

1.6 ORKS

1.6.1 GENERAL ORK SPECIAL RULES

1.6.1.1 Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.0).

1.6.1.2 Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Grotz, Big Gunz or Squig Catapults, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engines count each point of starting damage capacity as a unit.

1.6.1.3 Ork Powerfields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see 1.4.1.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

1.6.2 GENERAL ORK UNITS

1.6.2.1 GENERAL ORK CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	
Big Mek	CH	n/a	n/a	n/a	n/a				
	NOTES:	Adds one Big Mek Kustom Bitz option to a single War Engine or Big Gun unit in the formation that the Big Mek is attached to.							
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Big 'Ammer Kustom Shoota	(base) (15cm)	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1)	
	NOTES:	Supreme Commander							
Oddboy	CH	n/a	n/a	n/a	n/a	Supa-Zzap-Gun OR Soopagun	60 cm 60 cm	MW3+, TK(D3) 2 BP, MW	
	NOTES:	Ork Oddboyz can be one of two types: Big Mekz or Slavers. Both are Characters. A Big Mek can be added to a Gunwagon or Gunfortress and upgrades one of the Big Gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the characteristics shown above. A Slaver may be added to a Big Gunz unit and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics above.							
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	(contact)	(Assault Weapons), MW, EA (+1)	
	NOTES:	Supreme Commander							
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist of Gork	45 cm	MW5+/AA5+, MW	
	NOTES:	--							

1.6.2.2 GENERAL ORK INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	
Big Gunz	INF	10 cm	n/a	6+	5+	Big Gun	45 cm	AP5+/AT5+	
	NOTES:	-							
Boarboyz	INF	20 cm	5+	4+	6+	Choppas Shootas	(contact) (15 cm)	(Assault Weapons) (Small Arms)	
	NOTES:	Mounted, Infiltrator							
Boyz	INF	15 cm	6+	4+	6+	Choppas Shootas Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons) (Small Arms) AP6+/AT6+	
	NOTES:								
Grotz	INF	15 cm	n/a	6+	6+	Shootas	(15 cm)	(Small Arms)	
	NOTES:	Formations that include at least 1 Ork unit don't receive Blast markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.							
Kommandos	INF	15 cm	6+	4+	6+	Choppas Shootas Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons) (Small Arms) AP6+/AT6+	
	NOTES:	Scout, Infiltrator							
Madboyz	INF	15 cm	6+	4+	6+	Choppas Shootas	(contact) (15 cm)	(Assault Weapons) (Small Arms)	
	NOTES:	Fearless							
Mekboy Bad Ork Bikeboy	INF	40 cm	5+	4+	5+	Choppa Blades Sawn-off Custom Blasta	(contact) 15cm AND (15cm)	(Assault Weapons), MW, EA (+1) MW5+ (Small Arms), MW, EA (+1)	
	NOTES:	Mounted, Invulnerable Save, Supreme Commander							
Nobz	INF	15 cm	4+	3+	5+	Big Choppas Shootas 2x Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons), EA (+1) (Small Arms) AP6+/AT6+	
	NOTES:	Leader							
Nob Warbikes	INF	35 cm	4+	3+	5+	Big Choppas Shootas 2x Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons), EA (+1) (Small Arms) AP6+/AT6+	
	NOTES:	Leader, Mounted							
Squig Katapult	INF	10 cm	n/a	6+	5-	Squig Katapult	45 cm	1 BP, Disrupt	
	NOTES:								
Wildboyz	INF	15 cm	6+	4+	n/a	Choppas	(contact)	(Assault Weapons)	
	NOTES:	--							
Stormboyz	INF	30 cm	6+	4+	6+	Choppas Shootas	(contact) (15 cm)	(Assault Weapons) (Small Arms)	
	NOTES:	Scout, Jump Packs							
Warbikes	INF	35 cm	5+	4+	6+	Twin Sawn-off Big Shoota	15 cm	AP5+/AT5+	
	NOTES:	Mounted							

1.6.2.3 GENERAL ORK LIGHT VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Deth Kopta	LV NOTES:	35 cm <i>Skimmer</i>	4+	6+	5+	Twin Big Shoota	30 cm	AP5+/AT6+
Junkatrukk	LV NOTES:	25 cm <i>Transport (may carry 1 Grot plus any 1 of the following units: Boyz, Nobz, Wildboyz. Units may shoot while being transported)</i>	5+	5+	6+	Big Shoota	30 cm	AP6+/AT6+
Trukk	LV NOTES:	35 cm <i>Transport (may carry any 1 of the following units: Boyz, Nobz, Grots, Big Gunz. Units other than Big Gunz may shoot while being transported)</i>	5+	6+	n/a	n/a	n/a	n/a
Skorcha	LV NOTES:	35 cm --	5+	6+	4+	Skorcha	15 cm	AP4+, Ignore Cover
Squiggoth	LV NOTES:	20 cm <i>Reinforced Armour, Thick Rear Armour, Transport (may carry any 4 of the following units: Boyz, Nobz, Wildboyz. May carry 2 Grotz in addition to any other units)</i>	4+	4+	5+	Teeth & Horns 2x Twin Big Shoota Big Gun	(contact) 30 cm 45 cm	(Assault Weapons), MW, EA (+D3) AP5+/AT6+ AP5+/AT5+
Warbuggy/ Wartrak	LV NOTES:	35 cm --	5+	5+	5+	Twin Big Shoota	30 cm	AP5+/AT6+

