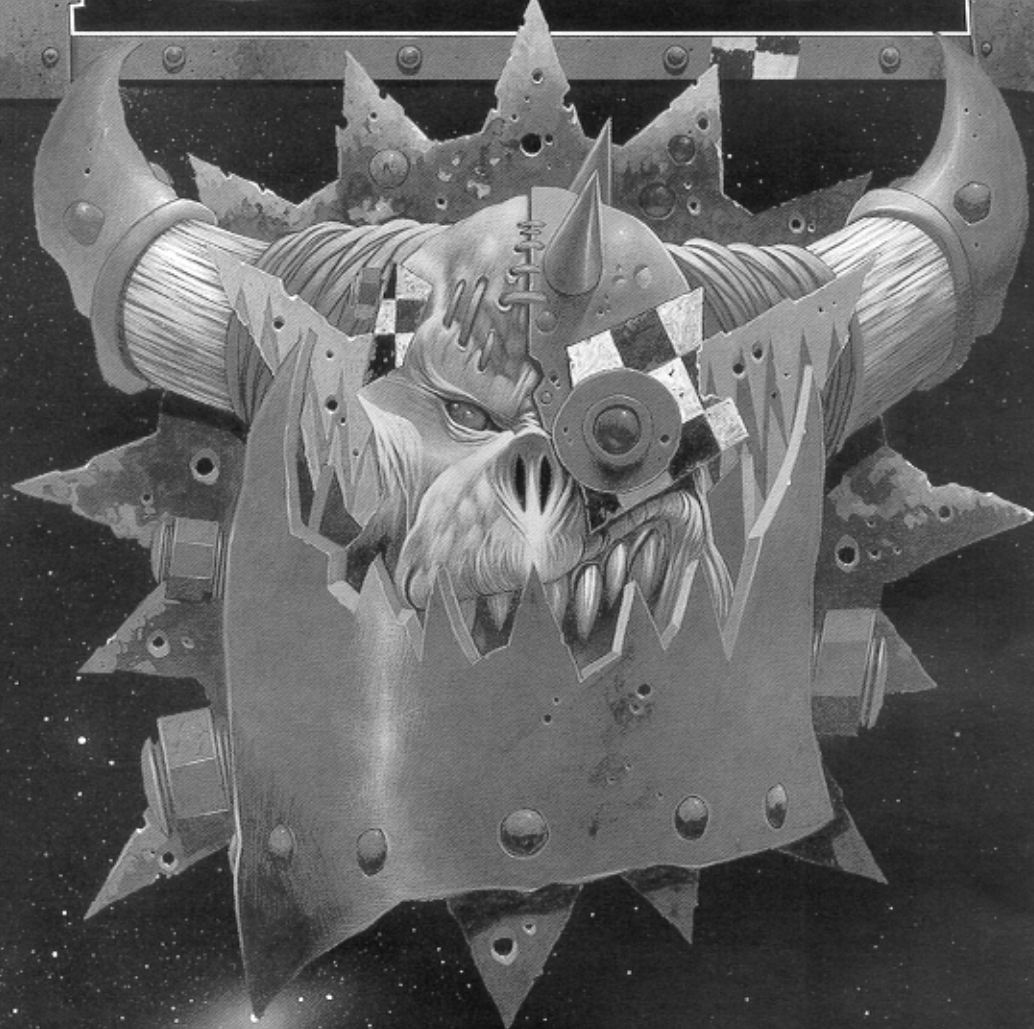


CODEX™

ORKS™



BY ANDY CHAMBERS

UNIVER STUFF: Gavin Thorpe MINIATURES DESIGNERS: Brian Nelson, Mark Bedford, Norman Swales & Alan Perry

COVER ART: David Gallagher INTERNAL ART: Alex Boyd, John Blanche, John Wigley, Wayne England & Neil Hodgson

THANKS TO: Pete Haines, Adrian Wood, Roine Afte, Pat Marstall, Gary James, Mark Adamthwaite, Ray Snyder and to everyone who wrote in or emailed us about Orks

INTRODUCTION.....	2
ORK ARMY LIST.....	4
Ork Special Rules.....	5
Ork Armoury.....	7
Headquarters.....	8
Elites.....	10
Troops.....	11
Fast Attack.....	13

Heavy Support.....	14
STARTING A WAAAGH!.....	17
WHAT'S IN THE ARMY?.....	18
EXPANDING YOUR ARMY.....	19
ORK TACTICS.....	20
PAINTING ORKS.....	21
THE ORK CLANZ.....	22

FREEBOOTERS.....	25
PAINTING DA WHEELZ.....	26
MEN'S WORKSHOP.....	28
PAINTING TIPS.....	29
BIG TOOF RIVER.....	30
SHOWCASE.....	32
THE ORKS.....	33

ORK WARGEAR.....	34
Vehicle Upgrades.....	37
Warlord Ghazghull Mag Urk Thraka.....	40
Warlord Nazdreg Ug Urdgrub.....	41
Boss Zagstruck & Da Vulcha Boyz.....	42
Mad Dok Grotznik.....	42
Boss Snikret & Da Redskull Kommando.....	43
Wazzdikka Gutmek.....	44

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GAMES WORKSHOP LTD.
WILLOW RD, LENTON,
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US
GAMES WORKSHOP INC.
6721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND, 21060 6401

AUSTRALIA
GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565

CANADA
GAMES WORKSHOP,
1645 BONHILL RD,
UNITS 9-11, MISSISSAUGA,
TORONTO L5T 1R3

HONG KONG
GAMES WORKSHOP,
20th FLOOR,
LEADER CENTRE,
37 WONG CHUK
HANG ROAD

INTRODUCTION

Greetings Warboss, welcome to *Codex: Orks*, a book dedicated to collecting, painting and gaming with an Ork warband in the Warhammer 40,000 battle game. The Ork way is brutal and savage, using sledge-hammer tactics coupled with the ferocity of a bag of wolverines. If you're looking for the Warhammer 40,000 equivalent of a barbarian horde you're in the right place!

ORKS

Orks are the most widespread and warlike race of aliens in the bloodstained galaxy of the 41st millennium. From the depths of the core to the distant ghost stars beyond the galactic rim burgeoning Ork empires rise and fall. In terms of sheer numbers and planets Orks occupy more of the galaxy than any other single race and were they unified they would soon crush all opposition. However the Orks' passion for violence is so unquenchable that they spend most of their time warring amongst themselves and any Ork leader worth his followers' respect would never dream of voluntarily following another. But once in a generation an Ork leader will emerge who is powerful enough to defeat his rivals and dominate their tribes. His success will draw others and soon a great Ork Waaagh! is underway, a movement of millions; part migration, part holy jihad as the Orks seek

new worlds to conquer and races to enslave. The violence of Ork warriors unleashed is truly terrifying and the ferocity of the Ork Waaagh! evokes fear even amidst the holy spires of Terra.

WHY COLLECT AN ORK ARMY?

First off because Orks can fight anyone, even other Orks! No matter who your opponent is you can fight them with no qualms about whether you've got a realistic match-up. In the Warhammer 40,000 background Orks are the classic antagonists, a constant threat to all other races and are in a permanent state of war.

Orks are also an ideal army for the player who wants to field everything at once. Individual Orks are tough, capable warriors and mercifully cheap in points, so an Ork force can field a solid body of troops and still have plenty of room left to include warbikes, big guns, Dreadnoughts and other nasties. In battle the Ork army is a real horde, a solid mass of troops and vehicles which will make even the most hardened Space Marines player balk.

The Orks themselves are excellent hand-to-hand fighters. Even the most basically equipped Ork fights better in close combat than many races' assault specialists, and a whole mob of Orks can overrun most enemy units with ease. Better still, the Orks' confidence in their own fighting abilities means that mobs have to be decimated before they even think about retreating and Orks which do fall back are likely to join up with another mob and renew the attack. This makes the Orks' brutal style of combat easy to emulate on the tabletop, and even if they lose you can win a moral victory if you have the right sense of bravado and mutter things like "You haven't heard the last of us, meddling Space Marine!".

Ork barbarity is also highly entertaining in itself. If you want a straight laced army that takes itself seriously try the Eldar or Sisters of Battle! A good Ork player can have a laugh at the expense of his Gretchin slaves getting blown to bits when they're sent into a minefield, or when one of the Mekboyz' insane weapons blows up or a supercharged vehicle smashes into a wall.

The crude, barbaric style of an Ork army lends itself well to painters more interested in fielding a big force than an immaculately painted one. By using basic painting techniques an Ork force can be easily assembled, with its sheer mass of warriors compensating for their individual simplicity. Nearly everything the Orks use is hand built and heavily personalised, be it weapons, armour, vehicles or bioniks. This offers modellers a vast range of possibilities for converting and scratch building, making Ork armies the most varied, individualistic creations in the Warhammer 40,000 game.



Sir, despite repeated efforts at alerting sector command to the alien threat emanating from the Alacanth, Redwold and Tyr systems no action has been undertaken. Naval scouting forces have noted a sharp increase in the build-up of Ork ships within these systems and the recent loss of the Falchion class cruiser Tempest in the Tyr system has rendered further reconnaissance impossible. It is imperative that further information is gathered by whatever means possible to ensure the continued security of the Kolchis system. >>>>>>>>>>>>

Date: 2763994M41

Sir, my thanks for the recent intelligence on Ork activity in the sub-sector. This, combined with my own sources, makes it clear that an Ork Wazagh is imminent. The central figure appears to be Warlord Gorbard of the Redskulls tribe. Gorbard has conquered all neighbouring tribes on Redwold, Tyr and Alacanth over the last four years and is now building heavy armaments and invasion ships. Rumours abound of two (or more) space hulks being sighted in the Redwold system and the Emperor's Tarot produces ever more dire portents of strife. I would suggest, nay, request that a pre-emptive strike be made on Redwold to cripple the Ork's shipping and eliminate their leader before this dangerous situation gets further out of hand. I would also note that the Angels of Absolution have recently fought on Belami and would make an eminently suitable strike force.

>>>>>>>>>

Date: 2800994.M41

Sir, I find it inconceivable that slaying the Ork's leader would not result in the dissipation of the Waaagh. You assure me that another Warlord would simply take his place, but surely a period of internecine warfare would occur as his rivals fought to take control? I only pray that the Angels of Absolution will undertake to raid on our behalf. >>>>>>>>>>>>>>

Date: 2851994.M41

[illegible]

Date: 2967994.M41

The Ork fleet of Waagh Gorbah has breached our orbital defences and even now Ork attack ships and assault boats are landing forces on the planet. Fast-moving spearheads have isolated the capital from the outer mines. Early estimates place the attacking ground forces at the equivalent of sixteen regiments, with one hulk, four cruisers and twenty plus attack ships supporting from orbit

Date: 2093995.M41

[illegible]

<<<<<< NO FURTHER TRANSMISSIONS >>>>>>

Transmitted: Kolchis

Received: Ryza

Telepathic Duct:

Astrocath-Terminus Sondavi

Author: Commander Heirovys

Date: 4255994.M41

Transmission

intercepted at

Inquisition station

574363/b/Mk3

Addenda: Full transcript suppressed for reasons of Sector security by order of Inquisitor Marles. Full transcript available via archive Xeno.

Arc/u/s/897.delta Security
clearance Vermillion. Cross-
ref: Angels of Absolution.
Belami Incursion. Waaagh
Gorbad. Warlord Gorbad.
Redwold. Alacanth. Tyr.
Rvza.

Appended note by Inquisitor Marles: The sacrifice of Kolchis has given Ryza an additional seven month build-up, somewhat less than the period required by Solar Hostarax but greater than would have been gained by prematurely instigating the Waagh by taking action. Exhaustion of the Kolchis mines was estimated within twelve standard years.



And at this time
the brazen god of war
cast up a great lord
to lead the savages forth

The Book of War

ORK ARMY LIST

This section of *Codex: Orks* contains information on the different troops and vehicles an Ork Warboss (ie YOU!) can use. The list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but also provides the basic information you'll need to field an Ork army in scenarios you've devised yourself, or that form part of a campaign.

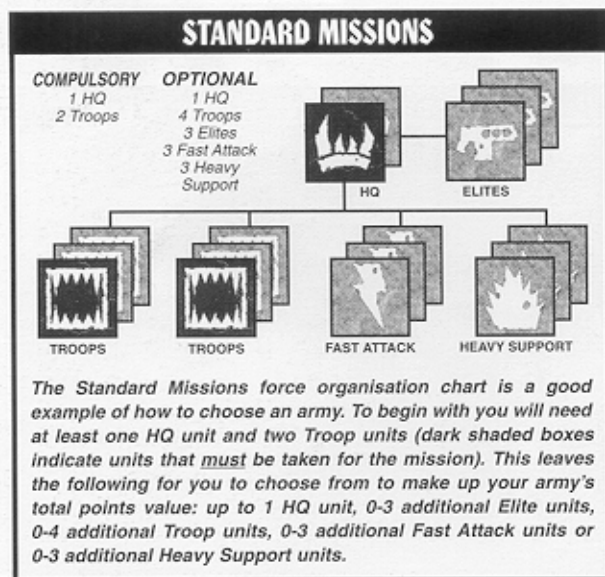
The army list is split into five sections. All squads, vehicles and characters in the army list are placed into one of these sections, depending upon their role on the battlefield: *Headquarters (HQ)*, *Elites*, *Troops*, *Fast Attack* and *Heavy Support*. Every model included in the army list also has a points value, which varies depending on how effective it is on the battlefield.

Before you can choose an army for a battle you will need to agree with your opponent upon what scenario to play and the points each of you have to spend on your army. Having done this you can proceed to pick an army as described below.

USING A FORCE ORGANISATION CHART

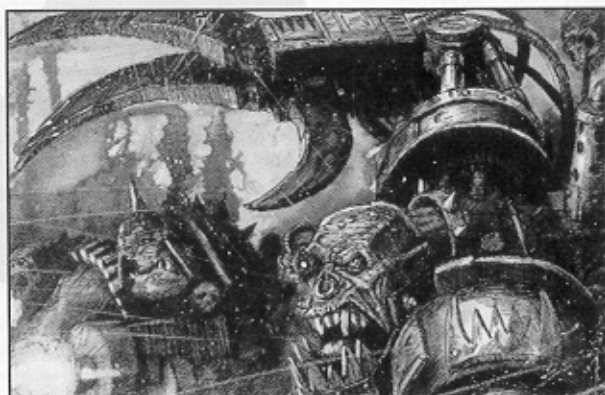
The army list is used with the force organisation charts from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category may have one or more boxes. Each light-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box means that you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or a squadron it counts as a single choice from those available to your army.



USING THE ARMY LISTS

To make a choice, look in the relevant section of the army list and decide what unit you wish to have in your army, how many models there will be in it, and which upgrades you want (if any). Remember you cannot field models that are equipped with weapons and wargear not shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have used up all your points. Then you can get on with the serious business of unleashing your deadly Ork Waaagh!



ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit and any limitations on the maximum number of choices you can make for that unit type (0-1, for example, indicates that only one unit may be included in the army).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit contains different warriors, there may be more than one profile.

Number/Squad: The number of models allowed in the unit, or the number of models you may take for one choice from the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: Lists the different weapon and equipment options for the unit and any additional points for taking these options. It may also include the option to upgrade one mob member to a character. If a mob is allowed to have models with upgraded weaponry (such as big shootas or rokket launchers), then these must be given to ordinary squad members, not the character.

Special Rules: This is where you'll find any special rules that apply to the unit.

ORK SPECIAL RULES

The following special rules apply to all Ork units except where noted.

MIXED ARMOUR

Due to the wide variety of wargear and the Ork Mobbing Up rule it is entirely possible for some units to include models with different armour saves. Because of this the normal casualty removal and armour save rules are altered slightly.

The opposing player rolls to hit and wound for whichever unit he is firing with as normal. However, when the Ork player makes armour saves before removing casualties from a unit that has mixed armour saves he uses the best armour saves as long as the Orks wearing that type of armour are in the majority (ie, they outnumber Orks with worse saves in the unit). This represents the heavily armoured Orks making more obvious targets and the lighter armoured Orks using them as cover! Any casualties removed after saving throws have been taken must come from amongst the most heavily armoured Orks first (ie, the ones with the best saving throws take the hits).

If heavier armoured Orks are in the minority use the worse armour saves and take the casualties from the lightly armoured Orks instead.

For example: A Warboss and his bodyguard of five Nobz suffer 6 wounds from enemy fire. The Warboss and three of his bodyguard are wearing mega armour so the Ork player rolls his saving throws using the 2+ mega armour save (as the models with mega armour outnumber the other models in the mob). Unluckily he fails two saves and 2 wounds are suffered. Because the Nobz have 2 wounds each, one mega armoured Nob is removed as a casualty. If the enemy fire had an Armour Penetration of 2 or better, three mega armoured Nobz would be removed as casualties (ouch!).

ORK MOB RULE!

An Ork mob has to check morale and test for pinning from barrages and snipers in the same way as any other unit. However, if the mob fails a test it will immediately 'check size' by rolling 2D6. If the score is equal to or less than the number of Orks (not including Gretchin) left in the mob then the Orks carry on, confident in the belief there are enough of them left to win. Their courage is bolstered by their comrades, spurring them on to battle. This means that an Ork mob of twelve models or more will always fight on, regardless of any casualties it might have received.

Mobbing Up

Orks falling back can attempt to regroup as normal if there are enough of them left, but this rarely happens as Orks will only withdraw once most of them are dead. However, an Ork unit of any size can attempt to join another mob or in other words 'mob up'.

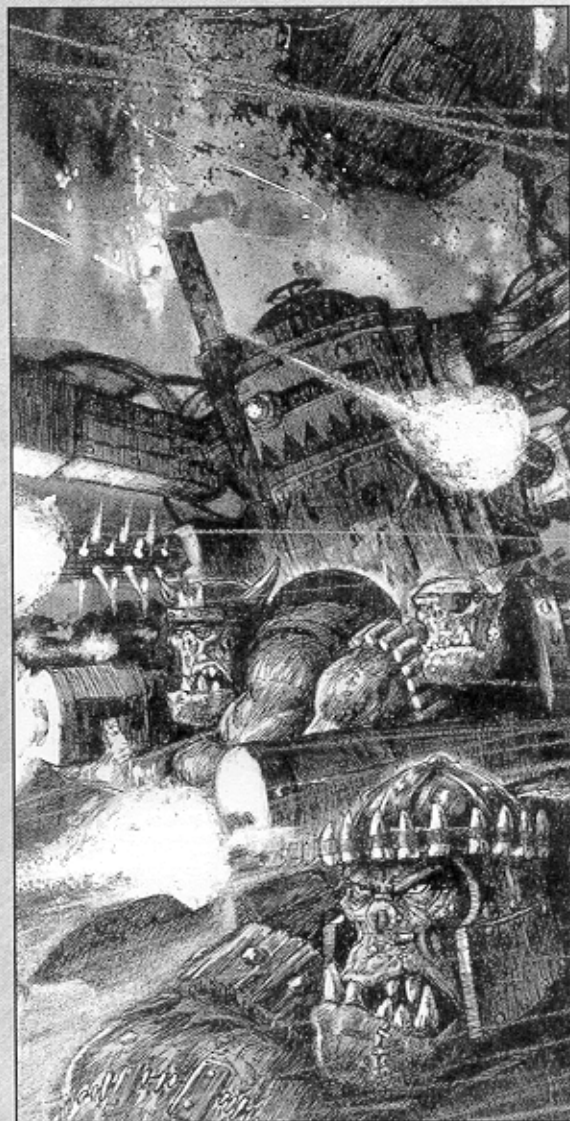
When Orks fall back they can move towards any Ork mob that lies behind their own position. If any withdrawing Orks get within 6" of the new mob once moves are complete then the withdrawing mob can attempt to join up with the new one. Make a 2D6 roll against the Leadership value of the

mob which is falling back. If successful the two mobs combine together (mob up) and the previously withdrawing mob can immediately move up to 6" so they are in proper formation.

