

EPIC UK presents

Codex: Orks

*An unofficial codex for use with Games Workshop's Epic
Armageddon rule set*

Version: 100909

Information

More information about the Orks

For more information into the background of the Orks, please purchase the Warhammer 40,000 Ork Codex's © from Games Workshop. Alternatively you can visit Games Workshops website for more information.

Thank you

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament war-game, within the UK, has been their only payment.

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Ork Special Rules

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 (i.e., too many to count on the fingers of one hand), not including Grotz or Big Gunz units, 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.


Power of the Waaagh! – Orks are not noted for their organizational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanize 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 of the Epic Armageddon Rulebook published by Games Workshop).

Ork 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 Nob or a Gargant unit.

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 the EPIC Armageddon rulebook, page 102, section 5.4.1), 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.

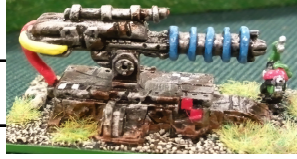
Ork Units

ORK WARLORD				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Big Choppas	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	




Notes: Character, Supreme Commander

ORK ODDBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Supa-Zzap-Gun or Soopagun	60cm 60cm	MW3+ 2BP	Titan Killer (D3) Macro-weapon	




Notes: Ork Oddboyz can be one of two types: Big Meks 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. Alternatively the Big Mek can be added to a Gunfortress or Battlefortress and add D3 power fields. A Slaver maybe added to a big gun and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics shown.

ORK NOBZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms		
2x Big Shootas	30cm	AP6+/AT6+		
Big Choppas	(base contact)	Assault weapons	Extra Attacks (+1)	




Notes: Leader

ORK BOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms		
Choppas	(base contact)	Assault Weapons		
Big shootas	30cm	AP6+/AT6+		



Notes:

ORK GROTZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms		



Notes: Formations that include at least one 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.

ORK STORMBOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms		
Choppas	(base contact)	Assault weapons		



Notes: Jump Packs, Scouts

ORK KOMMANDOS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms		
Choppas	(base contact)	Assault weapons		
Big shootas	30cm	AP6+/AT6+		



Notes: Scouts, Infiltrators

ORK WARBIKES

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	6+
Weapon	Range	Firepower	Notes	
Twin sawn off Big Shootas	15cm	AP5+/AT5+	-	



Notes: Mounted

ORK WARBUGGIES/WARTRAKS

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	-	



Notes:

ORK SKORCHA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Skorcha	15cm	AP4+	Ignore cover	




Notes:

ORK DETH KOPTA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	—	


Notes: *Skimmer*



ORK BATTLEWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+	—	


Notes: *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).*



ORK GUNWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Big gun	45cm	AP5+/AT5+	—	


Notes: *Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).*



ORK FLAKWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Flak Gun	30cm	2 x AP6+/AT6+/AA6+	—	

Notes: *Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).*




ORK BATTLEFORTRESS

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
4 x Twin Big Shootas	30cm	AP5+/AT6+	—	
Big Gun	45cm	AP5+/AT5+	—	

Damage Capacity 3. Critical Hit Effect: *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.*

Notes: *Transport (may carry any eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).*



ORK GUNFORTRESS

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
5 x Twin Big Shootas	30cm	AP5+/AT6+	—	
3 x Big Gun	45cm	AP5+/AT5+	—	



Damage Capacity 3. Critical Hit Effect: 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.

Notes: Transport (may carry any four of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).

ORK KILLA KAN

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+/AT6+	—	
Kombat Klaws	(base contact)	Assault Weapon	Macro-weapon, Extra Attacks (+1)	



Notes: Walker

ORK DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Big Shootas	30cm	AP6/AT6+	—	
Kombat Klaws	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)	



Notes: Walker

ORK BIG GUNZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Big Gun	45cm	AP5+/AT5+	—	



Notes:

ORK SUPA-STOMPA


Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Mega-Choppa	45cm	AP5+/AT5+	Fixed Forward Arc	
	(base contact) and Assault weapon		Titan Killer (D3), Extra Attacks (+1)	



D3 Power Fields. Damage Capacity 4. Critical Hit Effect: 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.


