

SHIPS OF THE ORKS



BATTLEFLEET GOTHIC

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Revised Edition

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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

THE GREEN TIDE

PIRATES, CLANZ, & DA WAAAGH!



Orks are perhaps the least sophisticated space-faring race in the galaxy. Their ships are often barely functioning, unreliable rust buckets kept in operation only by the constant efforts of Ork Mekboyz and their Gretchin slaves. However, the Orks make great use of salvaged parts and their largest vessels are usually gigantic, refitted space hulks that providentially drifted out of the Warp near one of their worlds. Orks in space typically resort to piracy, using brutally direct attacks, with swarms of ships rushing headlong towards an unfortunate target, guns firing wildly as they approach. As Ork ships are exceedingly heavily armed for their size, this tactic is harder to defeat than might be imagined.

ORK 'KULTURE'

Orks naturally tend to gather into groups with various levels of organization. The first and smallest group is the mob, a squad-level unit of Orks with similar ideas of how to act on the battlefield, generally led by a Nob (short for 'noble', but pronounced in the unique Ork parlance). A number of mobs will gather together into a warband - roughly equivalent to an Imperial Guard company - although with greater variations in size and strength. Warbands are almost invariably led by powerful Warbosses or the occasional Big Mek. The largest Ork organizational unit is the tribe, a group of numerous warbands all under the command of a single, all-powerful Warboss. Only in the rarest of circumstances are the tribes united, usually when a legendary warlord declares a massive 'Waaagh!' against a worthy opponent.

While it is unlikely for a single mob to seize control of an entire starship, an individual warband of sufficient size could easily control a cruiser or two. In general, this means that Ork fleets are typically made up of several tribes working together, although alliances of this nature do not last long unless part of a larger campaign.

THE CLANZ

While many Orks are part of a tribe or warband, almost all Orks are also part of a Clan. Where a tribe or warband may be dissolved, split apart, or reformed, the Clanz are the one enduring link between all Orks across the galaxy.

Ork clanz are not communities but rather philosophical delineations of the different varieties of Ork. Each has its own colors, markings, and ways of waging war. It is not known if Clan characteristics are a genetic phenomena, although many members of the same Clan have similar physical characteristics.

Ork tribes usually contain Orks from more than one Clan, so when tribes fight each other, Orks will often end up in combat with foes from the same Clan. This is considered normal in Ork society, as an individual's allegiance is to his Warboss before his Clan. However, inter-clan rivalry is very intense, and warbands within a tribe will often be made up of Orks from only one Clan.

In addition to the Clanz, there are also other Ork cultural groups such as the Freebooterz and the Kult of Speed, who eschew Ork society to pursue their own obsessions.

ORK TECHNOLOGY

Ork technology may appear ramshackle and slapped-together, but is as potent as any weaponry used by the Imperium. Ork 'science' is characterized by a continuous stream of poorly thought-out, haphazard experimentation and constant one-upmanship in an attempt to build the biggest gun, the largest Gargant, or the fastest starship. As a result, Ork technology is not uniform, lending Ork warbands a cobbled together and random appearance.

Ork 'Mekboyz' are the foremost specialists in the field of Ork engineering, and at battlefield improvisation or repairs. They can salvage almost any burnt-out wreck, and many Ork vessels have been reported destroyed dozens of times, only to be cobbled back together, given a fresh lick of paint (if even that), and sent back into the fray. It is said in the Imperium that one can identify an inexperienced commander by their failure to completely destroy Ork ships defeated in combat.

The tough, resilient nature of Orks means they also accept crude bionic enhancements, transplants, and other medical shenanigans being performed on them with ease. How this technology functions, let alone how the Orks are able to survive the procedures, is the subject of much debate among Imperial scholars. Yet the one thing they can all agree upon is that the only thing worse than a big Ork charging at you, is a big Ork charging at you with a huge bionic claw attached to his arm!

THE WAAAGH!

The Orkish term 'Waaagh!' refers to four phenomena that are central to the Ork civilization. The first is their battle cry, shouted with great gusto at the very thought of a good fight. Second, it refers to the psychic field which binds all Orks together, altering reality to fit their beliefs, proportional in strength to the number of Orks in a given group. Lastly, it refers to both the unification of many Orks against a common foe, and the actual group of participating Orks themselves. From an Ork perspective however, there is little consideration of these differences; to an Ork, they are all simply part of the Waaagh!

"Travellin' through space is boring. Well, boring unless da hulk yer on is full of dem genē-sneakers, or a base fer da chaos lads wiv da spikes, or already has Boyz on it. Or if humie lootas come callin', that's always good fer a bit a sport. Or unless yer have a mutiny or two to pass da time, or unless strange fings start happenin', which dey usually do when yer out in da warp. One time we had some bloody great ugly fing come straight out of Weird Lugwort's 'ed! It butchered half da lads, that was pretty entertainin'. Come ter fink of it, space is a pretty good larf. And that's before yer find yerself a nice world ta crush!"

-Bigmaw, Ork Runtherd

ORKS IN BATTLEFLEET GOTHIC

LEADERSHIP & SPECIAL ORDERS

While Orks approach space combat with the same gusto they reserve for all forms of violence, the technical nature of fighting in the void is often at odds with their ability. As such, Orks do not always have the most competent crews. Ork ships and squadrons use the following table when generating random leadership values:

D6 ROLL	LEADERSHIP
1	5
2-3	6
4-5	7
6	8

Da Boss' Orderz

To counteract the inevitably chaotic conduct of most Ork crews, Ork commanders must constantly exercise their authority, usually in the form of physical violence, lest their rampaging underlings tear the ship apart.

Whenever a ship or squadron led by a commander fails a leadership test, you may re-roll the result without using a fleet commander re-roll. However, each time you use this ability (regardless of the outcome), resolve one hit-and-run attack against the commander's ship or a member of the same squadron within 15cm. This attack always uses the bonuses of the commander's vessel, if any. Remember that you cannot re-roll the result of a single test more than once.

Note that if a squadron with multiple commanders fails a leadership test, this ability is resolved only once for the entire squadron. In this case, the attack will be made by the commander's vessel that has the highest Ld value in the squadron.

"Look what they have done to His cruisers! Look what the dirty little Orks have done to my beautiful Lunar class!"

"WAAAGH!"

Mob Rule

For the Orks, quantity has a quality all its own. Unlike most other races, where large populations invariably become weighed down by crippling bureaucracy, Orks in large groups actually become more efficient, more coordinated, and of course, more dangerous. This means that disparate and disorganized squadrons of Ork raiders can quickly grow into an unstoppable force once they have banded together.

While an Ork escort squadron has at least two remaining ships, it may attempt a command check using its current number of members as its Ld value (max Ld8) instead of rolling normally. Furthermore, this 'mob rule' check may be attempted even if another ship or squadron in the fleet has failed a command check on the same turn.

Note that if an escort squadron fails a command check, it cannot make a second attempt using this special rule, and vice versa. Additionally, if a command check attempted with this rule is subject to Ld modifiers, they are applied *after* adjusting for the Ld limit described above (so a 10-ship squadron with a -2Ld modifier would test at Ld6).

'Ere We Go!

One thing Orks need very little encouragement to do is go fast. Indeed, some treat the concept of speed with an almost religious reverence. Because of this, all Ork ships and squadrons automatically pass command checks to go on *All Ahead Full* special orders.

However, Ork drive systems are much less efficient than those of other races, and are often short on fuel. As such, Ork vessels on *All Ahead Full* special orders only add +3D6cm to their speed instead of +4D6cm.

BOARDING ACTIONS

Orks are ferocious close combat fighters who delight in all kinds of brutal, physical violence. To represent this renowned savagery, all Ork vessels have a crew damage bonus of +1.

ORK SHIP UPGRADES

Most Ork technology is crude at best, sometimes barely held together with rivets and welded metal sheets. Yet it is surprisingly functional, as many foolish opponents have learned at their peril.

Soopa Boostas

Despite the name, soopa boostas are little more than giant rockets attached to a ship's hull anywhere they can be properly (or improperly) retrofitted.

A ship with soopa boostas adds an extra +1D6cm to its speed when on *All Ahead Full* special orders, and also adds +5cm to its regular speed. Note that ships which are always equipped with soopa boostas will have this extra speed included in their profile.

Kustom Tractor Fields

Given the sheer delight that boarding brings to an Ork crew, it is no surprise that many Ork ships are designed to facilitate boarding actions as often as possible.

Any time a vessel equipped with kustom tractor fields moves into base contact with an enemy ship during its own movement phase, it may immediately stop all movement, regardless of minimum speed or any other requirements. If it does so, it must attempt to board the contacted enemy vessel that turn. Crippled vessels cannot use kustom tractor fields.

Kustom Force Fields

Often one of the first "upgrades" an aspiring mek will give his ship, kustom force fields vary from unreliable to unimaginably strong. Keeping them powered, however, is usually something of a challenge.

A vessel equipped with a kustom force field replaces one of its shields (losing a point of shield strength) with +D3 shields, determined randomly each game turn when the ship first comes under attack or would otherwise need to use its shields.

ORK SPECIAL RULES

"My lord, the greenskin ships appear to be... accelerating.
I think they intend to ram us!"

Hull Krusha

A hull krusha is the Ork equivalent of the Imperial power ram. While not nearly as technologically sophisticated, a hull krusha more than makes up for this through sheer, armored bulk. A ship equipped with a hull krusha inflicts one automatic hit when it successfully rams an enemy target, resolved before rolling for any other damage.

ORK WEAPONS

Ork weapons are mostly crude and unreliable, but they are surprisingly efficient for their relative cost.

Note that some Ork weapons have random firepower or strength (such as D6+1, etc). Where this is the case, roll to determine firepower/strength each time the weapon is fired. When combining multiple such weapons in one shooting attack, roll for each weapon separately before adding their firepower/strength together.