Only Ork foot troops will mob up in this way – Slavers and Meks in charge of Grot mobs or Big Gunz, Stormboyz and warbikes may not mob up.

Victory Points after Mobbing Up

A mob of Orks which mobs up counts as destroyed for victory points purposes. An Ork mob which gains additional Orks from another mob joining up with them is not worth any more victory points than it was before, it will still use its starting strength and points value for working out victory points.



THE POWER OF THE WAAAGH!

When a big mob of Orks charges they form a solid mass, blazing away with their shootas and screaming Waaagh! at the top of their lungs. The sheer momentum of their charge is stunning and opponents are in danger of getting bowled over by a scrum of Orks all trying to get into combat first.

To represent the Power of the Waaagh!, when an Ork mob charges into close combat check its size by rolling 2D6. If the score is equal to or under the number of Orks left in the mob they charge in with a rousing "Waaaaaaagh!". All the Orks in the mob double their Initiative characteristic for the rest of the assault phase. In future assault phases the Orks revert to their normal Initiative values. If the 2D6 roll is greater than the number of Orks left in the mob the Orks charge in as normal and attack with their basic Initiative value.

Orks who make a sweeping advance into the enemy also use the Power of the Waaagh! The test for this is made at the beginning of the assault phase so any casualties from enemy fire will reduce the chances of them managing to maintain their momentum.

He was an avalanche from an unexpected quarter.
He was a thunderbolt from a clear sky.

Commissar Yarrick on Ghazghkull Thraka.



GRETCHIN MOBS

Gretchin are notoriously cowardly by Ork standards so in battle they are led (or rather driven forward) by an Ork Slaver. In the case of these units Morale checks are made against the Ork's Leadership value – but there is no Mob Rule for Gretchin. Grotz don't count when it comes to counting heads!

Gretchin are affected by Morale checks for losing an assault just like normal troops. However, Gretchin who fail a Morale check caused by enemy shooting or tank shock or which fail to regroup after falling back from close combat, 'go to ground' and hide with almost preternatural skill; in the blink of an eye they disappear under rocks, behind foliage, and whatever else they can hide in. The Gretchin mob is removed and the Slaver is left in place to indicate their position (as he starts the thankless task of rounding them up again). If no Slaver is present (ie, he has been slain or was not included in the mob for some reason) the Gretchin mob may not regroup and counts as being destroyed.

Gretchin can attempt to regroup each turn as long as the Slaver is still alive, even if the Gretchin mob has been reduced below 50% of its original strength or the enemy is within 6". If the Gretchin have gone into hiding, when they regroup they are replaced on the tabletop in coherency with the Slaver but not more than 6" from him. Whilst they are hiding Gretchin cannot be harmed.

Ork Slaverz trying to regroup Gretchin can be attacked as normal by shooting and in close combat. The Slaver may not move, shoot or initiate an assault (although he can still fight back if attacked in close combat). If the Slaver is killed the Gretchin mob counts as being destroyed.



ORK ARMOURY

In most cases characters are upgraded from ordinary Boyz. Where this is the case the character keeps the basic weapons and wargear of the mob he's part of – for example, a Stormboyz Nob has a slugga, choppa and jump pack. This doesn't prevent you from picking extra weapons for him from the Armoury although the restrictions on the number of weapons that can be carried always apply.

Ork characters may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon. You may also pick up to 40 points of extra wargear for each character from the Wargear lists (80 points for an Ork Warboss and 60 points for a Big Mek or Painboss). The full Wargear rules are on pages 34-37. You can not take duplicate items for the same model with the exception of Grots or squigs and all wargear and weapons must be represented on the model.

SINGLE HANDED WEAPONS

Choppa	2 pts
Power claw	25 pts
Slugga	1 pt
'Urti syringe (Mad Doks only)	5 pts

TWO-HANDED WEAPONS

Big shoota	12 pts
Burna (Mekboyz only)	10 pts
Grabba stik (Slaverz only)	5 pts
Kombi weapon: shoota/rokket launcha	5 pts
Kombi weapon: shoota/skorcha	8 pts
Kustom force field (Mekboyz only)	20 pts
Kustom mega-blasta (Mekboyz only)	15 pts
Rokkit launcha	8 pts
Shoota	2 pts
'Uge choppa	10 pts

ORK VEHICLE UPGRADES

Any Ork vehicles (apart from warbikes) may be fitted with the following additional equipment. Any upgrades chosen must be shown on the vehicle model. Dreadnoughts may only choose upgrades marked with an (*). No duplicate upgrades may be taken for the same vehicle.

Armour plates*	5/10 pts
Big grabber	5 pts
Boarding plank	5 pts
Grot riggers	2 pts
Bolt-on big shoota (wartrukks only)	10 pts
Red paint job	3 pts
Reinforced ram	5 pts
Searchlight*	1 pt
Spikes 'n blades (not wartrukks)	5 pts
Stikkbomb chukka*	3 pts
Turbo boosta	5 pts
Wrecker ball	5 pts

WARGEAR

Ammo runt	4 pts
Attack squig	6 pts
Big horns/iron gob (Warboss & Nobz only)	6 pts
Bionik arm	10 pts
Bionik bonce	10 pts
Boss pole (Warboss & Nobz only)	3 pts
Cybork body	10 pts
Dok's tools (Mad Doks only)	1 pt
'Eavy armour	8 pts
Frag stikkbombz	1 pt
Grot oiler (Mekboyz only)	6 pts
Grot orderly (Mad Doks only)	6 pts
Krak stikkbombz	2 pts
Kustom job: More Dakka	4 pts
Blasta	3 pts
Shootier	2 pts
Mega armour (Warboss & Nobz only)	30 pts
Mega boosta (mega armour only)	10 pts
Mekboy's tools (Mekboyz only)	2 pts
Squighound (Slaverz only)	5 pts
Stikkbomb chukka (mega armour only)	1 pt
Super stikkbombz (Mekboyz only)	5 pts
Tankbusta bombz	3 pts
Waaagh! banner (max. one per army)	20 pts

Mega Armoured Warboss and Bodyguard

If an Ork Warboss is equipped with mega armour any members of his bodyguard Nobz that are also equipped with mega armour will be able choose up to a total of 80 points of wargear each (including the mega armour).

Grots and Squigs

Some Ork wargear takes the form of Gretchin slaves or squigs (short for 'squiggly beasts' – animals that Orks eat or train for simple tasks). Grot slaves and squigs must be represented by a separate model and become part of whichever mob the character they are with belongs to. They must also stay within the 2" coherency distance of the unit.

Note that the special rules for Grot morale only apply to mobs of the little green blighters, not to any Grots that are chosen as wargear. An Ork character may choose up to a maximum of three Grot slaves and/or squigs.

HEADQUARTERS



As the monstrous and all powerful leader of the

warband the Warboss gets first pick of any wargear and the best fighters to make up his bodyguard with. Some Warbosses also include Mekboyz and Mad Doks in their bodyguard — often with their own small entourages of Grot slaves and squigs. Others just get in their wartrukks with a select band of hard nuts and lead their Boyz by the simple expedient of careering into the middle of the enemy force first!



The wartrukk is a lightly armoured, fast transport vehicle used by Orks for getting the Boyz into battle quickly. It allows them to thrust deep into enemy lines and capture forward positions.

WARBOSS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	60	5	2	5	4	3	4	4	9	6+

Your army must include a Warboss.

Options: A Warboss may be given any equipment allowed from the Ork Armoury.

Bodyguard: The Warboss may be accompanied by a bodyguard (see entry below). If he has a bodyguard then the Warboss and his bodyguard are treated as a single unit during battle. Note that the bodyguard does not count as a separate HQ choice (it does not use up a HQ 'slot').

Wartrukk: If the Warboss and his bodyguard number ten models or less (including squigs, Grots, etc) they may be mounted in a wartrukk at a cost of +30 pts. See below for details.

SPECIAL RULE

Independent Character: Unless accompanied by his bodyguard (see below) the Warboss is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

WARBOSS'S BODYGUARD

NOBZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Nob	20	4	2	4	4	2	3	3	7	6+

Number: The Warboss may be accompanied by between five and ten Nobz.

Options: The Nobz may be given any equipment allowed from the Ork Armoury.

MEKBOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Mekboy	10	4	2	3	4	1	2	2	7	6+

Number: If the Warboss is accompanied by a bodyguard he may also be accompanied by up to two Mekboyz.

Options: The Mekboyz may be given any equipment allowed from the Ork Armoury.

MAD DOKS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Mad Dok	10	4	2	3	4	1	2	2	7	6+

Number: If the Warboss is accompanied by a bodyguard he may also be accompanied by up to two Mad Doks.

Options: The Mad Doks may be given any equipment allowed from the Ork Armoury.

TRANSPORT: WARTRUKK

	Points	Front Armour	Side Armour	Rear Armour	BS
Wartrukk	30	10	10	10	2

Type: Fast, open topped.

Crew: Orks.

Weapons: The wartrukk is armed with either a big shoota at +8 pts or a rokket launcha at +5 pts.

O-I BIG MEK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Big Mek	25	4	2	4	4	2	3	3	7	6+

Options: A Big Mek may be given any equipment allowed from the Ork Armoury for Mekboyz, and also any equipment that can normally only be chosen by the Warboss and Nobz.

Bodyguard: The Big Mek may be accompanied by a bodyguard as detailed below. If the Big Mek has a bodyguard then he and the bodyguard are treated as a single unit during the battle. Note that the bodyguard does not count as a separate HQ choice (it does not use up one of the HQ 'slots').

Wartrukk: The Big Mek and his bodyguard may be mounted in a wartrukk at an additional cost of +30 pts. See the wartrukk entry on page 8 for details.

SPECIAL RULE

Independent Character: Unless accompanied by his bodyguard the Big Mek is an independent character and follows all of the rules for independent characters as given in the Warhammer 40,000 rulebook.

BIG MEK'S BODYGUARD

MEKBOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Mekboy	10	4	2	3	4	1	2	2	7	6+

Number: The Big Mek may be accompanied by between three and five Mekboyz.

Options: The Mekboyz may be given any equipment allowed from the Ork Armoury. Mekboyz are highly individualistic and have a violent aversion to 'standardised' weapons. For this reason no Mekboyz in the bodyguard may be equipped with the same combination of weapons.

O-I PAINBOSS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Painboss	25	4	2	4	4	2	3	3	7	6+

Options: A Painboss may be given any equipment allowed for Mad Doks from the Ork Armoury.

Bodyguard: The Painboss may be accompanied by a bodyguard as detailed below. If he has a bodyguard then he and the bodyguard are treated as a single unit during battle. Note that the bodyguard does not count as a separate HQ choice (it does not use up a HQ 'slot').

Wartrukk: The Painboss and his bodyguard may be mounted in a wartrukk at an additional cost of +30 pts. See the wartrukk entry on page 8 for details.

SPECIAL RULE

Independent Character: Unless accompanied by his bodyguard the Painboss is an independent character and follows all of the rules for independent characters as given in the Warhammer 40,000 rulebook.

PAINBOSS'S BODYGUARD

CYBORKS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Cybork	13	4	2	4	5	1	2	2	7	5+

Number: The Painboss may be accompanied by between four and nine Cyborks.

Weapons: Sluggas and choppas.

Special Rule: The Cyborks have an invulnerable saving throw.



Occasionally a Mekboy will exhibit the kind of ambition usually only seen amongst Nobz. Although he can never aspire to lead a whole warband the Mekboy will gather other Mekboyz as followers and gain in power and stature. It is common for a Big Mek to leave his warband or be outlawed by its Warboss for getting too big for his boots. Outlaw Big Mekz and their followers will hire out their services to warbands, searching for a war big enough to satisfy their obsession for building the biggest, shootiest war machines around.



Veteran Painboyz become increasingly obsessed with perfecting their own methods of 'serjery' and eventually drift away from their Warboss. Left to their own devices, they will indulge in ever more extreme experiments. Any Ork brave/stupid enough to venture into a Painboss's lab has to be careful otherwise it may wake up to find itself with a new set of mechanical lungs that allow it to breathe underwater even though it probably only went in to get a bad tooth removed!



ELITES



Stormboyz are fierce Ork warriors who are willing to gamble with their lives (and their sanity) by strapping on crude Ork rokkit packs to blast them towards the enemy.



Kommandos are the most slippery, cunning and untrustworthy Orks in any warband. On the other hand they are the best at slithering closer to an enemy battleline or sneaking around a flank without raising the alarm.



'Ard Boyz wear heavy armour pieced together from steel plates and equipment scavenged from defeated foes. Their thick armour combined with the natural toughness of Orks means that 'Ard Boyz are able to wade through the fiercest fire fights with barely a scratch.

STORMBOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	15	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between five and twenty Ork Stormboyz.

Weapons: Sluggas and choppas.

Options: The entire mob may be equipped with frag stikkbombz at +1 pt per model and krak stikkbombz at +2 pts per model.

Character: For an additional cost of +11 pts one of the Stormboyz may be upgraded to a Nob. The Nob may be given any equipment allowed from the Ork Armoury, except mega armour.

SPECIAL RULE

Jump Packs: The mob is equipped with jump packs. See the Warhammer 40,000 rulebook for details.

KOMMANDOS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	4	2	3	4	1	2	2	7	-
Nob	+11	4	2	4	4	2	3	3	7	-

Mob: The mob consists of between five and ten Kommandos.

Weapons: The models in the mob may be armed with either a shoota or slugga & choppa (you may have a mixture of weapons within the mob).

Options: Up to one model in the mob can be armed with either a big shoota at +8 pts, rokkit launcha at +5 pts or burna at +6 pts. The mob may have frag stikkbombz at +1 pt per model, krak stikkbombz at +2 pts per model and/or tankbusta bombz at +3 pts per model.

Character: For an additional cost of +11 pts one of the Kommandos may be upgraded to a Nob. The Nob is allowed to have any equipment allowed from the Ork Armoury, except for mega armour.

SPECIAL RULES

Infiltrators: Kommandos are Infiltrators and follow any special scenario rules for Infiltrators.

Slippery: Kommandos sneak through cover quickly and easily, so they roll an extra D6 when they move through difficult ground.

'ARD BOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	12	4	2	3	4	1	2	2	7	4+
Nob	+16	4	2	4	4	2	3	3	7	4+

Mob: The mob consists of between five and twenty 'Ard Boyz

Weapons: The models in the mob may be armed with either a shoota or slugga & choppa (you may have a mixture of weapons within the mob).

Options: Up to three models in the mob can be armed with either a big shoota at +8 pts, a rokkit launcha at +5 pts or a burna at +6 pts. The entire mob may be equipped with frag stikkbombz at +1 pts per model, and/or krak stikkbombz at +2 pts per model.

Character: For an additional cost of +16 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any additional equipment allowed from the Ork Armoury.

SKARBOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	11	4	2	4	4	1	2	2	7	6+
Nob	+9	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between five and twenty Skarboyz.

Weapons: The models in the mob may be armed with either a shoota or slugga & choppa (you may have a mixture of weapons within the mob).

Options: Up to three models in the mob can be armed with either a big shoota at +8 pts, a rokket launcha at +5 pts or a burna at +8 pts. The entire mob may be equipped with frag stikkbombz at +1 pt per model, krak stikkbombz at +2 pts per model.

Character: For an additional cost of +9 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any additional equipment allowed from the Ork Armoury.

O-I FLASH GITZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between five and twenty Flash Gitz.

Weapons: Shoota.

Options: The entire mob may be given one kustom job for their shootas chosen from the Wargear section: *Shootier*: +2 pts per model, *Blasta*: +3 pts per model and *More Dakka*: +4 pts per model. Up to four models can have either a big shoota at +8 pts, a rokket launcha at +5 pts or a burna at +6 pts.

Character: For an additional cost of +11 pts one of the Gitz may be upgraded to a Nob. The Nob may be given any equipment allowed from the Ork Armoury.

TROOPS

SLUGGA BOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between ten and thirty Boyz.

Weapons: Slugga and choppa.

Options: Up to three models can have either a big shoota at +8 pts, a rokket launcha at +5 pts or a burna at +6 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Ork Armoury.

SHOOTA BOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	8	4	2	3	4	1	2	2	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between ten and thirty Shoota Boyz.

Weapons: Shoota.

Options: Up to three models can have either a big shoota at +8 pts, rokket launcha at +5 pts or burna at +6 pts.

Character: For an extra +12 pts one Boy may be upgraded to a Nob and given any equipment allowed from the Ork Armoury.



Skarboyz are veteran warriors who bear the scars of dozens of battles. These Orks have grown exceptionally big and strong and have brawny, gnarled arms bulging with slabs of muscle from fighting in numerous conflicts.



Some Orks are so obsessed with guns that they will scrape together all the wealth they can to get the best kustom shoota they can afford. Other Orks call these over-equipped nuttas 'Flash Gitz'.



Slugga Boyz are the heart and soul of most Ork warbands. They are normally formed into huge mobs and are armed for close combat with hefty, razor-edged choppas and the big-bore Ork pistols known as sluggas.



The deafening clamour of a mob of Shoota Boyz opening fire is legendary. Each Ork will try to outdo his neighbour by letting fly with the most ammo and the loudest gun. Hitting the target is less of an objective than terrorising the enemy!



Stikk Bommas are special among Ork society for one

reason — they know that when you pull the pin out of a stikkbomb, you throw the bomb and not the pin!



Ork burnas are powerful cutting torches used in

battle to melt enemy armour. When he is within distance the Burna Boy can crank open the nozzle and unleash a torrent of flame to incinerate foes, even those skulking in woods or behind walls.



Tankbusta mobs are formed from Orks who have survived

tank attacks and learned how to beat them. Small mobs of Tankbustas work among the larger mobs of Boyz to hunt down enemy tanks or bunkers.



0-2 STIKK BOMMAS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between ten and thirty Stikk Bommas.

Weapons: Slugga, close combat weapon, frag and krak stikkbombz.

Options: Up to three models in the mob can be armed with either a big shoota at +8 pts, a rokket launcha at +5 pts or a burna at +6 pts. The mob may be equipped with tankbusta bombz at an additional cost of +2 pts per model.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed from the Ork Armoury.

0-2 BURNA BOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	9	4	2	3	4	1	2	2	7	6+
Mekboyz	+9	4	2	3	4	1	2	2	7	6+

Mob: The mob consists of between five and ten Burna Boyz.

Weapons: Slugga and choppa.

Options: Up to four models in the mob can be armed with a burna at +6 pts. The entire mob may be equipped with frag stikkbombz at an additional cost of +1 pt per model and krak stikkbombz at an additional cost of +2 pts per model.

