

ORKS

"WAAAGH!"

—Typical Ork Freebooter

Alongside humans, Orks are the most numerous species in the galaxy, and their kind can be found almost everywhere. Their prolific nature is made all the more perilous by their belligerence and inclination towards violence, for the Orks are a species who crave one thing above all else: war. It is no surprise, then, that mankind and the greenskins have come into violent conflict frequently since humanity first took to the stars tens of thousands of years ago—it is even rumoured that Orks were the first Xenos species ever encountered by mankind. Orks appear to have simply always been there, careening from world to world seemingly without aim or purpose other than the enthusiastic slaughter of everything they meet.

That the Orks have not rallied together and swept aside all that stand before them is something many are thankful for, and it is the same predilection for violence that makes them a threat that also keeps them from uniting in such a terrifying manner. When there are no other adversaries immediately on hand, Orks will cheerfully make do with each other, engaging in anything from simple fist fights to all-out war, simply to satisfy their need for noise and mayhem. This in itself should be cause for relief, yet Orks revel in such warfare, and grow larger and stronger through constant battle.

Orks, then, are a race driven by the need to fight. Their species is considered, as a whole, to consist of little more than violent animals wielding crude weapons and riding aboard ramshackle starships that hurtle between the stars at random until they find something to attack. The truth is quite different. Viewed as unintelligent, Orks possess a straightforward mindset that has little time for refined or ephemeral matters and concerns itself primarily with base needs—food, drink, shelter and aggression. Their technology is more sophisticated than many will comfortably give credit for, patched together from what appears as little more than scrap metal and junk yet capable of devastating effects that escape the comprehension of all but the finest scientific minds of the Adeptus Mechanicus.

Their society is one with apparently very little internal strife—while violence is endemic to them, they consider it a natural part of life and seem to bear no ill-will towards their enemies. Ork culture is comprised of a robust caste system defined by the size, strength and aptitudes of the individuals contained within. Similarly, the issues of heresy and sedition are almost unknown amongst the Orks; lacking the inclination to muse about the nature of existence and being frequently quite content with the state of things, few Orks ever think of rebellion or the worship of the Ruinous Powers at all, let alone consider them as alternatives to the Orks' own belligerent deities; entities known simply as "Gork" and "Mork." These twin gods are sometimes said to embody the ideals of brutality and cunning, respectively, though few are certain which god embodies which ideal.

It should come as little surprise, then, to imagine that Orks comprise a significant portion of the raiders and pirates



ALIEN BIOLOGY

Orks, like all Xenos, differ from humans in a great many ways, some of which are more noticeable than others. For the greatest differences, a variety of traits have been written—their inhuman resilience, their genetic knowledge, their craving for violent conflict, and so forth are all covered in this manner. However, there are a potentially limitless variety of ways in which the particular genetic and biological makeup of an Ork will react differently than that of a human. A few examples of these differences are covered below. All other possible issues that come up should be discussed with the GM.

MEDICAL ATTENTION

Ork anatomy is more than a little different from humans, and while many equivalent organs exist, the details of their function differ. Given that the average Medicae will be trained first and foremost to treat humans, treating a Xenos creature of any kind is a challenge. With Orks in particular, this is alleviated by the fact that their anatomy is so resilient that few mistakes will have a noteworthy impact, let alone be life-threatening.

This issue also covers the use of drugs and stimulants: human-made drugs may not have an effect on Orks, and may in fact have a completely different effect. For simplicity, assume that human-made drugs have no effect whatsoever on an Ork unless the Ork passes a Toughness Test, though the GM can rule differently at any time for a particular drug.

Similarly, bionics and implants can be problematic, not only because of Ork biology, but because of the way in which Orks interact with technology (the details of which are largely unknown and the subject of many wild theories). Simply put, a bionic built for humans won't necessarily work in the way its intended, if it works at all, and all cases of Ork characters attempting to use bionics and implants of human manufacture should be subject to the final decision of the GM. Ork "Bioniks" are a different matter, of course, but just as a human bionic won't work on an Ork (generally speaking), an Ork Bionik won't work for a human. However, there are plenty of Ork bionics that duplicate the effects of human bionics.

In general, Orks can take 'Ork versions' of bionics available to humans, subject to GM approval. An Ork version can only be Poor or Common Craftsmanship, should weigh at least twice as much as human bionics, and be covered in crude welds, bolts, pistons, and the odd exhaust pipe. The GM can also veto any bionics that don't seem appropriate for an ork, such as a Calculus Logi Upgrade, Cortex Implants, Locator Matrix, MIU Weapon Interface, Scribe-tines, or Volitor Implants.

IF THE GLOVE FITS...

The other matter of significance is Orks using non-Ork technology. Orks actually have little difficulty using the devices of a number of other races, humans included, though their bulky, fairly clumsy hands may find small switches and dials troublesome in some cases. On the other hand, their distinct shape makes it difficult for Orks to make use of armour made for other species, particularly if the armour is rigid like Carapace or Power armour—an Ork simply can't fit his body inside a suit of Stormtrooper Carapace made for a human being. Customising equipment for Ork use is an expensive process, normally requiring specialist artificers to perform the alterations. Orks tend not to bother, favouring the devices of their own species in most cases, and most commonly using non-Ork technology as nothing more than parts for new Ork-made items. If an Ork finds a suit of armour he can't fit into, for example, he'll likely either ignore it, or rip parts off and use those individually rather than bothering with the whole suit.

that plague Imperial shipping and ransack Imperial Worlds. Often, the defence of a convoy or an important planet has actually attracted more Orks, drawn by the prospect of an epic battle. Rarely do they care what is being defended, simply that the presence of defenders means a fight is inevitable. These raiders and pirates are often itinerant Orks set apart from much of their society by circumstance and idle whim, collectively known as "Freebooterz." Orks rampage between the stars looking for a fight and loot what they like from the ruins they leave behind, and in this Freebooterz are no different. (In fact, many items of Ork technology are made from the scavenged remains of human devices). However, when encountered in small groups or as individuals, the collective enthusiasm of their species is less pronounced, and reason becomes an option.