1.6.2.4 GENERAL ORK ARMOURED VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battlewagon	AV NOTES:	30 cm <i>Transport (may carry any 2 of the following units: Boyz, Kommandos, Nobz, Warlord. Alternatively, one of the two units transported may be a Big Gun. May carry 1 Grot in addition to any other units)</i>	5+	6+	5+	2x Twin Big Shoota	30 cm	AP5+/AT6+
Dreadnought	AV NOTES:	15 cm <i>Walker</i>	4+	4+	5+	Kombat Klaws 2x Big Shoota	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP6+/AT6+
Flakwagon	AV NOTES:	30 cm <i>Transport (may carry any 1 of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun)</i>	5+	5+	5+	Flak Gun	30 cm	2x AP6+/AT6+/AA6+
Gunwagon	AV NOTES:	30 cm <i>Transport (may carry any 1 of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun)</i>	5+	5+	5+	Big Gun	45 cm	AP5+/AT5+
Killa Kan	AV NOTES:	15 cm <i>Walker</i>	5+	5+	6+	Kombat Klaws Big Shoota	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP6+/AT6+
Mekboy Speedsta	AV NOTES:	35 cm <i>D3 Power Fields</i>	5+	6+	5+	Kustom Kannon	45 cm	MW4+
Stompa	AV NOTES:	15 cm <i>Walker, Reinforced Armour. May be armed with 3 big guns or 2 big guns and 1 Kombat 'Ammer. The Kombat 'Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.</i>	4+	4+	4+	0-1x Kombat 'Ammer 2-3x Big Guns	(contact) OR 30 cm 45 cm	(Assault Weapons), MW, EA (+1) AP5+/AT6+ AP5+/AT5+

1.6.2.4 GENERAL ORK AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battlekroozer	SC NOTES:	n/a <i>Transport (may carry up to 12 Ork Landas plus the troops carried in them), Slow and steady (may not be used on the first or second turn of a game unless the scenario specifically states otherwise)</i>	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3 BP, MW
Fighta- Bommer	AC NOTES:	FB <i>Walker</i>	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits	15 cm 30 cm	AP5+/AA5+ AT4+
Kill Kroozer	SC NOTES:	n/a <i>Walker</i>	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1 BP, MW
Landa	AC/WE NOTES:	B <i>DC 3, Reinforced Armour, Planetfall, Transport (may carry 10 of the following units: Boyz, Kommandos, Stormboyz, Nobz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up 2 spaces each. In addition it may also carry 4 Grots)</i> <i>Critical Hit Effect: The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.</i>	5+	4+	6+	Gun Turrets Tankbusta Rokkits	15 cm 30 cm	D6+3x AP5+/AA6+ AT4+, FxF

1.6.2.5 GENERAL ORK WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battlefortress	WE	30cm	4+	4+	4+	4x Twin Big Shoota Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT6+
	NOTES:	DC 3, Transport (may carry any 8 of the following units: Boyz, Kommandos, Nobz. 1 of the units transported may be a Big Gun. May carry 4 Grots in addition to any other units) <u>Critical Hit Effect:</u> The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6.						
Gunfortress	WE	30cm	4+	4+	4+	5x Twin Big Shoota 3x Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT6+
	NOTES:	DC 3, Transport (may carry any 4 of the following units: Boyz, Kommandos, Nobz. 1 of the units transported may be a Big Gun. May carry 4 Grots in addition to any other units) <u>Critical Hit Effect:</u> The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed and any units on board will only survive on a roll of 6.						
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2-3x Soopagun 0-1x Supa-Zzap-Gun 0-1 Mega-Choppa	30cm 60cm 60cm 45cm AND	MW4+, TK 2 BP, MW, FxF MW3+, TK(D3), FxF AP5+/AT5+, FxF (contact)
	NOTES:	DC 8, D3+3 Power Fields, Walker, Fearless, Reinforced Armour. May be armed with 3 Soopaguns or 2 Soopaguns and either 1 Mega-Choppa or 1 Supa-Zzap-Gun. The Mega-Choppa may shoot and be used as an assault weapon. The Mega-Choppa's Titan Killer and Extra Attack abilities may only be used in an assault. <u>Critical Hit Effect:</u> The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.						
Great Gargant	WE	15 cm	4+	3+	3+	Gaze of Mork 2x Big Gun 1x Soopagun 1-2x Twin Soopagun 0-1x Lifta-Droppa	30 cm 45 cm 60 cm 60 cm 60cm AND	MW4+, TK AP5+/AT5+ 2 BP, MW, FxF 3 BP, MW, FxF MW3+, TK(D3), FxF (contact)
	NOTES:	DC 12, D6+6 Power Fields, Walker, Fearless, Reinforced Armour. May be armed with 2 Twin Soopaguns or 1 Twin Soopagun and 1 Lifta-Droppa. The Lifta-Droppa may shoot and be used as an assault weapon. The Lifta-Droppa's Extra Attack may only be used in an assault. <u>Critical Hit Effect:</u> The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.						
Orkeosaurus	WE	15 cm	4+	4+	5+	Goring Tusks 4x Twin Big Shoota 2x Big Gun	(contact) OR (contact) 30 cm 45 cm	(Assault Weapons), MW, EA (+D3) (Assault Weapons), TK(D3), EA (+1) AP5+/AT6+ AP5+/AT5+
	NOTES:	DC 6, Reinforced Armour, Thick Rear Armour, Transport (may carry any 12 of the following units: Boyz, Nobz, Wildboyz. May carry 6 Grots in addition to any other units) <u>Critical hit effect:</u> The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then the Orkeosaurus is killed						
Steam Gargant	WE	15 cm	4+	4+	4+	0-2x Mega-Choppa Fist of Gork 0-2x Soopagun	(contact) 45 cm 60 cm	(Assault Weapons), MW, TK(D3), EA (+1) MW5+/AA5+, MW 2 BP, MW
	NOTES:	DC 4, Reinforced Armour, Walker, Fearless. May not have more than two Soopaguns or Mega-Choppas in total (one on each arm). <u>Critical Hit Effect:</u> The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit.						
Supa-Stompa	WE	15 cm	4+	4+	4+	Gaze of Mork 2-3x Soopagun 0-1 Mega-Choppa	30 cm 60 cm 45 cm AND	MW4+, TK 2 BP, MW, FxF AP5+/AT5+, FxF (contact)
	NOTES:	DC 4, D3 Power Fields, Walker, Fearless, Reinforced Armour May be armed with 3 Soopaguns or 2 Soopaguns and 1 Mega-Choppa. The Mega-Choppa may shoot and be used as an assault weapon. The Mega-Choppa's Titan Killer and Extra Attack abilities may only be used in an assault. <u>Critical Hit Effect:</u> The Supa-Stompa's head is blown clean off, killing the Kaptain. It suffers a -1 to hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead.						

