

ORK ARMY LISTS

The Ork Army lists contained in the following pages allow players to build and use armies that reflect the most prominent Ork war hordes that fought in the war for Achill-Quag.

Gobgutz Badfang's Stompy Onslaught

This list represents the army of Warlord Badfang, and reflects his preference for walking machines of all shapes and sizes, as well as his wealth and power that allowed the Nobz in his army to obtain "Mega Armour".

Sun-Tzork's Grotling Waaaaaagh!

This list allows you to use the Grotling army of Warboss Sun-Tzork, the cunning Xenos strategist who out-flanked the Imperium at Complex 3 by using such unheard of tactics as "moving quickly" and "not shooting at everything in sight".

Harley Orkison's Speed Freaks

This list represents the army of Harley Orkison, the Ork Warboss who was amongst the first to rise to prominence in the war for Achill-Quag, at the head of his speed-obsessed horde. Orkison was the first Warboss to destroy and strip an Industrious Engine, was involved in more battles than any other Ork leader, and was the last Warlord of Achill-Quag.

Kolonel Sandorks' Blood Axe Tribe

This list allows you to play the army of Kolonel Sandorks, an Ork Warboss who was involved in most of the major battles of the war for Achill-Quag, but managed to avoid the attention of Inquisitor Lord Bernard Gui's Xenocide assassination task force. After the end of the war, Sandork's Blood Axes went into hiding, until they suddenly raided Port Alpha, stole a bulk transport, and escaped the system.

Albork Orkstein's Gargant Bigmob

This list represents the army led by Albork Orkstein, the mad mekkanik whose creations allowed Warlord Badfang to first invade and then almost capture the planet Achill-Quag. His obsession with making every gun and war machine as large as he possibly could led to the creation of many Gargants and Great Gargants, and even some Mega Gargants, great totemic war engines that are not normally encountered outside of the very largest war zones.

How To Use The Army Lists

The army list pages include 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.

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. 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.

Mob Rule

Orks believe that as long as there's a bunch of them 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 or Big Gunz units, receive a +1 modifier to any rally rolls that 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 Waaargh!

Orks are not noted for their organisational abilities, and thus will 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.

Ork Warlord

Most Ork armies must include a Supreme Commander 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 then the Warlord will join a Nob or Gargant unit.

The following army lists **do not** use this rule:

Sun-Tzork's Grotling Waaagh!

Harley Orkison's Speed Freaks

Albork Orkstein's Gargant Bigmob

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.

War Engine Transports

Ork War Engine Transports other than Aircraft may only transport units from the formations they are part of (ie, the rules for War Engine transports do not apply to them when using these army lists).

An exception to this rule is Ork Drop Rokks, which use the normal War Engine transport rules instead.

Gobgutz Badfang's Stompy Onslaught

Badfang's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

A maximum of one third of the points available to the army may be spent on Gargants, Aircraft and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	UPGRADE	EXTRAS
Warband	Two Meganobz and six Boyz and two Grotz	200	350	500	Any number of the following for 25pts each: Boyz unit (and one free Grotz unit), Big Gunz, Killa Kan, Flak Gunz. Any number of Dreadnoughts for +35pts each: Any number of Mega Dreads for +50pts each. 0-2 Meganobz for +35pts each. 0-1 Oddboy for 50pts (<i>may be added to Mega Dreads</i>) Any number of Kustom Stompas for +150pts each. Any number of Mekboy Stompas for +250pts each.
Stormboy Warhorde	Six Stormboyz units	150	250	—	None
Kommando Warband	Six Kommando units and three Warkoptas	225	375	500	Any number of Deth Koptas for +35pts each.
Mekboy Gunzmob	Five units from: Big Gunz, Flak Gunz	125	225	325	Any number of the following for +25pts each: Big Gunz, Flak Gunz. 0-1 Meganobz unit for +35pts Any number of Kustom Stompas for +150pts each. 0-1 Oddboy for +50pts
Mekboy Dreadmob	Four Dreadnoughts and four Killa Kans OR Four Mega Dreads	225	400	575	Any number of the following for +25pts each: Killa Kans, Flak Gunz, Big Gunz. Any number of Dreadnoughts for +35pts each: Any number of Mega Dreads for +50pts each. 0-1 Oddboy for +50pts (<i>may be added to Mega Dreads</i>)
Fighta Squadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	150	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Gargant	One Gargant	650	—	—	None
Great Gargant	One Great Gargant	850	—	—	None



Sun-Tzork's Grotling Waaaaaagh!