Negotiating with Orks is invariably a difficult matter; it is fundamentally impossible to prevent an Ork from engaging in violent activities of some description or another, so all that remains is to offer or suggest an alternative focus for those aggressive tendencies, often at a cost. So it is that

Ork Freebooterz can sometimes be found as mercenaries, often in the armies of other Orks, or even working for other species in small numbers, directing their lust for battle in the manner preferred by their employer in exchange for loot and weapons, and the Orks' own unique currency.

For reasons few can guess at, the Orks employ their large fang-like teeth as a form of currency, swapping them with other Orks for equipment, food, drink and slaves. As an Ork's teeth, referred to as "Teef," are shed naturally on a regular basis (and may come out as a result of the Ork's frequent brawls anyway), few Orks are ever lacking in funds for long, and larger Orks tend to be able to afford larger purchases by literally ripping the Teef from smaller Orks. Teef degrade over time after falling out or being forcibly removed, meaning that hoarding them is seldom successful, keeping the crude—if oddly effective—Ork economy moving.

THE ORKS IN THE KORONUS EXPANSE

"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 Teef, and nuffin kan stop me!"

—Morgaash Kulgraz, Warlord of Undred-Undred Teef,
Kaptin of *Da WurldbreaKa*

The operations of various Ork clans are becoming a larger problem in the Kronus Expanse. In the past the Orks typically operated in bands that could fit onto one ship. Filling every available space on board, Orks would raid unprotected worlds and outposts. Particularly daring Ork Vessels would go so far as to attack other star craft in the hopes of taking the entire vessel.

These disparate groups are by no means unified; Orks often battle each other as much as anyone else. Increasingly, however, the Kaptin's operating near Undred-Undred Teef have begun cramming guns and other starship components onto asteroids and aiming them towards larger prey. A "Rok" as the Orks call it, is simply used as a mobile base as well as a planetary assault vehicle by crashing the Rok into whatever planet they wish to wage war upon.

Notably Morgaash Kulgraz has called dozens of warships to his banner, raiding Imperial worlds for the slaves he needs to salvage the wreckage of other Imperial Navy Vessels. These vessels are then used to cobble together more Kruzers or Roks and in turn raid larger Imperial targets. The threat of his Waaagh is gaining quicker Imperial response in the hopes of quashing this expansion.

ORK PHYSIOLOGY

"Ork Physiology is fascinating and terrifying in equal measure, demonstrating inhuman degrees of resilience to the point where they can withstand seemingly fatal wounds with little apparent long-term consequence. Indeed, Orks witnessed suffering fatal wounds in the midst of heavy fighting have often been observed again several days later, larger and stronger than they were before their injuries and with no sign of those wounds save for some largely superficial scarring."

—Genetor Aurelius Thoze, Adeptus Mechanicus Xenobiologist.

"DOK! Me arm got shot off! Gimme a new'un!"

—Wortgrod Mugskab, Ork Boy

Orks are large, broad humanoid creatures, with rough, thick green flesh and heavy musculature. The average Ork stands approximately as tall as a human, to the top of the back—an Ork's hunched frame means that the head generally sits level with the shoulders—and weighs roughly 60% more due to thicker bone and muscle. However, the nature of Ork physiology means that a more aggressive, more successful Ork will

grow in size, and some of the largest known examples stand as much as three metres tall and weigh approximately half a tonne if some reports can be believed.

The Ork body is thick-set and ape-like, with long, thick arms, ended in broad, muscular hands with thick fingers ending in large, tough, sharp fingernails. The head, set in front of and between the bulky shoulders, is solid and bony, with a large protruding jaw, great yellowish tusks, a pair of beady, almost luminescent red eyes and a short, hard forehead. The mouth of an average Ork is almost big enough to fit an adult human head entirely inside, and the overall appearance of an Ork's face is one of a savage, largely unintelligent animal.

Orks are, physiologically, not entirely animal. In fact, they're actually two creatures—the animal body, and the algal/fungal strain that saturates their blood and flesh. This algal symbiote provides the Orks with many of their most unusual traits. The Ork body, for example, is insanely resilient—wounds that would be instantly and irreversibly fatal to a human being may only incapacitate an Ork for a matter of hours, and even the traumatic experience of having a limb stitched back on (it doesn't even have to be the Ork's original limb) will only hinder an Ork for a day or so. Decapitation isn't immediately fatal, and heads can be re-attached up to half an hour after removal with no lingering side-effects. The rate at which Ork bodies can heal themselves is quite astounding, and even Orks that seem dead may simply be rendered unconscious by their wounds, recuperating until they can awaken and slay the enemy.

More significant still is that this algal component of their physiology serves as their reproductive system as well. Orks shed spores as they move, and unleash a great number of these spores upon death. Given the right conditions, these spores mature into other Greenskins—Squigs, Snotlings, Gretchin, and eventually other Orks. Consequently, battlegrounds where Orks have been encountered must be thoroughly cleansed in order to minimise the risk of re-infestation at a later date. This is seldom entirely successful, and many worlds which have never had any recorded Ork invasion are known to have periodic Ork infestations, perhaps resulting from conflicts predating the Imperium.

This reproductive system gives rise to another notable Ork trait: genetic knowledge. The ability to fight, to speak, and in the cases of the specialist or "Oddboy" castes, an understanding of science, technology, medicine or any of a number of other complex skills, are all hard-wired into an Ork's genetics, as natural and instinctive as breathing. Orks emerge from the ground almost entirely mature, with most of the skills they will ever require already present.

Another disquieting side-effect of their reproductive system is the effect that the prolonged presence of Orks on a planet can have. In sufficient quantities, and if left to their own devices for long enough, Orkoid creatures (the collective term for Orks, Gretchin, Snotlings and all manner of Squigs) and assorted species of fungus tend to spread across a planet's surface, usurping and overwhelming native flora and fauna in many cases, and gradually "Orkiforming" a world. Thankfully, the process has only been observed on worlds dominated by Orks for long periods of time, but the threat of such contamination is not to be taken lightly.