Character: For an additional +9 pts the Burna Boyz mob may be led by a Mekboy. The Mekboy may be given any equipment allowed from the Ork Armoury.

0-2 TANKBUSTAS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	11	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of five and ten Tankbusta Boyz.

Weapons: Slugga, close combat weapon, frag stikkbombz and tankbusta bombz.

Options: Up to three models in the mob can be armed with a rokket launcha at +7 pts each.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed from the Ork Armoury.

SPECIAL RULE

Tank Hunters: The mob always passes Tank Shock tests and adds +1 to all Armour Penetration rolls.

The building shook as the Leman Russ approached, dust and fragments of masonry rained down on Krug and his mob from what was left of the roof. They waited back from the shattered walls and out of sight with unusual patience for Orks. It wasn't until they heard the first thwack!-boom! of the tank's battlecannon that they brought their rokket launchas up to the windows. The tank was right outside, cutting down the last of a mob of Gretchin with its heavy bolters and presenting its flank to the apparently empty building the Tankbustas occupied. Their three rokkets roared down at it on smoky yellow tails. One corkscrewed away at the last instant and plowed into the ground, one was a dud which ricocheted off with a clang, but the other tore a great chunk out of the vehicle's side armour and sent a track whipping away like a wounded python. Krug and his boyz were up and running before it had even slewed to a halt. Grogatz and Arik clamped their bombz to its side and ducked away before a fiery blossom lifted its turret clean off and the engine blew with a teeth-rattling concussion.

GRETCHIN MOBZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	3	2	2	2	2	1	2	1	5	-
Slaver	9	4	2	3	4	1	3	2	7	6+

Mob: The mob consists of one Slaver and between ten and thirty Gretchin.

Weapons: The Gretchin are armed with grot blastas.

Character: The Slaver may be given any equipment allowed from the Ork Armoury.

SPECIAL RULES

Living Shield: Orks are adept at using Grots to draw enemy fire. Any Ork mobs which are shot at 'through' a Grot mob can claim a 5+ cover saving throw. Each save made by the Orks means one of the Grots must be removed as a casualty.

Better Footing: Orks are also adept at using Grots to clear a path through difficult ground, sometimes by the simple expedient of stepping on them! If a Grot mob is in difficult ground any Ork mobs moving through the same difficult ground may re-roll the dice for how far they move. Mega armoured Orks may not use this benefit (the Grots would just go 'splutch').

Mine Clearance: Grots are sometimes charged across minefields to make the mines safe(!) before the Orks have to cross. If a Grot mob moves into a minefield take off 3D6 Grots as casualties and then remove the minefield marker. If there aren't enough Grots in the mob to satisfy the casualty quota the minefield remains in play and the Grot mob is wiped out.



In every society there are those who are on the bottom of the heap. In Ork society this position is most definitely held by the Gretchin, or Grotz as they are also known. They are often enslaved against their will and forced to serve their brutal Ork masters. Quite literally downtrodden (and kicked and beaten), the Grotz are always at the wrong end of things — including the food chain!



FAST ATTACK

TRUKK BOYZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The Trukk Boyz mob consists of between five and ten Ork Boyz.

Weapons: The Boyz have either a shoota or a slugga & choppa. The mob may contain a mix of differently armed Boyz.

Options: Up to one of the Boyz can have a big shoota at +8 pts, a rokket launcha at +5 pts or a burna at +6 pts.

Character: One of the Boyz may be upgraded to a Nob at an additional cost of +11 pts. The Nob may have any equipment allowed from the Ork Armoury.

Wartrukk: The mob must be mounted in a wartrukk at an additional cost of +30 pts. See the wartrukk entry on page 8 for details.

SPECIAL RULES

Bailin' out: Trukk Boyz have plenty of experience in jumping on and off trukks (and landing on their heads), so they will only suffer a wound on a D6 roll of 6 instead of a 4+ if their truck is destroyed.



Trukk Boyz, or trukkers as they are also called, have invested loads of time and energy in getting a wartrukk as their own personal transport. They are much envied by the foot-slogging Boyz for their ability to get into the fight quickly.



WARBUGGIES/WARTRAKS

	Points	Front Armour	Side Armour	Rear Armour	BS
Warbuggy/trak	30	10	10	10	2

Squadron: The squadron consists of between one and three Warbuggies/Wartraks.

Type: Fast, open topped.

Weapons: Each vehicle may be armed with one of the following: twin-linked big shoota at +16 pts, twin-linked rokket launcha at +10 pts, a mega blasta at +20 pts or a skorcha at +8 pts.



Most warbands are accompanied by a ramshackle band of vehicles that hurtle around the battlefield blasting at anything they can. The most crazed crews are known as Speed Freaks as they have completely succumbed to the Ork predilection for going far too fast.



Ork Warbikes are one of the strange miracles of Ork technology, possessing an immensely powerful armament for their size. Ork Bikers love nothing more than to roar around the battlefield, unleashing hails of shots in all directions. Often they will ride straight into the middle of their enemy, their fingers firmly on the trigger, riding over the bodies of those who fall to their murderous advance.



HEAVY SUPPORT



Big gunz are batteries of crude Orkish artillery manned by a swarm of Grot slaves. They are used to pound enemy lines into submission and knock out tanks from a distance while the ferocious mobs of Boyz close in to butcher the enemy infantry in hand-to-hand combat.



WARBIKE SQUADRON

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	30	4	2	3	4(5)	1	2	2	7	6+/5+
Nob	+22	4	2	4	4(5)	2	3	3	7	6+/5+

Squadron: The squadron consists of between three and ten Ork warbikes.

Weapons: Twin-linked big shootas.

Options: Some warbikes are stripped of their big shootas and their riders fight as pure assault troops instead. In this case the warbikes cost 20 pts and the riders are armed with sluggas and additional close combat weapons (chains, tyre irons etc).

Character: At an additional cost of +22 pts one of the bikers may be upgraded to a Nob. He may be given any equipment allowed from the Ork Armoury with the exception of mega armour.

SPECIAL RULES

Short Ranged: The bouncing, rattling progress of warbikes is not conducive to hitting accurately at long range. Therefore the warbikes' big shootas are limited to a maximum range of 18".

Hard to Hit: As warbikes career across the battlefield they kick up vast quantities of dust and oily exhaust fumes. This gives them a 5+ saving throw as if they were in cover. Furthermore if an enemy shoots through a unit of warbikes to hit another Ork unit behind it the Ork unit behind counts as in cover too. The warbikes' pollution cover has no effects in close combat.

Speed Freaks: Ork Bikers are the worst kind of speed-crazed loons there are. They are unlikely to even notice casualties over the roar of engines so they are completely immune to the effects of morale and pinning.

Psycho Blastas: In an assault Bikers use their big shootas to blast the enemy at point blank range, breaking through their lines in a storm of shrapnel. This means that warbikes that charge into close combat strike first and make a shooting attack on the enemy in the first round instead of fighting normally (ie, roll three D6, hitting on a 5+ but with a re-roll to hit, any hits are resolved with a Strength and AP of 5). Once the warbikes have resolved their shots their opponents may fight back.

0-2 BIG GUNZ BATTERY

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Big Gun Krew	30	2	2	2	2	1	2	1	5	-
Slaver/Mek	+9	4	2	3	4	1	2	2	7	6+

Mob: The battery consists of between one and three big gunz and two Gretchin krew per big gun.

Weapons: All of the weapons in a battery must be of the same type, either lobbas, Zzap guns or kannon. Rules for these weapons can be found in the Wargear section.

Options: You may include up to three additional Grot krew per gun at a cost of +3 points per model.

Character: It is common for a Slaver and/or a Mek to accompany a battery of big gunz. You may include up to one Slaver and up to one Mek at an additional cost of +9 points each. The Slaver or Mek may have any equipment allowed from the Ork Armoury.

SPECIAL RULE

Hits on the Battery: When a battery of big gunz is fired at, randomise any hits between the krew and the gunz themselves by rolling a D6:

1-4: Hits the Krew; 5-6: Hits a big gun.

Hits against the Gretchin krew are resolved as normal. Gunz count as vehicles with an armour value of 10, any penetrating or glancing hits destroy them.



LOOTAS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Loota	10	4	2	3	4	1	2	2	7	5+
Nob	+11	4	2	4	4	2	3	3	7	5+

Mob: The mob consists of between five and ten Lootas.

Weapons: Shootas plus see options below.

Options: Lootas are allowed to use the options of one of the following squad types as detailed in the army lists in the Warhammer 40,000 rulebook:

Space Marine: Tactical squad, Devastator squad, Scout squad (note that Orks with sniper rifles hit on a 4+ not a 2+).

Imperial Guard: Infantry squad, Fire support squad, Anti-tank squad.

For example: You might choose to use the weapon options for an Imperial Guard Infantry squad for your Lootas. This would give them up to one plasma gun (+5 pts), melta gun (+8 pts) or flamer (+3 pts) and one heavy weapon which could be either a heavy bolter (+5 pts), missile launcher (+10 pts), lascannon (+15 pts), autocannon (+10 pts) or mortar (+10 pts). Alternatively, a squad's options from any one army list entry may be used as long as both players agree.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed from the Ork Armoury.

SPECIAL RULE

Looted Weapons: If you roll a 1 to hit with a looted weapon, a hit is scored on the unit shooting with the weapon, instead of the target. The opponent gets to roll To Wound etc. Template weapons score a single hit but do not place the template. The Ork player gets to allocate any wounds, and they don't have to be allocated to the model who fired the weapon that rolled the '1' (the 'Ooops... Sorry Mate!' rule).

ORK DREADNOUGHT

	Points	Armour							
		WS	BS	S	Front	Side	Rear	I	A
Ork Dreadnought	70 + wpns	4	2	5(10)	12	12	10	2	2(3)

Krew: The Ork Dreadnought has a crew of one Ork.

Weapons: It is armed with two Dreadnought close combat weapons (power claws usually), and two chosen from among the following: rokket launcha at +5 pts each, big shootas at +8 pts each, mega blastas at +15 pts each, skorcha at +5 pts each. You may have two of one weapon type if you wish or two different weapons.

Options: The Ork Dreadnought may replace one or both close combat weapons with extra weapons for the additional cost shown above. Each extra weapon chosen must be the same as one of the two main weapons and makes one of the main weapons twin-linked. If one close combat weapon is replaced the Ork Dreadnought is reduced to its basic 2 Attacks, if two are replaced the Ork Dreadnought is reduced to its basic Strength of 5.

KILLER KAN

	Points	Armour							
		WS	BS	S	Front	Side	Rear	I	A
Killer Kan	45	4	2	5(10)	11	11	10	2	2

Krew: The Kan has a crew of one Ork.

Mob: Your mob may consist of between one to three Kans.

Weapons: The Kan is armed with a Dreadnought close combat weapon and a big shoota.

Options: A Killer Kan may replace its big shoota with a rokket launcha or a skorcha for free.



Ork Lootas scavenge the battlefield after the fight is over and strip weapons, armour and equipment from their enemy's dead. Most of the gear is sold on to Mehs or other Orks but the Lootas keep the few prize working weapons for themselves and set about figuring out how to use them.



Ork Dreadnoughts possess the three main elements of Ork warfare — they're big, shooty and stompy! They are often created by the combined skills of Mehs and Doks because the pilot is 'wired-in' to the control systems so that the huge armored vehicle moves as if it were his own body. Other Dreads are not so sophisticated and are controlled by a wild array of levers, buttons and gears.



Killer Kans are smaller and less sophisticated Ork Dreadnoughts. Although lightly armored, they retain the deadly power claws of their larger cousins making them dangerous foes at close quarters.



Mekboyz build all sorts of variants on the basic Battlewagon design but they all bristle with guns and have plenty of space for carrying a mob of Boyz into battle. Any captured vehicle that finds its way into a Mekboy's hands will be cannibalised into a Battlewagon once its weapons start to break down and run out of ammunition.



Orks use all kinds of captured vehicles either looted from the battlefield or built in Ork-controlled Imperial factories. In time successive rebuilds and modifications will turn most looted vehicles into creations that are the equivalent of a Battlewagon.

Corporal Brecht's monocular brought the scene below into sharp focus. A crude earth ramp had been thrown up to the armoured flank of the Ork's attack ship and an opening cut through the buckled plates and leaking pipes. A stream of Gretchin slaves were hauling boxes of ammunition and cans of fuel down the slope. As he watched a heavy tracked vehicle nosed its way out of the ship's cavernous interior and a thrill of fear coursed through him as he recognised the familiar hull of a Basilisk under a barbaric array of spikes and armour plates. He crawled back to the rest of the patrol who were warily watching back down the defile in case any mbre Kommandos were in the area. "Get on the link," he shouted to Arhaus. "And tell the Captain we've got big problems, it looks like the greenskins salvaged tanks from Kolchis and they're on their way."

O-I BATTLEWAGON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Battlewagon	120	13	12	10	2

Type: Tank, open topped.

Weapons: The Battlewagon is armed with three twin-linked big shootas. You may upgrade any of the twin-linked big shootas to a twin-linked rokket launcha or a skorcha for free.

One of the twin-linked big shootas may be replaced with a big gun – either a lobba, Zzap gun or kannon at +15 pts.

Options: In addition the Battlewagon may mount up to five bolt-on big shootas at +10 pts each. These must be fired by the Ork mob onboard.

Transport: The Battlewagon may carry up to twenty Orks.

O-I LOOTED VEHICLE	PTS: VARIABLE
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You may include a one looted vehicle worth 51+ points or one to three vehicles worth 50 points or less. Even though you can include more than one vehicle they count as a single Heavy Support choice.

Type: A looted vehicle may be chosen from one of the following army list entries in the Warhammer 40,000 rulebook:

Space Marines: Rhino, Razorback, Predator Annihilator, Predator Destructor, Land Raider.

Imperial Guard: Chimera, Hellhound, Griffon, Leman Russ battle tank, Leman Russ, Demolisher, Basilisk.

Although the cost for a looted vehicle remains the same as it was in its 'parent' army list its Ballistic Skill is reduced to 2 because it's crewed by Orks! Also note that the model for a looted vehicle must be converted and/or painted appropriately to show it is being used by Orks; simply borrowing a Leman Russ from an Imperial Guard army is not allowed!

Weapons: Variable, see below.

Options: The looted vehicle may be given any weapons options permitted from its army list. For example, a Leman Russ battletank may be given a heavy flamer or heavy bolter sponsons at a cost of +10 pts each. A looted vehicle may use Ork vehicle upgrades.

SPECIAL RULES

Looted Vehicles: Make a Breakdown test for each looted vehicle at the start of each turn. Roll a D6, on a 1 roll again on the table below:

D6 RESULT

1 May not move this turn, roll again on this table next turn.

2-3 May not move this turn

4-6 **Don't press that – Waaagh!** The vehicle lurches forward 2D6" straight ahead. Make Dangerous Terrain, Tank Shock tests etc as if the vehicle were moving normally. The vehicle counts as moving the distance rolled on the dice and may not make any further moves this turn.

Orks are pink and soft, not tough and green like da Boyz. They're all the same size too – no big 'uns or little 'uns, so they're always arguing about who's in charge, 'cos there's no way of telling 'cept fer badges an' ooniforms and fings. Anuvver fng – when they do sumfng, they try to make it look like somfng else to confuse everybody. When one of them wants to lord it over the uvvers, 'e says "I'm very speshul so 'z you gotta worship me", or "I know sumfng wot you lot don't know, so yer better lissen good". Da funny fng is, arf of 'em believe it and da over arf don't, so 'e 'as to hit 'em all anyway or run fer it. Wot a lot of mukhin' about if yer asks me. An' while they're all arguin' wiv each other over who's da boss, da Orks can sneak up an' clobber da lot.



STARTING A WAAAGH!

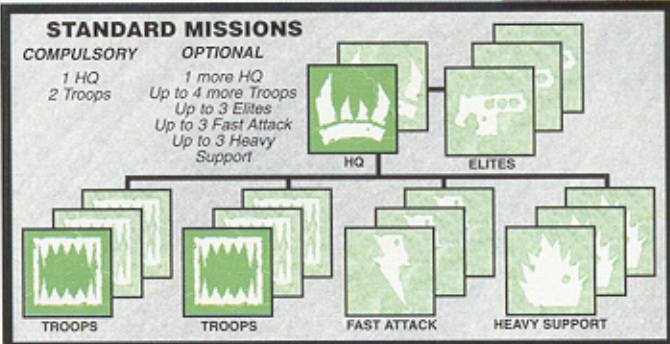
Collecting an effective Warhammer 40,000 army is a big challenge when you are first starting out. Picking the right mobs to make your warband a force to be reckoned with can be tough! To help out we've provided this handy guide to help get you started on building your first Ork army.

WHERE TO BEGIN?

The first objective of any Warhammer 40,000 gamer is to collect a force that can be fielded in battle. The Ork army list gives details of all the different mobs you can get in a warband – their size, armament and so forth. Although there are several several ways to build an army, by far the most commonly used is the aptly named Standard Missions force organisation chart. Use this and you won't go far wrong.

As you can see from the Standard Missions chart shown on this page, one HQ and two mobs of Troops are compulsory (dark-toned choices *have* to be included in your army). These form the basis of your whole army and so make a splendid starting point for collecting and painting. Once you have built up this core force you'll be able to fight a standard scenario, albeit a fairly small one.

The photo below shows a fairly typical starting force of Orks. For our HQ choice we have included a Warboss as the all-conquering leader and for the two Troops choices we've selected a mob of Slugga Boyz and a mob of Shoota Boyz. Each of these mobs can be from ten to thirty models strong, but we've gone for mobs of sixteen models each as a good compromise between these extremes. If



you wanted to start fighting as soon as possible you could just paint twenty Boyz and a Warboss and have a 'legal' army ready to use in your first battle.

Extraordinarily huge and powerful, the Warboss is the toughest warrior in the whole Ork army.



An Ork force made up of a Warboss (HQ), a Shoota Boyz mob (Troops) and a Slugga Boyz mob (Troops).

WHAT'S IN THE ARMY?



Da Boyz form the heart of an Ork army, constituting the ferocious mass of warriors it needs to win a battle. All Ork Boyz excel in close combat and the more Boyz that get stuck in the better! Using big mobs of Orks is important because it stops their assaults being broken up by enemy fire. Specialist Orks such as Tankbustas and Burna Boyz should be used for tackling important objectives or especially tough enemies.



Da Wheelz give an Ork army mobility and firepower but are vulnerable to enemy shooting. They are best used in support of the main advance, pinning down an enemy and distracting them while Da Boyz close in to attack.



Da 'Ard Stuff has thick armour, powerful weaponry and inflicts tremendous carnage in assaults. If Da 'Ard Stuff attacks alongside Da Boyz the enemy can be forced to divide their firing, giving both elements a good chance of survival.



Da Big Gunz give supporting fire so that the most dangerous enemy units can be blasted to bits at long range. Big Gunz are vulnerable to enemy shooting and assaults so they need to be placed where they will be protected by other mobs.

EXPANDING YOUR ARMY



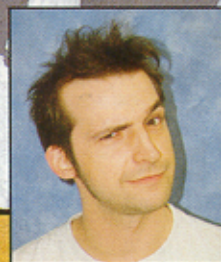
Adrian Wood's Waaagh! Grishnak.

