

BAD MOONS V1.04

Bad Moons Ork armies have a strategy rating of 3. All Bad Moons formations have an initiative rating of 3+.

The *Mob Rule* and *Power of the Waaagh!* rules apply to Bad Moons armies

Every Bad Moons army must include a Supreme Commander character known as a Warlord, the Warlord character is free and does not cost any points. If the army includes any Great Gargants, the Warlord must be added to one of them. If the army does not include any Great Gargants, the Warlord must be added to a Gargant, Flash Gitz or Nobz stand, if the army does not include any Great Gargants, Gargants, Flash Gitz or Nobz stands, the Warlord may be added to any unit.

Statement of Theme: This list represents the Bad Moons ork clan, it includes many units which convey the ostentatious wealth of the clan such as a Flash Gitz and Meganobz, however it loses access to allied units from other clans such as Kults of Speed and Stormboyz

BAD MOONS INDIVIDUALS

FORMATION TYPE	NOTES	COST
0-1 Tellyporta Array	<p>The Tellyporta Array permits the Ork player to place units into reserve, then teleport them into battle.</p> <p>The units placed in reserve must consist entirely of infantry units, Killa Kanz and Dreads.</p> <p>Oddboys are much too sensible to allow themselves to be tellyported, if a formation contains any Oddboys, it may not be tellyported</p> <p>Once per turn, the ork player may teleport any number of formations (up to a maximum of 20 stands total) into battle.</p> <p>The process is the same as for normal teleporting in terms of timing with the following exceptions:</p> <p>Firstly the ork player selects a point anywhere on the table and scatters it 2D6cm (it may not scatter off the table and will stop at the table edge in this case) Then all units in the teleported formation must deploy within 10cm of the point. If the point scatters such that not all units can remain outside enemy zones of control and within 10cm of the selected point, reposition the point by the shortest route so that all units can deploy within 10cm and outside enemy zones of control.</p>	50pts

BAD MOONS FORMATIONS

FORMATION TYPE	UNITS	COST			EXTRAS
Bad Moons Warband	Two Nobz units, Six Ork units and Two Grotz units	200	350	500	<p>Any number of Gorkanauts/Morkanauts for +100pts each</p> <p>Any number of `Ardwagons for +75pts each</p> <p>Any number of Stompas or Mega Dreads for +50pts each</p> <p>Any number of Flakkwagons or Dreads for +35 pts each</p> <p>Up to two Nobz units for 35pts each</p> <p>Up to two Flash Gitz units for 35pts each</p> <p>Any number of Big Gunz, Killa Kanz, or Boyz with an optional Grot for +25pts each</p> <p>Upgrade any number of Nobz units to Meganobz for +15pts each</p> <p>Add up to one Oddboy character to a Big Gunz or Ardwagon unit for +50pts</p>
Flash Gitz	One Kaptin Character, Four flash gitz units and two Grotz units	225	-	-	<p>Add up to five units of Flash Gitz for +35pts each</p> <p>Any number of `Ardwagons for +75pts each</p>
Meganobz	Four Meganobz units	200	-	-	<p>Add up to two units of Meganobz for +50pts each</p> <p>Any number of `Ardwagons for +75pts each</p>
Eavy Walker mob	Two of the following units: Gorkanaut, Morkanaut	225	-	-	Add up to two Gorkanauts/Morkanauts for +100pts each
Mekboy `Eavy Tanks mob	One of the following units: Kill Blasta, Kill Bursta	175	-	-	Add up to two Kill Blastas or Kill Burstas for +125pts each
Mekboy Walker Mob	Four of the following units: Mega Dreads, Stompas	225	375	-	<p>Any number of flakkwagons for 35pts each</p> <p>Up to one Oddboy for +50pts each</p> <p>Any number of Mega Dreads or Stompas for +50pts each</p> <p>Any number of Dreads or Flakkwagons for +35pts each</p> <p>Any number of Killa Kanz for +25pts each</p>
0-1 Kill Krooza	One Kill-Krooza	100	-	-	Upgrade to Battle-Krooza for free
Fighta Skwadron	Three Fighta Bommers	150	-	-	Add up to six additional Fighta Bommers for +50pts each
Bommer	One Bommer	150	-	-	Add one additional Bommer for +100pts
Gargant	One Gargant	600	-	-	
Great Gargant	One Great Gargant	800	-	-	