Notes: Reinforced Armour. Fearless, Walker. 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.

STOMPA				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
2-3 x Big Guns	45cm	AP5+/AT5+	-	
0-1 Kombat 'Ammer	30cm	AP5+/AT6+ and	-	
	(base contact)	Assault Weapon	Macro-weapon, Extra Attack (+1)	



Notes: Reinforced Armour, Walker. May be armed with 3 big guns or 2 bigs 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.


GARGANT				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Supa-Zzap-Gun	60cm	MW3+	Titan Killer (D3) Fixed Forward Arc	
0-1 x Mega-choppa	45cm	AP5+/AT5+ and	Fixed Forward Arc	
	(base contact)	Assault Weapon	Titan Killer (D3), Extra Attack (+1)	



Notes: Reinforced Armour, Fearless, Walker. 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.

D3+3 Power fields. Damage Capacity 8. Critical hit effect: The Gargant catches fire. Roll a D6 for each fire on the Gargant in the end phase of each turn. On a roll of a 1 a second fire starts. On a roll of 5-6 the fire is put out. Any fire not put out causes one point of damage.


GREAT GARGANT				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2 x Big Guns	45cm	AP5+/AT5+	-	
1 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
1-2 x Twin Soopagun	60cm	3BP	Macro-weapon, Fixed Forward Arc	
0-1 x Lifta-Droppa	60cm	MW3+ and	Titan Killer (D3) Fixed Forward Arc	
	(base contact)	Assault Weapon	Extra Attack (+1) Titan Killer (D3)	




Notes: Reinforced Armour, Fearless, Walker. 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 abilities may only be used in an assault.

D6+6 Power fields. Damage Capacity 12. Critical hit effect: The Gargant catches fire. Roll a D6 for each fire on the Gargant in the end phase of each turn. On a roll of a 1 a second fire starts. On a roll of 5-6 the fire is put out. Any fire not put out causes one point of damage.

FIGHTA-BOMMERS				
Type	Speed	Armour	Close Combat	Firefight
<i>Aircraft</i>	<i>Fighter-Bomber</i>	6+	<i>n/a</i>	<i>n/a</i>
Weapon	Range	Firepower	Notes	
<i>Heavy Shootas</i>	15cm	AP5+/AA5+	-	
<i>Tankbusta Rokkits</i>	30cm	AT4+	-	




LANDA				
Type	Speed	Armour	Close Combat	Firefight
<i>Aircraft / War Engine</i>	<i>Bomber</i>	5+	6+	4+
Weapon	Range	Firepower	Notes	
<i>Gun Turrets</i>	15cm	D6+3 x AP5+/AA6+	-	
<i>2 x Tankbusta Rokkits</i>	30cm	AT4+	Fixed Forward Arc	




Damage Capacity 3. Critical Hit Effect: The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.

Notes: *Planettfall, Reinforced Armour, Transport* (may carry ten of the following units: Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up two spaces each. In addition it may also carry 4 Grots).

KILL KROOZER				
Type	Speed	Armour	Close Combat	Firefight
<i>Spacecraft</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>
Weapon	Range	Firepower	Notes	
<i>Orbital Bombardment</i>	<i>n/a</i>	D6+1BP	<i>Macro-Weapon</i>	



BATTLEKROOZER				
Type	Speed	Armour	Close Combat	Firefight
<i>Spacecraft</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>
Weapon	Range	Firepower	Notes	
<i>Orbital Bombardment</i>	<i>n/a</i>	D6+3BP	<i>Macro-Weapon</i>	



Notes: *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.