Andy: Armed with your Warboss and two Troops units you have a core force for your army. However, you'll soon want to expand it by adding new units, though deciding exactly what to add can be a tough choice. The approach I find best is to add in one unit from each category which you don't already have – a Fast Attack unit, a Heavy Support unit and an Elite unit. At this stage it will be useful to try out these different parts of the army and see which suits your tactics best. Later you may decide to add more choices from one or other of these categories based on your experience in games, or you may want to add more Troops instead, but having a bit of each to begin with will be a useful way to start learning how your army works.

To give you some helpful pointers we've included two armies collected by experienced Greenskins, Adrian 'Grand Warlord' Wood and myself. As you can see, both armies include a powerful core force of Boyz, but there the similarities end. Adrian has a lot of Wheelz in his army (Fast Attack choices, that is) because experience has taught him to move quickly to pin down the enemy. I, on the other hand, have gone for more Big Gunz and 'Ard Stuff (Heavy Support) to try and land a 'knock out punch' which will send the enemy reeling if it connects! The mark of an Ork army is the endless variety of miniatures, so both armies contain loads of great conversions.

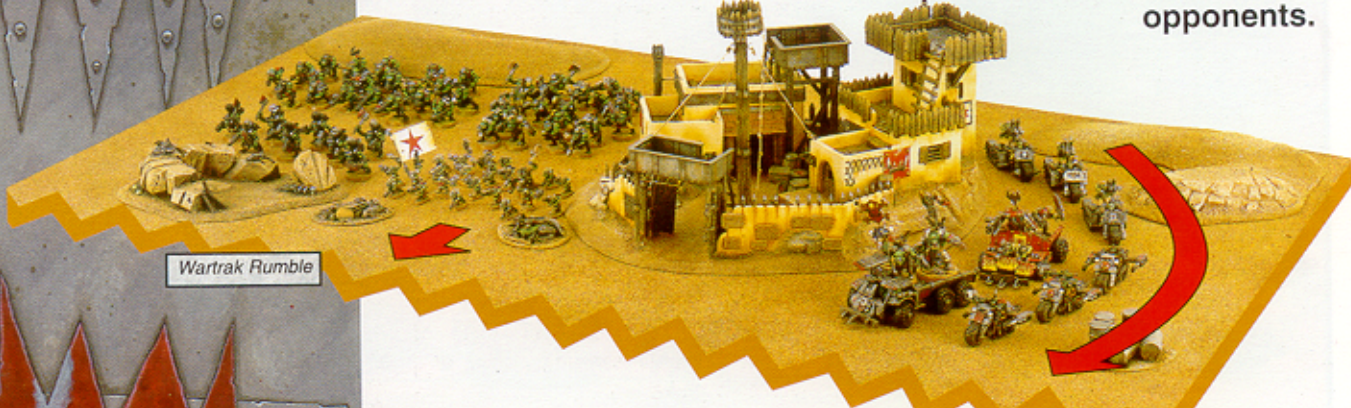


Andy Chambers' Blitz Boyz



ORK TACTICS

On this page are some different battle plans for an Ork army. These are just the basic ideas, and leave plenty of room for you to tailor these tactics to your own forces and different opponents.



Wartrak Rumble

WARTRAK RUMBLE

The *Wartrak Rumble* works well if you have a lot of Wheelz – trucks, wartraks, buggies and warbikes – in your force. Mass all of your Wheelz on one side of the battlefield, preferably one that has lots of terrain to block off the enemy's lines of fire to them. As Da Boyz advance, Da Wheelz race around to attack the rear of the enemy battle line, catching the enemy forces between the 'hammer' of Da Wheelz and the 'anvil' of Da Boyz (Adrian Wood calls this the 'Gorka Morka' after the Orkish gods of violence and cunning).

DREAD BASH

The *Dread Bash* uses a powerful force of 'Ard Stuff – Ork Dreadnoughts and Killer Kans – to give an armoured spearhead to Da Boyz' attack. Deploy your 'Ard Stuff along a short part of your battle line, backed up by your toughest mobs of Boyz. As

with the *Wartrak Rumble*, try to use any available terrain to cut down on the amount of incoming enemy fire as your force advances, but don't hide or dawdle, close in quick! Use your 'Ard Stuff to tear a hole in the enemy forces so that Da Boyz can pour in and start destroying their battle line.



Dread Bash

SWAMP 'EM

When you *Swamp 'Em* you need a force made up mostly of Da Boyz and loads of Gretchin slaves. Deploy Da Boyz across a broad front and place the Gretchin out in front as cannon fodder, but have one or two units of Boyz behind the line so that other Orks which fall back can mob up with them. The enemy should have too many targets to be able to stop them all with shooting, so you will start to overrun his battle line in several places. The mobs furthest back will then arrive, reinforced by Orks which have mobbed up with them, and finish off any pockets of resistance.



Swamp 'Em

PAINTING ORKS

So your head's full of cunnin' plans on how to crush your foes, but what about painting all those greenskin warriors? In this section we'll impart some of the tricks of the trade when it comes to painting Orks.

ORK SKIN



Goblin Green drybrushed over Dark Angels Green, followed by a mix of Goblin Green and Bleached Bone drybrushed on as a highlight.

Painting Ork skin is the most important thing in creating an impressive Ork army.

There are as many ways of painting Ork skin as there are Ork gamers and each one has their own style. Some like to paint their Orks simply, so they can paint lots at the same time. Others prefer to carefully highlight and shade their models for maximum effect. Whichever way you paint your Orks, bear in mind that you will be painting dozens of them, so choose a style that allows you to paint lots of

models easily. A single coat of Goblin Green on a mass of Ork Boyz looks fine.

There are a few simple tricks you can use to add more detail to your models. For example, a wash



Goblin Green washed with Green ink then drybrushed with a mix of Goblin Green and Bleached Bone as a highlight.

of Green ink will add instant shading to your Boyz. Another trick is to drybrush on a lighter green to highlight the detail. We've included some examples of painting Ork flesh on this page, but you can use all sorts of combinations of Green ink wash and different colours for highlighting. Feel free to experiment.



Gretchin and Nobz can be painted differently to Ork Boyz. This Grot has been painted with a mix of Goblin Green and Bleached Bone to make it paler and weaker-looking than Da Boyz.

Many painters prefer to paint Nobz a much darker tone than Boyz to signify their age and strength – simply leave off the highlighting stage or use darker colours.



PAINTING METAL



Use Boltgun Metal to paint your guns and choppas. It that looks good after a single coat and can be highlighted

with Chainmail. A wash of Rust Brown ink will make your guns look weather-worn. In comparison, Tin Blitz is a much darker and browner metal colour. Used as a base colour and highlighted with Boltgun Metal, you get even dirtier looking guns.

TEETH



You can paint teeth and horns with Bleached Bone – a couple of coats will look good even over black. If you want your model's

teeth to look more discoloured, use a wash of Rust Brown ink. You can also use Bubonic Brown or Codex Grey as a base colour for teeth. We painted the horns on this Nob with Scorched Brown first, then the ridges were painted on with Bubonic Brown and then Bleached Bone.

DRYBRUSHING



One way to paint Orks is to drybrush them, which is a way of highlighting models, particularly if they have textured surfaces. Start with your base colour and either lighten it with Skull White or

choose a lighter version of it (eg, Bleached Bone is a lighter version of Bubonic Brown). Wipe away most of the paint on a tissue and lightly brush over the raised areas of the miniature. The colour in the brush will come off onto the detail, highlighting it. The more you drybrush over the model, the lighter the model will look, so you can easily vary the look of all your models within a mob. You can paint armour, fur, vehicles and Ork skin this way if you like.



◀ This is the end result of Adrian drybrushing over Dark Angels Green as discussed above.

The skin of these Orks (painted by Adrian Wood) has been drybrushed – the muscles particularly suit this style of painting. The skin was first painted a base colour of Dark Angels Green and was then drybrushed with a mix of Dark Angels Green and Goblin Green. Adrian then drybrushed the whole model with Goblin Green followed by a mix of Goblin Green and Rotting Flesh. Finally the model had the lightest drybrushing of Rotting Flesh. Excessive, but it looks good!



To make the shading look nice and crisp Adrian painted on final highlights with a mix of Goblin Green and Rotting Flesh.



THE ORK CLANZ

Ork warbands often belong to a specific Ork clan which has its own colour schemes, glyphs and markings. On the next few pages you can see examples of these that you can use to paint your army...

GOFFS

Goff clan Orks think they are the toughest, most no-nonsense warriors around and wear a uniform that is sombre black with some white and red detailing. Black and white checks are especially popular.

This war buggy is equipped with a ram.



Nob with power claw and boss pole.



Shoota Boy



Stormboy



Slugga Boy



Ork with converted big shoota.



The Warboss and his retinue mounted in a huge converted wartrukk.

SNAKEBITES



Nob with big horns and bosspole.

Snakebite Orks are distrustful of technology and prefer good old-fashioned stuff. Their warriors wear leather and furs for the most part, with some red and white markings.



These three Snakebites were made from bits from Warhammer 40,000 and Warhammer Orcs.



Shoota Boy



BAD MOONS

Bad Moons warbands are wealthy and well-equipped. Their ostentatious yellow clan colour is used as markings in a 'dog-tooth' pattern or as a background colour for black flames.



Nob with bosspole.



This wartrukk is fitted with a ram and a wrecker ball.



Slugga Boy



Stikk Bommas



Ork with converted rokket launcha.



Nob with kustom shoota and bosspole.



Slugga Boys

DEATHSKULLS

Deathskull warbands are expert looters and scavengers and use blue as their clan colour, which most Orks think of as a lucky colour. Deathskulls often daub their bodies with blue warpaint to bring extra good fortune to their scavenging exploits.

BLOOD AXES

Blood Axe warbands are seen as being tainted by un-orky ideas picked up from human warriors on the battlefield and for this reason they are mistrusted by other Orks. Blood Axes often use camouflage colours, although they appear rather lurid to human eyes.



Shoota Boyz

EVIL SUNZ

Evil Sunz are obsessed with speed and love to ride in fast buggies. Their vehicles and warriors are all predominantly red (red ones go faster after all!), with some yellow detailing. Yellow flames are a common motif, and easy to paint too!



To satisfy their need for speed, this Evil Sunz Mob have given their truck a red paint job.

FREEBOOTERS

Freebooter warbands are either made up of mobs of lots of different clans or mobs that don't belong to a clan at all. They don't care just as long as they are where the fighting is!

FREEBOOTERS

A Freebooter warband is an ideal opportunity to make up your own warband's colour scheme, so if you don't see any clan colours you like – go Freebooter! Many Freebooter warbands are an amalgam of Ork mobs from several different warbands. This means you could use a mix of Orks wearing different clan colours to give them a really rag-tag, undisciplined appearance.

Alternatively, you can create your own entirely original colour scheme – for example you might decide that Orks would look groovy in white (Snow Orks!) or grey. It's worth thinking about having a 'trademark' feature for your colour scheme (this is true of any warband, but especially Freebooters). For example the Bloodied Fist warband might have Orks which all have their fists painted red, whereas the Death Jawz have white jaws and so on.



This Nob has no specific clan glyphs or colours, the only decorations are a few checks and a lightning flash.



Adrian's Ork Nob wears white warpaint that distinguishes his Trukk mob, 'Da Dragsterz'.

THEMED ARMIES

A themed army is one built around a single, distinctive idea. This might be a part of the background which appeals to you, or a style of play which you really like. For example, you might decide to collect a Goff warband around the idea that Goffs would never namby around with Wheelz, so the only vehicles you use are Ork Dreadnoughts: lots of Ork Dreadnoughts! Themed armies need a lot of planning, so they aren't very suitable if you're just starting out, but for an experienced gamer they are a great way of getting a unique and very personal force.

Clan Glyphs

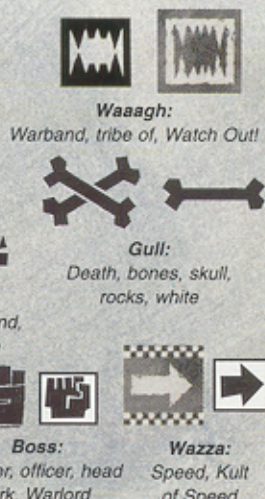


ORK GLYPHS

Orks use glyphs to symbolise the important bits of their kultur, like violence, bloodshed and... more violence!



Regular Glyphs



Orks mix and combine glyphs together to create new ones, for example the Blood Axes glyph has been combined with a skull. If a glyph represents something important like a Waaagh!, Orks make it really big. Glyphs are often made out of metal and can be painted too.

PAINTING DA WHEELZ

Ork armies often include a lot of Wheelz, because they're cheap and drive around much faster than the slower moving mass of Da Boyz. I always used to find painting vehicles daunting until I learned some good techniques...



Ork warbike

SPRAY CANS

A very quick way to paint vehicles is to use spray cans. Simply choose the colour you want and either spray it over a black undercoat or directly onto the model (black is best though). You can also lightly dust the vehicle, using spray cans, over the base colour to make it look dirty or rusty. Afterwards drybrush on a lighter shade of your chosen base colour to bring the detail back out.

Choose the colour you want to paint your vehicle and paint the whole model all over. If you decide to paint your vehicle Boltgun Metal, just drybrush the colour onto the black undercoated vehicle, it looks great immediately. After that, paint the wheels and the crew as normal and the vehicle is finished. You can add transfers at this point as well if you want to. Sorted!



This wartrukk is fitted with a big grabber and painted in Boltgun Metal. You can use clan colours such as red and black if you like, to fit in with your army.



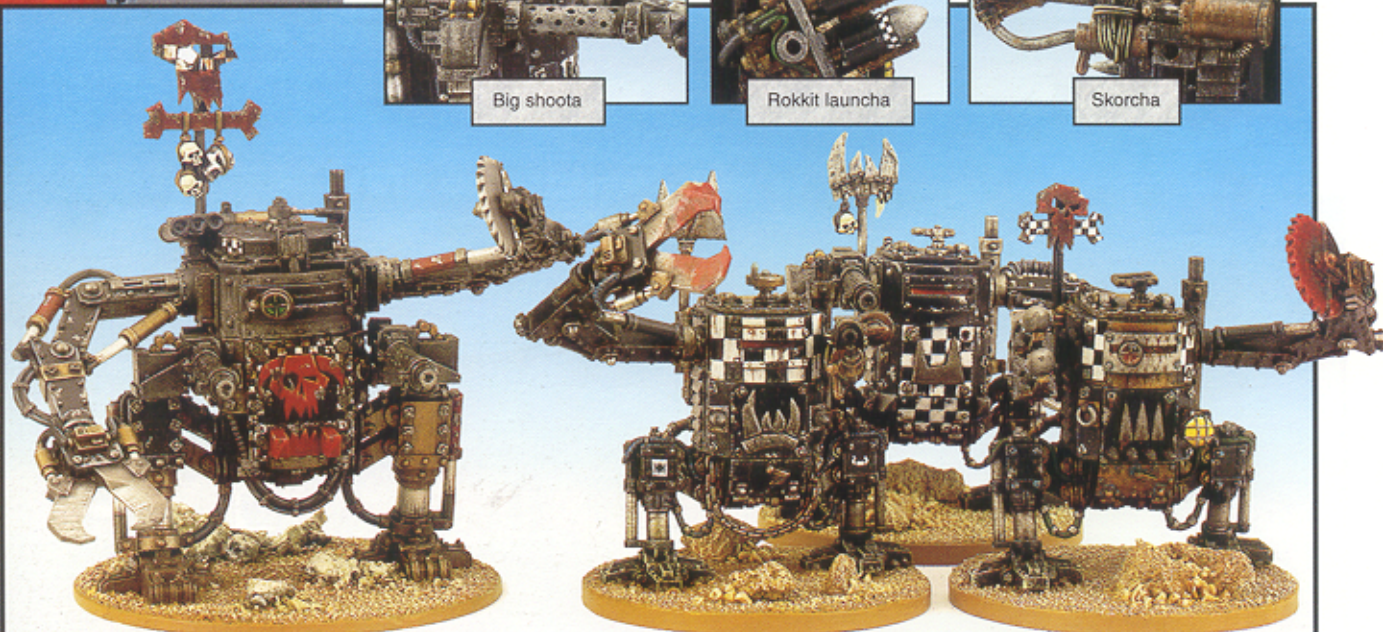
Big shoota



Rokkit launcha



Skorcha



Ork Dreadnought and Killer Kans

GUBBINZ

Ork vehicles are covered in bits and pieces commonly called 'gubbinz'. These bits can represent vehicle upgrades such as boarding planks and reinforced rams. However, more often than not gubbinz are either useful or decorative stuff that the crew have picked up, such as tools, trophies and fuel cans. Adding gubbinz is an easy way of modifying vehicles so that they don't all look the same.



GLYPH PLATES

Ork miniatures and vehicles often feature clan symbols such as



the Evil Sun and the Bad Moon. In the case of the Evil Sun symbol on the warbike, shown above, the symbol has been painted the clan colour Blood Red, with the tusks and eyes painted just like a real face. You can paint these symbols (and indeed any Ork glyphs) in bright colours, or just leave them painted metal if you prefer.

TRANSFERS

Transfers look great on both Ork miniatures and vehicles and there are loads of different designs to choose from. To apply waterslide transfers, carefully cut out the transfer and leave it in a saucer of water for 30 seconds. Using a pair of tweezers and a brush, slide the transfer off its backing paper and onto your model. Then use the corner of a tissue to dab away any excess water from the model and leave for a few minutes to let it dry completely. You can also combine transfers together to make new designs, re-paint them different colours or highlight them.



Transfers have been applied to this wartrak and drybrushed with Boltgun Metal to make them look as if the paint has been chipped away.



Checks have been painted onto this wartrak's sides, forks, and big shootas, as well as the gunner's wrist band. The areas to be painted with checks were undercoated Skull White first and then the grid was painted on in Chaos Black. Note the extensive battle damage to the armour plate on the front of the vehicle as well as to the mudguard.

DUST

Orks don't clean their vehicles, it's too much like hard work! Therefore buggies end up covered in dust and grime which is easy to paint onto your models. Just drybrush brown paint onto the vehicles or wheels and tracks.



In order to get transfers to stand out against metal body work, it's a good idea to paint a black background on first. When applied on top, white transfers stand out from the vehicle as shown with the flame effects on the front forks of this wartrak.



MEK'S WORKSHOP

One of the great things about Ork conversions is that you can make them as crude and as rough as you like!



The 'porthole' was made from a bit of a light fitting.

This wartrukk is festooned with armour plates made from metal and plastic Ork vehicle parts, as well as others created from plasti-card.



Andy used tank turret bodies for his Ork Dreadnoughts.



This wartrukk has had traks added, a remodelled hull and an impressive skorcha conversion.