Gunz

The so-called 'gunz' are the most basic of Ork munitions, and follow all the usual rules for weapons batteries.

Heavy Gunz

Orks often mount massed arrays of short-range weapons on their ships. These are known as 'heavy gunz,' and are deadly when fired. They follow all the normal rules for weapons batteries, but have two different firepower values in their profile. The first is used when firing on targets at least 15cm away, while the second (in brackets) is used when firing on targets within 15cm. When firing gunz and heavy gunz together, combine their firepower as you would for regular weapons batteries.

Zzapp Gunz

Some Ork vessels are refitted with crude approximations of lances called zzapp gunz. These function as lances that can only score hits on a roll of 5+ instead of 4+. In addition, if a score of 1 is rolled (on the actual D6, not the D3 result) when determining the strength of a ship's zzapp gunz, place a blast marker in contact with the rear arc of that ship's base. This may only occur once per turn, and does not apply to zzapp gunz with fixed strength values.

Killkannons

Very rarely, Ork ships will acquire bombardment cannons salvaged from Space Marine vessels. Known to the Orks as 'killkannons', they are a highly-sought prize for most Ork Warbosses. Killkannons fire in the same way as weapon batteries with two exceptions:

- Killkannons always score hits on a roll of 4+, regardless of the target's Armor value (even versus ordnance).
- Any critical hit roll for a hit inflicted by a killkannon will succeed on a roll of 4+ instead of only on a roll of 6.

Torpedo Launchas & Launch Bays

As with their weapons batteries, Ork ordnance varies wildly in strength from moment to moment. Because of this, Ork ships may never combine torpedoes into larger salvos. However, when calculating attack craft launch limits, always use the highest possible value for the fleet.

Looted Torpedoes

Occasionally, the Orks will get their hands on especially dangerous munitions, usually by stealing it from others. An Ork ship which purchases looted torpedoes must roll on the following table at the start of the game, gaining the appropriate torpedo type shown below in addition to any other torpedoes it may fire:

D6 ROLL	TORPEDO TYPE
1	Short Burn Torpedoes
2	Barrage Bombs
3	Guided Torpedoes
4	Seeking Torpedoes*
5	Melta Torpedoes*
6	Vortex Torpedoes*

**Remember that these are usable only once per game.*

Turret Defenses

Orks tend to prefer weight of fire over accuracy. As a result, their turrets only score hits on a roll of 5+ rather than the usual 4+. However, due to their lack of tracking systems, their turrets do not differentiate between attack craft, torpedoes, and mines. Ork vessels always use their turrets against all attacking ordnance, regardless of type.

Ork Fighta-Bommerz

Fighta-bommerz are multi-role attack craft that act as both fighters and bombers. Against enemy ordnance, they must engage and remove opposing markers just like fighters. Against enemy ships, they will attack following the rules for bombers. However, fighta-bommerz have limited weapons and will only make D3+1 attacks rather than D6. On the other hand, enemy turrets cannot reduce a fighta-bommerz squadron's attacks below 1 (since an Ork pilot will always at least try to ram his target!).

Klaws

Some Ork ships mount gigantic claws (called 'klaws' in Ork parlance) which they use to literally shear enemy vessels in half. When an Ork ship with klaws moves into base contact with an enemy ship, roll 2D6. Each score of 4+ inflicts one point of damage on the target, ignoring its shields just like hits from ordnance attacks.

If a ship's klaws score one or fewer hits, the Ork ship has failed to grasp its target and will continue moving after resolving the attack (and will act normally for the rest of the turn). Note that an Ork ship may only use its klaws against one enemy ship per turn, regardless of how many vessels it encounters after the first. If both klaw attacks hit, then the vessel has caught the target in its fearsome grip! The smaller of the two vessels may not move (where Defense > Battleship > Cruiser > Escort), while the larger of the two reduces its speed by half, cannot turn, and will drag the smaller ship along with it, keeping in base contact as it moves. If both ships are the same size, neither may move or turn. At the start of each movement phase it remains grappled, the target ship automatically suffers one point of damage (ignoring its shields), as it is crushed in the klaws' vice-like grip.

To maintain its hold, an Ork ship must attack with its klaws again in each of its subsequent movement phases (resolved exactly like the initial klaw attack). If it fails to inflict two hits, the target escapes and both ships return to normal (the Ork ship cannot recapture its target until its next turn). While grappling, both ships armaments' function at half strength. However, klaws do not prevent either ship from conducting boarding actions or teleport attacks, and are unaffected by special orders of any kind. If an Ork ship becomes crippled, its klaws may no longer attack and it releases any enemy it is currently holding.

CLANZ AND COMMANDERS

Orks have a diverse culture which is reflected in the wide array of characters that command their fleets. The rules for each are shown below. Remember that no capital ship or escort squadron may be led by more than one character for any reason.

Warboss

Ork Warbosses are the meanest and greenest warriors in all of Ork society. They are adept at whipping other Orks into a bloodthirsty frenzy, and are ferocious fighters themselves, often able to face a dozen or more enemies at once. A vessel embarking a warboss doubles its boarding value.

Freebooter Kaptin

The Ork 'Freebooters' are a subculture of Orks naturally suited to travel in the depths of space. Their 'Kaptins' are especially skilled at commanding fleets of warships, and other Orks will often hire them whenever a big space battle is expected. Any capital ship or escort squadron led by a Freebooter kaptin adds +1 to its randomly generated leadership value.

Big Mek

When an Ork mek becomes smart enough - or sometimes crazy enough - they are elevated to the status of Big Mek. Most often, they will immediately go to work 'fixing' and 'kustomizing' their vessel, to varying degrees of success. Any capital ship embarking a big mek rolls an extra D6 when attempting to repair critical damage.

If a vessel led by a big mek has no critical damage, it may instead roll to restore one lost hit point, exactly as if it were rolling to repair critical damage. Note that a big mek cannot restore more than one hit point per turn, and cannot increase a ship's hit points above its starting capacity.

Nob

Ork Nobz are big, green, and scary, but not much else. They are useful for keeping an Ork crew in line, but have not yet won the renown of other, bigger, Ork leaders. A ship or squadron led by a Nob does not gain any extra bonuses. However, as special characters, Nobz may purchase commander upgrades and so forth.

KUSTOM UPGRADES

For Orks, throwing one's weight around is as important as having that weight to begin with! To this end, many Ork commanders will outfit their flagships with a bizarre array of combat upgrades designed to reflect their unique eccentricities and show off their battle prowess.

Ork commanders have access to the following upgrades. Each may only be purchased once per character, and will only affect the vessel actually embarking the commander.

Extra Turrets

The commander's vessel increases its Turrets value by +2, to a maximum of 6.

Soopa Tellyporta

The commander's vessel increases the range of its hit-and-run teleport attacks to 30cm. This does not affect any other normal restrictions on conducting teleport attacks.

Extra Power Field

The commander's vessel increases its Shields value by +1. This upgrade may be used with kustom force fields.

Mega Armored Boarding Parties

The commander's vessel increases its crew damage bonus to +2, and adds +1 to its score when making hit-and-run raids (including those made by ordnance it launches). In addition, all enemy hit-and-run attacks against the commander's vessel subtract 1 from their result.

Mad Mek

When rolling to repair critical damage, the commander's vessel will succeed on a roll of 4+ instead of 6. This upgrade may be combined with the bonus from a big mek commander.

More Dakka!

Once per turn, the commander's vessel may re-roll the firepower or strength of any one of its random firepower/strength weapons.

Grot Riggers

The commander's ship or squadron benefits from a +1LD bonus when attempting *Reload Ordnance* special orders. Note that a capital ship squadron may not benefit from more than one copy of this upgrade.



"I've got to know a great deal more about these creatures over the last century or so, since that first disconcerting encounter, and one thing I've seen time and again is that dismissing them as simple, unreasoning brutes is a fast route to the graveyard (or more likely their stomachs)."

-Commissar Ciaphas Cain

ORK SPECIAL RULES

"O! Lissen ta me wen I'z talkin' to ya! We'z gonna go on 'dere ship, we'z gonna smash it up an' kill anyfin' dat gets in our way, an' den we'z gonna get back on da boat an' go home. Dat'll show 'em. Do you lot of 'umie runts unnastand dat? Good. Now, wiv me: WAAAGH!"

Gorgal 'Eadkicker

DA ORK CLANZ

Nowhere is the diversity of Ork 'kulture' more apparent than in the division of the so-called Clanz. Each Ork clan tends to follow one particular aspect of the Orks' fighting spirit, and to develop that aspect to its fullest.

Any Ork commander that purchases the appropriate clan upgrade from the Ork fleet list automatically belongs to that clan. A commander's clan bonus always applies to his own ship and those of his squadron (if any), plus up to one additional squadron if he is a Big Boss, or up to two additional squadrons if he is a Mega Boss. (Note that an individual Rok or capital ship is considered a 'squadron' of one model for this purpose).

Ships may never benefit from more than one clan bonus, and a squadron may never possess multiple commanders with different clan affiliations. Note that a vessel's clan does not change during the course of a game, regardless of any commander's status. Finally, a commander's re-rolls may not be used for ships or squadrons with a different clan affiliation (commanders and vessels without a clan are exempt from this restriction).

Goffs

The Goffs are one of the toughest and most brutal Ork clanz in the galaxy. They specialize in direct combat, and will often use any opportunity to start a war, even if that means fighting among themselves. All Goff vessels gain +1Ld when attempting to ram, and treat enemy ships as having no turrets when initiating a boarding action.

Evil Sunz

The Evil Sunz idolize speed above all else. As a result, they have some of the fastest Ork vessels ever seen. All Evil Sunz vessels add +1D6cm to their speed while on *All Ahead Full* special orders.