Their physical response to violence is also of note. As touched upon above, an Ork at war will grow larger and

stronger as a matter of course. This is not merely an increase in physical fitness, but a physiological change—muscle mass increases, and the skeletal structure grows to accommodate the enhanced musculature. Even more significantly, Orks preparing to challenge the leadership of another will undergo a sudden increase in strength and mass, allowing them to more effectively challenge their erstwhile leader. As Orks equate size with authority, this makes a degree of sense, but it remains unknown exactly how this process happens, though there is considerable speculation that it may be somehow psychic in nature. Certainly, Orks possess a strong (if diffuse and unusual) psychic presence that seems to grow stronger in the presence of other Orks.

ORK PSYCHOLOGY

"Orkses is neva defeated in battle. If we win we win, if we die we die fightin' so it don't count. If we runz for it we don't lose eva, cos we can come back for annuver go, see!"

- Common Ork saying

If Ork physiology makes them brutally efficient survivors, their psychology makes them extremely dangerous warriors. As noted previously, much of Ork knowledge is genetic in nature, the Orks themselves born with an understanding of how to fight, speak and perform a variety of other tasks useful to their society. This consequently results in a culture that needs to spend very little time dealing with the practicalities of being a culture—everything they need is there for them naturally—and thus they can focus on what matters most to them. And an Ork craves three things above all else: speed, noise, and a good fight.

In particular, their desire for violence is perhaps their most defining psychological trait—Orks will fight anything, anywhere, and for the flimsiest of reasons, savouring the mayhem and thrill of battle and lamenting its end. This is,

actually, one of the more curious things about the Orks. Many warrior and predator cultures known in the galaxy take pleasure in the hunt or the kill, and prize the ability to do those things. Orks are alone in their lust for the fight, not the kill. They don't possess a true notion of victory or loss, because such things are meaningless to a creature whose idea of paradise is an eternity of battle. Yet, all this focus on warfare does not mean that Orks are fearless. Indeed, while the Ork mind views defeat differently than that of a human, it still recognises the need to flee from battle. The Orks themselves rationalise this by claiming that running away doesn't signify defeat, but instead just means that the Orks can come back later and try again.

Removing the need to consider anything other than the desire to fight has an interesting effect on Ork culture as well. With violence so desirable and so easily found—a simple bar-room brawl is a common pastime for Orks, as are a number of other brutal activities—few Orks ever really want for anything, save perhaps for an endless supply of foes and an eternity of battle. This simple sense of fulfilment pervades most of Ork society, with only those of particular ambition (who tend to end up as leaders of their species anyway) craving something more, and as a result, there is little discontent or strife amongst the Orks. Disputes are settled swiftly and effectively through bursts of spontaneous violence (the Orks themselves are sufficiently resilient that injuries are few and short-lived from such encounters), but broadly speaking Ork society is lacking in any societal ills. Certainly, Orks appear almost entirely immune to the corrupting influence of Chaos, and lack any of the difficulties with sedition or heresy that must be so brutally crushed in the Imperium.

A strange facet of Ork psychology is their psychic potential. Largely unconscious, Orks produce a high level of psychic background noise which increases during periods of excitement. In the presence of other Orks, this collective noise can have strange effects. Most obvious is the way an Ork's confidence and resolve are bolstered further by the presence of other Orks, making large groups difficult or even impossible

On Greenskins

Much is made of the greenskins' talent for violence, but in my experience it that is not their greatest asset. The Ork is, by reputation and by nature, an intimidating creature, threatening behaviour as natural to them as intrigue is to those of noble birth. Orks understand the need for and methods of intimidation, and contrary to their common depiction, well understand when the threat of violence alone is sufficient. As enforcers they are all but peerless, and while too selfish to turn their prodigious resilience to the role of bodyguard—the concept of a leader needing the protection of others is an alien idea to their species in any case—their usefulness is not to be overlooked. That their services are cheap is an additional consideration, for what other mercenaries would be content with payment in the tools of their trade, the discarded teeth of their own kind, and the constant promise of violence?

— A. A.

to rout. A number of other effects have been speculated upon, some of which seem outlandish and entirely unlikely, but others are demonstrably true, such as the ability of Ork psykers (known as "Weirdboyz") to draw on this powerful mass of psychic energy and direct it as a weapon in its own right, manifesting the collective aggression of the Orks as blasts of lurid green energy or other strange effects.

In sufficiently large numbers, and with a leader of appropriately grand ambition (called a Warboss or Warlord, an Ork whose size and confidence in turn generate a stronger field), Orks can generate a psychic field so strong that it compels the Orks to greater and greater heights, as Oddboyz (particularly Mekboyz) who possess scientific and technical knowledge) are inspired to work on stranger and greater projects and the mass of common Orks puts aside their usual squabbles in anticipation of battles to come. The resultant horde of Orks, and the interstellar rampage that the horde undertakes, are both known as a "Waaagh!" and will typically only end when defeated (normally by the death of the Warlord leading it) or when they simply run out of enemies to fight, breaking up and returning to their normal state of raiding and internecine warfare between tribes and "Klans."

ORK PLAYER CHARACTERS

Orks are strong, resilient, enthusiastic and aggressive. They are alien creatures, driven by a lust for violence and a physical need to assert their strength and power over those they see as enemies. More than almost any other character type, the truth of who and what you are dictates actions and responses to the situations you find yourself in. Because of these factors, Ork Freebooter characters are recommended for experienced players familiar with the Warhammer 40,000 Universe, and do not use the standard character generation methods described in the **ROGUE TRADER** Core Rulebook.

In order to create an Ork Freebooter character, a player must first obtain a GM's permission. GMs should consider carefully the kind of campaign and adventures they intend to run before allowing their players to use Ork Freebooter characters. This is because, quite aside from their inhuman and virtually unparalleled ability to withstand damage, an Ork is focussed very much towards violent methods and violent activities, and is ill-suited towards games of political intrigue, social niceties and subtle investigation.

And, being aliens, their presence may not be tolerated by more puritanical characters within the campaign, creating complications there.

If these factors and complications are properly considered by the GM and you have been allowed to create an Ork Freebooter character, then the methods of character creation are similar to, but not identical to, those for human characters. In the following sections, the many bizarre traits and natural abilities of an Ork are described in full, covering the matters discussed earlier in this chapter. After that, the Ork's characteristics will be determined—this is done in much the same way as determining the characteristics of a human character, but the basic values of an Ork will be wildly different.



TRAITS AND ABILITIES

The following traits and abilities are common to all Ork characters. All Ork Player Characters begin with these traits and abilities.