Sun-Tzork's Grotling Waaaaaagh! has a strategy rating of D6 (Randomise each time Strategy Ratings are checked!).

All formations have an initiative rating of 3+.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
0-1 Da Boss' Warband	One Ork Mega Grot Warboss, six Grot Gunnaz, six Grot Stabberz.	275	—	—	Add any number of the following for +15 pts each: Grot Gunnerz Grot Stabberz Up to one Wyrdboy for +50 pts
Grotling Warband	One Ork Boyz, six Grot Gunnaz, six Grot Stabberz.	175	325	475	Add any number of the following for 15 pts each: Grot Gunnerz Grot Stabberz Up to one Wyrdboy for +50 pts
Soopagunz Mob	Five Big Gunz	125	225	325	Up to one Oddboy for +50 pts Up to one Wyrdboy for +50 pts
Grot Launchers	Five Grot Bomb Launchers	125	225	325	None
Grot Tank Mob	Eight Grot Tanks	150	250	350	Add any number of Mega Grot Tanks for +50 pts each
Gargant Mob	Four Dreadnoughts and four Killa Kans	225	400	525	Up to one Mega Dreadnought for +50 pts
Great Gargant Mob	Four Mega Dreads	225	400	525	Any number of Killa Kans for +25pts each. Any number of the following for +35pts each: Dreadnought Any number of Mega Dreads for +50pts each. 0-1 Oddboy for 50pts (<i>may be added to Mega Dreads</i>)
Mega Gargant Mob	One Kustom Stompa	250	—	—	None

The epic tale of Sun-Tzork!

Sun-Tzork was a hopeless case, or so his tribe commonly believed; Instead of finding the biggest, noisiest, fastest, *Orkiest* method of helping to fight neighbouring tribes like any normal Greenskin, Sun-Tzork pursued a different 'est'...

Sun-Tzork was obsessed with being '*Da smartest*'.

For years, while his Tribe lost battle after battle, Sun-Tzork worked on a tactical opus of unsurpassed greatness which he named '*Da Smart of Waaa!*'. Within its unevenly folded pages, Sun-Tzork constructed a foolproof method of making war just as all-encompassing (In its own Orky way) as the Codex Astartes of the Imperium of Man. It was eventually completed not a moment too soon.

Defeated a final time in battle, most of the Warbands of Sun-Tzork's tribe lay down their gunz and swore to fight for their conqueror, Warboss Freeteef (*so named because he was so rich, for every tooth his enemies had, he had three times as many, all kept in an huge pile which he used to cower his enemies!*). Those Boyz who demanded Warboss Freeteef prove himself a final time before they would serve him trickled home to their village to make their last stand, where they were met by the determined Sun-Tzork.

Quickly taking control of the depleted Warbands in the usual manner observed amongst Orks (*big fists and a loud voice*), Sun-Tzork efficiently split up his Tribe's few remaining Boyz and placed them in charge of huge bands of Grots (*the Tribe's one resource which remained in plentiful supply*), as dictated by his tactical manual. Scraping together a selection of slower Dreadnoughts and Stompas which had been left behind by the Tribe on its ill-fated last attack, Sun-Tzork rallied his troops and marched to war.

Soon, Warboss Freeteef's army arrived to face the depleted tribe, and Sun-Tzork's first battle as a Warboss began. Over the following fifty-eight hours, endless waves of Grots (*herded into battle by confused Ork Boyz handlers*) assaulted Warboss Freeteef's army; thousands were cut down as they charged, but thousands more hopped and giggled their way towards the fighting. All the while the Shokk Attack units of the Big Gunz formations teleported scores more Grots and Snotlings directly into the heart of Warboss Freeteef's army.