Bad Moons

The Bad Moons are the wealthiest of all the Ork Clanz, for their 'teef' (Ork kulture's chief currency) grow faster than those of any other Orks. They often flaunt their vast riches by buying up all the best Ork weapons and armor for their ships and soldiers. Once per turn, a Bad Moons vessel may re-roll the firepower/strength of any one of its random firepower/strength weapons. This bonus may be combined with More Dakka, but the same weapon may not be re-rolled more than once.

Deathskulls

The Deathskulls are the most technologically-minded of the Ork Clanz, although they usually express this trait by compulsively stealing or modifying anything within reach. Deathskulls ships may add +1 or -1 to any Critical Damage roll they suffer, and may have looted torpedoes for +10 points instead of +20 points.

Blood Axes

The Blood Axes were the first Ork clan to encounter the Imperium of Man. Unlike others of their kind, the Blood Axes can be rational and reasoned (at least by Ork standards), and are capable of using far more 'kunning tactiks' than their more aggressive brethren. All Blood Axe ships and squadrons have +1 Ld.

Snakebites

The Snakebites are the least technologically advanced of all the Ork Clanz, eschewing forcefields, vehicles, and other such advantages and relying instead on the pure brutality of their Ork ancestors. All Snakebite ships earn +1 Assault point when scoring during a Planetary Assault scenario (or any other scenario that uses Assault points).

LOOTED VESSELS

One of the primary methods Orks have used to advance their civilization over the centuries is the outright theft of machines, weapons, and vehicles belonging to their more technologically savvy neighbors. While there is never a guarantee that Orks will actually be able to understand the mechanics of what they steal, they adapt very quickly. Indeed, few things are as scary as watching Orks learn to operate macro-cannons and high-explosive ordnance!

Ork fleets have access to looted vessels instead of regular reserves or allies. Looted ships may be chosen from any cruisers in the Imperial Navy, Chaos, or Tau fleet lists (at the usual 3:1 ratio for reserves). They use all the normal rules for their type, with the following exceptions:

- As Ork vessels, they will use all of the Ork rules for leadership, special orders, boarding actions, and turrets, rather than those of their normal faction.
- When a looted vessel fails a leadership test, roll a D6. On a result of 1, 2, or 3, the Orks have accidentally damaged their own ship - it loses 1 hit point, with no saves of any kind allowed.
- A looted vessel replaces all its lances with zzapp gunz (using the same profile), all its attack craft with fighta-bommerz/assault boats, and its nova cannon, if any, with a killkannon (Range: 30cm, Strength 6, Front).
- Looted vessels may benefit from a clan bonus and may purchase any of the normal upgrades shown in their ship profile (except for nova cannons).



GORBAG'S REVENGE

315 Points

Gorbag's Revenge was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by the Warboss Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to be (and aptly named) *Gorbag's Revenge*. It proved the ideal vessel for large scale planetary assaults with its large launch capacity, allowing it to deliver huge numbers of Orky Fighta-Bommerz to the surface.

For most of the Ork fleet, this tactic usually proved unwise and left them vulnerable to Imperial attack craft (specifically waves of bomber squadrons), but the sheer size and firepower of *Gorbag's Revenge* prevented it suffering too badly from enemy counterattacks, Imperial or otherwise. As a result, *Gorbag's Revenge* remained a constant element of the fleet bombarding Armageddon throughout the course of the war.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	2	6+ Prow / 5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	D6+6	Front		
Prow Torpedo Launchas	Speed: 30cm	D6+4	Front		
Dorsal Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1 Squadrons	-		
Port Gunz	30cm	6	Left		
Starboard Gunz	30cm	6	Right		
Port Heavy Gunz	30cm	6 (10)	Left		
Starboard Heavy Gunz	30cm	6 (10)	Right		
Port Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	2 Squadrons	-		
Starboard Launch Bays		2 Squadrons	-		

Special Rules: *Gorbag's Revenge* is ponderous and cannot use Come to New Heading special orders. When Ld values are generated, *Gorbag's Revenge* may exchange its leadership value with that of any cruiser that rolled a higher leadership value.

Options: *Gorbag's Revenge* is automatically equipped with a hull krusha for no extra cost. In addition, it may purchase any combination of the following upgrades:

- Equip launch bays with torpedo bombers+70 points
- Equip torpedo launchas with looted torpedoes+20 points
- Kustom force field+20 points
- Kustom tractor field+10 points
- Klaws+10 points

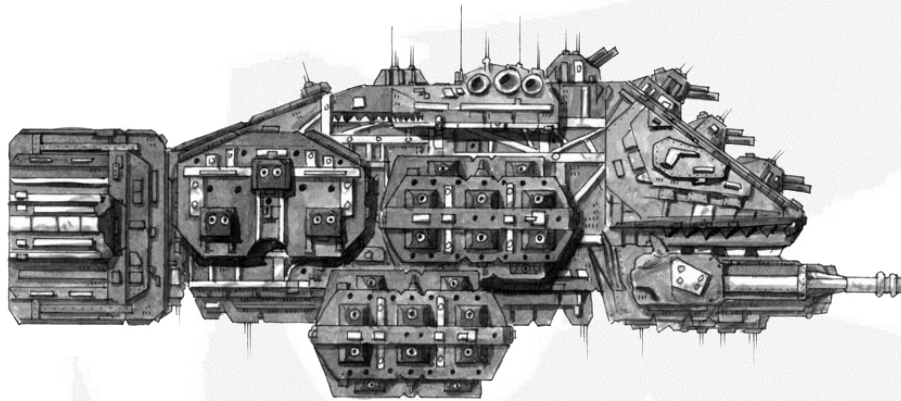


"The Orks are the pinnacle of creation. For them, the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Eldar who have failed, or the Humans, on the road to ruin in their turn? And why? Because we sought answers to questions that an Ork wouldn't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

-Uthan the Perverse

SLAMBLASTA

295 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	2	6+ Prow / 5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	D6+6	Front		
Prow Zzapp Gunz	45cm	D3+3	Front		
Dorsal Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1 Squadrons	-		
Port Gunz	30cm	10	Left		
Starboard Gunz	30cm	10	Right		
Port Heavy Gunz	30cm	6 (10)	Left		
Starboard Heavy Gunz	30cm	6 (10)	Right		

Special Rules: *Slamblasta is ponderous and cannot use Come to New Heading special orders. When Ld values are generated, Slamblasta may exchange its leadership value with that of any cruiser that rolled a higher leadership value.*

Options: *Slamblasta is automatically equipped with a hull krusha for no extra cost. In addition, it may purchase any combination of the following upgrades:*

- Equip launch bays with torpedo bombers+30 points
- Kustom force field.....+20 points
- Kustom tractor field.....+10 points
- Klaws+10 points

Like many large Ork vessels, the *Slamblasta* has been identified as having been constructed in large part from the wreckage of crippled Imperial Navy vessels – in *Slamblasta's* case, the Gothic class cruiser *Pallas Imperious*. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broadside lance batteries, the Meks who constructed the *Slamblasta* instead pillaged the systems in an attempt to build two much larger lance type weapons.

Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the *Slamblasta* remains an impressive achievement in providing the Orks with a lance-armed vessel. In the Third Armageddon War, *Slamblasta* played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasion fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defenses or Imperial outposts on the fringes of the Armageddon system.

"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 'cad an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.

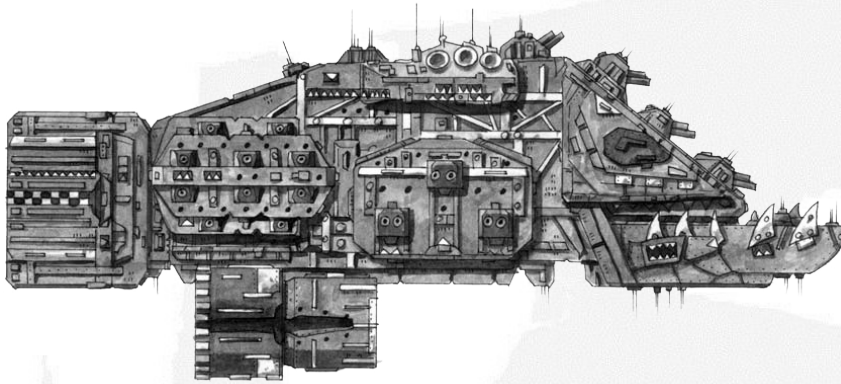
I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm deatn 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 to find, an Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine-boyz an' our bossposles 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!"

DETHDEALA

285 Points



Dethdeala is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregrak, the *Dethdeala* appears to have suffered a recent change of captain and crew alike and faded from prominence in the later part of the war.

Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies.

That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence. When Dregrak did finally venture to the planet's surface, his campaign was shortlived as rival Dethskulls, allied to the defecting Imperial Governor Herman Von Strab, teleported aboard the *Dethdeala* and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the *Dethdeala*, Dregrak vanished very rapidly. Whether the fatal blow was struck by man or Ork is unlikely to ever be known for certain, but either way it is unlikely that Ghazghkull would have had many regrets over the loss of the troublesome and untrustworthy Urgutz Dregrak...

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	2	6+ Prow / 5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Prow Gunz	45cm	D6+6		Front	
Prow Killkannon	30cm	6		Front	
Dorsal Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1 Squadrons		-	
Port Gunz	30cm	8		Left	
Starboard Gunz	30cm	8		Right	
Port Heavy Gunz	30cm	6 (10)		Left	
Starboard Heavy Gunz	30cm	6 (10)		Right	

Special Rules: *Dethdeala* is ponderous and cannot use Come to New Heading special orders. When Ld values are generated, *Dethdeala* may exchange its leadership value with that of any cruiser that rolled a higher leadership value.