1.6.3 EXPERIMENTAL ORK UNITS

1.6.3.1 EXPERIMENTAL ORK CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Big Mek	CH	n/a	n/a	n/a	n/a			
	NOTES:	Adds one Big Mek Kustom Bitz option to a single War Engine or Big Gun unit in the formation that the Big Mek is attached to.						
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Big 'Ammer Kustom Shoota	(contact) (15cm)	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1)
	NOTES:	Supreme Commander						

1.6.3.2 EXPERIMENTAL ORK INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Lobba	INF	10cm	n/a	6+	6+	Lobba	45cm	1BP
NOTES:	Represents Orkified Gotterdammerung Howitzers, Thudd Guns							

1.6.3.2 EXPERIMENTAL ORK LIGHT VEHICLE

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER

1.6.3.4 EXPERIMENTAL ORK ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Big Wagon	AV	25cm	4+	5+	4+	3x Big Gunz	45cm	AP5+/AT5+
	NOTES:	Reinforced Armor, Transport (may carry any one of the following units: Boyz, Grots, Kommandos, Nobz, Big Gun, may carry one Grots unit in addition to other units). Represents Orkified Land Raider, Leman Russ, Ragnarok tanks.						
Lobbawagon	AV	25cm	6+	6+	6+	Lobba	45cm	1BP
	NOTES:	Represents Orkified Whirlwind, Basilisk, Manticore, Bombard, Deathstrike, Griffon tanks.						

1.6.3.5 EXPERIMENTAL ORK AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Big Bommer	AC	Bomber	5+	-	-	2x Heavy Shootaz Heavy Bomb Racks	15 cm 15 cm	AP5+/AA5+, Fixed Forward 1BP, Fixed Forward
	NOTES:	--						
Drop Kan	Drop pod	n/a	n/a	n/a	n/a	None		
	NOTES:	Self-Planetfall, Transport (may carry one mob that includes only Nobz, Boyz, Grotz, Stormboyz, Kommandos, Killa Kanz, and Dreadnought units). Any troops carried in the Drop Kan must immediately disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation that has already disembarked, so long as all units are placed within 15cm of the Drop Kan. After all units have disembarked the Drop Kan is removed.						

1.6.3.6 EXPERIMENTAL ORK WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Big Kopta	WE	35cm	4+	5+	4+	3x Twin Big Shootaz Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+
	NOTES:	DC3. Skimmer. Transport (may carry any six of the following units: Boyz, Kommandos, Nobz, Grots. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units) Critical Hit Effect: Big Kopta crashes to the ground, destroying it and killing all aboard.						
Big Krawla Gargant	WE	20cm	4+	3+	4+	2 x Skorcher Turret 2 x Big Gun 2 x Mega-choppa	30cm 45cm (base) AND 45cm	AP4+ / AT6+ , Ignore Cover, Forward Arc AP5+ / AT5+ Assault Weapon, EA (+1), MW, TK (D3) AP5+ / AT6+, Fixed Forward Arc
	NOTES:	DC8, D3+3 Power Fields, Reinforced Armour, Walker, Fearless. Transport (may carry 14 of the following units: Boyz, Nobz, Kommandos, Stormboyz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Dreadnoughts and Light Vehicles (but not Killa Kans) take up two spaces each. In addition it can also carry 6 Grots). Critical Hit Effect: Shrapnel and exploding munitions fly through the transport compartment killing D3 units of the controlling players choosing. If the Krawler is not transporting units then the Krawler takes an additional 1 hit and a fire starts as per the Critical Hit Effect for the Ork Gargant.						
Big Mek Kustom Gargant	WE	15cm	4+	4+	3+	Gaze of Mork 2 x Flak Gun 2 x Mega Lobba OR 2x Supa-Zzap Gun	30cm 30cm 60cm 60cm	MW4+ , Titan Killer 2 x AP6+ / AT6+ / AA6+ D3+3 BP, Fixed Forward Arc Mw3+, TK (d3), Fixed Forward Arc
	NOTES:	DC6, D3+1 Power Fields, Reinforced Armour, Walker, Fearless. The Big Mek Kustom Gargant must choose to be armed with 2 MegaLobbas or 2 SoopaZzap guns, not both. Critical Hit Effect: Colour-blind Grot wire riggers are distracted by fires erupting in the Gargant and misconfigure the power system for the weapons routing it into the engines. The Garg bursts into action moving 4d6 cm in a random direction. Any unit trampled by the Gargant takes D3 hits. The Gargant comes to a stop and is repositioned facing in a random direction. It may not be given any Order other than Marshall the following turn.						
Drop Rok	WE	Immobile	5+	6+	5+	2 x Twin Big Shootas 2 x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+
	NOTES:	DC3, Free Planetfall, Reinforced Armour, Transport (may carry 20 of the following units: Boyz, Nobz, Kommandos, Stormboyz, Big Guns, Traktor Kannons, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Dreadnoughts and Light Vehicles (but not Killa Kans) take up two spaces each. In addition it can also carry 8 Grots).						
Grotnought	WE	15cm	5+	5+	5+	2 x Twin Big Shootas Big Gun Kombat Klaws		AP5+ / AT6+ AP5+ / AT5+ Assault Weapon, EA (+1) , MW
	NOTES:	DC2, Walker Critical Hit Effect: A series of explosions sends the Grotnought flying 2D6cm in a random direction, destroying the Grotnought and showering the area with red-hot debris. Roll once for each unit within 5cm of where it lands. On a roll of 6 the unit takes one MW hit.						