How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. 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* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a *big* formation, and the third value is its cost if it is a *'uge* formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: 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 is a limitation then the limit is doubled for a big formation and tripled for a *'uge* formation. For example, a normal sized Kult of Speed can include 0-1 Oddboy, a big Kult of Speed can include 0-2, and a *'uge* Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

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).

Ork War Horde Army List

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying. The 'Mob Rule' & 'Power of the Waaagh!' rules applies to all Ork formations.

GHAZGKHULL MAG URUK THRAKKA'S WAR HORDE					
TYPE	CORE UNITS	POINTS COST			EXTRAS
		NORMAL	BIG	UGE	
Warband	Two Nobz and six boyz and two grots	200	350	500	Any number of the following for +25 points each: Boyz (+an optional free Grot per boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagons, Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons Up to two Nobz for +35 points each Up to one Oddboy for +50pts Any number of Stompas for +75pts each Any number of Battlefortress for +115pts each Any number of Gunfortress for +125pts each
Blood Axe Warhorde	Any six of the following units: Stormboyz, Kommandos	150	n/a	n/a	Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35pts each
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one Oddboy for +50pts
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagons	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one Oddboy for +50pts Any number of Gunfortress for +125pts each
Mekboy Stompamob	Three Stompas	225	n/a	n/a	Any number of Killa Kans for +25 point each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75pts each Up to one Supa-Stompa for +250 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagons, Flakwagons Up to one Nobz for +35pts Up to one Oddboy for +50pts
Fighta Squadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-Bommers for +50 points each
Landa	One Landa	200	n/a	n/a	None
0-1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	May be upgraded to Ork Battlekroozer for +100pts
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None

Using the army List

- A maximum of up to a third of the points available to the army maybe spent on Gargants, Aircraft & Spacecraft.

EPIC UK presents

Speed Freaks

Speed Freak Special Rules

Every unit in a Speed Freak army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. 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 the unit around.

Mob Rule & Power of the Waaagh! – As Rule on Page 4.

Mekboy Bad Ork Bikeboyz – Every Speed Freak army must include a Supreme Commander called a Mekboy Bad Ork Bikeboyz. The Bad Ork Bikeboy is a free unit; you don't have to pay any points for it and can be added to any formation in the army.


Powerfields – Mekboy Speedstas have D3 powerfields each. Whilst not War Engines they follow the same rule as on Page 4.

Nobz – Any Nob unit may be mounted on warbikes if desired, at no additional cost in points. The Nobz speed becomes 35cm, and they count as having the Mounted ability. Note that any units upgraded in this fashion must be represented by a suitably converted Nob Warbike unit. Any left over trukks are lost if not loaded with a Big Gun upgrade.

Speed Freak Special Units


(For all other units refer to pages 5 - 11)

MEKBOY BAD ORK BIKERBOY				
Type	Speed	Armour	Close Combat	Firefight
Infantry	40cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Sawn-off Kustom Blasta	15cm	MW5+ and Small Arms	-	
Choppa Blades	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	




Notes: Mounted, Invulnerable Save, Supreme Commander

MEKBOY SPEEDSTA				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Kustom Kannon	45cm	MW4+	Macro-weapon	



Notes: Powerfields (D3)

ORK TRUKK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	n/a
Weapon	Range	Firepower	Notes	
none				



Notes: Transport (1). May carry one of the following units: Boyz, Nobz, Grots, Big Gunz.

Speed Freak Army List

Speed Freak armies have a strategy rating of 3. All Speed Freak formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying. The 'Mob Rule' & 'Power of the Waaagh!' rules applies to all Speed Freak formations.