Common Skills

A basic, instinctive knowledge of language and culture are held within an Ork's genes, and a belligerent temperament is natural to all Orks. All Ork characters gain Common Lore (Orks) (Int), Intimidate (S), and Speak Language (Ork) (Int) as Trained Basic Skills.

'Ard

Orks are extremely resilient, their bodies capable of withstanding and surviving injury that would kill humans, and recovering swiftly enough from even the most grievous wounds to get back into the fight within days. Orks gain the Unnatural Toughness (x2) and Sturdy Traits, and the Iron Jaw and True Grit Talents. Additionally, all Medicae tests to treat the injuries of an Ork gain a +20 bonus, due to the Ork's robust physiology.

Made Fer Fightin'

Battle is natural to the Orks, who possess abilities needed to wage war from birth. Orks gain the Furious Assault and Xenos Weapon Training (Ork) Talents.

Make It Work

For reasons still baffling to the Imperium, Orks seem to be able to make their own technology function when by all rights it shouldn't. Any Ork weapon with the Unreliable quality is not considered to be Unreliable when wielded by an Ork.

AN ALIEN MIND

Just as an Ork body is different in many ways to a human one, so an Ork mind is different to that of humans. Quite aside from their innate lust for battle, the minds of Orks possess a number of quirks and oddities that make their psychology quite different to that of humans. The three most significant differences are described below. All other possible issues that come up should be discussed with the GM.

DA BOYZ

Orks are fundamentally genderless. Their reproductive system is based on the spores they shed from their skins throughout their lives and at the moment of their deaths, and the notion of gender common to many other species is of absolutely no concern to Orks, nor is it something they bother to understand. Throughout this section, Orks are occasionally referred to as “he,” but this is a simple convenience—Orks are not male, nor are they female, because such things are physiologically and psychologically irrelevant to Orks. This, combined with their warlike outlook and the fact that they’re not at all human, means that it’s fundamentally impossible to seduce an Ork, even if someone wanted to. They’re simply not built that way, physically or mentally.

KAOS AN’ KURRUPSHUN

Orks in service to the Chaos Gods, or even succumbing to the corrupting influence of the Warp, are so rare as to be essentially unheard of. Simply put, Orks aren’t easily tempted to Chaos and they’re far more resistant to the warping influence of Chaos than humans, for reasons that nobody has been able to accurately define. Consequently, Orks don’t gain Corruption Points.

MADBOYZ

Orks do, however, accrue Insanity Points. Like any other creature, an Ork’s mind can be damaged or broken by sufficiently traumatic experiences. Initially, the quirks an Ork will pick up as he faces all manner of horrors are of little concern to other Orks; they might mutter about him behind his back, but so long as an Ork is big and strong enough to threaten and pummel those who disagree with him, it isn’t a big deal if he’s a little “Eksentrik.” Of course, sufficiently mad Orks are another matter, which the Orks themselves collectively refer to as Madboyz. These insane Orks tend towards extremely unpredictable behaviour, particularly when gathered into groups with other Madboyz. Madboyz often take productive, “Orky” things to their furthest extreme, such as gathering scrap metal to “make sumfing important”—when they’re not rummaging around dung-heaps pretending to be a Snotling, or engaged in a six-hour shouting match with their own echo. Therefore, an Ork gains Insanity Points as normal. They do not have any effect on him, however, until he accrues 100 Insanity. At this point, he becomes a Madboy, and is removed from play.

Might Makes Right

Amongst Orks, size and authority are synonymous, with larger Orks naturally viewed as leaders by those smaller than them. Orks understand that respect only comes to those with the might to claim it. When dealing with other Greenskins (Gretchin, Snotlings, other Orks), an Ork may use the Intimidate skill to perform all the normal functions of the Command Skill, affecting a number of subordinate Greenskins equal to his Strength Bonus. When dealing with non-Greenskins, the Ork does not get this bonus.

Mob Rule

Orks grow in confidence and brutality in the presence of their own kind. For every additional Ork within 10m, the Ork’s Willpower is increased by +10 to resist the effects of Fear and Pinning.

ORK ORIGINS: DA KLAN

Orks are not all the same and even when considering only the common mass of “Boyz” that make up the overwhelming majority of Orks, significant variations exist. These broad groupings, commonly seen wherever Orks gather, are collectively known as Klans, each of which has its own tendencies and predilections. On some level, all Orks possess

an affinity for one or other of these Klans, demonstrating the common tendencies that define them.

Select a single **one** of the Klan entries below, and gain the accompanying benefits.

Bad Moons

These are the richest of the Orks, and tend to be the most inclined to flaunt their wealth and status. Their great fang-like teeth and tusks—collectively known as “Teef” and used as currency by the Orks—grow faster than those of the Orks of any other Klan, which means Bad Moons have greater wealth and a greater inclination to trade and barter than most. Bad Moons gain a +20 bonus on all Barter tests when dealing with other Orks, and grant a +10 bonus to any Acquisition Test made to deal with Ork traders or obtain items of Ork equipment.

Blood Axes

Largely distrusted by other Orks, Blood Axes have adopted many human ideas and tactics in their way of war, such as camouflage, and are notable for having traded with humans at various points in history. Blood Axes gain Common Lore (Imperium) (Int) or Concealment (Ag) as a Trained Skill, and +3 Perception or Agility.

Death Skulls

Justifiably considered to be thieves and looters by most other Orks, Death Skulls are superstitious plunderers, who gleefully strip the fallen (and anyone else not paying attention) of their possessions. They're notable for wearing copious amounts of blue warpaint, as blue is considered a lucky colour amongst Orks in general and Death Skulls in particular. Death Skulls gain Tech-Use (Int) or Sleight of Hand (Ag) as Trained Skills, and the Runtz Talent. Their blue warpaint and various talismans and lucky charms collectively count as a Charm.

Evil Suns

Addicted to speed almost as much as they are violence, Evil Suns love loud, fast-moving vehicles, often saving their Teef for a bike or another ramshackle vehicle so as to get to grips with the enemy even faster. Evil Suns gain Drive (Ground Vehicle) (Ag) or Tech-Use (Int) as Trained Skills.