1.6.3.7 BIG MEK KUSTOM BITZ

BITZ	EFFECT
Soopa Gun	Upgrade one Big Gun on a single unit to a Soopa Gun or a Supa-Zzap Gun
Extra Power Fields	Add D3 additional Power Field(s) to a War Engine
Reinforced Boilers	Add +5cm movement to War Engine
Extra Armour Bitz	Add +1 DC to War Engine
Grot Targeters	Add AA5+ attack to all Big Gunz on a single unit
Bigger Gunz (Gargant only)	Replace Gargant weapon with Kustom Gargant Weapon (see below)
More Shooty	The War Engine gets an additional Small Arms attack for each 3 points of Damage Capacity, or fraction thereof, to a maximum of three additional attacks.

1.6.3.8 KUSTOM GARGANT WEAPONS

WEAPON	RANGE	FIREPOWER
Deth Kannon	90cm	MW3+, TK(D3), Fixed Forward Arc
Gatling Kannon	45cm	6 x AP4+ / AT5+, Fixed Forward Arc
2x Grot Guided Missile	Unlimited	MW3+, TK(D3), One Shot, Macro Weapon, No line of sight is required to fire a Grot Guided Missile
Lifta Droppa	60cm AND (base)	MW3+, Titan Killer (D3), Fixed Forward Arc (assault weapon) EA(+1)
Mega Kannon	75cm	4BP, MW, Fixed Forward Arc (requires player to swap two Soopagunz or Supa-Zzap Gunz for one Mega Kannon)
Mega-choppa	(base) AND 45cm	Assault Weapon, EA (+1), MW, TK (D3) AP5+ / AT6+, Fixed Forward Arc
Mega Lobba	60cm	D3+3 BP, Fixed Forward
Ripper Fist	(base) AND 45cm	Assault Weapon, EA (+D3), MW, TK Fixed Forward Arc 2 x AP5+ / AT5+, Fixed Forward Arc
Snapper	(base) OR (15cm)	Assault Weapon, EA (+1), MW, TK, First Strike, Fixed Forward Arc Small Arms, EA (+2), First Strike
Soopa Gun	60cm	2 BP, MW, Fixed Forward Arc
Soopa Lifta Droppa	45cm	MW4+, TK (D6), Fixed Forward Arc
Supa-Zzap Gun	60cm	MW3+, TK (D3), Fixed Forward Arc



GHAZGKHULL MAG URUK THRACA'S WAR HORDE ORK ARMY

ARMY CHAMPION: Neal Hunt

Version: FINAL



Ork armies have a Strategy rating of 3. All Ork formations have an Initiative rating of 3+ and use the "Power of the Waaagh!" and "Mob Rule" special rules.

WAR HORDE FORMATIONS

(An Ork army may contain any number of War Horde Formations.)

TYPE	CORE UNITS	COST PER FORMATION			UPGRADES
		NORMAL	BIG	'UGE	
Ork Warband	Six Boyz units Two Nobz units Two Grotz units	200	350	500	<ul style="list-style-type: none"> Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boyz unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagonz, Gunwagonz Up to 2 Nobz for +35 points each Up to 1 Oddboy character for +50 points Any number of Stompas for +75 points each Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each
Stormboyz Warhorde	Six Stormboyz units	150	n/a	n/a	<ul style="list-style-type: none"> Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	<ul style="list-style-type: none"> Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagonz, Gunwagonz Up to 1 Oddboy character for +50 points
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz	150	250	350	<ul style="list-style-type: none"> Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz Up to 1 Oddboy character for +50 points Up to 1 Gunfortress for +135 points each
Mekboy Stompamob	Three Stompas	225	400	575	<ul style="list-style-type: none"> Any number of Killa Kanz for +25 points each - Any number of the following for +35 points each: Dreadnoughts, Flakwagonz Any number of Stompas for +75 points each Up to 1 Supa-Stompa for 275 points
Mekboy Gunzmob	Five Big Gunz units	125	225	325	<ul style="list-style-type: none"> Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagonz, Flakwagonz Up to 1 Nobz for +35 points Up to 1 Oddboy character for +50 points

ORK AIRCRAFT, SPACECRAFT, AND GARGANTS

(Up to one third of an army's points may be spent on Aircraft, Spacecraft, and Gargants.)