Options: *Dethdeala* is automatically equipped with a hull krusha and soopa boostas for no extra cost. In addition, it may purchase any combination of the following upgrades:

- Equip launch bays with torpedo bombers+30 points
- Kustom force field.....+20 points
- Kustom tractor field.....+10 points
- Claws+10 points

"Oy, iz dis thing on?! Yeah, dis here is a message for da' grayskin bosses and their kroot. If'n you're gettin' any pictures wiff this thing, you can see what we done to your kroot over there. They's all dead and making for nice decorations on me new boss-hut. If'n you're not getting da pictures, just take one of da kroot near you an' rip 'em in half. It's like that. Dis here is Warboss Hedkrakka and it wuz me and me boyz that did this to yer kroot. Dis here is Hedkrakka's land now and we'z all coming to see you'z next! I need some grayskins for me boss-hut!"

-Warboss 'Eadkrakka

KROOLBOY

265 Points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	2	6+ Prow / 5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	D6+6	Front		
Prow Heavy Gunz	30cm	6 (10)	Front		
Dorsal Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1 Squadrons	-		
Port Gunz	30cm	8	Left		
Starboard Gunz	30cm	8	Right		
Port Heavy Gunz	30cm	6 (10)	Left		
Starboard Heavy Gunz	30cm	6 (10)	Right		

Special Rules: *Kroolboy is ponderous and cannot use Come to New Heading special orders. When Ld values are generated, Kroolboy may exchange its leadership value with that of any cruiser that rolled a higher leadership value.*

Options: *Kroolboy is automatically equipped with a hull krusha and soopa boostas for no extra cost. In addition, it may purchase any combination of the following upgrades:*

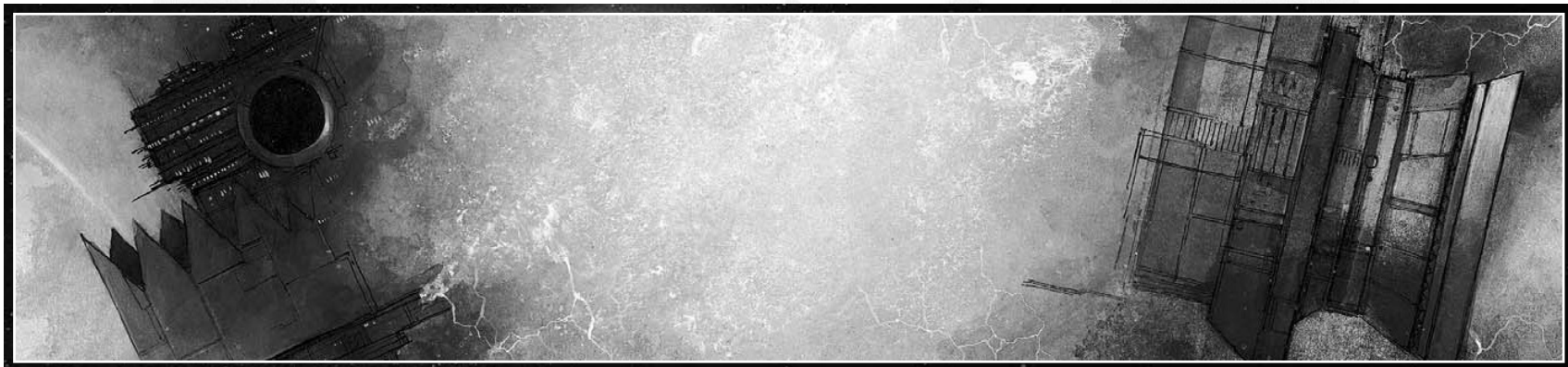
- Equip launch bays with torpedo bombers+30 points
- Kustom force field.....+20 points
- Kustom tractor field.....+10 points
- Klawz.....+10 points

Kroolboy already had a long history of tormenting Armageddon well before Ghazghkull's monstrous onslaught during the Third Armageddon War, having been observed on frequent pirate raids around the fringes of the system. Whether by accident or design, this familiarity with *Kroolboy* caused monitor station Mannheim to pay less than adequate attention to the vessel's later raids, assuming them to be typical piracy, when in fact it was at the head of the coming Waaagh!

By the time reports of invasion filtered through from other monitoring stations, the commanders of Mannheim station had already paid the price for their apathy. As the Waaagh! receded from Armageddon following Ghazghkull's apparent departure from the planet, *Kroolboy* again returned to piracy in many systems across the Armageddon sector, most recently having become involved in the civil war on Monglor.

"I'z smashed 'umies an' panzies an' birdboyz an' dogfaces; I'z gonna smash anyfing wot gets in my way, an' take wotz left. I iz da biggest, 'ardest boss in all da 'Spanse, da biggest Kaptin ov Undred-Undred Teeef, and nuffin kan stop me!"

-Morgaash Kulgraz,
Warlord of Undred-Undred Teeef,
Kaptin of *Da Wurldbrea*



HAMMER CLASS BATTLEKROOZER 225 Points

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	2	6+ Prow / 5+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	D6+6	Front		
Prow Kustom Kannon	Range/Speed: 30cm	Special	Front		
Dorsal Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1 Squadrons	-		
Port Gunz	30cm	6	Left		
Starboard Gunz	30cm	6	Right		
Port Heavy Gunz	30cm	6 (10)	Left		
Starboard Heavy Gunz	30cm	6 (10)	Right		

Special Rules: A Hammer class battlekroozer is ponderous and cannot use Come to New Heading special orders. When Ld values are generated, a Hammer class battlekroozer may exchange its leadership value with that of any cruiser that rolled a higher leadership value.

Kustom Kannon: This weapon may be fired as a Strength-6 killkannon or may launch D6+2 torpedoes (only one mode may be used per turn). It must be reloaded using Reload Ordnance special orders after firing, regardless of which mode it used.

Options: A Hammer class battlekroozer is automatically equipped with a hull krusha for no extra cost. In addition, it may purchase any combination of the following upgrades:

- Equip launch bays with torpedo bombers+30 points
- Soopa boostas+25 points
- Equip Kustom Kannon with looted torpedoes+20 points
- Replace launch bays with mine launchers (Strength D3+1)+20 points
- Kustom force field+20 points
- Kustom tractor field+10 points
- Klaws+10 points

The great mass of Ork ships assailing Armageddon comprise vessels of every conceivable weight and type. As well as the familiar Kill kroozers and Terror ships, a new class of battlekroozer, designated as the Hammer class (or Big Smasha, as the Orks sometimes call it), has been encountered in no less than fifteen separate engagements.

Intelligence reports indicate that most Hammer class battlekroozers are built on the hulks of wrecked Imperial capital ships, most specifically those which were armed with nova cannon in their previous incarnations. Hammer class battlekroozers are greatly favored by powerful Ork warlords as their personal command ships, most notably those from the empire of the Great Despot of Dregruk, which seems to have produced a large quantity of these vessels for their invasion fleet.

The high status of the Hammers' commanders ensure that they are equipped with the best weapons and crews in the Ork fleet, making them formidable opponents. Most worrying of all, given the Orks predilection for making rapid (if crude) refits of damaged vessels, is the fact that the number of Hammer class ships appears to be on the rise, as the Orks gain access to numerous hulks left from the fighting in-system.

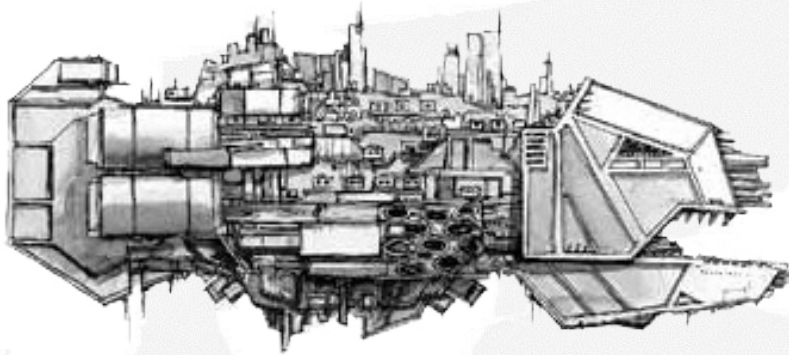
"Aim fer dat big buildin' over der. No da uvver
wun! NO DAT WUN! Zoggit, just land it
right 'ere."

-Kaptin Parrkurr
of the "Funderbird Too"



TERROR SHIP

175 Points



A variant of the standard kroozer, Ork Terror ships have been associated primarily with raids made in the Cyclops Cluster against lightly defended outposts and augur stations. Terror ships deliver packs of Ork attack craft into combat and act as parent vessels for refueling and rearming their ferocious progeny. Most Terror ships appear to be built around salvaged hulls, it being comparatively easy to open up large launch bays by the simple expedient of chopping big sections out of the flanks of the wreck. Terror ships carry a mixture of Ork fighta-bommerz and large numbers of assault boats, both of which are capable of threatening even the largest cruisers and some battleships. A typical example of Ork brutality was the attack on Mirrobel, a small resupply base used by long range patrols. Two Terror ships appeared in-system with half a dozen escorts. Taking up orbit around Mirrobel's moon, the Terror ships sent waves of assault boats packed with Ork warriors to overwhelm the small garrison. Even as the base was being overrun, a scouting patrol comprising the Dauntless light cruisers *Abdiel* and *Uziel* together with four Firestorm class frigates arrived in the vicinity for resupply and were set upon by the Terror ships. Even though the Terror ships' attack squadrons were busy on the planet's surface, the carriers' crude firepower was still enough to drive off the scouting patrol, with *Abdiel* crippled and one frigate lost. By the time reinforcements arrived, the base was all but destroyed.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	1	6+ / 5+ / 4+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	D6+4	Front		
Prow Heavy Gunz	30cm	6 (10)	Front		
Port Gunz	30cm	6	Left		
Starboard Gunz	30cm	6	Right		
Port Launch Bays	Fighta-Bommerz: 25cm	2 Squadrons	Left		
Starboard Launch Bays	Assault Boats: 30cm	2 Squadrons	Right		

Special Rules: A Terror ship has three different Armor values shown in its profile. The first is used against attacks in its front arc, the second is for attacks made abeam of the ship, and the last is for attacks against the vessel's aft firing arc.