Goffs

Typically the largest, most aggressive and most violent of a species renowned for its size, aggression and propensity for violence, Goffs are intolerant of the other Klans, whose methods they consider to be entirely Un-Orky. Goffs increase their Strength by +3.

Snakebites

Tending to be primitive in outlook, Snakebites disdain the use of technology in favour of what they see as traditional

TRAINING VS. INSTINCT

With so much of an Ork's knowledge being instinctive, a quirk of his genetics rather than something learned, the matter of Ork learning and development becomes a little more muddled. Do Orks learn, or are their skills something that continue to develop as they grow and age? The truth of the matter is probably something between the two, with aptitudes and physical traits becoming more evident and more pronounced as the Ork ages, grows and wages war and learns new things. Certainly, Ork leaders seem to demonstrate increased cunning and ruthlessness compared to their lesser kin, and nobody can confidently say whether or not that was a facet of the nature of that particular Ork all along, or something gained as his size and confidence grew.

In rules terms, this is all treated in the same manner: the Ork character gains experience, and spends it to gain characteristic advances, skills and talents, a number of which are unique to Orks. As he fights his way across world after world, he will gain in strength and size and generally become more deadly, as Orks are wont to do. Whether or not the player or GM describes this as learning new things or simply manifesting dormant quirks of its genetics is up to the them.

methods. Their name comes from their initiation rites, in which a venomous snake is goaded into biting a young Ork (known as a "Yoof"). Given the Orks' natural resilience, this rarely has a significant effect other than making the Ork more tolerant of poisons. Snakebites gain the Resistance (Poison) Talent, and gain either Survival (Int), Tracking (Int) or Wrangling (Int) as a Trained Skill.

ORK ORIGINS: ORKY KNOW-WOTZ

To some degree, all Orks possess useful genetic knowledge. In some, this knowledge becomes a driving force in their lives, resulting in Orks known as "Oddboyz" whose obsessive focus makes them valuable specialists within Ork society (though they may be regarded as somewhat crazy by other Orks). In others, this is simply a specific knack they might have for certain tasks.

Select a single one of the options below, and gain the accompanying benefits. The options that will classify an Ork as an Oddboy are indicated as such, although this does nothing except indicate the Ork may be a bit manic and obsessive.

Driva

Some Orks possess a natural affinity for vehicles, learning quickly how to get them to go as fast as possible. Drivas gain Drive (Ground Vehicle) (Ag), or Pilot (Flyer or Space Craft) (Ag) as a Trained Basic Skill.

Hunta

Essential for survival in the early years of an Ork settlement, Huntas are skilled at tracking down prey for his tribe, a skill that remains useful when they start hunting enemies instead of food. Huntas gain Tracking (Int) as a Trained Skill.

Mekboy (Oddboy)

A common innate skill, some Orks possess a natural knack for making machines work. Mekboyz gain Tech-Use (Int) as a Trained Skill.

Painboy (Oddboy)

Invaluable to other Orks, Painboys are Orks with an understanding of medicine. Painboys gain Medicae (Int) as a Trained Basic Skill.

Runtherd (Oddboy)

Possessed of a natural inclination to goad slaves and wild animals into the service of the Orks, Runtherds, also known as Slavers, gain Wrangling (Int) as a Trained Basic Skill.

Trappa

Aiding the Huntas during an Ork tribe's formative years, Trappas are skilled at setting traps and guiding their kin through the most dangerous environments. Trappas gain Survival (Int) as a Trained Basic Skill.

TABLE 2-2: ORK CHARACTERISTICS

Characteristic	2d10+
Weapon Skill	25
Ballistic Skill	10
Strength	30
Toughness	30
Agility	20
Intelligence	15
Perception	20
Willpower	20
Fellowship	15

ORK CHARACTERISTICS

As with human characters, characteristics are generated one at a time for Orks. However, where human characteristics are all generated in the same way, by rolling 2d10 and adding 25 to the total, Orks have different basic values for each characteristic. These are detailed on Table 2-2: Ork Characteristics.

Starting Wounds: Ork characters roll 1d5+1 and add twice their starting Toughness Bonus to the result to determine their starting number of wounds. They do not take the effects of Unnatural Toughness into account for this purpose.

Starting Fate Points: Roll 1d10 to determine an Ork character's starting Fate Points. On a 1-5, he begins with 1 Fate Point. On a 6-10, he begins with 2 Fate Points.

SKILLS AND TALENTS

Orks, being a distinct and separate race, possess a set of unique Skills and Talents. Most of these are for use soely with Ork characters and NPCs, but a GM may grant a non-Ork player a specific Skill—such as Common Lore (Ork)—as an Elite Advance where appropriate.

SKILLS

The following new skill groups are intended for use with Ork characters.

Common Lore (Advanced, Investigation)

Intelligence, Skill Group: Orks

The Common Lore Skill allows the Explorer to recall general information, procedures, divisions, traditions, famed individuals, and superstitions of a particular world, group, organisation, or race. The following additional skill group has been added to those available. The manner in which this skill functions is unchanged.

Ork: Knowledge of Greenskin “Kultur,” covering their caste system, their approach to law, and the basic nature of their Klans, along with an understanding of nature of the Greenskins themselves.

ORK LANGUAGE

Orks generally speak a debased and primitive form of Low Gothic, with mangled pronunciation and more than a few ‘Ork’ words mixed in. Therefore, it is possible for Orks and humans to communicate (although rarely easy). Therefore, Orks start with Speak Language (Low Gothic), although their pronunciation and grasp of grammar is uniformly atrocious. The Ork written language, however, is a crude glyphic script. The core of the script is composed of glyphs that indicate clan, common Ork concepts, and elements of Ork names. This is augmented by a rudimentary series of phonetic runes.

Literacy (Advanced)

Intelligence, Skill Groups: Ork

Since an Ork's written and spoken languages are not intrinsically related, this Skill relates specifically to reading and writing the Ork language. The manner in which this skill functions is unchanged.

Ork: A crude glyphic script, augmented by rudimentary phonetic runes, this language is unsuitable for conveying anything but the most basic concepts.

TALENTS

The following new talents are intended for use with Ork characters, and are available for Ork player characters to purchase at various ranks of the Ork Freebooter Career Path.