SPEED FREAK ARMY LIST					
TYPE	CORE UNITS	POINTS COST			EXTRAS
		NORMAL	BIG	UGE	
Speed Freak Warband	One Nobz, three boyz, four trukks and plus any four of the following units: Buggies, Warbikes, Skorchas	200	375	550	Any number of the following for +25 points each: Boyz (+ free Trukk), Stormboyz, Buggies, Warbikes, Skorchas, Big Gunz Any number of the following for +35 points each: Battlewagons, Deth Koptas, Flakwagons, Gunwagons Up to one Nobz (+ free Trukk) for +35 points Up to one Mekboy Speedsta for +50 points
Warbike Outriders	Five Warbikes	150	250	350	No extra Units allowed All units receive the Scout ability for no extra cost.
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one Mekboy Speedsta for +50 points
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagons	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one Nobz for +35 points Up to one Mekboy Speedsta for +50 points Up to one Gunfortress for +125pts each
Fortress Mob	Any two of the following units: Battlefortress, Gunfortress	275	475	675	Any number of the following for +25 points each: Boyz Any number of the following for +35 points each: Flakwagons Up to one Nobz for +35 points Up to one Battlefortress for +115 points Up to one Gunfortress for +125pts each
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-Bommers for +50 points each
Landa	One Landa	200	n/a	n/a	None
0-1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	May be upgraded to Ork Battlekroozer for +100pts

Using the army List

- A maximum of up to a third of the points available to the army maybe spent on Aircraft & Spacecraft.

EPIC UK presents

Feral Orks

Feral Ork Special Rules


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 largest mob in the army.

Mob Rule & Power of the Waaagh! – As Rule on Page 4.

Feral Ork Special Units


(For all other units refer to pages 5 – 11)

ORK WYRDBOY				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Fist of Gork	45cm	MW5+/AA5+	Macro-weapon	




Notes: Character, may be added to any unit in the formation, including Orkeosaurus and Squiggoths.

ORK WILDBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	n/a
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons	-	




Notes:

ORK MADBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault weapons		
Shootas	(15cm)	Small arms		



Notes: Fearless


ORK BOARBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms		
Choppas	(base contact)	Assault Weapons		



Notes: Mounted, Infiltrators

SQUIG KATAPULT


Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Squig Katapult	45cm	1BP	<i>Disrupt</i>	



Notes:

JUNKATRUUKS


Type	Speed	Armour	Close Combat	Firefight
Light Vehicles	25cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+/AT6+		



Notes: *Transport (1)* (May carry one of the following units: Boyz, Nobz, Wildboyz. In addition may carry one Grot unit).

ORK SQUIGGOTH


Type	Speed	Armour	Close Combat	Firefight
Light Vehicles	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+		
Teeth & Horns	(base contact)	Assault weapons	Macro-weapon, Extra attacks (D3)	
Big Gun	45cm	AP5+/AT5+		



Notes: Reinforced Armour, Thick Rear Armour. *Transport (4)*. (May carry any four of the following units: Boyz, Nobz, Wildboyz. May carry two Grotz in addition to any other units.)

ORKEOSAURUS

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
4 x Twin Big Shootas	30cm	AP5+/AT6+		
Goring Tusks	(base contact)	Assault weapon	Macro-weapon, Extra attacks (D3)	
	OR (base contact)	Assault weapon	Macro-weapon, Extra attack (+1) Titan Killer (D3)	
2 x Big Gun	45cm	AP5+/AT5+		




Notes: *Damage Capacity 6. Reinforced Armour, Thick Rear Armour, Transport* (may carry any 12 of the following units: Boyz, Nobz, Wildboyz. May Carry six Grotz in addition to any other units).

Critical hit effect: The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassible terrain or another unit or once its move has finished. If it stops because of another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassible terrain then the Orkeosaurus is killed.

STEAM GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
0 - 2 Soopa Guns	60cm	2BP	<i>Macro-weapon</i>	
0 - 2 Mega-choppa	(base contact)	Assault Weapon	Extra Attacks (+1), Titan Killer (D3)	
Fist of Gork	45cm	MW5+/AA5+	Macro-weapon	



Critical Hit Effect: The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit

Notes: *Damage Capacity 4. Reinforced Armour. Fearless. Walker.* May not have more than two Soopaguns or Mega-choppas in total (one on each arm).

