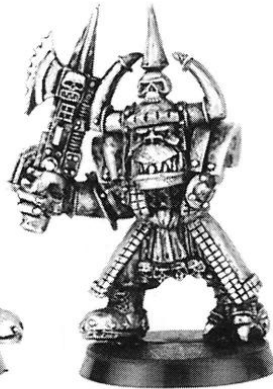
GOFF NOBZ



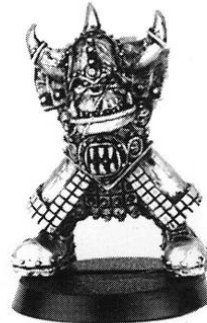
GOFF NOB 1
70801/5



GOFF NOB 2
70801/2



GOFF NOB 3
70801/1

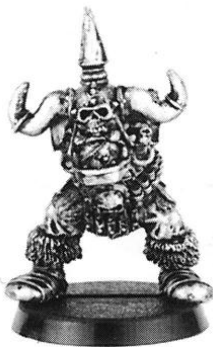


GOFF NOB 4
70801/3



GOFF NOB 5
70801/4

GOFF SKARBOYZ



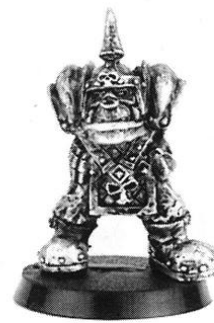
SKARBOY 1
70800/3



SKARBOY 2
70800/4



SKARBOY 3
70800/5



SKARBOY 4
70800/1



SKARBOY 5
70800/2

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND A PLASTIC ORK WEAPONS SPRUE



EXAMPLES OF COMPLETED GOFF NOBZ AND SKARBOYZ

ORKS

STORMBOYZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND WEAPONS SPRUE AS STANDARD