Da Nekst Best Fing

Prerequisites: Ork, Mob Rule

The Ork has become sufficiently familiar with and comfortable around non-Orks that he draws a measure of confidence and resolve from their presence. When determining the bonus to Willpower gained from the Mob Rule trait, the Ork counts every two non-Orks (which may not have the Machine Trait, as they're not really people; wild animals, or any lesser Orkoid creatures like Gretchin, Squigs or Snotlings don't count either) within 10m as an Ork.

EXAMPLE

Grakzog, an Ork Freebooter working for humans, is preparing to lead a boarding action onto an enemy vessel. There are no Orks around, but there are 4 humans within 10m of him. Because he has Da Nekst Best Fing, he gains a +20 bonus to his Willpower against Pinning and Fear, because each human counts as half an Ork for the purposes of Mob Rule. The Gretchin cowering behind his legs doesn't count at all, with or without the talent.

GRETCHIN, SNOTLINGS, AND SQUIGS

Since Orks often have “help” in the form of lesser greenskins, the stats for Gretchin and Squigs are provided here. The stats for Snotlings are not provided, as these tiny little annoyances are barely sentient, unable to communicate with more than squeaks, yips, and obscene gestures, and too small to hurt anyone, or really do much of anything. If need be, they should be counted as a Tiny creature that dies when hit with any weapon, and can carry roughly 1 kilogram of weight.

GRETCHIN

Gretchin are small, devious, and generally only dangerous in large numbers. They serve Orks to avoid being killed and/or eaten by the larger Greenskins, although this is by no means a guarantee. They are able to shoot better than their larger cousins, and are slightly more intelligent, not that it helps them in the greenskin’s social hierarchy.

Gretchin Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	35	15	18(2)	44	33	35	16	24

Move: 3/6/9/18

Wounds: 5

Skills: Awareness (Per), Concealment (Ag), Dodge (Ag), Search (Int), Shadowing (Ag), Silent Move (Ag)

Talents: Heightened Senses (Hearing), Melee Weapon Training (Primitive), Pistol Weapon Training (Primitive, SP)

Traits: Mob Rule, Size (Scrawny), Unnatural Toughness (x2)

Armour: None

Weapons: Gretchin may be armed with any one-handed SP Pistol, although Sluggas are likely the most common. This weapon should be procured by the controlling character. They inevitably have a sneaky boot knife as well (1d5+1 R).

SQUIGS

There are countless sub-species of Squigs in the greenskin ecosystem, although most share the same basic physiological characteristics. Squigs are primarily a gigantic fang-filled maw with a large tongue, plus powerful legs and beady eyes. They have voracious appetites, and will eat anything they can fit between their grossly oversized jaws, as well as plenty of things that don’t. Orks and gretchin often keep the animals as pets (and food sources), being one of the few races that can find any redeeming qualities in them.

Squig Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	35	22(4)	33	08	30	25	—

Move: 3/6/9/18

Wounds: 10

Skills: Awareness +10 (Per), Tracking +20 (Int)

Talents: Furious Assault

Traits: Bestial, Improved Natural Weapons (Bite)*, Unnatural Toughness (x2)

Weapons: Grossly oversized maw (1d10+6**, R, Tearing)

*Improved Natural Weapons are not Primitive

**Includes Strength Bonus



Ded ‘Ard

Prerequisites: Ork, ‘Ard, Toughness 50

The Ork is extremely resilient, to the point where even normally fatal wounds are survivable. When suffering from Blood Loss, the Ork needs only test to avoid death every five rounds instead of every round. Additionally, the Ork may re-roll any failed Toughness Tests to avoid dying immediately due to a Critical Damage.

Enemy

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.

This talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to “Own Klan” require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

Give it Sum Dakka!

Prerequisites: Ork, Bulging Biceps, Strength 50

The Ork uses his Shoota with great enthusiasm, forcing the enemy to keep their heads down as he approaches. The Ork may use Suppressive Fire as a Half Action instead of a Full Action.

Good Reputation

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz. This talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to “Own Klan” require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

Lissen Ta Me, Cos I’z Da Biggest

Prerequisites: Ork, Might Makes Right, Intimidate +10

The Ork knows how to get his way and bully his way around, even amongst non-Orks. The Ork may use his Might Makes Right rule with any allies, not just Greenskins. Additionally, he may affect a number of creatures with Might Makes Right equal to ten times his Strength bonus.

More fer Me!

Prerequisites: Ork, Weapon Skill 40

When confronted by numerous foes, the Ork is only encouraged by the prospect of so many enemies. When outnumbered in melee, he gains the same bonus to hit as his enemies would. This bonus applies even if he has the Combat Master Talent, which would deny his enemies the outnumbering bonus.

Peer

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.

This talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to “Own Klan” require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

Rival

Talent Groups: Bad Moons, Blood Axes, Death Skulls, Evil Suns, Goffs, Snakebites, Mekboys, Painboys, Runtherdz, Freebooterz.

This talent functions exactly as described in the **ROGUE TRADER** Core Rulebook, but with the additional Talent Groups listed above. References in the advance scheme to

“Own Klan” require the Ork to pick the appropriate option for his listed Klan, chosen during character generation. References to “Any Ork” allow any of the above Ork-specific options to be chosen.

Runtz

Prerequisite: Ork

The Ork is constantly followed by slaves and pets, some of which may even have been spawned from the spores he sheds. The Ork has a number of Runts in his impromptu entourage equal to the number of times he has taken this talent. These may be Attack Squigs, Gretchin, or Snotlings, in any combination. Snotlings, due to their lack of size and general uselessness, count as half a Runt for the purposes of this talent. Should any of the Ork’s Runts die due to battle or simple mistreatment (more than a few Gretchin have died due to being accidentally sat on by their masters, or from injuries suffered when kicked a little too hard), a new one will take its place, at the next opportunity the GM deems appropriate (such as the next time you’re on a planet’s surface for more than a few hours). An Ork’s Runts will follow its commands, often under the threat of being kicked by the Ork, and as Greenskins are subject to the Might Makes Right rule.