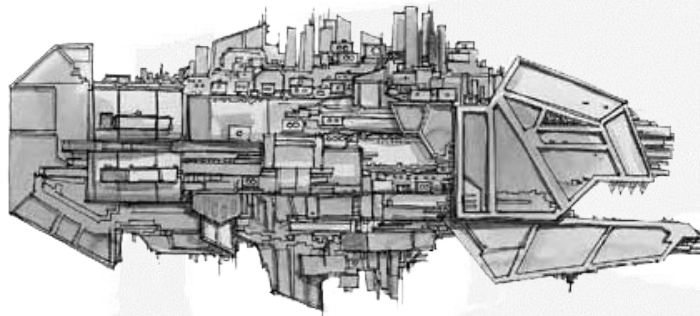
Replace Heavy Gunz: A Terror ship may replace its prow heavy gunz with a prow torpedo launcha (Speed 30cm, Strength D6+2, Front) for +10 points, or prow zzapp gunz (Range 30cm, Strength D3+1, Front) for +5 points.

Options: A Terror ship is automatically equipped with a hull krusha for no extra cost. In addition, it may purchase any combination of the following upgrades:

- Equip launch bays with torpedo bombers +40 points
- Soopa boostas +25 points
- Equip torpedo launcha (if any) with looted torpedoes +20 points
- Replace port and starboard launch bays with mine launchers (Strength 2 each side) +20 points
- Kustom force field +15 points
- Kustom tractor field +10 points
- Klaws +10 points

KILL KROOZER

155 Points



Heavy Ork warships were always a terror to merchant vessels plying the Gothic sector in times of peace. During the Gothic War, the number of sightings reported increased notably, presumably due to the number of hulks the Orks managed to salvage from battles between Imperial and Chaos forces. The most common style of Ork kroozer mounts a bristling array of heavy guns and weapons batteries, mostly concentrated in powerful prow batteries.

Only one Ork kroozer, dubbed the *Butcher* by Naval intelligence, could be consistently identified in action throughout the Gothic War, though others may have been concealed by the constant patching and rebuilding Ork ships undergo. The *Butcher* attacked six convoys in the Quinnrox Sound over the course of the war, destroying a total of fifteen badly needed transport ships, seven escorts and one cruiser, the *Admiral Lenox*. The *Butcher* is also believed to have led the force which looted Bralutha station and escaped before relief forces arrived

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	1	6+ / 5+ / 4+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Prow Gunz		45cm	D6+6		Front
Prow Heavy Gunz		30cm	6 (10)		Front
Port Gunz		30cm	6		Left
Starboard Gunz		30cm	6		Right
Port Heavy Gunz		30cm	4 (6)		Left
Starboard Heavy Gunz		30cm	4 (6)		Right

"Dem Inquisishun humies can't be trusted any further dan day can be thrown, which in dat one's case might be a bad example."

-Kaptin Bluddflagg

Special Rules: A Kill kroozer has three different Armor values shown in its profile. The first is used against attacks in its front arc, the second is for attacks made abeam of the ship, and the last is for attacks against the vessel's aft firing arc.

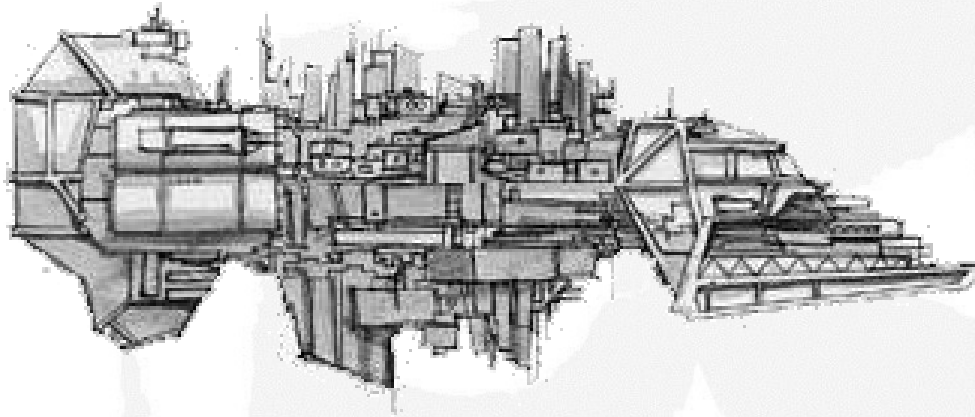
Replace Heavy Gunz: A Kill kroozer may replace its prow heavy gunz with a prow torpedo launcha (Speed 30cm, Strength D6+2, Front) for +10 points, or prow zzapp gunz (Range 30cm, Strength D3+1, Front) for +5 points. If equipped with a torpedo launcha, a Kill kroozer may remove both its port and starboard heavy gunz to add +D6 to the Strength of its torpedo launcha (for a total of 2D6+2), for no extra cost. Otherwise, it may replace both port and starboard heavy gunz with zzapp gunz (Range 30cm, Strength D3+1, Left / Right, respectively) for +20 points.

Options: A Kill kroozer is automatically equipped with a hull krusha for no extra cost. In addition, it may purchase any combination of the following upgrades:

- Soopa boostas.....+25 points
- Equip torpedo launcha (if any) with looted torpedoes.....+20 points
- Kustom force field.....+15 points
- Kustom tractor field.....+10 points
- Klaws.....+10 points

BASHA LITE KROOZER

110 Points



While encountered on occasion wherever the Orks carried their incessant Waaghs! into Imperial space, it was only during the Third War for Armageddon that Ork lite kroozers were seen in any large numbers. While many have speculated as to the reason, the general consensus among tacticians is that like everything else about Orks, bigger is always better. Orks will rarely stop improving or adding to a vessel until it reaches a point where it is beyond the resources or technical abilities of its commander to make it any larger. In this respect the lite kroozers encountered may quite often be works in progress, vessels ramshackle even by Ork standards and rushed into battle by their reckless Kaptins who have yet to gather the teef and gubbins to fully outfit their vessel in an Orky fashion! Ork lite kroozers were seen in a wide variety of forms during the Third Armageddon War, including several bizarre variants super-customized almost exclusively for ramming and boarding actions. While some appeared to be constructed from captured Dauntless or Endeavor light cruiser hulls, some more bizarre forms and defied any classification whatsoever.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	1	6+ / 5+ / 4+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	D6+2	Front		
Prow Heavy Gunz	30cm	4 (6)	Front		
Port Gunz	30cm	4	Left		
Starboard Gunz	30cm	4	Right		

"Wot, this? Naw, I've had this fer ages. Of course the paint's still wet, it's me favourite. Sell it to ya if you like. One careful owner."

-'Fingaz' Rutzeg, Deathskull Loota

Special Rules: A Basha lite kroozer has three different Armor values shown in its profile. The first is used against attacks in its front arc, the second is for attacks made abeam of the ship, and the last is for attacks against the vessel's aft firing arc.

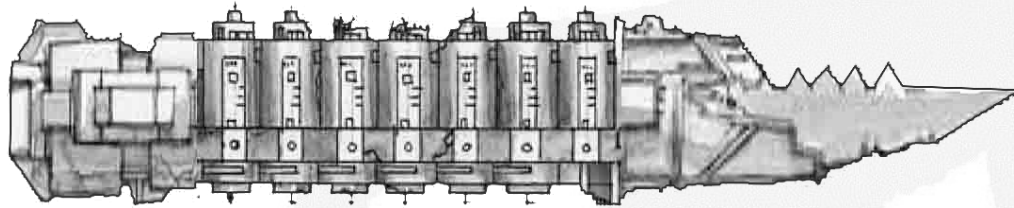
Replace Heavy Gunz: A Basha lite kroozer may replace its prow heavy gunz with a prow torpedo launcha (Speed 30cm, Strength D6+1, Front) for no extra cost, or prow zzapp gunz (Range 30cm, Strength D3+1, Front) for +10 points.

Options: A Basha lite kroozer may purchase any combination of the following upgrades:

- Soopa boostas +20 points
- Equip torpedo launcha (if any) with looted torpedoes +20 points
- Kustom force field +15 points
- Kustom tractor field +10 points
- Klawz +10 points
- Hull Krusha +5 points

GRUNT ASSAULT SHIP

35 Points



The Grunt assault ship is a rather recent innovation of the Ork Fleets. Seen in three occasions prior to the Gothic war, the vessels were able to cripple a Dauntless investigating rumors of pirate attacks near the Cyclops cluster. Grunt assault ships are usually retrofitted transport vessels that have been designed to crash into enemy ships and allow their cargo of several thousand Orks to spill out into its unfortunate prey.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/2	25cm	90°	1	6+ Prow / 4+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Gunz	30cm		2		Front

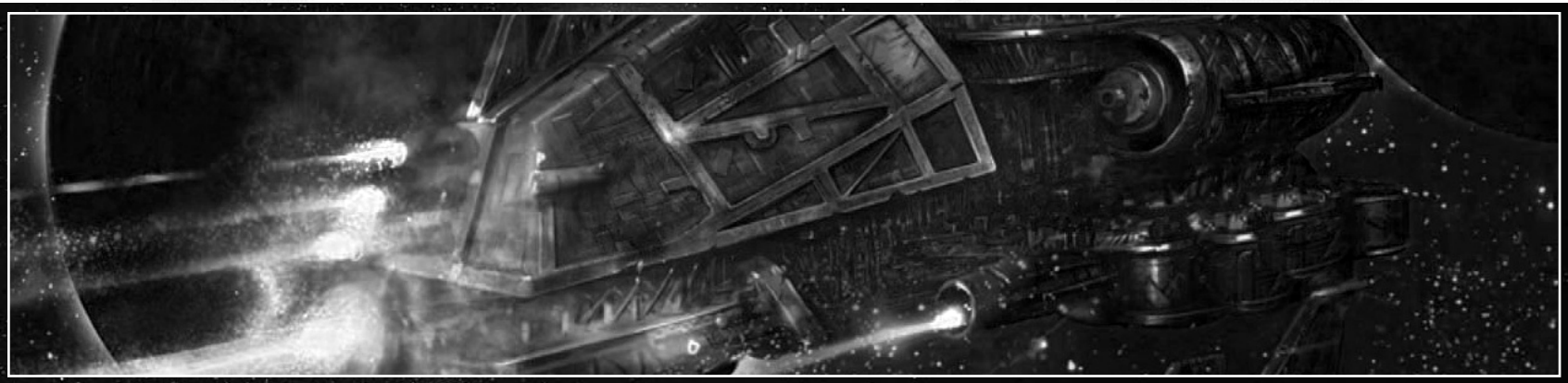
Special Rules: A Grunt assault ship is designed for a single purpose: boarding actions! As such, each Grunt assault ship counts as having a boarding value of 4. However, due to its poorly distributed mass, a Grunt assault ship cannot use Come to New Heading special orders..