A COMPLETE STORMBOY
CONSISTS OF:
1 x STORMBOY
1 x STORMBOY JUMP PACK



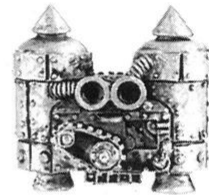
STORMBOY 1
70809/1



STORMBOY 2
70809/2



STORMBOY
DRILLBOSS
70809/3



STORMBOY
JUMP PACK
70809/4

EXAMPLES OF COMPLETED ORK STORMBOYZ



BLOODAXE KOMMANDOS



BLOODAXE
KOMMANDO 1
70807/2



BLOODAXE
KOMMANDO 2
70807/1



BLOODAXE
KOMMANDO 3
70807/3

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ORKS

ZODGROD WORTSNAGGA

THE COMPLETE ZODGROD WORTSNAGGA CONSISTS OF:
1 x ZODGROD BODY
1 x ZODGROD'S BANNER



ZODGROD WORTSNAGGA
70806/1



ZODGROD'S BANNER
70806/2



EXAMPLE OF COMPLETED
ZODGROD WORTSNAGGA

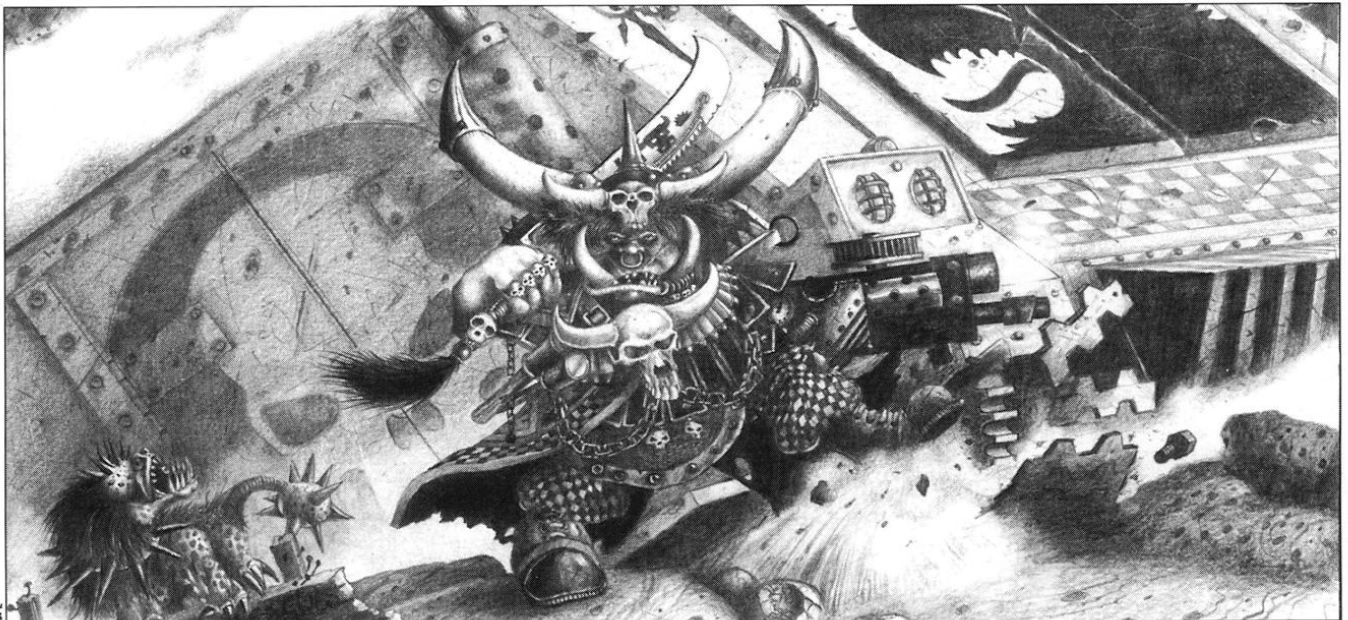
WARLORD GHAZGHKULL THRAKA



GHAZGHKULL THRAKA
70794/1



MAKARI - GRETCHIN
STANDARD BEARER
70794/2



JOHN BLANCHE

GRETCHIN

GRETCHIN



GRETCHIN 1
70559/31



GRETCHIN 2
70559/33



GRETCHIN 3
70559/32



GRETCHIN 4
70559/27



GRETCHIN 5
70559/29



GRETCHIN 6
70559/26



GRETCHIN 7
70559/30



GRETCHIN 8
70559/28



GRETCHIN 9
70559/37



GRETCHIN 10
70559/35



GRETCHIN 11
70559/38



GRETCHIN 12
70559/39



GRETCHIN 13
70559/34



GRETCHIN 14
70559/36

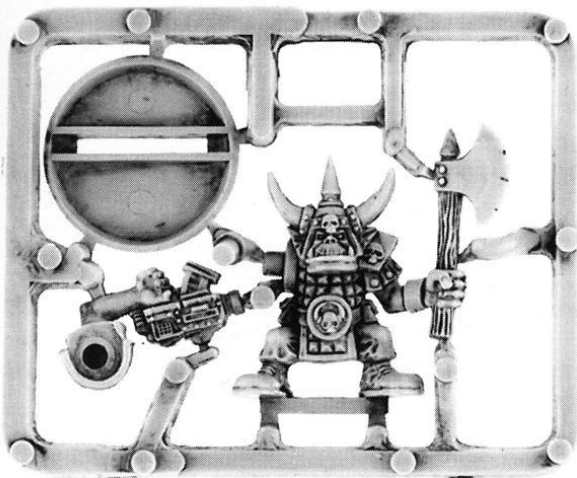
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CITADEL
MINIATURES