FORMATION	UNITS	UPGRADE	COST
Fighta Squadron	Three Fighta-Bommers	Up to six Fighta-Bommers for +50 points each	150
Landa	One Ork Landa	n/a	200
Kill Kroozer	One Kill Kroozer	May be upgraded to Ork Battlekroozer for +50 points	200
Gargant	One Gargant	n/a	650
Great Gargant	One Great Gargant	n/a	850

SPECIAL RULE - Warlord

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free; you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.

SPECIAL RULE - Battlefortresses & Gunfortresses

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE - Cost of Ork Formations

An Ork player may choose to double or triple the number of core units in a formation if they wish. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge; the point value of each type of formation is listed in the army list.

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there are limitations then the limit is doubled for a big formation and tripled for a 'uge formation.



BURNING DEATH SPEED FREEKS ORK ARMY

ARMY SUB-CHAMPION: Tim "Tiny-Tim" Hunt

Version: FINAL

Speed Freeks armies have a Strategy rating of 3. All Speed Freek formations have an Initiative rating of 3+ and use the "Power of the Waaagh!" and "Mob Rule" special rules.

SPEED FREEKS FORMATIONS

(A Speed Freeks army may contain any number of Speed Freek Formations.)

TYPE	CORE UNITS	COST PER FORMATION			UPGRADES
		NORMAL	BIG	'UGE	
Speed Freeks Warband	One Nobz unit with one Trukk OR One Nobz Warbikes units Three Boyz units with three Trukks Plus any four of the following units: Buggies, Warbikes, Skorchas	200	375	550	<ul style="list-style-type: none"> Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boyz unit), Stormboyz, Buggies, Warbikes, Skorchas, Big Gunz Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz Up to 1 each of the following units: Nobz unit OR Nob Warbikes +35 points, Mekboy Speedsta +50 points
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	<ul style="list-style-type: none"> Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz Up to 1 Mekboy Speedsta for +50 points
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz	150	250	350	<ul style="list-style-type: none"> Any number of the following for +25 points each: Ork Boyz, Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz Up to 1 each of the following units: Nobz OR Nob Warbikes (+35 points), Mekboy Speedsta (+50 points), Gunfortress (+135 points)
Warbike Outriders	Five Warbike units (All units in the formation receive the Scout ability for free)	150	250	350	<ul style="list-style-type: none"> No extra units allowed.
Fortress Mob	Any two of the following units: Battlefortress, Gunfortress	275	475	675	<ul style="list-style-type: none"> Any number of the following for +25 each: Ork Boyz Any number of the following for +35 points each: Flakwagonz Up to 1 each of the following units: Nobz OR Nob F Warbikes (+35 points), Battlefortress (+125 points), Gunfortress (+135 points)

SPEED FREEK AIRCRAFT AND SPACECRAFT

(Up to one third of an army's points may be spent on Aircraft and Spacecraft.)

FORMATION	UNITS	UPGRADE	COST
Fighta Squadron	Three Fighta-Bombers	Up to 6 Fighta-Bombers for +50 points each	150
Landa	One Ork Landa	n/a	200
Kill Kroozer	One Kill Kroozer	May be upgraded to Ork Battlekroozer for +50 points	200

SPECIAL RULE - Mekboy Bad Ork Bikeboy

Every Speed Freek Ork army must include a Mekboy Bad Ork Bikeboy unit. The Bikeboy character is free, you don't have to pay any points for him, and it can be added to any formation in the army.

SPECIAL RULE - Battlefortresses & Gunfortresses

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE - Gotta Go Fasta!

Every unit in a Speed Freeks formation must either have at least a speed of 30cm, or be transported in a unit with at least a speed of 30cm. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying those units around.

SPECIAL RULE - Cost of Ork Formations

An Ork player may choose to double or triple the number of core units in a formation if they wish. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge; the point value of each type of formation is listed in the army list.

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there are limitations then the limit is doubled for a big formation and tripled for a 'uge formation.



WARLORD SNAGGA-SNAGGA'S FERAL ORK HORDE

ARMY SUB-CHAMPION: Tim "Tiny-Tim" Hunt

Version: FINAL



Feral Ork armies have a Strategy rating of 3. All Feral Ork formations have an Initiative rating of 3+ and use the "Power of the Waaagh!" and "Mob Rule" special rules.

FERAL ORK WAR HORDES

(A Feral Ork army may contain any number of War Horde Formations.)

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	'UGE	
Warband	Six Boyz units Two Nobz units Two Grotz units	200	350	500	<ul style="list-style-type: none"> Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boyz unit), 2 Wildboyz (note: you get 2 Wildboyz units for 25 points), Boarboyz Up to 1 Nobz for +35 points Any number of Squiggoths for +50 points each Up to 3 Squig Katapults for +25 points each Up to 1 Wyrdboy character for +50 points Up to 1 Orkeosaurus for +175 points
Wildboyz	Six Wildboyz units Two Nobz units	150	250	350	<ul style="list-style-type: none"> Any number of the following for +25 points each: 2 Wildboyz (note: you get 2 Wildboyz units for 25 points), Boarboyz Up to 1 Nob for +35 points Any number of Squiggoths for +50 points each Up to 3 Squig Katapults for +25 points each Up to 1 Wyrdboy character for +50 points Up to 1 Orkeosaurus for +175 points
Boarboyz Horde	Five Boarboyz units	100	175	250	<ul style="list-style-type: none"> Any number of Boarboyz for +25 each Up to 1 Wyrdboy character for +50 points Up to 1 Nobz for +35 points
Trappas	Six Wildboyz (All units in the formation receive the Scout ability for free)	150	n/a	n/a	
Junka Brigade	Six Junkatrukks Six Boyz units	175	300	n/a	<ul style="list-style-type: none"> Any number of the following for +25 points each: 1 Boyz unit with 1 Junkatrukk Up to one Junkatrukk and one Nobz unit for +50 points Up to one Wyrdboy character for +50 points Up to 6 extra Madboyz for +15 points each Up to 3 Wyrdboy character for +50 points
0-1 Madboyz Horde	Five Madboyz units	100	n/a	n/a	<ul style="list-style-type: none"> Up to 6 extra Madboyz for +15 points each Up to 3 Wyrdboy character for +50 points
0-1 Steam Gargant	One Steam Gargant	200	350	500	•none