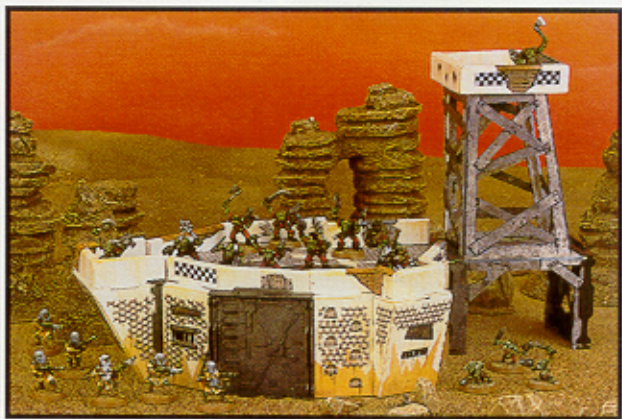
CONVERTING VEHICLES

Vehicles are perfect for converting; it's relatively easy to make one buggy look very different from another. One way is to swop the front plate of a buggy for part of a truck, or replace it with a metal front plates from another vehicle. There are loads of different bits and pieces for Ork vehicles that you can use to make a unique looking vehicle. If you are a bit

more adventurous, you can really start swopping bits around, as you can see in the examples above. Extra wheels look good, as do additional weapons, battered armour plates, etc. We suggest that you also carve some battle damage into the plastic with a modelling knife or a pin vice drill.



You can even have a go at making your own Ork buildings. This one was made from a furniture drawer!



ORK STRONGHOLDS

Orks often construct makeshift strongholds for themselves and these pieces of scenery are an excellent addition to your battlefield. As you can see above, there are

already a fort and a stronghold available as card buildings. If you want, you can also add parts from the Battlefield Accessory set such as barrels and tank traps.

PAINTING TIPS

This page details lots of different tips that you will find useful for painting Orks. Look out for more in *White Dwarf* magazine.



BATTLE DAMAGE

Battleworn paint over metal looks great on Ork miniatures and is very easy to do. We used this effect on this Ork's shoulder armour. After painting the armour red, random shapes were painted onto it in Chaos Black. Then Boltgun Metal was painted over the black areas leaving a slight line of black showing. To finish it off, a little Mithril Silver can be painted on to make the metal look really worn.

check pattern on with Skull White (or any other light colour). Then paint parallel lines horizontally and vertically in Chaos Black to make a grid. Finally paint alternate squares to create a chequered effect.



WARPAINT

One of the best ways to unify your mobs of Orks is warpaint. Choose the colour for the mob and paint marks onto the skin. Ork glyphs look good, as well as simple lines and dags. If the mob belongs to a particular clan, such as an Evil Sunz mob, use warpaint in the appropriate clan colour, in this case red.



DAGS

Also called dog-tooth pattern, dags are a good Orky decoration for both troops and vehicles. First paint a zig-zag pattern and then fill in each alternate triangle.



PAINTING CHECKS

Painting checks onto models and vehicles is simple once you know how. Start by painting the area you want the



Adrian Wood's crazy Storm Boy conversion.

ORK CONVERSIONS

Individual Orks are just as much fun to convert as their vehicles.

Plastic Orks are perfect for converting, there are so many different combinations that you can really let your imagination run riot. Swapping arms, weapons and heads is the easiest way to change a figure. For instance, adding plates to their front, back and shoulders is a good way of making 'Ard Boyz.



Andy Chambers has used extra metal bits and modelling putty to make his Skarboyz. Note the human heads hanging off the belt of one Ork.



Note the extra bolts and glyph trimmed off and glued onto this 'Ard Boy.



Brian Nelson's superbly simple conversion features the human head from the Ork sprue.



Both these Deathskull Lootas are armed with Space Marine heavy weapons. These conversions are very simple: just cut off the shootas and add the Imperial guns.



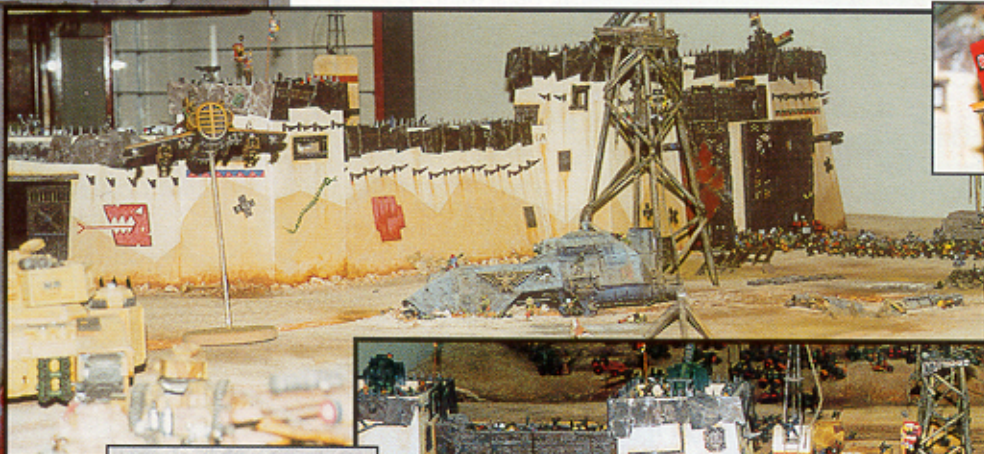
This dynamically posed Ork is one of Dave Gallagher's conversions. The legs have been cut to create a headlong charge.



Dave's Ork with big shoota was made by adding an extra barrel length to the shoota and repositioning the legs and feet to get a recoil effect.

BIG TOOF RIVER

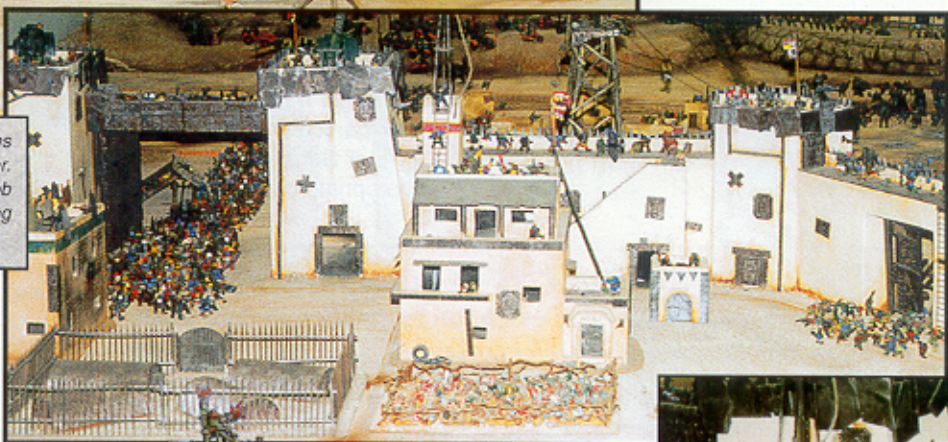
The Battle of Big Toof river was created as a display for Games Day '97. Ork fanatics throughout Games Workshop contributed hundreds of figures to create this truly awe-inspiring spectacle.



The huge Ork fort dominates one corner of Big Toof river. You can see mob after mob of the Ork defenders pouring onto the battlefield.



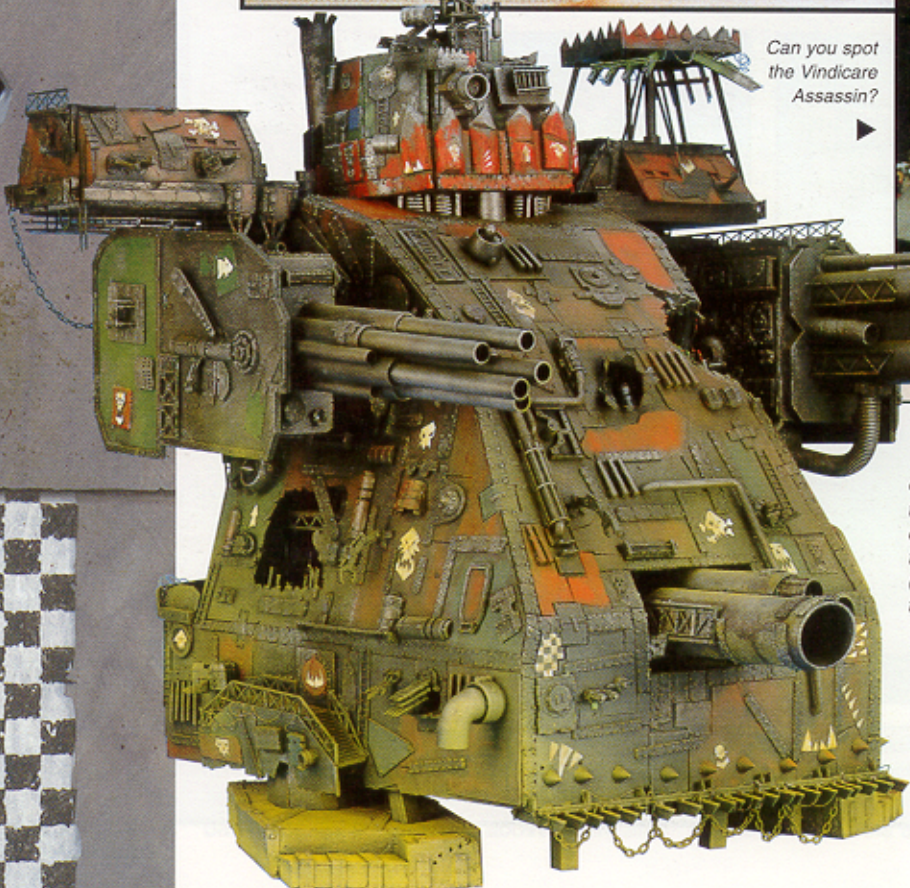
▲ A scratch built Ork Fighta Bomma swoops over the battlefield.



Can you spot the Vindicare Assassin?



One of the centre pieces of the whole display is this enormous Gargant built from card, tubing and lots (and lots!) of scavenged bits from kits and other models.





Countless buggies sweep over the hill and onto the Imperial positions.

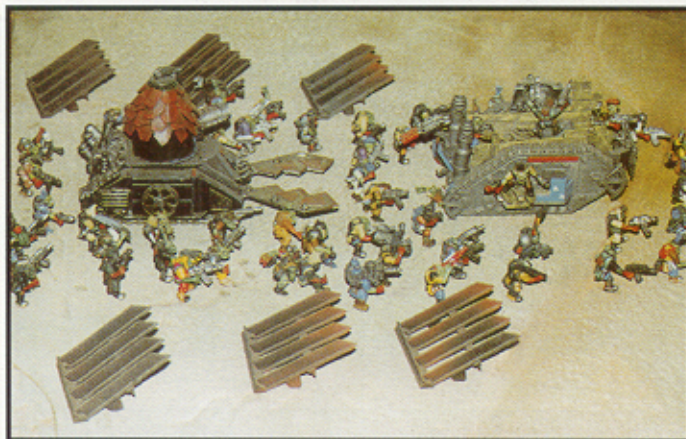
► The Stormboyz jump Big Tool river in order to assault the Imperial Guard defenders.



◀ Leading one of the columns of Orks through the outlying Ork buildings is this huge scratch-built Squiggoth.



◀ ◀ Captured Imperial vehicles kustomised by the Mekaniaks strike out for the Imperial Tank forces.



SHOWCASE

On this page are some of the best Ork models that we've ever seen. The Golden Demon painting competition at Games Day always features loads of great Orky conversions!



Nigel Carman converted his own Ghazghkull Thraka.



Andy Chambers' Waaagh! banner Nob.



Ork Dreadnought by José Antonio Romero.



Steve Buddle won the best Warhammer 40,000 Vehicle category at Golden Demon '97 with this imaginative looted Imperial vehicle.



Adrian Wood's scratch-built battlewagon.

ORKS

This next part of the Codex is given over to all the bits and pieces that don't form part of the army list or hobby guide. This includes rules for new weapons and wargear detailed in the Ork Armoury and a selection of infamous Ork Warbosses and warriors to use as special characters in your games. In addition

to these we have compiled a series of treatises and studies about the Ork race which continues to plague the Imperium. Hopefully these should be of some interest to players who are running campaigns or want to create their own clans and warbands – as well as being a good laugh of course!

TRANSMITTED: Midal II
RECEIVED: Genneman Prime
DESTINATION: Mars
DATE: 6738374M41
TELEPATHIC DUCT:
Astro-path-terminus Melial
REF: AdMech/01159168298/CW
AUTHOR: Magos Biologis Rastex
TITLE: Preface: Growth patterns of Orks
in variant societies



It is widely accepted as fact that prolonged periods of conflict lead to an increase in the size and strength of Orkoid individuals. Our research team set out to investigate whether this phenomenon had additional, further reaching, effects on Ork societies. We have spent the last two decades studying Ork communities in various regions of the Segmentum Obscurus, taking physical samples

and comparing their exological composition. The evidence we have gathered is highly conclusive.

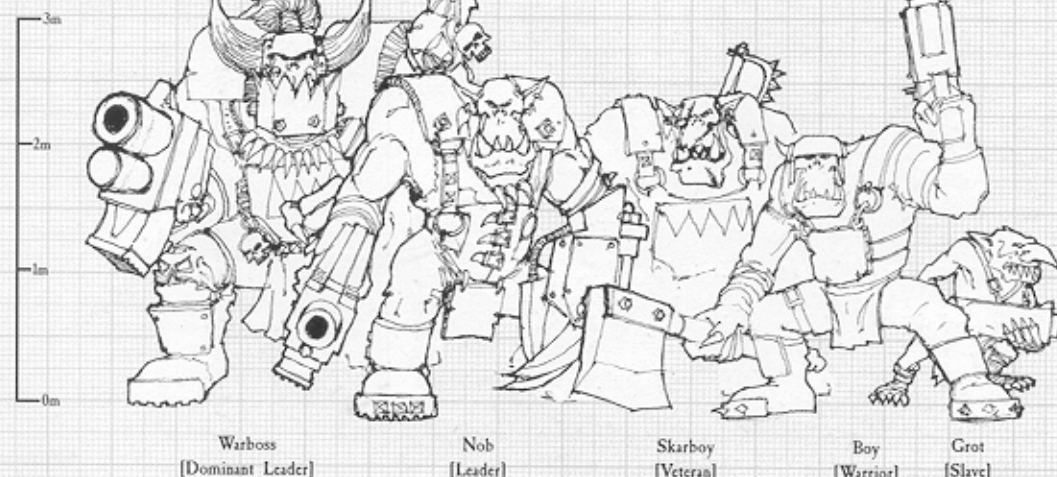
Orkoid settlements which have undergone long term isolation, with relatively few Orks [up to 10,000] show a decline in size and stature from those more regularly encountered. Samples taken from Ork colonies in the Paramar and Goliant Sectors, where Orks are low in density, showed a decrease in body mass of 15-19%. They were less physically aggressive [although still capable of tearing a man limb from limb if necessary]. To compensate for this reduction of stature, greater reliance is placed on their crude technology, with ranged fighting taking greater precedence over the brutal affair of close mêlée. This sub-type of Ork is not widely found, both due to their lack of numbers and also the fact that such developments take place in the most solitary and backwater conditions.

Conversely, Orks in greater numbers are much more likely to be fiercer in combat; more aggressive and short tempered; impatient and less likely to employ ranged weaponry with any noticeable effect. It appears that the greater the number of Orks present [on a global and

interplanetary scale] the more the Orks' savage basic instincts prevail. Such specimens are physically larger than their scattered counterparts, and the muscle:mass ratio of their exological make-up is greater [in other words there is literally strength in numbers for the Orks].

Attempts to penetrate the so-called Ork enclaves of Gathrog and Dregruk in the southern regions of the Segmentum have proved unsuccessful. The Orks have dominated these areas unchecked since before the founding of the Imperium and it is, quite reasonably, surmised that within an area of only a few light years there are tens of millions of the creatures. It is possible that in such conditions the Orks' physical proportions are even more pronounced, with whole planetary populations the size of the sub-type known to our warriors as 'Skarboyz'. When one considers the size of the 'Nobz' and 'Warbosses' of even relatively small Ork armies, one shudders to think of the monstrous creatures that must dominate these cultures. Should ever such a monster be filled with a desire for conquest, it is a matter of much debate whether any military means at our disposal could stop them.

[Sample group 179:
Orks from Ryza
warzone]



TYPICAL ORK GROWTH PATTERNS
Annotated with Terminology commonly used by the
Orks themselves and Imperial Guard Troops.

ORK WARGEAR

The following rules describe how all of the specialised equipment used by Orks works during a battle. These rules tend to be more detailed than those in the Warhammer 40,000 rulebook, and supersede them if they are different. Anything not listed here functions exactly as described in the Warhammer 40,000 rulebook.

Ammo Runt

An ammo runt is a heavily overburdened Gretchin who carries a massive amount of extra ammo for his master. One Ork model in base-to-base contact with an ammo runt in the shooting phase is allowed to re-roll one To Hit dice. The ammo runt is removed once the re-roll has been used – it can be imagined that the runt has gone running back to camp to fetch more ammo for his master (but with typical Grot slovenliness will not return during the battle!).

An ammo runt may not be chosen as a casualty caused by enemy shooting (they stay well out of the way 'cos they're carrying lots of ammo!) but Blast markers and template weapons will affect them as normal. Ammo runts removed because they are 'used up' do not count for morale or victory points purposes.

WSBS S T W I A Ld Sv

Ammo Runt 2 2 2 2 1 2 1 5 -

Attack Squig

Some varieties of squig are vicious predators with razor sharp fangs or a poisonous bite. Attack squigs are specially trained to accompany an Ork character and attack the enemy on command. They have the following characteristics:

WSBS S T W I A Ld Sv

Attack Squig 3 0 3 3 1 4 2 3 6+

Choppa

Beloved of Ork Nobz in particular, choppas are usually immense axe-like weapons or brutal cleavers. Choppas frequently have a chainsaw edge to make them extra rippy when it comes to chopping through armour. In close combat choppas limit the saving throw an enemy model can have to a 4+ at best. So, for example, if a Space Marine in power armour or Terminator armour were hit and wounded by an Ork with a choppa they would have to roll a 4 or more to make their saving throw.

Big Horns/Iron Gob

Ork leaders commonly display their prowess by hunting down and killing dangerous beasts. The creatures they fight against the most are those with big horns or tusks which can then be displayed on the Nob's helmet for all the Boyz to see. If such a creature has a disappointing lack of horns or tusks the Ork leader will sport a huge metal jaw instead to show that he has got the biggest bite around! If a mob is led by a Warboss or Nob with either Big Horns or an Iron Gob they add +1 to their Leadership value. Note that the two may not be combined to get a +2 bonus.

Bionik Arm

Ork bioniks are typically crude but effective. Ork bionik arms are equipped with built-in weapons as standard – be they one-shot sluggas, retractable spikes, ferocious creatures in cages or something even more unsubtle. An Ork with a bionik arm causes one automatic Strength 4 hit in close combat with the equivalent of Initiative 6, but only if in base-to-base contact with the target. The plethora of spikes, blades and other hurty bits welded on to the arm mean it also counts as an additional close combat weapon. This may not be combined with mega armour.

Bionik Bonce

Orks with serious head injuries may well come back from the Mad Dok's with most of their cranium replaced by solid armour plates. An Ork with a bionik bonce adds +1 to its armour saving throw. This may not be combined with mega armour.