Options: A Grunt assault ship may purchase any combination of the following upgrades (every Grunt assault ship in a squadron must have the same upgrades):

- Klawz.....+10 points
- Soopa boostas.....+5 points
- Kustom tractor field.....+5 points
- Increase Turrets value by 1.....+5 points

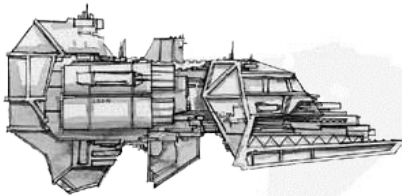
"Oomans are pink and soft, not tough and green like da Boyz. They'z all the same size too, so they'z always arguing about who's in charge, 'cos no way of telling 'cept fer badges an' ooniforms and fings. When one of them wants to lord it over the uvvers, 'e says "I'm very spesul so'z you gōtta worship me", or "I know summink wot you lot don't know so yer better lissen good". Da funny fink is, arf of 'em believe it and da over arf don't, so 'e 'as to hit 'em all anyway or run fēr it. Wot a lot of mukkin' about if yer asks me. An' while they'z all arguing wiv each other over who's da boss, da Orks can clobber da lot of 'em!"

-Ork insight into Human behavior



RAVAGER ATTACK SHIP.....

35 Points



Special Rules: A Ravager attack ship may be given soopa boostas for +5 points, and/or increase its Turrets value by 1 for +5 points. Every Ravager attack ship in the same squadron must have the same upgrades

Ork torpedo attacks tend to be opportunistic rather than tactical, as they are used in the Imperial fleet. In part, this is doubtless due to the quality of their crews, which seem to be unreliable at reloading ordnance in the heat of battle. Consequently, Ravager attack ships are more commonly seen in the company of Onslaughts and Savages than in dedicated

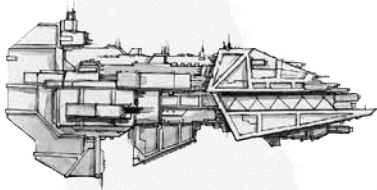
squadrons like Imperial Cobra destroyers. However, Ravagers mount a vast number of torpedo racks and when they do manage to launch their payload, they will usually produce a frightening amount of ordnance. Fortunately, a large proportion of Ork torpedoes go astray due to guidance or engine failures, which is why Orks use captured torpedoes at every opportunity.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	45°	1	6+ Prow / 4+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Gunz		30cm	2		Front
Torpedo Launcha		Speed: 30cm	D6		Front



SAVAGE GUNSHIP.....

30 Points



More extreme than even the Onslaught, the Ork gunships known as Savages mount only short-ranged forward heavy gun batteries. There has been speculation as to whether Savages are simple refits of Onslaughts, or vice versa. The Ork race are masters of crude improvisation and salvage, so both ideas probably hold true. In open battle, Savages are less of a threat than the longer ranged Onslaughts, as they can be outmaneuvered and destroyed from a distance. But in an ambush situation, where Orks are lurking in wait amongst asteroids or debris, Savages make for a highly dangerous foe, with their ability to storm forward and smother an opposing vessel with heavy fire.

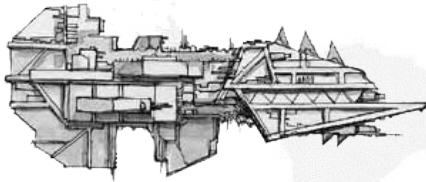
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	45°	1	6+ Prow / 4+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Heavy Gunz		30cm	2 (6)		Front

Special Rules: A Savage gunship is automatically equipped with soopa boostas for no extra cost. Any Savage gunship may replace its heavy gunz with zzapp gunz (Range 30cm, Strength 1, Front) for no extra cost, and/or increase its Turrets value by 1 for +5 points. Every Savage gunship in the same squadron must have the same upgrades.

"They got ded big shooty guns dat'll kill tons of boyz, but if you can get near em den you've-got a chance. Just gotta make sure you bring loads of boyz, coz you ain't gonna have a whole lot left when you get close enough ta crump em."

-Warlord Skarmork the Great Despoiler

ONSLAUGHT ATTACK SHIP 25 Points



Special Rules: An Onslaught attack ship may be given soopa boostas for +5 points, and/or increase its Turrets value by 1 for +5 points. Every Onslaught attack ship in the same squadron must have the same upgrades

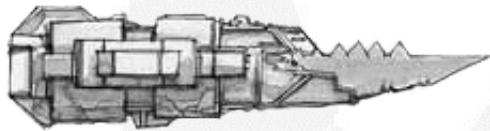
The Onslaught attack ship is ugly, difficult to maneuver and lightly armored along its flanks and rear, it is only suitable for head-on attack. However, as discovered by Admiral Sartus aboard the doomed *Laertes*, a swarm of Onslaughts can lay down a fearsome hail of fire from their multiple forward gun batteries. This is combined with thick frontal armor and shielding to protect them during their initial attack run. Like all Ork attack ships, Onslaughts are capable of landing on planets as part of an invasion force and can carry a large Ork warband plus their vehicles and artillery.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	45°	1	6+ Prow / 4+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Gunz		30cm	D6+1		Left / Front / Right

"The Orks plague the galaxy from the end to end with their ceaseless warring and strife. They are a race rooted so deeply in war that peace is utterly incomprehensible to them. They cannot be bargained with or bought save with weapons that they will inevitably turn against those who tried to bribe them. I pray with all my faith that some great catastrophe will annihilate them, but I fear that ultimately it is they, not we, who shall rule the galaxy."

-High Lord Xanthius

BRUTE RAMSHIP 20 Points



The Brute is a curious vessel, and characteristically Orkish in its concept. It is fitted with superior engines and maneuvering thrusters compared to most Ork vessels, but these are not intended to make the ship handier in a fight. The true purpose of the Brute is betrayed by its armored beak, festooned with rotary blades and drills, which is deadly when it rams enemy vessels at maximum thrust. Brutes use their engines to maneuver into a position where they can charge an enemy ship and split it apart with a single impact. The Brute is so heavily built that it can badly damage even the largest of capital ships.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	6+ Prow / 4+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Gunz		30cm	2		Front

Special Rules: A Brute ramship rolls 4D6 for damage when ramming an enemy vessel rather than only 1D6. A Brute ramship may be given a hull krusha for +10 points, soopa boostas for +5 points, and/or increase its Turrets value by 1 for +5 points. Every Brute ramship in a squadron must have the same upgrades.

"Get 'em boyz!"

"Dakka dakka dakka!"

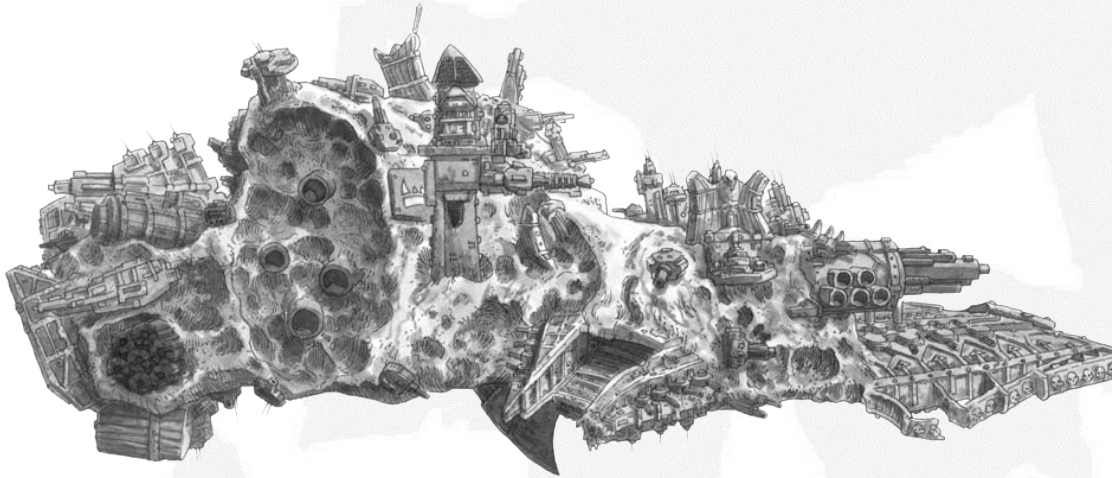
"WAAAGH! THE ORKS!"

"WAAAGH!"