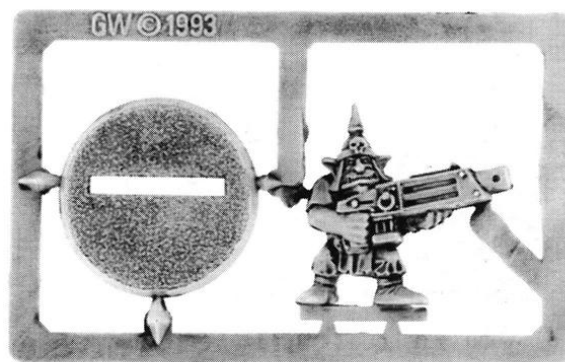
PLASTICS

PLASTIC ORK SPRUE



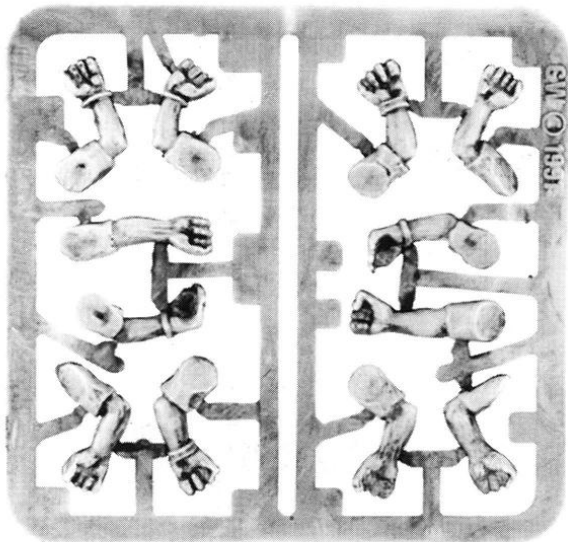
ORK SPRUE 107245

PLASTIC GRETCHIN SPRUE



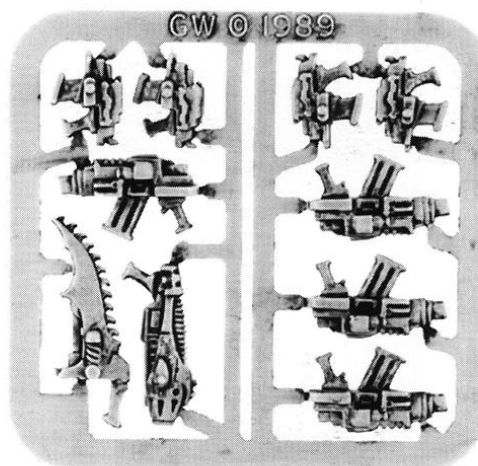
GRETCHIN SPRUE 107250

PLASTIC ORK ARMS SPRUE



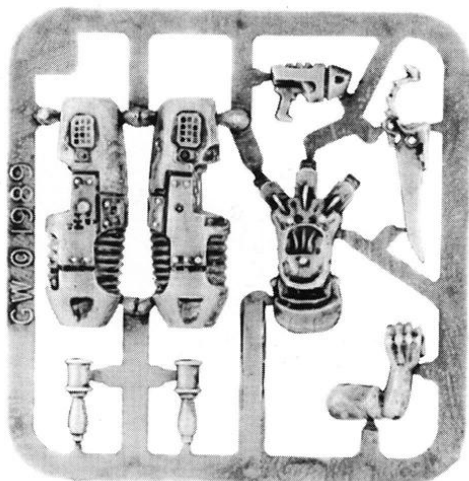
ORK ARMS SPRUE 102531

PLASTIC ORK WEAPONS SPRUE



ORK WEAPONS SPRUE 102749

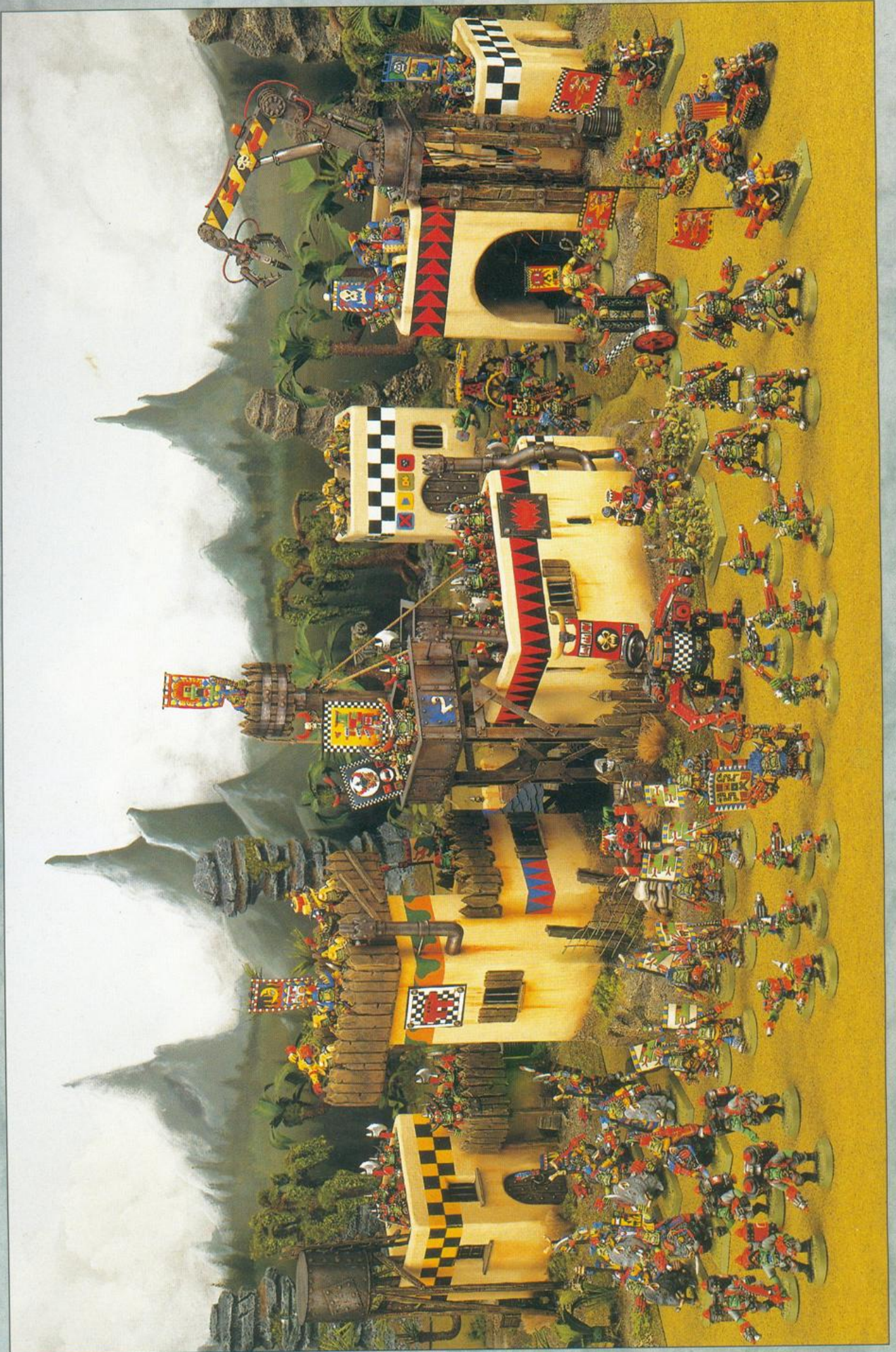
PLASTIC ORK HEAVY WEAPONS SPRUE



ORK HEAVY WEAPONS SPRUE 102752



EXAMPLE OF COMPLETED PLASTIC ORK AND PLASTIC GRETCHIN MODELS



ORKS READY FOR BATTLE

CODEX ORKS™

The Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. The Orks live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks! Were the Orks ever to unite it is unlikely that anyone could survive against them for very long. This essential companion to the Warhammer 40,000 game describes the Orks and their armies in complete and exhaustive detail.

WAAACH DA ORKS!

A comprehensive background section describes the origins of the Ork race, and all aspects of Ork 'kultur'. The different clans and types of Ork are described along with Ork technology, the Ork gods, and the relationship between the Orks and the other green-skinned races such as Gretchin and Snotlings.

SPECIAL RULES

Game rules are provided for all the Ork warriors and war machines, including a host of new troop types, weapons and equipment such as Blood Axe Kommandos, Shokk Attack Guns, Traktor Kannons, Squig Katapults, Kustom Kombi-Weapons and Ork Mega-armour. New Wargear cards are provided for Mekaniak Tools, Sniffer Squigs, Runtherd Grabba-Sticks, Ghazghkull's Adamantium Skull and many others.

ARMY LIST

A complete army list for the Ork army includes Warlords, Nobz, Weirdboy Warpheadz, Madboyz, Stormboyz, War buggies, Dreadnoughts, and many more Ork warriors, vehicles and war machines. A selection of Ork special characters is provided, such as the Goff Warlord Ghazghkull Mag Uruk Thraka, the crazed Deathskull Painboy known as Mad Doc Grotsnik and Kaptin "Flash Git" Badrukk and his famous Freebooter pirate gang.

'EAVY METAL PAGES

Photographs and detailed descriptions of how to paint an Ork army in all its colourful and ferocious glory by the Games Workshop 'Eavy Metal team.

ISBN 1-872372-76-7



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