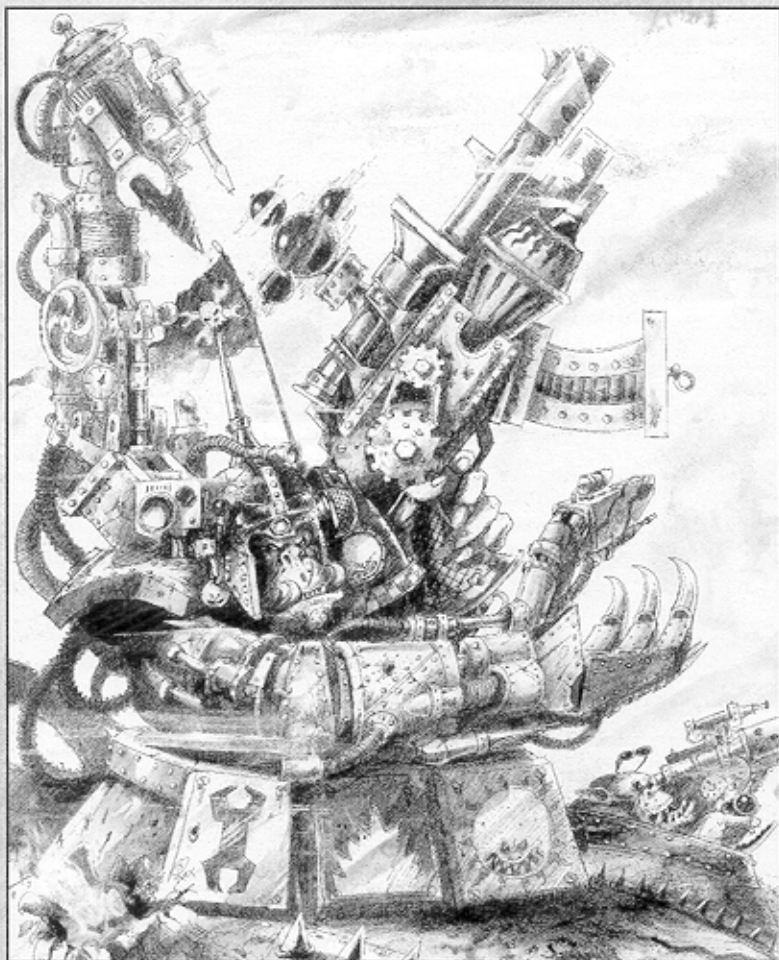
Bosspole

In addition to their Big Horns and Iron Gobs, successful Nobz have a trophy pole to carry interesting souvenirs from foes they have defeated in battle. The pole may be carried by the Nob (strapped to his back) or by a member of his mob (including a Grot but not a squig). An Ork mob trying to mob up with a mob carrying a bosspole may re-roll their Leadership test if they fail on the first try.

Burna

Burnas are cutting torches used by Mekboyz for carving up vehicle wrecks into useable chunks. However, a quick twist of the mixture valve and WHOOOSH! the burna spits out a blast of incinerating flames. A burna may be fired in the shooting phase with the stats shown below or in close combat as a power weapon. It may not be used to shoot and fight in close combat within the same turn. Burnas roll 2D6 instead of 1D6 for armour penetration against vehicles.

Range	Str	AP	Notes
Template	4	5	Assault 1



Cyborg Body

Critically injured Orks may survive to fight again after an extensive rebuild at the Mad Dok's. An Ork with a Cyborg body can survive terrible injuries and so gains a 5+ invulnerable saving throw.

Dok's Tools

A Mad Dok with Dok's tools can have a go at 'fixin' one wounded Ork in the mob he is in each turn at the end of his enemy's shooting phase, even Orks reduced to zero wounds can be saved... perhaps! If several Orks have been wounded the Mad Dok can choose which to assist. Roll a D6 for his efforts and look up the result below.

D6 Result

- 1 Aargh!** The Ork suffers 1 wound. If reduced to zero wounds, remove the Ork as a casualty.
- 2-5 Da patient is restin'....** The Dok achieves precisely nothing this time. If the Ork had been reduced to zero wounds remove it as a casualty.
- 6 Job's a good 'un!** The Ork regains 1 wound, up to the maximum it started the game with.

'Eavy Armour

Ork 'eavy armour is made up of thick armour plates shaped to fit an Ork (sort of) and cover up its few vulnerable spots. This gives the Ork wearing it a 4+ armour save.

Grabba Stik

Grabba stiks are long catchpoles that Slaverz use to catch wayward Grots. In close combat a Slaver armed with a grabba stik can make its full number of attacks even if it is 2" away from an enemy model. The stik's effects may not be combined with any other special close combat weapons or attacks.

Grot Orderly

Mad Doks often have a small gaggle of Gretchin slaves that help fetch and carry, stitch wounds, etc. Each orderly in base-to-base contact with a Mad Dok gives him a +1 bonus on the dice roll for using Dok's tools, up to a max of +3. However the Grot's enthusiasm often exceeds its capabilities so a roll of 1 before bonuses always fails and inflicts a wound on the unfortunate patient.

WSBS S T W I A Ld Sv

Grot orderly 2 2 2 2 1 2 1 5 -

Grot Oiler

Mekboyz use Grot slaves to carry their tools, hold stuff in place, bash in extra nails, etc. Each Grot oiler in base-to-base contact with a Mekboy gives them a +1 bonus to the dice roll for using their Mek's tools, up to a maximum of +3. Grot oilers sometimes get under the Mek's feet and pull the wrong wires out so a roll of 1 always fails.

WSBS S T W I A Ld Sv

Grot Oiler 2 2 2 2 1 2 1 5 -

Kannon

Kannon are heavy guns mounted on wheeled carriages and crewed by Gretchin. They can fire either a big bore frag round for blasting infantry or a solid shell for punching through tanks. They are appallingly inaccurate but make very, very big holes when they hit!

Kannon may use frag or shell rounds: choose which you are firing with before rolling to hit. Frag rounds are resolved in the same way as ordnance but use the small Blast marker – place the marker (within range and line of sight) and roll the Scatter dice and a D6. The marker moves D6" in the direction indicated if an arrow is rolled. If a 'hit' is rolled the shot lands on target but if a 6 is rolled on the D6 a hit is scored and one of the Gretchin crew is killed in a nasty firing accident. Kannon firing shells roll to hit as normal and have a BS of 2.

Against vehicles shells count as an ordnance hit, so roll 2D6 for armour penetration and pick the highest results. Any penetrating hits roll for damage on the Ordnance Damage table, for glancing hits use the Glancing Hits table as normal. Kannon have the following characteristics:

	Range	Str	AP	Notes
Kannon (Frag)	36"	5	5	Heavy 1/Blast
Kannon (Shell)	36"	8	3	Heavy 1

Kombi-Weapons

A kombi-weapon is two weapons nailed/wired/welded together, and gives the Ork a choice of two weapons to fire with. An Ork that is armed with a kombi-weapon may choose to fire one of the weapons during the shooting phase. The shoota may be fired any number of times, but the other weapon is only allowed to be fired once per battle. Note that you may not choose to fire both of these weapons at the same time. A kombi-weapon may be upgraded with kustom jobs but the customising only applies to the shoota part of the weapon.

Kustom Mega-Blasta

A kustom mega-blasta is a marvel of Ork technology which works by firing a blast of energy at the target. However, if a mega-blasta rolls a 1 To Hit it scores a wound on the Ork carrying it (normal armour saves apply) or scores a glancing hit on the vehicle carrying it.

Range	Str	AP	Notes
24"	7	2	Heavy 1/Blast/gets hot!

Kustom Force Field

Mekboyz have an uncanny understanding of battlefield technology and will sometimes build or scavenge powerful force field projectors to protect the Boyz on the battlefield.

A kustom force field gives all models within 6" a 5+ cover saving throw, vehicles within 6" are treated as being hull down. The force field has no effect in close combat.

Kustom Job: More Dakka

Mekboyz spend much of their time tinkering with weaponry to make it more powerful or faster to fire. More Dakka kustomisin' makes a shoota or slugga Assault 2 instead of rapid fire or pistol respectively (More Dakka sluggas may still be used in close combat however). A More Dakka kustom job may be combined with a Shootier kustom job to produce a S5, assault 2 shoota or slugga.

Kustom Job: Shootier

Just as popular as More Dakka kustom jobs, Shootier weapons use a larger calibre and heavier ammo to give them more punch. A Shootier kustom job makes a shoota or slugga S5 instead of S4.

Kustom Job: Blasta

A shoota or slugga with the Blasta kustom job has extra heavy duty armour piercing ammo or is radically altered so that it fires a lethal energy bolt capable of burning through armour. A Blasta kustom job gives a shoota or slugga AP3 at up to 12" range, increasing to AP2 if the target is within 6". But a shoota or slugga with the Blasta kustom job gets hot just like a plasma weapon, so on a roll of 1 To Hit the weapon scores a wound on its firer; normal armour saves apply.

Lobba

These are artillery pieces crewed by Gretchin. They are called lobbas because they 'lob' their payload in a high arc onto the enemy. How they go about lobbing their munitions varies. Most look like big mortars or howitzers but rockets are popular too and there have even been reports of medieval-style catapults and trebuchets being used. Regardless of their type all lobbas work in the same way as standard barrage weapons – guess range and roll for scatter. However if a 'Hit' and a 6 are rolled together a hit is scored but one of the Lobba's Gretchin crew is killed in an unfortunate mishap (launched high into the air, crushed by the Lobba's recoil, etc).

Range	Str	AP	Notes
Guess 48"	5	5	Heavy 1/Blast

Mega Armour

Mega armour is a suit of massively thick and heavy armour plates over a powered exoskeleton. Though slow mega armour has the advantages of giving a 2+ armour save and includes a shoota and power claw. However, an Ork in mega armour always moves as if in difficult terrain (but there's no extra penalty if actually moving through difficult terrain). If you have a unit that includes several Orks with mega armour just make one roll to see how far the Orks get. Mega armour weaponry may not be changed for other types (because it's built in) but the shoota may be upgraded to a kombi-shoota and/or a kustom shoota. An Ork in mega armour may not use the following abilities, equipment or weapons: jump packs, bikes, infiltration, bioniks, frag or krak stikkbombz or tankbusta bombz.

Mega Boosta

Some mega armoured Orks get extra power boost units fitted to their suits to ensure that they don't miss out on any chances for a fight. If an Ork in mega armour has a mega boosta he is allowed to re-roll his dice for the distance he moves. If a unit of Orks in mega armour includes some with mega boostas and some without only the ones that have the boostas will gain the benefit of the re-roll, the others will only move the distance first rolled.

Mekboy's Tools

A Mekboy equipped with Mekboy's tools can attempt to repair a vehicle which has suffered an 'Immobilised' or 'Weapon destroyed' damage result, or to fix a big gun which has been destroyed. In order to attempt a repair the Mekboy has to reach the vehicle or gun in his movement phase and may not shoot or fight in close combat that turn. At the end of the turn roll a D6 and look up the result on the table below.

D6 Result

- 1 Krunch!** Oops! If it wasn't broken before it is now! No further repair attempts can be made on the vehicle unless it becomes damaged again.
- 2-5 Umm, dis bit goes dere...** The Mekboy makes no progress this turn. He can keep trying in his next turn or give up and go somewhere else.
- 6 Job's a good 'un!** The weapon/big gun is fixed or the vehicle is made mobile again.

Skorcha

A skorcha is an Ork vehicle-mounted flamethrower which sprays a gout of burning fuel over the target area, reducing it to a burning shambles in seconds. Some kustom-kombi shootas are built to include a skorcha barrel and enough fuel for one shot. The skorcha has the following profile:

Range	Str	AP	Notes
Template	5	4	Assault 1

Squighound

Squigs are simple creatures genetically related to Orks that form an essential part of Ork ecology (or Orkology). Some are trained as guards and hunters, particularly by Slaverz. A Slaver with a squighound in base contact may re-roll Leadership tests and Morale checks for the Grot mob or Big Gun battery he is leading. The Squighound is represented by a separate model with the following characteristics:

WSBS S T W I A Ld Sv

Squighound 3 0 3 3 1 2 1 2 -

Super Stikkbombz

Mekboyz can't resist improving something, even if it makes that something hideously dangerous in the process. Super stikkbombz are a case in point, each one is a bundle of krak bombz wired together to make one almighty bang.

Super stikkbombz work just like krak stikkbombz but have an armour penetration of 10+2D6. If a double is rolled on the 2D6 the attack is resolved as normal but the Mekboy using them is also caught in the explosion, he suffers a wound automatically but may attempt an armour save as normal.

Stikkbomb Chukka

A stikkbomb chukka allows a mega armoured Ork to use frag stikkbombz so that it can fight troops in cover simultaneously instead of striking last. A mega armoured Ork which chooses to use a stikkbomb chukka must attack with its basic Strength instead of using its power claw that turn.

Tankbusta bombz

These bombz are directional explosive charges the size of manhole covers. They are used by Orks against vehicles and fortifications which krak stikkbombz just aren't heavy enough to break. Tankbusta bombz are used just like krak grenades to attack vehicles and bunkers. However Tankbusta bombz double the D6 roll for penetrating armour, giving them an armour penetration of 6+(D6x2).

'Uge Choppa

'Uge choppas are unsuited double-handed hitting implements easily capable of cleaving an opponent in two. An Ork with an 'uge choppa always strikes last in close combat but adds +2 to their Strength and their opponent's maximum save is reduced to 4+. An Ork using an 'uge choppa may not use any other close combat weapons at the same time.

'Urtly Syringe

Mad Doks carry all kinds of crude, rusty, medical paraphernalia. Most of the saws, blades and hammers they carry make perfect close combat weapons, but a special favourite is a huge steel syringe filled with a toxic goo of the Dok's own devising. A Mad Dok armed with an 'urtly syringe always wounds on a 4+ regardless of the victim's Toughness. 'Urtly syringes have no effect on vehicles, Tyranids, Daemons, Eldar Wraithguard or the Eldar Avatar.

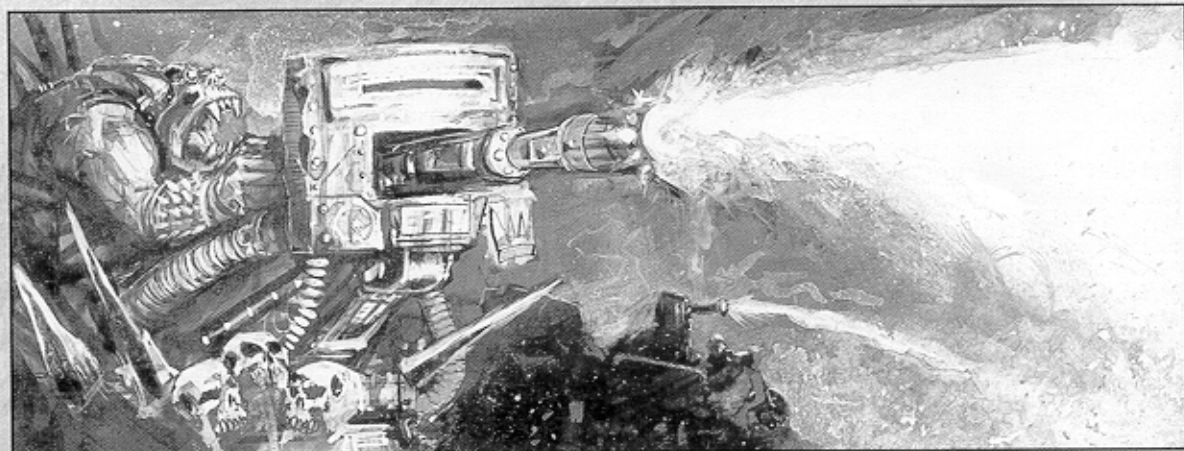
Waaagh! Banner

This banner is carried by a Warboss or his bodyguard to show how dangerous the warband is. It is decorated with glyphs declaring the warband's invincibility and mementoes of defeated foes. The banner has an almost religious significance to Orks and they will fight ferociously in its presence. Any mob that has one or more models within 12" of the banner may re-roll their *Power of the Waaagh!* test when they charge.

Zzap Gun

These guns are powerful, but unpredictable, energy cannon that are crewed by Gretchin. The gun automatically hits any single model within range and line of sight. Simply pick a target and roll 2D6 to determine the strength of each hit (up to S10). If the gun rolls an 11 or 12 for its Strength it overheats, no hit is scored and one of the Gretchin is killed. Against vehicles the gun rolls its Strength on 2D6 as normal and then adds 2D6 to the Armour Penetration roll.

Range	Str	AP	Notes
24"	2D6	2	Heavy 1





ORK VEHICLE UPGRADES

Armour Plates

A vehicle with armour plates has extra protection against hits. Roll a D6 for each glancing or penetrating hit caused against it. On a 6 the hit is ignored because it's deflected by the armour. Armour plates will have no effect against ordnance hits 'cause they're just too big! There are two costs for armour plates. The cheaper one is for vehicles worth 50 points or less (including any other upgrades they have apart from the armour plates) the second is for vehicles that are worth 51 or more points.

Big Grabber/Wrecker Ball/

Reinforced Ram/Boarding Plank

Although these upgrades work in different ways their effects are the same. They allow an Ork vehicle to attack an enemy vehicle in close combat. The Ork vehicle must move into contact with the target vehicle during its movement phase but may not attack if it moved more than 12".

The Ork vehicle may shoot in the shooting phase as normal and then resolves an attack in the assault phase. The vehicle has one attack for each upgrade listed (ie, a vehicle with a boarding plank, big grabber and ram would have 3 attacks). Attacks hit on a 4+ regardless of the target's speed and are resolved with a Strength of 6. Walkers, skimmers, infantry and any other models that have a WS characteristic may not be attacked as these weapons are too cumbersome to be used against them.

Bolt-on Big Shoota (Wartrukhs Only)

A bolt-on big shoota can only be mounted onto a wartrukk. It can be fired by one of da Boyz onboard who is a passenger as long as the wartrukk itself does not move more than 12" that turn.

Grot Riggers

An Ork vehicle with Grot riggers on board which becomes immobilised will be able to start moving again on a D6 roll of 4+. You can test to see if the vehicle becomes mobile at the start of each Ork turn.

Searchlight

Searchlights are only of any use in missions where the rules for night fighting are being used, such as the Night Fight mission. They allow one enemy unit spotted by the vehicle or Dreadnought to be fired at by any other Ork units that are in range and have a line of fire (the enemy unit has been illuminated by the vehicle's searchlight).

However, a vehicle or Dreadnought that uses a searchlight can be fired on by any enemy units in their next turn, as they can see the searchlight shining out into the darkness.

Spikes 'n' Blades (not wartrukhs)

Enemy infantry which try to attack a vehicle that has spikes 'n' blades in close combat and miss suffer a S3 hit. Wartrukhs may not be fitted with spikes 'n' blades because da Boyz would get skewered by them when they jumped off!

Stikkbomb Chucha

A vehicle or Dreadnought equipped with stikkbomb chuckas can make a Tank Shock attack even though it isn't a tank. A vehicle may not move more than 12" and attempt to tank shock and a Dreadnought can only attempt a Tank Shock attack in its movement phase. In the assault phase it must move into close combat instead. If a proper tank is equipped with stikkbomb chuckas any tank shock it inflicts has an extra -1 modifier to the troops Morale check.

Turbo Boosta

A vehicle with turbo boostas can trigger them in any of its movement phases. The turbo boostas add D6" to its movement, but for shooting and disembarking troops the vehicle counts as moving at the speed it went before the turbo boosters were added. The extra D6" movement must be used to move in a straight line and if a 4+ is rolled the vehicle and any passengers onboard may not shoot or disembark that turn as they're too busy hanging on for grim death.