Feral Ork Army List

Feral Ork armies have a strategy rating of 3. All Feral Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying. The 'Mob Rule' & 'Power of the Waaagh!' rules applies to all Feral Ork formations.

FERAL ORK WAR HORDE					
TYPE	CORE UNITS	POINTS COST			EXTRAS
		NORMAL	BIG	UGE	
Warband	Two Nobz and six boyz and two grots	200	350	500	Any number of the following for +25 points each: Boyz (+an optional free Grot per boy unit), two Wildboyz (note you get 2 for 25 points), Boarboyz Up to three Squig Catapults for +25 points each Up to one Nobz for +35 points Up to one Wyrdboy for +50 points Any number of Squiggoths for +50 points each Up to one Orkeosaurus for +175 points
Wildboyz	Two Nobz and six Wildboyz	125	225	325	Any number of the following for +25 points each: two Wildboyz (note you get 2 for 25 points), Boarboyz Up to three Squig Catapults for +25 points each Up to one Nobz for +35 points Up to one Wyrdboy for +50 points Any number of Squiggoths for +50 points each Up to one Orkeosaurus for +175 points
Boarboyz Horde	Five Boarboyz	100	175	250	Any number of the following for +25 points each: Boarboyz Up to one Wyrdboy for +50 points
Trappas	Six Wildboyz	150	n/a	n/a	Up to one Nobz for +35 points Note: All Units in a Trappa formation count as having the Scout ability
0-1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Up to six extra Madboyz for +15 points each Up to three Wyrdboy for +50 points
Junka Brigade	Six Junkatrukks and six Ork Boyz	175	300	n/a	Any number of the following for +25 points each: Junkatrukk and one Ork Boy unit Up to one Junkatrukk and one Ork Nob for + 50pts Up to one Wyrdboy for +50 points
0-1 Steam Gargant	One Steam Gargant	200	350	500	None

EPIC UK Orks **What, How and Why**

So you've just finished reading through the lovely new EPIC UK Ork codex, however you have some questions; what has EPIC UK done? How have you done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we built each of the Ork army lists (not as scary as it sounds!).

The overall picture

With the success of the release of the EPIC UK Marine lists and revisions, ok a few spelling mistakes, we have seen three new variant lists make their appearance ready for the tournament scene. Revisions from the Errata & Tactical Command forum reviews have been incorporated along with changes relative to UK tournament play. Which race to do next? Well it always had to be the old foe, Orks.

Ork army book is born

So Orks it is then! Before this release there were three Ork army lists out, the generic, Speed Freak and Feral Ork army lists. The flexibility within the generic army list means that it is possible to cover most styles of ork play, so with this in mind it was not required to add new variant lists.

Blood Axes were rejected for this release as current thoughts on looted vehicles turn them into Gunwagons, Trukks and Battlewagons. It is currently viewed as a modellers project rather than a variant list.

The Generic army list

So how do you modify and improve what is seen as the most balanced list in Epic. Quite simply you do your best not to. First things to be discussed were the changes brought up by the Errata and NetEpic review, whilst there is still grumbling from the ork players about the early change to the **Flakwagons**, as with the marine lists all changes were accepted and incorporated into the list. The process then continued to look at units and formations which either don't get used in general tournament lists or are perceived as weak/over powered within the current lists.

Two new formations were considered for inclusion into the list, these were **Dread Mobz** and **Kommando Mobz**. Those players who are old enough might remember a story describing the defending of an industrial site on Armageddon by several marine dreadnoughts from different chapters. Their enemy was a massive mob of ork dreadnoughts and this image lead to the proposal of **Dread Mobz**. Whilst the imagery was strong this created a problem with the formation, the standard ork format was followed using normal (5 Dreads), big (10) & 'uge (15) mob sizes. It was theorised & found that the normal sized **Dread Mob** became a very useful air assault formation when combined with a Landa. The results of test games showed that the formation regularly won the engagement, but subsequently died from shooting. The combination of having a normal attack and extra macro attack, made the formation too good. It was also interesting to note that after a while the feeling that the lack of **Grotz** in the **Dread Mob** made a normal Warband the superior choice for air assaulting anyway. Big & 'uge