-Rotgob, Ork Strategist

ORK SPACE HULK

610 Points



Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some space hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, space hulks are their primary method of traveling between the stars. When a space hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the space hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the space hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork space hulks were reported in the Gothic sector during the course of the war, but by their very nature, a space hulk could appear at any place at any time.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/40	10cm	Special	3	4+	6
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Gunz	45cm	2D6+6	Front		
Prow Torpedo Launcha	Speed: 30cm	2D6	Front		
Prow Heavy Gunz	30cm	8 (12)	Front		
Dorsal Lances	60cm	4	All Round		
Starboard Gunz	45cm	2D6+6	Right		
Starboard Torpedo Launcha	Speed: 30cm	2D6	Right		
Starboard Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D6+2 Squadrons	-		
Port Gunz	45cm	2D6+6	Left		
Port Torpedo Launcha	Speed: 30cm	2D6	Left		
Port Launch Bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D6+2 Squadrons	-		
Aft Gunz	45cm	2D6+6	Rear		

++ Contact established.

++ Opticon reports twelve... No, thirteen wrecks making up the main body of the hulk.

++ Augurs divine power sources emanating from eight of the wrecks.

++ No indications of guidance or active weapons.

++ Moving in for a closer sweep...

++ Imperator! Multiple attack craft launches - looks like Ork configurations; gun batteries powering up! Helm! Lay in a course to get us out of here. If we can just...

<<<<< Message Ends >>>>>

ORK SPACE HULK SPECIAL RULES

Space hulks are so unlike other starships that they require a number of special rules. However, a space hulk must still follow all the usual rules for ships in your fleet, except where its special rules explicitly state otherwise.

LEADERSHIP & SPECIAL ORDERS

Due to their enormous size, and the subsequent strain this puts on Ork communication systems (such as shouting loudly), an Ork space hulk has a default leadership value of 6.

In addition, an Ork space hulk may not use *Burn Retros* or *Come to New Heading* special orders, and will only add +2D6cm to its speed while on *All Ahead Full* special orders.

COMMANDERS

Most space hulks are capable of carrying entire tribes of Orks into battle, and while this makes them exceedingly dangerous, it also means that internal strife is common during transit. As such, the presence of a commander has less effect on the 'krew' than it normally would on a smaller vessel. An Ork commander aboard a space hulk is subject to the relevant rules below:

Warbosses

An Ork Warboss adds +10 to the boarding value of a space hulk rather than doubling it.

Big Meks

An Ork Big Mek cannot repair critical damage on a space hulk, but may attempt to restore lost hit points even if the hulk has suffered critical damage. No more than one hit may be restored per turn, as normal.

Freebooter Kaptins

A Freebooter Kaptin will still add +1 to the hulk's default Ld value, bringing it to Ld 7.

Commander Upgrades

An Ork space hulk may benefit from any commander upgrades purchased for it, with the following modifications:

- More Dakka and Extra Powerfields cost double the normal number of points to purchase.
- Mad Meks allow the hulk to ignore the effects of a critical hit on a D6 roll of 6, rather than their usual effect.
- Extra Turrets allow the hulk's turrets to hit on a 4+ instead of their usual effect, and cost +10 extra points to purchase.

CLAN UPGRADES

An Ork space hulk may have any single clan upgrade for free. However, Ork space hulks do not benefit from any of the usual clan bonuses - choosing a clan simply designates the hulk as part of that clan for the purposes of other rules and abilities.

MOVEMENT

Ork hulks must move 10cm in a straight line each turn, no more, no less. Space hulks never have their speed reduced by blast markers or damage. See the diagram below for more details.

Turning

A space hulk may turn up to 45° and only in every second movement phase. The turn must be taken at the end of the space hulk's 10cm move. This can be seen more clearly in the diagram below.

Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit.

DAMAGE

Ork space hulks are so massive that damage is applied to them a little differently than regular ships. Note that space hulks are subject to the rules for defenses in the BFG:XR Fleet Support list (such as for gunnery and ramming), but are not considered support units or planetary defense choices.

Crippling

Space hulks are never crippled by damage like other ships. They must be completely destroyed before they cease to function.

Critical Hits

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on an Ork space hulk using the Critical Damage table. Instead, the player who inflicted the hit must roll on the table found on the next page and apply the result.

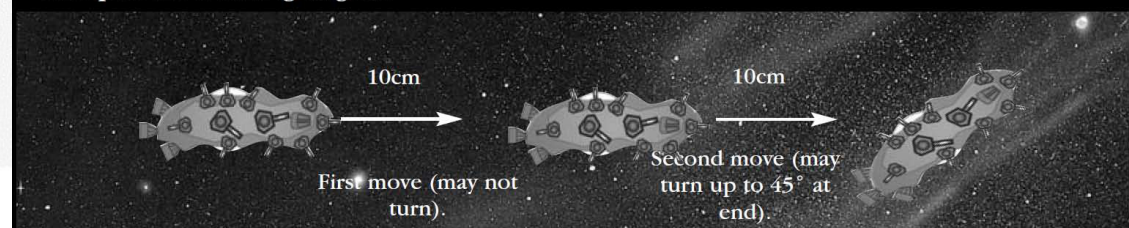
When applying results, no characteristic may be reduced below zero - although you must apply as much of each penalty as possible. If a random-valued characteristic suffers a penalty, simply include the penalty in the calculation, treating all results of zero or less as zero (if no non-zero result is possible, the characteristic is counted as being 'reduced to zero' and cannot suffer any further penalties). If a result cannot be applied, repeat the relevant process described in the table until you determine a valid result.

Catastrophic Damage

When a space hulk is reduced to 0 Damage points, roll on the Catastrophic Damage table as normal, modifying the results as follows:

- The drifting and blazing hulk results remain unchanged (including any required movement, even though the hulk is technically a defense).
- A plasma drive overload result indicates the hulk is torn apart by internal explosions. No damage is scored on ships nearby; instead, the hulk breaks up into asteroid field D3x5cm wide and D3x5cm long.
- On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a warp rift. Any ships caught in the rift are affected immediately.

Ork Space Hulk turning diagram



ORK SPACE HULK CRITICAL HITS TABLE

D6 RESULT

“Target high energy systems!” The attacker focuses on destroying areas of the hulk’s power distribution network. Roll again and apply the result shown below (re-rolling if the result cannot be applied):

- 1-2 1-2: Reduce Turrets value by 1.
 3-4: Reduce Shields value by 1.
 5-6: Reduce the strength of all lance weapons by 1.

“Target weapons clusters!” The attacker focuses on neutralizing banks of weapons across the hulk’s surface. The attacker chooses one of the following (applicable) options:

- 3-4
- Reduce the firepower of a gunnery weapon facing the attacker by 2.
 - Reduce the strength of a torpedo launcha facing the attacker by 2.
 - Reduce the launch capacity of any launch bay by 2.

“Target thruster assemblies!” The attacker focuses on demolishing the hulk’s maneuvering systems. Make a note each time the hulk suffers this result. Each time the hulk wishes to turn, it must roll higher on a D6 than the number of thruster assembly critical hits it has suffered during the course of the battle. This does not include the free turn it may make when it is within a planet’s gravity well. A space hulk may suffer a maximum of 6 thruster assembly hits (if this result cannot be applied, roll for a different result).

5+

ORK HULKS IN CAMPAIGNS

An Ork pirate fleet may use a single Ork space hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one space hulk for the target planet in a Planetary Assault or Exterminatus mission. The space hulk must still be purchased using the fleet and/or planetary defense points allocation for the scenario, but the hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the space hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defenses in such scenarios, as these simply represent short ranged point-defense systems studded about the space hulk.

Orkscs is never defeated in battle. If we win we win, if we die we die fighting so it don't count. If we runs for it we don't die neither, cos we can come back for annuver go, see!"



ORK ROK

80 Points

Ork Roks are basically large asteroids hollowed out and fitted with drives, guns, and crew quarters. Though Roks are incapable of traveling through the Warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kalothe system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	10cm	Special	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Gunz		45cm	D6+6		All Round
Heavy Gunz		30cm	2 (6)		All Round
Torpedo Launcha		Speed: 30cm	D6		All Round

Special Rules: In addition to those selected normally, Ork Roks may be taken as planetary defense choices for an Ork fleet. Roks are especially unique "vessels," and thus follow the additional special rules listed on this page.

ORK ROK SPECIAL RULES

Roks are sufficiently different to both orbital defenses and true spaceships such that they require a number of special rules. However any rules which are not specifically noted as being modified below will apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

MOVEMENT

Because they are basically large lumps of rock with engines studded all over them, Roks do not move in the same way as normal ships. In their movement phase Roks travel exactly 10cm forward in a straight line, no more, no less. Roks may not turn or use *Burn Retros* or *Come to New Heading* special orders.

When on *All Ahead Full* special orders, Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are traveling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.

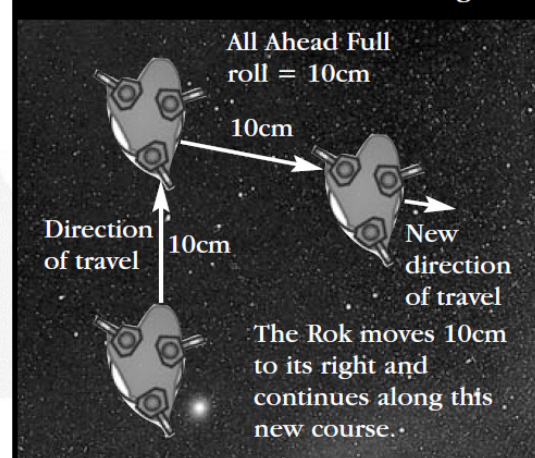
Due to their low speed and considerable momentum, Roks which are crippled or moving through blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

CRITICAL HITS & CATASTROPHIC DAMAGE

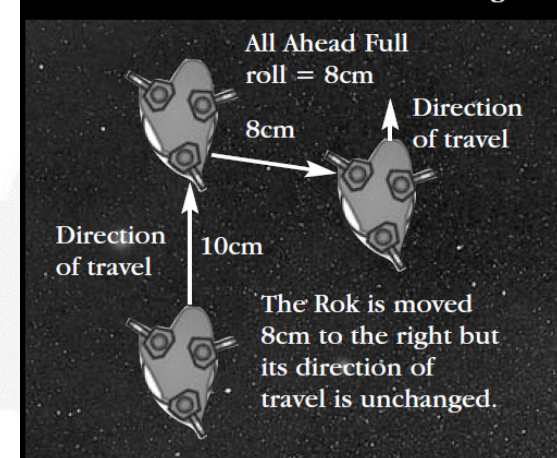
Roks lack the complex systems of true space craft, so critical hits are not rolled on the regular critical damage table. Instead, each critical hit inflicts +1 point of damage, in the same way as an escort ship or small defense.