Too ‘Ard Ta Care

Prerequisites: Ork, ‘Ard, Toughness 50

The Ork is simply unconcerned with trivial matters like extreme temperatures, hard vacuum, poison, disease or breathing. The character gains a +20 bonus on all Toughness Tests to resist the effects of heat, cold, vacuum, suffocation, disease, poison and any other adverse environmental conditions which require a Toughness Test to resist.

WAAAGH!

Prerequisites: Ork, Berserk Charge, Furious Assault, Weapon Skill 40

The Ork hurls itself into melee with reckless abandon, smashing through the enemy lines like a wrecking ball. If he successfully hits his target using the Charge Action, he may spend his Reaction to make an additional attack using the same bonuses or penalties as the original attack.

Xenos Weapon Proficiency (Ork)

Prerequisites: Ork

Orks know from the moment they burst from the ground how to wield a basic range of weaponry. The Ork is proficient in the use of, and can use without penalty, Shootas, Sluggas, Big Choppas, Choppas and all Primitive Melee Weapons.

ORK FREEBOOTER

"OI! Lissen ta me wen I'z talkin' to ya! We'z gonna go on 'dere ship, we'z gonna smash it up an' kill anyfing 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 'edkicka

The Orks are a matter of growing concern to explorers of the Koronus Expanse, and to the authorities of the nearby Calixis Sector. But some see the gathering hordes of Greenskins as an opportunity, for a great many of those Orks are Freebooterz, inclined to lend out their services as mercenaries to anyone and everyone for the right price. While Orks will often use teeth as currency, Freebooterz understand the actual value of objects and often demand their payment in equipment or other objects they might find useful.

In the service of humans, Freebooterz are often hired singly, the potential risk of gathering together a mob of Orks amongst humans being too great compared to the rewards, even for Rogue Traders not normally adverse to risk. Those who do employ Freebooterz are well advised to keep them busy, as a bored Ork aboard a starship can lead to dangerous complications. Line Freebooterz serve as brutal enforcers, combat specialists and terror weapons, the Orks themselves happy to do anything so long as they get their share of the profits and have ample opportunities for violence.

Freebooterz tend to be more open-minded than most Orks, willing to see non-greenskins as something other than enemies, and often inclined to learn other languages. Freebooterz often affect piratical or naval-style outfits—mixed haphazardly with the squig-hide leather and scavenged armour plates that Orks typically wear. Their melee weapons tend to skew towards “bigger is better” weapons, capable of disabling an enemy in one decisive crushing blow. Ranged weapons follow a similar trend, the louder the weapon the better. Orks often describe this phenomenon as “shootier” or “more dakka”.

STARTING SKILLS, TALENTS, TRAITS & GEAR

Starting Skills: Awareness (Per), Barter (Fel), Carouse (T), Common Lore (War) (Int), Speak Language (Low Gothic)

Starting Talents: Basic Weapon Training (Primitive, SP), Melee Weapon Training (Universal), Peer (Own Klan), Pistol Weapon Training (Primitive, SP)

Starting Traits: 'Ard, Made Fer Fightin', Make It Work, Might Makes Right, Mob Rule

Starting Gear: Common-Craftsmanship Shoota, or Good-Craftsmanship Slugga, plus one Best-Craftsmanship Choppa or Good-Craftsmanship Big Choppa. Ork style void suit, Squig-hide Coat and Squig-hide Leggings. Helmet or skull taken from fallen foe. 1d5 Teef.

The lifespan of Orks is unknown, and it has been speculated that they simply continue living until they die in battle, growing ever larger and more battle-scarred as years, decades or even centuries of warfare pass. Some of the Orks in the Expanse, carried there by the uncertain tides of the Warp, may be centuries-old veterans, bringing with them the experience of a lifetime of unrelenting violence. Such Orks are, where they can be found on their own, highly sought-after as mercenaries, their great size and strength unsurpassed by

any unaugmented human being and their resilience sometimes even surpassing the mighty warriors of the Adeptus Astartes.



ORK FREEBOOTER CHARACTERISTIC ADVANCES

Characteristic	Simple	Intermediate	Trained	Expert
Weapon Skill	100	250	500	750
Ballistic Skill	250	500	750	1,000
Strength	100	250	500	750
Toughness	100	250	500	750
Agility	250	500	750	1,000
Intelligence	250	500	750	1,000
Perception	500	750	1,000	2,500
Willpower	500	750	1,000	2,500
Fellowship	500	750	1,000	2,500

RANK 1 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	100	Skill	
Carouse	100	Skill	
Common Lore (War)	100	Skill	
Basic Weapon Training (Primitive)	100	Talent	
Pistol Weapon Training (Primitive)	100	Talent	
Barter	200	Skill	
Drive (Ground Vehicle)	200	Skill	
Drive (Walker)	200	Skill	
Speak Language (Low Gothic)	200	Skill	
Survival	200	Skill	
Ambidextrous	200	Talent	Ag 30
Basic Weapon Training (SP)	200	Talent	
Peer (Own Klan)	200	Talent	Fel 30
Pistol Weapon Training (SP)	200	Talent	
Resistance (Cold)	200	Talent	
Resistance (Heat)	200	Talent	
Resistance (Poisons)	200	Talent	
Sound Constitution (x2)	200	Talent	
Quick Draw	300	Talent	
Melee Weapon Training (Universal)	500	Talent	
Brutal Charge	500	Trait	

RANK 2 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Carouse +10	100	Skill	Carouse
Intimidate +10	100	Skill	Intimidate
Common Lore (Orks) +10	200	Skill	Common Lore (Orks)
Common Lore (War) +10	200	Skill	Common Lore (War)
Dodge	200	Skill	
Speak Language (Ork) +10	200	Skill	Speak Language (Ork)
Exotic Weapon Training (Big Shoota)	200	Talent	
Exotic Weapon Training (Burna)	200	Talent	
Exotic Weapon Training (Rokkit Launcha)	200	Talent	
Heavy Weapon Training (SP)	200	Talent	
Rapid Reload	200	Talent	
Sound Constitution (x2)	200	Talent	
Common Lore (Imperium)	300	Skill	
Forbidden Lore (Xenos)	300	Skill	
Bulging Biceps	300	Talent	S 45
Disturbing Voice	300	Talent	
Nerves of Steel	300	Talent	
Runtz	300	Talent	Ork
Two-Weapon Wielder (Melee)	300	Talent	WS 35, Ag 35
Crushing Blow	500	Talent	S 40