BAD MOONS REFERENCE SHEET

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Power Claw	(base contact)	Assault Weapon, MW +1A	<i>Character, Supreme Commander</i>
Kaptin	CH	n/a	n/a	n/a	n/a	Power Claw	(base contact)	Assault Weapon, MW +1A	<i>Character, Commander, Leader</i>
Oddboy	CH	n/a	n/a	n/a	n/a	Supa Zzap Gun OR Soopagun	60cm 60cm	MW3+, TKD3 2BP, MW	<i>Character, Replace one big gun weapon with either a Supa Zzap Gun, or a Soopagun</i>
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	<i>Formations that include at least one Ork unit do not receive blast markers for Grotz units that are killed, nor do they count Grotz units lost in an assault when working out who has won the combat</i>
Grotz	INF	15cm	n/a	6+	6+	Shootas	(15cm)	Small Arms	
Nobz	INF	15cm	4+	3+	5+	2x Big Shootas Big Choppas	30cm (base contact)	AP6+/AT6+ Assault Weapon, +1A	<i>Leader</i>
Meganobz	INF	15cm	4+	3+	4+	Kombi Weapons Power Claw	30cm (base contact)	2x AP5+/AT6+ Assault Weapon, MW +1A	<i>Reinforced Armour, Leader (if part of a formation consisting solely of Meganobz, the leader ability applies to the entire formation and is not tied to any specific stand. Additionally Meganobz formations receive a +1 modifier to rally, sustain fire, and advance rolls)</i>
Flash Gitz	INF	15cm	4+	3+	5+	Snazzguns AND	45cm (15cm)	AP4+/AT5+ Small Arms, +1A	
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota Kombat Klaws	30cm (base contact)	AP6+/AT6+ Assault Weapon, MW +1A	<i>Walker</i>
Dread	AV	15cm	4+	4+	5+	2x Big Shoota Kombat Klaws	30cm (base contact)	AP6+/AT6+ Assault Weapon, MW +1A	<i>Walker</i>
Mega Dread	AV	15cm	4+	3+	5+	1-3 Killcannon 0-2 Kombat Klaws	45cm (base contact)	AP5+/AT5+ Assault Weapon, MW +1A	<i>Reinforced Armour, Walker</i>
Flakwagon	AV	30cm	5+	5+	5+	Flakk Kannon	30cm	2x AP6+/AT6+/AA6+	<i>Transport (May carry up to one of the following: Boyz, Grotz, Nobz, Flash Gitz)</i>
Ardwagon	AV	30cm	4+	5+	4+	Kannon 3x Big Shootas	45cm 30cm	AP5+/AT5+ AP6+/AT6+	<i>Reinforced Armour, Transport (May carry up to four of the following: Boyz, Nobz, Flash Gitz, Meganobz. Meganobz count as two units each. May transport up to two units of grotz in addition to other units)</i>
Stompa	AV	15cm	4+	4+	4+	2-3 Big Gunz 0-1 Kombat Hammer AND	45cm 30cm (base contact)	AP5+/AT5+ AP5+/AT6+ Assault Weapon, MW +1A	<i>Reinforced Armour, Walker</i>
Morkanaut	WE	20cm	4+	4+	4+	Kustom Mega Kannon Twin Big Shootas Rokkit Launchers Klaw of Mork	45cm 30cm 30cm (base contact)	2x MW4+ AP5+/AT6+ AT4+ Assault Weapon, MW +1A	<i>DC2, 1 power field, Reinforced Armour, Walker, Transport (may carry one of the following: Boyz, Grotz, Nobz) Critical: Destroyed along with any embarked troops</i>
Gorkanaut	WE	20cm	4+	3+	4+	Defstorm Mega Shoota AND Twin Big Shootas Rokkit Launchers Klaw of Gork	45cm (15cm) 30cm 30cm (base contact)	4x AP4+/AT4+ Small Arms, +1A AP5+/AT6+ AT4+ Assault Weapon, MW +1A	<i>DC2, Reinforced Armour, Walker, Transport (may carry one of the following: Boyz, Grotz, Nobz) Critical: Destroyed along with any embarked troops</i>
Kill Bursta	WE	25cm	4+	6+	4+	Uge Kannon 2x Big Shoota	30cm 30cm	3BP, MW, Ignore Cover AP6+/AT6+	<i>DC3 Reinforced Armour, Critical: Destroyed, all units within 5cm take a bit on a 6+</i>
Kill Blasta	WE	25cm	4+	6+	4+	Giga Shoota 2x Big Shoota	45cm 30cm	8x AP4+/AT5+ AP6+/AT6+	<i>DC3 Reinforced Armour, Critical: Destroyed, all units within 5cm take a bit on a 6+</i>
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2-3 Soopagun 0-1 Supa Zzap Gun	30cm 60cm 60cm	MW4+, TK(1) 2BP, MW MW3+, TK(D3)	<i>Fearless, DC8, D3+3 Power Fields, Reinforced Armour, Walker. Critical: The Gargant catches fire, roll a D6 in the end phase for each fire, on a 5-6 the fire goes out, on a 1, another fire starts. Any fire not put out causes a point of damage</i>
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2x Big Gunz Soopagun 1-2 Twin Soopaguns 0-1 Lifa Droppa AND	30cm 45cm 60cm 60cm 60cm (base contact)	MW4+, TK(1) AP5+/AT5+ 2BP, MW 3BP, MW MW3+, TK(D3) Assault Weapon, TK(D3) +1A	<i>Fearless, DC12, D6+6 Power Fields, Reinforced Armour, Walker. Critical: The Gargant catches fire, roll a D6 in the end phase for each fire, on a 5-6 the fire goes out, on a 1, another fire starts. Any fire not put out causes a point of damage</i>
Fighta Bomma	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shoota Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Bomma	AC	Bomber	5+	n/a	n/a	Gun turrets Blasta Bombz	15cm 15cm	D3+3x AP5+/AA5+ D3+3BP FxF	<i>DC2, Reinforced Armour Critical: Destroyed</i>
Kill Kroozer	SC	N/A	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP, MW	
Battle Krooza	SC	N/A	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP, MW	<i>Slow and Steady</i>