SPECIAL RULE – Feral Ork Warlord

Every Feral Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.

SPECIAL RULE - Orkeosaurus

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE – Cost of Ork Formations

An Ork player may choose to double or triple the number of core units in a formation if they wish. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge; the point value of each type of formation is listed in the army list.

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there are limitations then the limit is doubled for a big formation and tripled for a 'uge formation.



ORKAMEDIES'S GARGANT BIGMOB ORK ARMY

ARMY SUB-CHAMPION: Neal Hunt

Version: 2.3



Orkamedies Gargant Bigmob armies have a strategy rating of 3. All Orkamedies Gargant Bigmob formations have an initiative rating of 3+, and use the "Power of the Waaagh!" and "Mob Rule" special rules.

GARGANT MOBS

(An Orkamedies Gargant Bigmob army may contain any number of Gargant Mobs.)

TYPE	CORE UNITS	COST PER GARGANT	EXTRAS
Gargant Mob (Choose one Gargant per Mob)	One Great Gargant	800	<ul style="list-style-type: none"> •Any number of Killa Kans or Big Gunz for +25 points each •Any number of Dreadnoughts, Flakwagons, or Deth Kopta for +35 points each •Any number of Stompas for +75 points each •0-1 Big Mek for +50 points •0-2 Grotnoughts for +50 points each
	One Gargant	600	
	One Big Krawler	475	
	One Kustom Gargant	425	

UVVER MOBS

(An Orkamedies Gargant Bigmob army may contain up to three Uvver Mobs per Gargant Mob. In addition, no more than one third of the army's points may be spent on aircraft, spacecraft, or Drop Rok Uvver Mobs.)

TYPE	CORE UNITS	COST PER FORMATION			UPGRADES
		NORMAL	BIG	'UGE	
Supa Stompa	One Supa Stompa	275	-	-	<ul style="list-style-type: none"> •Any number of Killa Kans for +25 points each •Any number of Dreadnoughts, Flakwagons, or Deth Kopta for +35 points each •Any number of Stompas for +75 points each •0-1 Big Mek for +50 points •0-2 Grotnoughts for +50 points each
Mekboy Gunmob	Five Big Gunz	125	225	325	<ul style="list-style-type: none"> •Any number of Big Gunz for +25 points each •Any number of the following for +35 points each: Battlewagonz, Flakwagonz •0-1 Big Mek for +50 points
Loota Warband	Six Boyz Two Grotz	150	250	350	<ul style="list-style-type: none"> •Any number of Killa Kans, Big Gunz, Ork Boyz (plus optional free Grot) for +25 points each •Any number of Dreadnoughts, Deth Koptas, Flakwagonz, Gunwagonz, Battlewagonz for +35 points each •0-1 of the following: Battle Fortress (+125 points), Gun Fortress (+135 points) •0-1 Nobz unit for +35 points •0-1 Big Mek for +50 points
Stompa Mob	Three Stompas	225	400	575	<ul style="list-style-type: none"> •Any number of Killa Kans for +25 points each •Any number of Dreadnoughts, Flakwagons, or Deth Koptas for +35 points each •Any number of Stompas for +75 points each •0-1 Big Mek for +50 points
Snappa Mob	Two Dreadnoughts Two Killa Kans	125	225	325	<ul style="list-style-type: none"> •Any number of Killa Kans for +25 points each •Any number of Dreadnoughts, Flakwagons, or Deth Koptas for +35 points each
0 - 1 Drop Rok	One Drop Rock	200	-	-	•None
Landa	One Landa	200	-	-	•None
Fighta Sqwadron	Three Fighta Bommers	150	-	-	•Up to six Fighta Bommers or Big Bommers for +50 points each
Kill Kroozer	One Kill Kroozer	200	-	-	•May be upgraded to Ork Battlekroozer for +50 points

SPECIAL RULE - Mekboy Big Boss

A Gargant Bigmob may be led by a Mekboy Big Boss. The Mekboy Big Boss is a free character upgrade for the Gargant Bigmob army. The Big Boss must be placed in a Great Gargant if the army has one. If there is no Great Gaargant available then the Mekboy Big Boss character is not available. Unlike Ork Warlords, the Big Boss won't accompany the army unless there is a suitable vehicle for him to use. The Big Boss does not count as a Big Mek, and does not give the unit any upgrades or options, so a Gargant that has a Big Boss in it can also be given a Big Mek upgrade.

SPECIAL RULE - Grot Attack!