RANK 3 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +10	100	Skill	Awareness
Decadence	100	Talent	T 30
Carouse +20	200	Skill	Carouse +10
Drive (Ground Vehicle) +10	200	Skill	Drive (Ground Vehicle)
Drive (Walker) +10	200	Skill	Drive (Walker)
Intimidate +20	200	Skill	Intimidate +10
Survival +10	200	Skill	Survival
Die Hard	200	Talent	WP 40
Hardy	200	Talent	T 40
Sound Constitution (x2)	200	Talent	
Command	300	Skill	
Common Lore (Imperial Guard)	300	Skill	
Da Nekst Best Fing	300	Talent	Ork, Mob Rule
Heavy Weapons Training (Bolt)	300	Talent	
Jaded	300	Talent	WP 30
Resistance (Fear)	300	Talent	
Runtz	300	Talent	Ork
Exotic Weapon Training (Any 1 from Ork Armoury)	500	Talent	
Lissen Ta Me, Cos I'z Da Biggest	500	Talent	Ork, Might Makes Right, Intimidate +10
Too 'Ard Ta Care	500	Talent	Ork, 'Ard, T 50

RANK 4 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Barter +10	200	Skill	Barter
Common Lore (Orks) +20	200	Skill	Common Lore (Orks) +10
Common Lore (War) +20	200	Skill	Common Lore (War) +10
Speak Language (Ork) +20	200	Skill	Speak Language (Ork) +10
Light Sleeper	200	Talent	Per 30
Sound Constitution (x2)	200	Talent	
Talented (Intimidate)	200	Talent	
Command +10	300	Skill	Command
Forbidden Lore (Xenos) +10	300	Skill	Forbidden Lore (Xenos)
Pilot (Flyer)	300	Skill	
Heavy Weapon Training (Choose One) (x2)	300	Talent	
Runtz (x2)	300	Talent	Ork
Ded 'Ard	500	Talent	Ork, 'Ard, T 50
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Exotic Weapon Training (Any 1 from Ork Armoury)	500	Talent	
Swift Attack	500	Talent	
Two-Weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Unarmed Warrior	500	Talent	WS 35, Ag 35

RANK 5 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Awareness +20	200	Skill	Awareness +10
Dodge +10	200	Skill	Dodge
Drive (Ground Vehicle) +20	200	Skill	Drive (Ground Vehicle) +10
Drive (Walker) +20	200	Skill	Drive (Walker) +10
Speak Language (Low Gothic) +10	200	Skill	Speak Language (Low Gothic)
Survival +20	200	Skill	Survival
Peer (Any Ork)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Command +10	300	Skill	Command
Common Lore (Imperial Guard) +10	300	Skill	Common Lore (Imperial Guard)
Pilot (Personal)	300	Skill	
Hulking	300	Talent	S 50, T 50
Berserk Charge	500	Talent	
Give it Sum Dakka!	500	Talent	Ork, Bulging Biceps, Strength 50
Frenzy	800	Talent	

RANK 6 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Climb	200	Skill	
Double Team	200	Talent	
Sound Constitution (x2)	200	Talent	
Talented (Choose One)	200	Talent	
Common Lore (Imperium) +10	300	Skill	Common Lore (Imperium)
Forbidden Lore (Xenos) +20	300	Skill	Forbidden Lore (Xenos)
Pilot (Flyer) +10	300	Skill	Pilot (Flyer)
Pilot (Spacecraft)	300	Skill	
Cleanse and Purify	500	Talent	Flame Weapon Training (Universal)
Combat Master	500	Talent	WS 30
Flame Weapon Training (Universal)	500	Talent	
Gunslinger	500	Talent	BS 40, Two-Weapon Wielder (Ballistic)
Hip Shooting	500	Talent	BS 40, Ag 40
Iron Discipline	500	Talent	WP 30, Command
Mighty Shot	500	Talent	BS 40
More fer Me!	500	Talent	Ork, Weapon Skill 40
Runtz	500	Talent	
Sure Strike	500	Talent	WS 30
Unnatural Strength	800	Trait	Hulking

RANK 7 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Barter +20	200	Skill	Barter +10
Swim	200	Skill	
Peer (Any Ork) (x2)	200	Talent	Fel 30
Sound Constitution (x2)	200	Talent	
Command +20	300	Skill	Command +10
Common Lore (Imperial Guard) +20	300	Skill	Common Lore (Imperial Guard) +10
Pilot (Personal) +10	300	Skill	Pilot (Personal)
Battle Rage	500	Talent	Frenzy
Blademaster	500	Talent	WS 30
Combat Sense	500	Talent	Per 40
Crippling Strike	500	Talent	WS 50
Dual Strike	500	Talent	Ag 40, Two-Weapon Wielder (Melee)
Fearless	500	Talent	
Into the Jaws of Hell	500	Talent	Iron Discipline
Last Man Standing	500	Talent	Nerves of Steel
Lightning Attack	500	Talent	Swift Attack
Lightning Reflexes	500	Talent	
Fear (1)	1000	Trait	Hulking, Unnatural Strength, Intimidate +10

RANK 8 ORK FREEBOOTER ADVANCES

Advance	Cost	Type	Prerequisites
Climb +10	200	Skill	Climb
Swim +10	200	Skill	Swim
Heavy Weapon Training (x2)	200	Talent	
Resistance (Psychic Powers)	200	Talent	
Common Lore (Imperium) +20	300	Skill	Common Lore (Imperium) +10
Pilot (Flyer) +20	300	Skill	Pilot (Flyer) +10
Pilot (Spacecraft) +10	300	Skill	Pilot (Spacecraft)
Basic Weapon Training (Universal)	500	Talent	
Counter Attack	500	Talent	WS 40
Dual Shot	500	Talent	Ag 40, Two-Weapon Wielder (Ballistic)
Pistol Weapon Training (Universal)	500	Talent	
Runtz	500	Talent	
Sprint	500	Talent	
Unarmed Master	500	Talent	WS 45, Ag 40, Unarmed Warrior
WAAAGH!	500	Talent	Ork, Berserk Charge, Furious Assault, WS 40