Red Paint Job

An Ork vehicle with a red paint job adds +1" to all of its move distances. So, for example, a fast Ork vehicle with a red paint job could move 13" and still fire one weapon and/or disembark troops or move 25" and not fire at all.



The big gunz boomed out with an earthshaking roar and their deadly cargo screamed overhead. Boss Grubnatz squinted over the shattered wall at the Space Marines deploying at the bottom of the hill. They were unfolding into neat ranks like a well-oiled machine, apparently oblivious to the explosions and shrapnel scything past. He hawked and

spat a huge glob of green phlem over the wall. There were loads of them, almost as many of them as there were Orks in the ruins.

He ducked back down and looked over his own boyz. After months of fighting the survivors were getting bigger and tougher, their green hides thicker and more gnarled just like proper Orks. They were all excitedly slapping magazines into their shootas, cracking knuckles, sharpening fangs and blades and bragging about how many Marine-boyz they were going to kill. Grubnatz decided that he would have to keep an eye on young Skabsnik – the extra slabs of muscle he was growing and the truculent look in his eye showed he had started getting ideas about being Boss. He'd need to be taught a lesson pretty soon.

Time for that later, thought Grubnatz as he cursed them all roundly for being slackers and kicked them into a fighting line, no more than two or three to each gap in the wall. The last boyz were just in place as Space Marine bolter fire started blasting lumps out of the wall.

Grubnatz bounded to his feet and started blazing away, the boyz following suit. Up and down the ruins he could hear shouts and other mobs firing (though Grubnatz reckoned he'd got off the first shot). The noise alone was incredible, it pounded at his ears like a tribe of insane drummers. Great daggers of flame stabbed out from their shootas and hot shell casings spewed everywhere. The resulting storm of fire whipped across the armoured ranks and sparks flew as shots ricocheted off the Space Marines' armour, some of them fell but the line kept stubbornly advancing.

There was a flash and roar a split second before Grubnatz found himself hurled to the ground. A series of raucous explosions followed, rubble and dust flew from the walls with each concussion. Smoke and flames were snaking through the ruins as the boyz clambered to their feet. Several were wounded and some didn't get back up at all, even when they were kicked. Skabsnik was incautious enough to stand up right next to a gap in the wall and was blown to bits by bolter fire where he stood. Grubnatz felt vaguely disappointed that he wouldn't get to fight Skabsnik now that the stupid zogger had got himself perished. The Space Marines must be getting close now, time to back off to the courtyard. He led the dazed remnants of the mob in a crouching run back to the hollow shells of the buildings on the other side of the courtyard. Shots snarled and roared over their heads as they ran but nobody was hit.

There the big gunz were being readied for another shot. Slavers cracked their whips, eliciting thin shrieks of pain from the Grots struggling to push the guns into position and lug more ammo forward. Grubnatz took his boyz to join up with the remnants of Ruzgob's mob. Ruzgob and his boyz jeered them as they came up but it put more heart back in the boyz as they jeered back.

"Got chewed up an' spat out?" Ruzgob shouted.

"Dinna see you up there wormfood!" retorted Grubnatz.

"You was too busy runnin' like a runt", Ruzgob added emphasis by kicking his ammo runt a good three metres. It was an impressive kick but Grubnatz wasn't about to concede that. At that point armoured figures pushed through gaps in the outer wall and further exchanges of wit were cut short by the big gunz going off again with a crash that sounded like the end of the world.

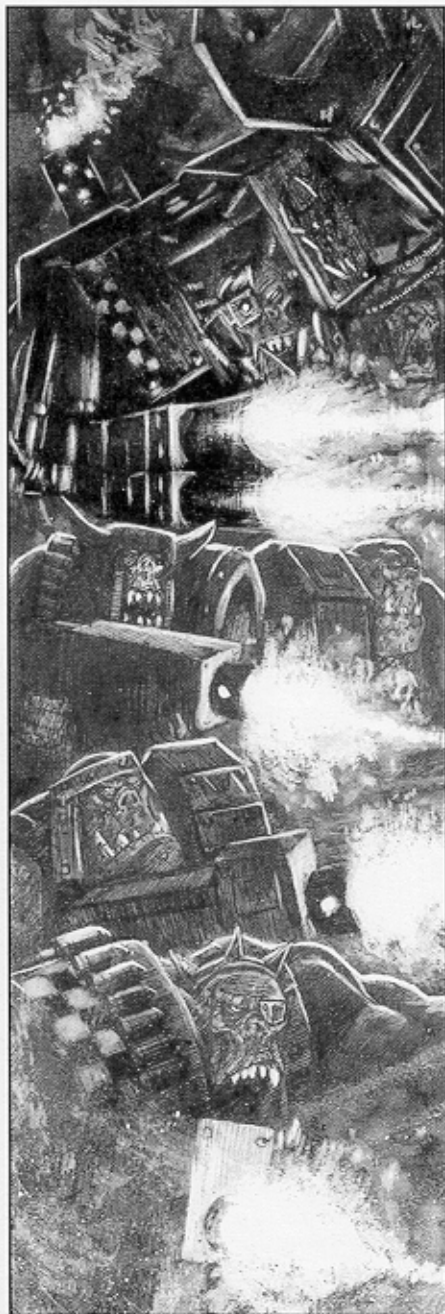
The carnage was impressive, what was left of the wall was painted with bright red blood and armoured bodies were piled high around it. Ruzgob and Grubnatz led their boyz into the open and charged forward, howling and loosing off shots as they ran. The surviving Space Marines didn't run for it or even back away, though Grubnatz had fought Space Marines before so he didn't really expect them to, instead they levelled their bolters and started firing. Boyz were blown apart left, right and centre but they kept going, Grubnatz' boyz weren't going to be outdone by Ruzgob's skum. As they were about to barrel into the Space Marines a huge chunk of wall tumbled inward and the massive, armoured shape of a Dreadnought lurched through the gap with its cannon blazing at the charging mobs.

Without pause the Dreadnought plowed into Ruzgob's mob like a juggernaut and almost disappeared as Orks hurled themselves at it. The Space Marines charged to protect their Dreadnought and in an instant the whole courtyard had dissolved into a sprawling hand-to-hand combat. This was the time all Orks lived for – the roaring, blood-pumping, heart-racing mayhem of face-to-face fighting. Grubnatz brought his choppa down on the helm of the first Space Marine he reached but it glanced off the shoulder plate. The Space Marine raised a bolt pistol and blew a big chunk out of Grubnatz shoulder, which stung like crazy and made him really mad.

Grubnatz struck back with a roar, hitting at the joints in the Space Marine's armour; elbows, knees, neck – that was where they were vulnerable. In a few quick chops the Space Marine was face down in the mud and Grubnatz was blasting his sluga into the back of another one his boyz were having trouble with. Ricochets flew wildly but one shot hit something vital and the Space Marine crumpled. Grubnatz' arm was starting to stiffen up now from the wound but his blood sang with the joy of violence too much to take notice. He blazed away with his sluga, revelling in the solid kick of it each time it fired. When it was empty he threw it at the Dreadnought, which was busy ripping bits off the last of Ruzgob's boyz. He roared with laughter and swung his choppa to split the skull of a Space Marine who was trying to get to his feet – this was the life!



WARLORD GHAZGHKULL MAG URUK THRACA



WARLORD GHAZGHKULL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ghazghkull	226	6	2	5	4(5)	3	4	4	9(10)	2+

An Ork army of at least 2,000 points may be led by Ghazghkull. If you include him then he counts as a HQ choice for the army. He must be used as described below, and may not have any additional equipment from the Ork Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Iron gob, bosspole, mega armour, mega boosta, stikkbomb chukka, *Adamantium skull*, kustom shoota (S5 Assault 2).

SPECIAL RULES

Adamantium Skull: In some forgotten firefight long ago Ghazghkull took a bolter round in the head and was almost killed. He was saved by the 'skills' of Orky serjery and his own Ork hardness.

The adamantium skull plate he now has adds +1 to his Toughness (as shown on his profile above). When Ghazghkull charges into combat he gets an extra free head butt attack against one model in base contact with him. The head butt is resolved as an attack made with an Initiative of 4, roll to hit as normal for a close combat blow and if a hit is scored roll to wound with Ghazghkull's Strength of 5. A model that suffers a wound from the head butt is stunned for the rest of the turn and may not attack in close combat.

Power of the Waaagh! Ghazghkull has always been a mighty prophet of the Waaagh! and is capable of rousing entire planetary populations of Orks into a frenzy of conquest and bloodshed. Once, during a battle, Ghazghkull can unleash the power of the Waaagh! the awesome unconscious psychic energy of Orks fighting. This can be summoned at any time including during an opponent's turn. For the remainder of that player's turn and all of the following player's turn Ghazghkull gains a 2+ Invulnerable save. In addition, for the duration of the Waaagh! all Orks pass their Leadership tests and Morale checks automatically and recover from pinning immediately. Orks fighting in close combat double their Initiative just as if they had charged and passed a mob size check this turn. Note that Grotz never benefit from the power of the Waaagh! (they're just too weedy).

Goff Army: Ghazghkull is a member of the Goff clan and his army is shaped by his prejudices. An army including Ghazghkull must have at least one mob of Skarboyz but may not include more than one unit of each of the following troops or vehicles: *Kommandos*, *Burna Boyz*, *Wartraks/Buggies*, *Warbikes*, *Big Gunz*, *Lootas* and *Looted vehicles*.

Independent Character: Unless accompanied by a bodyguard, Ghazghkull is an independent character and follows all the independent character rules as given in the Warhammer 40,000 rulebook.

Bodyguard: Ghazghkull can be accompanied by a Ork Warboss bodyguard.

"I'm da hand of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.

I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tartarus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da humies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard ta find, an Orks need good enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a Grot an' more killy dan a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win"

Graffiti on Warlord Titan Wreckage found by Dark Angels at Westerisle, Piscina IV

WARLORD NAZDREG UC URDGRUB

WARLORD NAZDREG

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Nazdreg	186	5	4	5	4	3	3	4	9	2+

An Ork army of at least 2,000 points may be led by Nazdreg. If you decide to include him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any additional equipment from the Ork Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bosspole, mega armour, mega boosta, stikkbomb chucka, *Kustom Blast-X*.

SPECIAL RULES

Kustom Blasta-X: Nazdreg 'persuaded' a Mekboy to build a special kustom blasta onto his mega armour. This has the following characteristics:

Rng: 36" Str: 7 AP: 2 Type: Assault 1, Blast*

**Gets hot as per plasma weapons.*

Kunnin' plans: Nazdreg is renowned for his low cunning and sneaky plans. To represent this one Elites or Troops mob in Nazdreg's army can use either the *Infiltrators* or *Deep Strike* rules. If the option to *Deep Strike* is chosen, this may be used regardless of whether the scenario normally uses these rules. The mob chosen must be on foot and may not number more than twenty models.

Bad Moon Army: Nazdreg is a member of the Bad Moon clan and his well-equipped army will reflect this. If Nazdreg leads an army it may include up to one extra Heavy Support unit over and above the number shown on the force organisation chart. It may not include more than one unit of each of the following troops or vehicles: *Skarboyz*, *Stormboyz*, *Kommandos*, *Slugga Boyz*, *Stikk Bommas*.

Independent Character: Unless accompanied by a bodyguard, Nazdreg is an independent character and follows all the independent character rules as given in the Warhammer 40,000 rulebook.

Bodyguard: Nazdreg may be accompanied by an Ork Warboss bodyguard.

Commit to: Imperial Record RTS 05/1003

Inquisitoria 39011/4270

Crossfile To: Piracy SO/SS Scylla ASHalks HI

Warlords OR/BM

Input Date: 503798M41

Input Clearance: Inquisitor Tobias

Author: Inquisitor Nator Transmitted: Kaballas

Transmitter: Astropath Primus Tica'Szar

Thought For The Day: Ruthlessness is the kindness of the wise.

My investigations into the recent events within the Abiaus Sector have confirmed the reports that the Ork Warlord Nazdreg is operating in this area of space. Certain numbers of the citizens liberated from the Ork slave-world of Charakis eleven months ago reported seeing a huge and well-fleshed Ork leader in black and yellow armour directing the Orks there. By their account this leader spoke good Imperial Gothic and used reward as well as punishment to ensure increased production of munitions and armaments. The citizens involved have subsequently been placed into penal servitude for their betrayal of the Emperor in allowing themselves to be captured. I also asked a number of officers and soldiers at Hellaspont and I believe that Nazdreg's warband participated in the sacking of that planet, bringing the number of Imperial worlds which this beast has assailed to eighteen.

Evidently despite the destruction of Nazdreg's hulk, codenamed Scylla, in orbital battles around the fourth planet of the Piscina system it would now appear that he escaped, presumably on a surviving Ork vessel and left the system. I must confess to no small disappointment that the considerable forces directed to Piscina have failed to destroy either Nazdreg or Chazghkull once and for all. However with the Emperor's blessing their schemes have been frustrated and given well known Ork rivalries I find it unlikely that they will act in concert again.

Given Nazdreg's past history of raiding and piracy I suspect he will remain as elusive as ever. The loss of the Scylla seems to have limited the scope of his ventures somewhat and it may be the case that he is seeking another space hulk as a replacement. If this is the case I can only pray that this thorn in our sides falls prey to Genestealers, renegades or something worse.

Your Ob'dt Servant: Brother Nator



BOSS ZAGSTRUK AND DA VULCHA BOYZ



"If ya wanna be big an' mean,
If ya wanna be best an' green,
If ya wanna get da job done fast,
Da Vulcha skwad iz where it's at!"

Lift-off chant of the Vulcha Skwad

BOSS ZAGSTRUK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Zagstruk	55	4	2	4	4	2	3	3	8	6+

Any Ork army may be joined by Zagstruk and his Vulchas and they count as an Elites choice for the army. He must be used exactly as described below, and may not be given any additional equipment from the Ork Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Jump pack, choppa, tankbusta bombz, frag stikkbombz, kustom slugga (S5 Assault 2).

SPECIAL RULES

Da Vulchas: Zagstruk always leads a mob of hand-picked Stormboyz into battle. These are chosen from the army list in the normal fashion and cost the same number of points. The Vulchas all use Zagstruk's *Turbo Swoop* ability on any turn that he does.

Turbo Swoop: Zagstruk and his Vulchas are prepared to push their jump packs beyond sane limits and swoop down upon their foes at full speed. When they make an assault the Vulchas may move up to 12". The increased velocity also means that Zagstruk and the Vulchas add +1 to their Strength when they charge. However, there is always a chance that the Vulchas have pushed things too far so they must always make a Difficult Terrain test for landing. Roll a D6 for each model in the unit (including Zagstruk): on a 2-6 the model landed alright, on a 1 the model crashes horribly and is removed as a casualty (no armour saves allowed). Make tests for landing after all attacks have been resolved (even a crashing Vulcha can take some of the enemy with them!) but any crash casualties count towards the close combat results.

MAD DOK GROTSNIK

MAD DOK GROTSNIK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grotsnik	96	4	2	4	4(5)	2	3	3	7	3+



"Operate! Operate! Still time to operate!"

Any Ork army may be joined by Mad Dok Grotsnik. He counts as an HQ choice for the army and must be used as described here. He may not be given any additional equipment from the Ork Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Power claw, slugga, 'eavy armour, Cybork body, bionik bonce, bionik arm, Dok's tools.

SPECIAL RULES

Mad! Nutso, two slices short of a loaf, not playing with a full deck – you get the picture! Because of this Grotsnik is completely immune to the effects of morale and pinning. During the Ork turn Grotsnik will always move straight towards the nearest enemy and assault it if he is within range.

Bad Influence: If Grotsnik is part of a mob his crazed enthusiasm for mayhem infects the Boyz as well. Not only do they become immune to the effects of morale and pinning but they also move straight towards the nearest enemy and assault it if they can – they follow their Mad Dok in his headlong charge to glory!

More Machine than Ork: The extensive rebuilding Mad Dok Grotsnik has undertaken increases his Toughness characteristic by 1.

Independent Character: Mad Dok Grotsnik is an independent character and follows all the special rules as given in the Warhammer 40,000 rulebook.

BOSS SNIKROT AND DA REDSKULL KOMMANDOS

BOSS SNIKROT

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Snikrot	45	4	2	4	4	2	4	3	7	6+

Any Ork army may joined by Snikrot and his Kommandos and they count as an Elites choice for the army. He must be used exactly as described below, and may not be given any additional equipment from the Ork Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Choppa, slugga, tankbusta bombz, frag stikkbombz.

SPECIAL RULES

Da Redskull Kommando: Snikrot leads a mob of expert kommandos who have fought on a dozen worlds. These are chosen from the army list in the normal fashion and cost the same number of points.

Unseen, Unheard: Snikrot and the Redskull Kommandos are such experts at sneaking that any enemy unit which wants to fire at them must check to see if they can spot them first using the scenario special rules for Night Fighting. Roll 2D6 and multiply the result by three: if Snikrot and his Kommandos are not within this distance in inches the enemy unit's firing is wasted – they blast away at half-seen shapes to no effect. If Snikrot and the Kommandos are within range resolve the enemy unit's firing as normal. If the battle is actually taking place at night then the normal spotting distance is halved (after it has been multiplied by three).

Backstabbers: Being expert Kommandos, Snikrot and the Boyz are especially good at eliminating sentries. Sentries halve their Initiative value when attempting to spot Snikrot and the Boyz and a sentry killed in close combat will only raise the alarm on a roll of 6 instead of 4+.



Provost-Major: You claim that the Orks took you by surprise attack? A race, I might add, not noted for their subtlety of tactics.

Lieutenant Gordo: I swear by the Emperor's immortal benevolence! We had pickets at fifty-pace intervals with regular half-hour contacts. There were no reports of enemy activity in our segment. The first we knew, the gate was blown and there were greenskins running all over the fort. Some of them must have sneaked in and killed the sentries before the others attacked.

P-M: You are asking us to believe that an Ork unit infiltrated your position, eliminating the sentries, and then set charges to detonate the main gate?

LG: I did not believe myself, sirs. We saw them for a moment, in the darkness, when the gate was first blown. They were wiry and sinewy, for Orks, wearing hardly any clothing. The cunning savages had painted camouflage over their skins and their heads were painted with red warpaint, and all we could clearly see were their red eyes glaring at us from the shadows. My platoon opened fire on them, but they must have slipped into the darkness before our salvo, none of them fell.

P-M: Half-glimpsed shadows? Orks wearing camouflage? Do you take us for imbeciles? Orks are barbaric and entirely single-minded. Army dogma, which has served us well for ten thousand years, teaches us this. Orks come on in a great horde, they do not slink and sneak in the shade. Are you saying that our ancestors, the illustrious commanders of the past, are fools?

LG: I'm not saying anything of the sort, sirs! All I'm saying is they never fought these Orks. And I pray I never have to fight them again...

P-M: Your prayers are answered, Lieutenant. Guards! Take the prisoner to the holding cells to await execution for cowardice and incompetence.

Extract from transcript of Courts Martial investigating the fall of Lathir Outpost.



WAZZDAKKA GUTZMER

ORK TRIBES AND HIERARCHY

The basic Ork fighting unit is the Warband, an organisation roughly equivalent to a Company in human military terms.