When a Rok is reduced to 0 remaining Damage points, it breaks up rather than drifting or exploding. Do not roll on the catastrophic damage table. Instead, the Rok is replaced by four blast markers, using the normal rules for doing so when ships are destroyed.

A successful Rok course change



An unsuccessful Rok course change



ORK GREEN TIDE FLEET LIST

FLEET COMMANDERS

Ork Bosses

You may include up to one Ork Boss for every 500 points (or portion thereof) in your fleet, assigned to any ship desired. If your fleet is worth at least 500 points, you must include at least one Ork Boss to lead it. Each Ork Boss allows his ship to purchase one kustom upgrade from the list on this page.

Warboss.....	40 points
Big Mek	40 points
Freebooter Kaptin	40 points

The Ork Bosses in your fleet may show off their prowess by using flashier titles. A title increases a Boss' respect in the fleet, allowing him to make use of fleet commander re-rolls and take additional kustom upgrades. Each Ork Boss in your fleet may be given one of the following flashy titles:

Big Boss (1 Re-roll, +1 Upgrade).....	20 points
Mega Boss (2 Re-rolls, +2 Upgrades).....	40 points

SECONDARY COMMANDERS

Nobz

Most Ork leaders will delegate authority to a few trusted underlings. You may include up to two Nobz for every 500 points (or portion thereof) in your fleet. A Nob may be assigned to any ship, and will allow it to purchase one kustom upgrade from the list on this page.

Nob.....	20 points
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CAPITAL SHIPS

0-4 Battleships

You may include up to one named battleship for every two kroozers in your fleet. Note that as each battleship is unique, you will never have more than four battleships at the same time.

(0-1) Gorbag's Revenge	315 points
(0-1) Slamblasta	295 points
(0-1) Dethdeala	285 points
(0-1) Kroolboy.....	265 points

Battlekroozers

You may include one Hammer class battlekroozers for every two kroozers in your fleet.

Hammer Class Battlekroozers	225 points
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Kroozers

You may include any number of kroozers in your fleet.

Terror Ship	175 points
Kill Kroozers	155 points
Basha Lite Kroozers	110 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 3-10 vessels.

Grunt Assault Ship.....	35 points
Ravager Attack Ship	35 points
Savage Gunship	30 points
Onslaught Attack Ship	25 points
Brute Ramship	20 points

SPECIAL

You may include any number of Ork Roks in your fleet. In addition, you may include a single Ork space hulk for every full 1500 points in your fleet.

Ork Space Hulk.....	610 points
Ork Rok.....	80 points

USING A GREEN TIDE FLEET

The Orks do not have any equivalents to the specialized fleet structures employed by the Imperium. Instead, their warships will typically band together in an eclectic mix that reflects the attitudes of the biggest Ork in charge.

Ordnance & Upgrades

All Ork vessels with torpedo launchers are automatically equipped with both ordinary and boarding torpedoes for no extra cost. Ork assault boats follow the normal rules for their type, while fighta-bommerz use the rules described on page 3.

In addition, any Ork capital ship with launch bays may be made an *assault karrier* for no extra cost. Such ships may place one extra marker (in total) when launching assault boats, but cannot launch any other kind of attack craft.

Da Ork Clanz

An Ork commander may be supported by one of the five Ork Clanz at the cost shown below, gaining the relevant bonuses for each ship under his authority (as described on page 5):

Goffs.....	20 points
Evil Sunz.....	20 points
Bad Moons	20 points
Deathskulls.....	20 points
Blood Axes.....	20 points

Alternatively, any ship or squadron without another clan affiliation may be given the Snakebite clan bonus for no extra cost.

Kustom Upgrades

Any Ork vessel embarking a commander may purchase any upgrades from the following list, up to the maximum number allowed by their title (or lack thereof):

Extra Turrets.....	20 points
Extra Power Field	20 points
Mad Meks	20 points
Mega Armored Boarding Parties	15 points
Grot Riggers.....	15 points
More Dakka!	10 points
Soopa Tellyporta**	10 points

****Capital ships only.**

Attack Rating

The Orks are aggressive and often reckless, driving their ships into battle even if they know it is a trap. As such, they have an attack rating of 3.

Reserves and Allies

An Ork Green Tide Fleet may take looted cruisers from any Imperial Navy, Chaos, or Tau fleet list, as described on page 5. They cannot have any other types of reserves.

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

NOTE: The rules in this document are based almost completely on an *unreleased* version of the BFG:R Orks document. As a result, many of the rules, profiles, and other elements in this fleet list will be different than those found in the publicly available BFG:R documents or the original BFG rules. The forum thread where these changes were made can be found below:

<http://www.forum.specialist-arms.com/index.php?topic=5276>

[Addition] More detail about Orks and their background has been added to the introduction section. All information gathered from the wonderful Lexicanum 40k Wiki.

[Change] Ork Zzapp Gunz are now treated as regular lances that hit on a 5+, and on a roll of 1 when determining random strength, they inflict a blast marker on the firer.

[Change] The “boss-pole” mechanic which replaced the Ork commanders’ automatic re-roll has been simplified and clarified. Now, it causes a H&R attack against a single ship in the squadron (within 15cm) chosen by the controlling player.

[Change] The “mob-rule” mechanic now allows Ork escorts to use their size as their Ld (much like regular 40k Orks), and also allows them to do so even if a command check has been failed.

[Change] Ork boarding rules changed to be a +1 bonus to their boarding action *results* rather than their boarding value. *This seems to have been an accidental error in the new BFG:R rules, so I changed it back.*

[Change] Heavy Gunz have been re-worked. Now, they have 2 different firepower values, shown as X(Y). The first is used when firing more than 15cm, the second is used when firing less than 15cm. Moreover, as regular weapon batteries they will combine with gunz normally, producing a more consistent (and much less complicated) firing sequence for Ork ships. A few ships have had FP values updated as part of this change.

[Addition] Ships may now purchase looted torpedoes, which provides a roll on the special (Armada) torpedoes table.

[Change] The spelling of the Ork clans has been changed back to the original “Clanz” as in the 4th edition WH40k codex.

This change was made for sensitivity reasons, as the spelling “Klan” may refer to the hate-group known as the KKK.

[Addition] Added options for special refit torpedoes (name taken from the old looted torpedoes which had been left out), as well as options for mine launchers on the appropriate cruisers.

[Addition] Ork Rokks may be taken as planetary defense choices, to represent Rokks under construction around a conquered planet.

[Change]: The rules for Klawz have been clarified as to their original intent (dragging the smaller ship) and the damage component has been altered for ease of play. This brings them in line with the similar change to Tyranid Massive Claws.

[Addition] Orks have a new Kustom Upgrade called a Soopa Tellyporta, which extends the range of the ship’s teleport attacks. This is based on the original tellyporta upgrade from the 2010 Compendium. The cost has been changed from 30pts to 10pts, to better reflect its power level.

[Addition] Returned the Assault Karrier rules from the 2010 Compendium edition, allowing ships to trade the ability to launch fighta-bommerz in exchange for launching +1 assault boats whenever they are deployed. *Update Feb 19; re-worded to remove an unintended boost to Terror ships with this upgrade.*

[Change] Clanz are now purchased by commander (rather than by ship), and apply to the commander’s squadron, plus 1 extra squadron if he’s a Big Boss or 2 extra squadrons if he’s a Mega Boss. The rules regarding mixing clanz have also been clarified.

[Change] Individual clan bonuses have been mostly reworked from the ground up, and have been normalized at +20pts.

- Goffz now have a slightly less potent boarding bonus.
- Evil Sunz bonus now stacks better with other bonuses.
- Deathskulls now provides the ability to influence incoming critical damage and cheaper looted torpedoes, rather than a straight armor boost (which was too strong given other changes).
- Blood Axes have been completely reworked to be a +1Ld bonus only. Mixing Imperial escorts and gaining Imperial refits was simply too clunky.
- Snakebites now provide a bonus to Assault points, and can be applied to any ship or squadron for free.

[Change] The price of Hammer Battlekroozers, Kill Kroozers, and Terror ships has been reduced by 10pts. The price of escorts has been reduced by 5pts.

[Change] The cost of replacing heavy gunz with zzapp gunz has been adjusted to be more consistent.

[Change] Gorbag’s Revenge now has the correct cost to add torpedo bombers, and the Deathdeala and Kroolboy now have the +5cm speed from their soopa boostas in their profile.

[Change] The Ork rules for using their fleets in a campaign have been transferred to the BFG:XR Campaign Rules document. As that document has not been made at the time of this writing, the rules are reproduced below:

When playing in a campaign, an Ork player must decide whether they will participate as pirates or a full Waaagh! As pirates, the Ork player will follow the rules for pirate raiders as described in the regular campaign rules. When fighting as a Waaagh!, the Ork player will participate just like any other standard fleet in a normal campaign.

Last Updated: April 1, 2017 4:25 PM