Dread Mobz became powerful forward garrisons able to create large zones of influence and restrict the movement of enemy formations. Working together with **Stormboyz** the **Dread Mobz** would squeeze up the table. To be able to garrison so many armoured vehicles was fun, but it was felt that if an ork player wanted to use **Dreads** then they could still upgrade **Warbands** as previously allowed.

Kommandos are not seen that much in UK tournament lists and it was suggested that a formation of these could be added to the list promoting their abilities. As there is not a great difference between them and **Stormboyz**, it was agreed to test them using the **Tunneller** special rule from the back of the main rulebook. This would give them a different potential role, whilst not making them too powerful. Other suggestions for the **Kommandos** was to modify the **Stormboyz** formation to allow a choice between them and the **Kommandos** forming an assault **Bloodaxe Mob**. After trying different pricing schedules and tactics for tunnelling **Kommandos** it became obvious that this was an idea which worked well in non-tournament scenarios, but not for what we were working on and so **Kommandos** were allowed in with **Stormboyz** to give an option for small garrisons.

Units were also assessed with fortresses and spacecraft being noted as not appearing in a great numbers in tournament lists. The spacecraft were not seen as large problem, but the lack of **Battle & Gunfortresses** was seen as an area which could be improved. The problem for fortresses was the poor save and its vulnerability to macro and titan killer shots. Options explored were improving the save, reinforced armour and a point's drop. Whilst these gave some impetus to choosing a fortress in a formation the fortresses were still seen as too fragile against initial fire. The resolution to this was to be found in the on going community development of the Gargant list. This was to give a further option to the **Oddboyz** character to allow them to add D3 powerfields to a **Battlefortress** or **Gunfortress**. This will give the unit more staying power for an upgraded cost. To balance out the extra cost, and not make fortresses over expensive, a small drop in their initial cost was included. Ork spacecraft are not seen in UK tournaments as they are not seen to be worth the points and only activate on a 3+, with this in mind, and to try and encourage them, **Killkroozers** were dropped in cost by 50pts.

Speed Freaks

All the proposed changes from the previous community review were accepted and nothing further was proposed. These were to increase the cost of **Big & 'Uge Speed Freak Warbands** as these have been shown to be more cost effective relative to similar formations. This was also the case with **Warbike Outriders** which were a superior choice to standard Kult of Speed Bikers without a cost increase. It had previously been noted that the **Battle & Gunfortresses** were under powered with some of the weapon systems that they face. As the Oddboy option from the main list could not be used a drop in points was implemented.

Feral Orks

All the proposed changes from the previous community review were accepted and nothing further was proposed. These included taking the carried troop fire fight ability off **Junkatrukks**; if Speed Freaks can't do it then Ferals can't. The cost of **Junkatrukk** formations was also upgraded as previously it was possible to build a larger speed list with Ferals than Speed Freaks. **Boarboyz** have been slowed down to 20cm as previously they could engage 50cm (25cm move + infiltrate) which was seen as too good for any single unit. To off set this the save for **Boarboyz** was increased to 5+. It was possible to play some very nasty versions

of the Feral list including masses of **Squig Catapults**. Whilst not universally approved, a restriction of 0-3 per size of formation was included to prevent over use of catapults. Another unit that was slightly under priced was the **Orkeosaurus** which was raised in cost by 25 points. The final formation which was looked at was the **Wildboyz** formation, this should be part of the mainstay for the army list, but with their lack of a fire fight value they were limited in their uses; to offset the increase in cost of the Orkeosaurus, and promote their use, a reduction in cost of 25 points has been added to **Wildboyz** formations.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer your query as best as possible.

Thank you

The EPIC UK Team