Ork Gargants are swarming with Grot Riggers who serve as lookouts, fire crews, emergency repair crews and, in a pinch, as axle or cog lubricant. Any unbroken Ork Gargant in a Gargant Bigmob army will drop off packs of Grots to guard objectives if they pass near them. While Grots are good at holding objectives when the enemy is far away they tend to scatter and hide when even the most insignificant enemy formation approaches.

Any unbroken Ork Gargant that ends the turn within 15cm of an objective may place a marker to indicate that Grot Riggers have swarmed from the Gargant to "guard" the objective. The marker stays in play until the end of the game. The Riggers may not contest an objective but will quickly move back to reclaim their objective if there is no enemy formation within 15cm of it. Consequently unless an objective has enemy troops within 15cm of it the Grot Riggers will always count as claiming the objective.

SPECIAL RULE - Battlefortresses & Gunfortresses

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE - Tellyporta

Orkamedies is probably the most effective mekaniak in Ork history and evidence of this is his construction of gigantic Tellyporta facilities used to transport warbands, vehicles and even Gargants onto the battlefield. Held off-planet in orbiting Kroozers or Battlekroozers the units of a single formation are zapped into battle by the tellyporta.

The tellyporta can only be used if the Ork player has purchased a Kill Kroozer or Battlekroozer. The Tellyporta, while dramatically more powerful than Imperial teleporters, is much less accurate and cannot be adjusted as quickly. Ork spacecraft are unable to teleport formations beyond the horizon.

Note: Any single Gargant Bigmob formation may be tellyported, even Gargant Mobs. Gargant Mobs require a Battlekroozer to transport them. The Tellyporta does not use the rules from the Teleport special ability. Formations instead use the planetfall rules in section 4.4 of the rulebook. Even though the formation is not truly falling from orbit, the restrictions of spacecraft activation, pre-plotting the landing site and scattering units simulates the Tellyporta's lack of precision.

SPECIAL RULE - Big Meks

Each Big Mek upgrade allows the player to pick one Kustom Bitz option to apply to a unit in the formation. Some options can only be applied to specific types of units. For example, the Bigger Gunz option can only be applied to a Gargant.

Note: Only one Big Mek upgrade can be applied to a unit. A Big or 'Uge formation that can purchase more than one Big Mek upgrade would not be able to apply all those upgrades to a single unit.



SUMBUDDIERUVVER'S BLOOD AXE WAR HORDE ORK ARMY

ARMY SUB-CHAMPION: Neal Hunt

Version: 1.3



Blood Axe War Horde Ork armies have a Strategy rating of 3. All Ork formations have an Initiative rating of 3+ and use the "Power of the Waaagh!" and "Mob Rule" special rules.

WAR HORDE FORMATIONS

(A Blood Axe Ork army may contain any number of War Horde Formations.)

COST PER FORMATION

FORMATION	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Warband	Two Nobz Six Boyz Two Grotz	200	350	500	<ul style="list-style-type: none"> Any number of the following for +25 points each: Boyz (+optional free Grot per Boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Lobbaz Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz, Lobbawagonz Any number of Big Wagons for +75 points each Any number of Big Koptas for +125 points each Any number of Gunfortress for +135 points each Up to two Nobz for +35 points each Up to one Oddboy character for +50 points
Stormboyz Horde	Six Stormboyz	150	n/a	n/a	<ul style="list-style-type: none"> Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each Any number of Big Koptas for +125 points each
Kommando Squad	Six Kommandos	150	n/a	n/a	<ul style="list-style-type: none"> Any number of the following for +25 points each: Stormboyz, Kommandos Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Flakwagonz Any number of Big Koptas for +125 points each
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz, Lobbawagonz	150	250	350	<ul style="list-style-type: none"> Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz, Lobbawagonz Any number of Big Wagons for +75 points each Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each
Tankaz	Three Big Wagonz	225	400	575	<ul style="list-style-type: none"> Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz, Lobbawagonz Any number of Big Wagons for +75 points each Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each
Mekboy Gunzmob	Five Big Gunz or Lobbaz	125	225	325	<ul style="list-style-type: none"> Any number of the following for +25 points each: Big Gunz, Lobbaz Any number of the following for +35 points each: Battlewagonz, Flakwagonz Up to one Nobz for +35 points Up to one Oddboy character for +50 points

BLOOD AXE AIRCRAFT, SPACECRAFT, AND GARGANTS

(Up to one third of an army's points may be spent on Aircraft, Spacecraft, and Gargants.)

FORMATION	UNITS	UPGRADE	COST
Fighta Squadron	Three Fighta-Bommers	Up to six Fighta Bommers or Big Bommers for +50 points each	150
Kill Kroozer	One Kill Kroozer	May be upgraded to Ork Battlekroozer for +50 points	200
Gargant	One Gargant	n/a	650
Great Gargant	One Great Gargant	n/a	850

SPECIAL RULE - Blood Axe Kommandant

One Blood Axe Unit in the army must be upgraded to include a Blood Axe Kommandant. It does not cost any additional points. The Kommandant is in all ways identical to a standard Ork Warlord.

SPECIAL RULE - Blood Axe Meks

A Blood Axe Oddboyz upgrade may be added to Big Wagonz units in addition to the normal options.

SPECIAL RULE - Big Koptas & Gunfortresses

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE - Bommers

Any Fighta Squadron that includes Bommers limits the entire formation (including Fighta Bommers) to the turn radius of the Bommers. As well, the formation is not eligible to be given CAP or Interception missions. If all the Bommers are destroyed then any remaining Fighta Bommers revert to their own turning radius and can be given any aircraft mission.