A warband can comprise anywhere between thirty and twenty thousand warriors plus their associated war machines and is commanded by a large and aggressive Ork chieftain, called the Warboss.

The Warband is split into a number of mobs, with each mob usually led by an Ork noble, referred to as a 'Boss' or 'Nob' (pronounced knob, not nobe).

Warbands are usually part of a tribe but can be independent. The tribe is ruled over by a powerful Warlord, the most dangerous and ambitious Warboss who has fought his way to dominance over his kind.

A tribe can comprise anything from several hundred to tens of thousands of Orks and will claim control of an entire continent or world. More commonly a vaguely habitable Ork world will sustain several Ork tribes in a more-or-less perpetual state of war with each other until they join in a Waaagh! against non Orks.

During a Waaagh! especially potent Ork Warlords sometimes succeed in forging an empire from their conquests (though their organisation is more feudalistic than imperial). The largest and most stable of these is undoubtedly the Ork empire of Charadon, which has survived for several thousand years under a succession of Warlords. Warlords commanding empires usually select their own title (after all who's going to argue?). Hence the empire of Charadon is ruled over by the Arch-Arsonist, Octarius by an Over-Fiend, Jagga by a Great Tyrant and so forth.

Cutting across warband and tribal boundaries are the Ork clans. The Clans embody a philosophy (for want of a better term) among Orks, each clan emphasising particular elements of Ork culture above others. For example, the Goff clan embraces aggression, hardness and hand-to-hand combat as true Orky virtues while the Evil Sunz clan is dedicated to speed, lightning attack and having the snazziest vehicles.

Typically a tribe and its component warbands will exhibit the characteristics of a single clan. Some Orks become obsessed with clan ideals and it becomes something akin to a religion for them. Where this is the case the Ork will seek out like-minded individuals and join with them to create a warband which completely exemplifies the purest traits of 'their' clan (See notes below). However most tribes are less dominated by the clan ideal, and clan values merely serve to instill a sense of unity and make a common enemy of tribes which are part of other clans.

During an Ork Waaagh! warbands are destroyed and reformed from whatever survivors are available. In these times warbands or even whole tribes may emerge which comprise members of many different clans thrown together by the fortunes of war. In spite of their normal antipathy Orks will fight alongside each other for the duration of the Waaagh! as they become caught up in the tide of Orkish aggression.

At the conclusion of the Waaagh! a mixed warband or tribe will usually break up under the pressure of inter-clan rivalry. However warbands commanded by an especially determined leader will stubbornly hang together, abandoning their previous clan and tribe affiliations to become Freebooters, Orks who fight for profit and glory.

CLANS

GOFFS

BAD MOONS

BLOOD AXES

DEATH SKULLS

SNAKE BITES

EVIL SUNZ

DOMINANT CLAN CHARACTERISTICS

Ferocity, obsession with hand-to-hand combat.

Wealth, expensive weaponry and armour.

Cunning, treachery.

Expert looters and scavengers.

Nomadic, preference for 'simple' weaponry and a mistrust of vehicles and mechanisms.

Obsession with vehicles and speed.

TRIBES WITH A

DOMINANT CLAN CHARACTER

GOFFS: Skull Cleavers, White Fangs, Black Slayers

BADMOONS: Crooked Moon, Yellow Skulls, Krushers

BLOODAXES: Red Knives, Blades, Stabbers

DEATHSKULLS: Wreckers, Killers, Red Eyes

SNAKE BITES: White Spiders, Scorpions, Kobras, Chargers

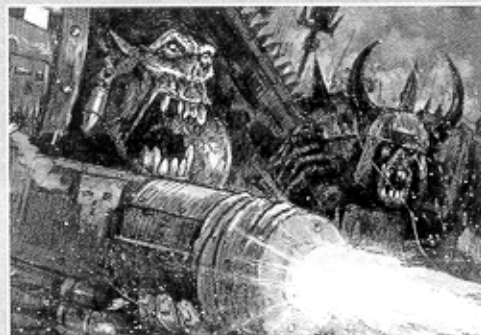
EVILSUNZ: Death Wheelz, Blitzers, Sharks

FREEBOOTER TRIBES & WARBANDS

Blood Handz (tribe), Green Death (tribe), Red Skulls, Arsonists, Jolly Ork (pirates)

"You know not the valour of the Orks; they believe that the more enemy there are the more glory they will win and the more plunder they will secure."

Inquisitor Yuan, of the Ordo Xenos addressing the regimental commanders at Gundastol



"The Orks are the pinnacle of creation. For them, the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Eldar who have failed, or the Humans, on the road to ruin in their turn. And why? Because we sought answers to questions that an Ork wouldn't even bother to ask! We see a culture that is strong and despise it as crude."

Uthan the Perverse

Sirs, what follows is a report filed by Genetor-Major Lukas Anzion, based upon observations conducted in the Appelor system. I have taken the liberty of abridging this report down to its fundamental facts – in some areas Anzion has indulged himself in such a degree of speculation in the original as to render it highly suspect.

...To understand the Orkoid species, one must first be aware of their, so far, unique xenological traits. When I refer to the Orkoid species, I refer to all aspects of the green-skinned society, from the dominant "Orks", through the smaller "Gretchin", "Snotlings" and the sub-animal "Squigs". Although physically and anatomically diverse, these different species all share a common genetic base.

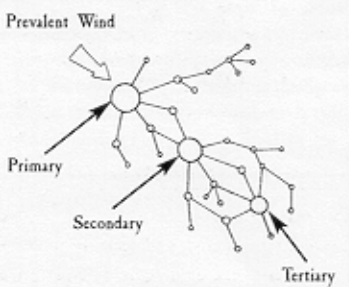
Every Orkoid is a symbiosis of two biologies within a single structure. As well as a standard gene-spiral [See fig 453/b] every Orkoid also possesses a spiral of an algal/fungal base. The standard genetic structure of an Orkoid remains essentially the same as that of Man, in that it dictates the majority of the creature's form and biological processes. However, it is the plant-like secondary structure, which gives Orks their resilience to damage and is the key to understanding their procreative cycle.

The algal cellular sub-system is comparable in many ways to the human bloodstream. It is bound within their anatomical structure at a molecular level and works

wounds stapled shut and so forth with only 0.0023% chance of tissue rejection. The Orkoid's ability to withstand such usually mortal wounds makes them such a fearsome prospect.

[Note to Fabricator-General: Please have our Imperial Commanders examine the dedication with which we conduct battlefield cleansing techniques. No matter how mortal a wound looks, a live Ork must be dispatched in a conclusively lethal manner such as beheading and disembowelling. Ferire Cum Ultio.]

SPORE DISPERSAL - fig 90453/a



Despite the symbiosis of the two cell structures, each has its own unique gene-strand [See fig 90453/a]. The Orkoids' standard strand defines what type it is [Ork, Gretchin etc] while the algal gene-strand remains consistent, whatever sub-species of Orkoid. This common heritage is remarkable and leaves me with no other conclusion than that of genetic manipulation and re-structuring some time in the Orkoids' distant past.

Anzion goes on to elucidate at some length regarding his theory of Orkoids being a genetically engineered "survivor race", something I find hard to credit in light of Mankind's manifest destiny to rule the galaxy.

We have long known Orkoids to be tougher than humans, we now have the evidence to explain the nature and

source of this increased resilience. However, the algal sub-strand is a much more dangerous threat, due to the strange manner in which Orkoids procreate.

The algal matter within an Orkoid contains the genetic make-up of all the Orkoid species, not just the codes of life for the species carrying it. Throughout an Orkoid's life it sheds spore-like cells containing the entire genetic code of the Orkoid races. These are shed in an unconscious manner much as a human replicates skin cells and sheds the dead tissue them without realising it. These spores are microscopic in nature and fulfil a number of functions. Firstly, they can be detected by the highly sensitive nasal organs of the Orkoids, conveying a variety of information such as status, age and so on. It also enables an Orkoid to locate other Orkoids over quite a wide distance [several miles, given wind strength, direction and so on].

The spores are also the reproductive mechanism of an Orkoid. When they settle in the correct conditions, the spore will evolve into the species whose genetic structure it contains. Orkoid spores require dank, dark locations to activate, much like other algae and fungi. Caves and forests are the most successful spawning sites for Orkoid spores, but even in the most arid conditions, a proportionate number of spores will still land within a site suitable for development. The spore grows downwards first, with tiny rootlets that seek out nutrition and moisture just like any other plant. However, once the algal stage is established, Orkoid cells are generated in tandem development, and the

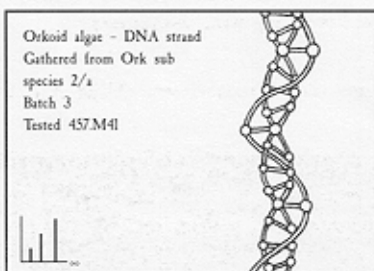
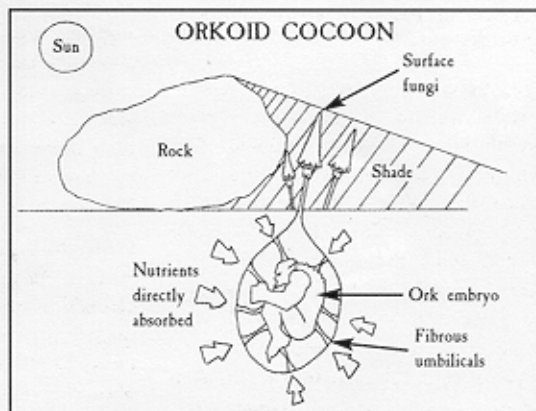


fig 453/b

alongside the standard genetic and biological processes. The Orkoid algal structure responds to damage in combination with blood clotting and so forth. This means that even large wounds will be covered with a hard, skin-like layer within a few hours of the injury occurring, as the algal cells rapidly replicate to repair the damage.

We found that however serious the injury, if the Orkoid did not die immediately from shock it was unlikely to die from loss of blood or organ trauma. This regenerative process is aided by the Orks' crude medical knowledge – whole limbs can be grafted on, organs freely swapped,



Orkoid literally grows like any vegetative tumour. It's an amazing process to observe! It takes quite a long time for an Ork to grow, while the smaller Squigs, Snotlings and so forth take a proportionately shorter length of time to develop.

Orkoids do not emerge singly once they have reached the required degree of maturity. Due to the nature of the spore process, dozens or even hundreds of Orkoids will emerge within a short space of time. The Orkoid algal cells contain the gene-strands for the diverse Orkoid species, and so a single type of Orkoid can still propagate an entire community on its own. Gretchin, Orks, Snotlings and Squigs can all be generated from the same source, settle in the same area and grow proportionately. The Squigs emerge first and breed faster, creating a substantial food source, followed quickly by Snotlings who can start to prepare the area. Then the Gretchin arrive and pave the way for the emerging Orks to establish a whole thriving Community. Perhaps within a year of the spores landing the Orkoids will be thriving quite easily. Unus Creare Omnis.

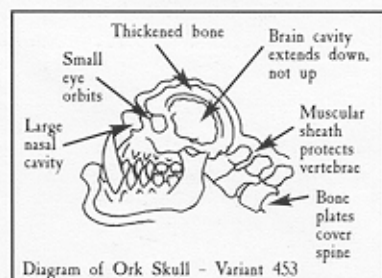
Laboratory tests show that lone spores, even if they land within an agreeable environment, generally will only evolve into a simple fungus. The rare few that evolve into one of the higher Orkoid forms and manages to hatch generally wither and die within a very short period of time [a matter of hours rather than days] and show much regressed development compared with a newly emerging Orkoid amongst its own kind. Our studies of Orkoid growth and migration also prove that spores which land close to an existing settlement also suffer this fate.

We can find no decisive physical reason for this pattern. Together with some of my colleagues, I have formulated the Anzion Theorem of Psychic-Physical Growth of Orkoids...

...In essence Anzion speculates that some sort of psychic resonance limits spore growth in proximity to established Ork settlements, ensuring an even spread of colonisation. While Anzion's observations may lead him to conclude this he is the first to admit this is baseless conjecture. Anzion goes on to discuss the generation of spores, concluding that Orkoids generate a greater number of spores in the latter stages of their life span, with a final mass release after death. If correct this

observation means that old battlefields and worlds liberated from the Orks are exceedingly vulnerable to re-infestation at a later stage. It is also possible that ships could unwittingly transport spores from world to world. Anzion gets rather carried away with this concept and contemplates the dangers of infestation of Mars or Holy Terra by Orkoid spores - a farcical idea, although I have always been puzzled by reports of Orks killed in the lower reaches of Hive cities on Necromunda and Tarsulas...

[Note to Fabricator General: Please inform our Imperial Commanders that Orkoid bodies must be thoroughly burnt, disintegrated or dumped into the ether.]



To make matters worse, the dormant Orkoids are almost undetectable with only a patch of common fungus or algal growth to indicate something is amiss. Emerging Orkoids are almost at their most mature state, almost fully grown, much like a human adolescent. Within a short period, the Orkoid will have all the characteristics of a full adult, including the facility of speech as well as understanding fairly complex mechanics and automotive processes. Skills seem to be genetically engineered into Orkoids. Their physicians, scientists and other specialists have their knowledge inherent in them. Think of the possibilities for training our own fighting forces if we could alter their genetic make-up so that they instinctively knew how to strip and clean a weapon, fight in close melee and had a rudimentary knowledge of strategy and tactics. Even with the genetically engineered Adeptus Astartes, it takes almost ten years of intensive therapy and physical alteration to perfect what an Ork knows instinctively! Bellator Natus.

Lastly, by fighting Orks we make them stronger. As insane as it may sound, the Orkoids [Orks more than other sub-species] literally thrive on warfare. Most Orks have similar physical dimensions when they have fully matured. However,

the more belligerent and aggressive the Ork is, the larger it grows. Due to the way the Orks' hierarchy is structured, with fighting to determine ranking, the most highly ranking Orks are the largest. This is not because they are better at fighting but that a belligerent, aggressive Ork - one who has beaten his opponent - will put on several pounds of additional muscle tissue over the next two to three weeks. Orks preparing to challenge a superior will also put on weight as their psyche develops the necessary aggression, and so the higher ranking Ork will be able to detect this and fight the usurper before it has reached full development. Over extended fighting, the average size of fighting Orks has been known to increase by several inches in height and almost a stone in solid muscular tissue.

It is not within my purpose to speculate on ways to combat these beasts, but to provide information to those who must. I myself am most alarmed by these findings, and never again will I mock our green-skinned adversaries no matter how crude and seemingly stupid they are [note, there is no evidence to suggest an Ork possesses an intelligence any less than a human - cultural styles merely dictate a more straightforward approach to problem-solving and a lack of theoretical aspect and conceptualising until completion].

Your obd't servant Genetor-Major Anzion

REPORT TRANSMITTED:

Genneman Prime
RECEIVED: Mars
DESTINATION: Mars
DATE: 5303997.M41
TELEPATHIC DUCT:
Astropath-terminus Agrius
REF: AdMech/0115242000.i /GW
AUTHOR: Genetor-Major Lukas Anzion
ABRIDGER: Genetor-Primus Tethlisian
TITLE: Prologue: Symbiosis of Anarchic Evolutionary Processes - Thoughts on Ork Exobiological Formatting and Development and Contemporary Theories thereof.



Ref: AdMech/0115242004/GW
 Author: Genetor Lukas Anzion
 Title: Chapter XVII: Genetic
 predetermination - Hereditary
 skill acquisition within the Ork
 caste and professional social
 structure.



It has long been known that the psychological aspects of a human is, in part, determined by their genetic heritage. Certain geno-types are disposed towards pre-determined personality traits which, in turn, informs the process of learning and aptitude. In Orks this genetic predetermination is also present, though in a different and even more pronounced fashion. It appears that not only is aptitude towards certain aspects of the culture present in the gene-structure, actual skills and knowledge are also encoded into the genetic strand.

The best analogy one can think of is to compare this knowledge with the basic motor skills present in a human child. A human child does not have to be taught how to breathe, how to make its heart beat or how to employ the many thousands of other biological functions that are already

operating at the time of birth. In a similar way, an Ork predisposed towards science and mechanics [Meks] has an encoded knowledge of basic physics and mechanical engineering theory. However, this knowledge is as subconscious as the baby's ability to breathe; it is an unconscious competence in whatever field the individual is created for. In the same way that a child can learn to alter their breathing, hold their breath or, through exercise, improve the capacity of their lungs and vascular system, so too can an Ork build upon these innate skills through the normal process of learning. The two major skill groups created in this fashion are the castes known as Doks and Meks.

Doks are the Orkoid medical experts, who have a rough and ready knowledge of Orkoid xenological composition. Due to the hardness of Ork physiognomy, Ork surgical and medical techniques are as crude but effective as the rest of their technology. Wounds can be easily stitched tight with wire or stapled, while broken bones need little in the way of setting to speed the healing process. Internal injuries are similarly treated, and the multiple redundancy of many Ork organs also provides plenty of transplant donors for those in need of such measures (although the donation is not always made voluntarily, particularly where the casualty is an important member of the society). Orks are generally loathe to undergo medical treatment.

This is for two reasons. Firstly, many Orks consider such an activity as a sign of weakness, and there is a strong compulsion throughout Ork society for natural selection to take its course - the weak must die out so that the spores of the stronger may thrive and grow into stronger Orks. Secondly, the gene-determination of Doks imbues them with a highly active curiosity, coupled with a callous disregard for the well-being of those they treat. Many Doks see surgery and treatment as a means for experimentation upon their patient, and often Orks undergo horrendous and entirely unnecessary surgical procedures to satisfy the Dok's inquisitiveness or as a trial for a new procedure of prosthetic. Such treatments are not tested in any scientific manner before their employment and horribly disabling injuries can result from such procedures.

Meks are similarly driven to experimentation, although in the field of mechanical rather than medical science. Much of the weaponry and wargear used by the Orks, as well as more mundane artefacts, are designed and built by the Meks. As much of their knowledge is subconscious, the vast majority of Meks never truly understand what they are creating, or the exact functions of how they work. As Orks are poor rationalists, this can lead to rather unlikely conventions.

For example, it is widely believed by Orks that machines painted in a red colour operate faster. This could have come about by the following situation. A Mek builds two vehicles which, as far as it is aware of, are exactly the same except for the fact that one is painted red and the other yellow. However, due to some unseen variation in fuel, lubrication, or some other factor, the red vehicle in fact travels faster. To the Ork, the only conceivable explanation for this is that the vehicle travels faster because it is red.

However, as disturbing as it sounds, these 'facts' become true. Red Ork vehicles do travel perceptibly faster than those of other colours, even when all other design aspects are nominally the same. Similarly, many captured Ork weapons and items of equipment should not work, and indeed do not work unless wielded by an Ork. I believe this is linked to the strong psychic aura surrounding all Orkoids and have developed the Anzion Theorem of Orkoid Mechamorphic Resonant Kinetics. I theorise that many Ork inventions work because the Orks themselves think that they should work. The strong telekinetic abilities of the Orks' subconscious somehow ensure that the machinery or weaponry functions as desired.

As astounding as it may be, we cannot make any other conclusion based on the evidence to hand.



Orkses is never beaten in battle. If we win we win, if we die we die so it don't count as beat. If we runs for it we don't die neither, so we can always come back for anuvver go, see!

Anon