SPECIAL RULE - Deth From Above

Blood Axe Kroozas can transport up to 40 units and the Drop Kanz necessary to transport them to the surface. Battlekroozas can transport up to 120 units and the Drop Kanz to planetfall. Important Note: Drop Kanz are included in the price of the spacecraft and any formations transported aboard the spacecraft may be deployed in the Drop Kanz.

SPECIAL RULE - Cost of Ork Formations

An Ork player may choose to double or triple the number of core units in a formation if they wish. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge; the point value of each type of formation is listed in the army list.

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there are limitations then the limit is doubled for a big formation and tripled for a 'uge formation.



KOLONEL ROMMELZ'S BLOOD AXE MERCENARY ORK WARHORDE

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: v1.4



Blood Axe Ork Mercenary armies have a Strategy rating of 3, modified by the "Blood Axe Taktics" special rule. All Blood Axe Mercenary Ork formations have an Initiative rating of 3+ and use the "Power of the Waaagh!" and "Mob Rule" special rules.

WAR HORDE FORMATIONS

(A Blood Axe Mercenary Ork army may contain any number of War Horde Formations.)

COST PER FORMATION

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Kommando Warband	One Nob Six Kommandos Two Grotz	200	350	500	<ul style="list-style-type: none"> Up to four Looted Chimeras at +25 points each Any number of the following for +25 points each: Big Gunz, Boyz (with free Grot), Killa Kans, Kommandos, Stormboyz Any number of the following for +35 points each: Dreadnaughts, Gunwagons; Deth Koptas; Flakwagonz Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each Up to two Nobz for +35 points each Up to one Oddboy character for +50 points
Mekanized Warband	One Nob, 3 Boyz, and two Looted Chimeras	150	250	350	<ul style="list-style-type: none"> Up to two Looted Chimeras at +25 points each Any number of the following for +25 points each: Ork Boyz (with free Grot), Buggies, Kommandos, Warbikes, Skorchas. Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagonz Up to one Nob for +35 points Up to one Oddboy character for +50 points Up to two Looted Rhinos for free.
0-1 Taktical Warband	Four Nobz and two Grotz	175	300	425	<ul style="list-style-type: none"> Up to two Looted Land Raiders for +75 points each Any number of the following for +35 points each: Dreadnaughts, Gunwagons; Deth Koptas; Flakwagonz Up to two Nobz for +35 points each
'Eavy Armour Brigade	Any three of the following units: Looted Leman Russ Looted Leman Russ Demolishter Looted Land Raider	225	400	575	<ul style="list-style-type: none"> Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagonz. Up to one Nob for +35 points Up to one Oddboy character for +50 points
'Eavy Gunz Brigade	Three Looted Basilisks	225	400	575	<ul style="list-style-type: none"> Any number of the following for +25 points each: Big Gunz Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagonz. Up to one Nob for +35 points Up to one Oddboy character for +50 points

BLOOD AXE MECENARY AIRCRAFT AND SPACECRAFT

(Up to one third of an army's points may be spent on Aircraft and Spacecraft.)

FORMATION	UNITS	UPGRADE	COST
Fighta Squadron	Three Fighta-Bommers	Up to 6 Fighta-Bommers for +50 points each	150
Drop Rok	One Drop Rok	n/a	200
Landa	One Ork Landa	n/a	200
Kill Kroozer	One Kill Kroozer	May be upgraded to Ork Battlekroozer for +50 points	200

SPECIAL RULE - Warlord

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.

SPECIAL RULE - Looted Vehicles

Orks of the Blood Axe clan are know for looting from and even... UGH... trading with Oomans to get access to un-Orky forms of technology and vehicles. Of course, even Blood Axe Mekboyz can't stop themselves from 'tinkering' with these acquisitions and this can cause headaches for the discerning Blood Axe Warlord.

The following rules apply to Looted Vehicles:

- all Transport ability is replaced with the following: *Transport (may carry any two of the following units: Boyz, Kommandos, Nobz. Alternatively, one of the two units transported may be a Big Gun. May carry one Grot in addition to any other units).*

- all Looted Vehicles lose the *indirect fire* special ability.

- any Looted Vehicle that partakes in a 'Double' or 'March' action must take a dangerous terrain test at the end of its second move or break down and be destroyed. You are free to "move cautiously" during this move, but that's not very Orky, is it?

In all other ways, Looted Vehicles are treated like their Imperial counterparts, but should be painted/modelled in suitably Orky style.

SPECIAL RULE - Battlefortresses & Gunfortresses

In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

SPECIAL RULE - Cost of Ork Formations

An Ork player may choose to double or triple the number of core units in a formation if they wish. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge; the point value of each type of formation is listed in the army list.

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there are limitations then the limit is doubled for a big formation and tripled for a 'uge formation.

SPECIAL RULE - Blood Axe Taktics

Blood Axe Warlords are known (and usually despised) for using un-Orky taktics... or just tactics in general! This can make fighting against Blood Axe armies a little more unpredictable than fighting other Ork forces.

At the start of a battle, before setup (EA 6.1.2) the Blood Axe player rolls on the following chart:

1: "Dis is da wrong map!" - For setup and the first turn, the Blood Axe army is treated as having a Strategy Rating of 1. This returns to Strategy Rating 3 for all subsequent turns.

2-5: Kunning as an Ork - The Blood Axe army has the normal Ork Strategy Rating of 3.

6: "I've gotz a very kunning plan..." - For setup and the first turn, the Blood Axe army is treated as having a Strategy Rating of 5. This returns to Strategy Rating 3 for all subsequent turns.