When the insane din of the battle finally died down, Sun-Tzork found himself victorious, his precious '*Da Smart of Waa!*' vindicated at last with the ultimate tribute; Warboss Freeteef laid down his guns and swore to fight for the military genius who had defeated his grand tribe.

Within months, Sun-Tzork ruled a large section of the continent, and within three years he came to the notice of the supreme ruler of his planet, Ork Warlord Gobgutz Badfang, who demanded he join in on the attack against the 'Mek Planet' Achill-Quag. Sun-Tzork never forgot his surprise use of Grots during his first battle as Warboss, or his '*Da Smart of Waa!*'; and he was to use both many times during his long and successful career as a Warboss.

Harley Orkison's Speed Freaks Clan

Orkison's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+. A maximum of one third of the points available to the army may be spent on Aircraft and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	UPGRADE	EXTRAS
Speed Freak Warband	One Nobz, three Boyz, and four Trukks. Plus any four of the following units: Buggies, Warbikes, Skorchas.	200	375	550	Any number of the following for 25pts each: Boyz unit (and one free Trukk), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz. Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz. 0-1 Nobz (and one free Trukk) for +25pts 0-1 Mekboy Speedsta for +50pts
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	Any number of the following for +25pts each: Buggies, Warbikes, Skorchas Any number of the following for +35pts each: Deth Koptas, Flakwagonz, Gunwagonz. 0-1 Mekboy Speedsta for +50pts
Warbike Outriders	Five Warbike units	150	250	350	No extra units allowed. All units receive the scout ability for no extra cost.
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz.	150	250	350	Any number of the following for +25pts each: Buggies, Warbikes, Skorchas Any number of the following for +35pts each: Gunwagonz, Deth Koptas, Flakwagonz 0-1 Nobz unit for +35pts 0-1 Mekboy Speedsta for +50pts 0-1 Gunfortress for +125pts
Fighta Squadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Landa	One Landa	200	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +100pts
Fortress Mob	Any two of the following: Battlefortress, Gunfortress	275	475	675	Any number of Boyz units for +25pts each Any number of Flakwagonz for +35pts each 0-1 Nobz for +35pts 0-1 Battlefortress for +115pts 0-1 Gunfortress for +125pts

Mekboy Bad Ork Bikerboy

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

Warbiker 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. Any left over trucks are lost if not loaded with a Big Gun upgrade.



Above: The Imperial recapture of Port Alpha.

Warboss Harley Orkison is presumed to have died during the battle, although his corpse was never found.

Kolonel Sandorks' Blood Axe Tribe

Sandorks' army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

A maximum of one third of the points available to the army may be spent on Gargants, Aircraft and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Blood Axe Warband	Two Nobz and six Kommados and two Grotz	225	375	525	<p>Any number of the following for 25pts each: Grotz, Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagons, Gunwagons, Lobbawagonz</p> <p>Any number of Warkoptas for +50pts each Any number of Big Wagons for +75pts each Any number of Mega Warkoptas for +125pts each Any number of Gunfortresses for +135pts each</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +25pts each)</p> <p>0-1 Oddboy for +50pts</p> <p>0-1 Drop Kan for free</p>
Stormboy Warhorde	Six Stormboyz units	150	—	—	<p>Any number of the following for +25pts each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas</p> <p>Any number of Deth Koptas for +35pts each. Any number of Warkoptas for +50pts each Any number of Mega Warkoptas for +125pts each</p> <p>0-1 Drop Kan for free</p>
Kommando Warband	Six Kommando units and three Warkoptas	225	375	500	Any number of Deth Koptas for +35pts each.
Airborne Kult of Speed	Six Deth Koptas	200	350	500	Any number of Flakwagons for +35pts each
Blitz Brigade	Any four of the following units: Gunwagons, Flakwagonz, Lobbawagonz	150	250	350	<p>Any number of the following for +25pts each: Buggies, Warbikes, Skorchas</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagons, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts 0-1 Gunfortress for +135pts</p>
Tankaz	Three Big Wagonz	225	425	625	<p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagons, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts 0-1 Gunfortress for +135pts</p>
Mekboy Gunzmob	Five Big Gunz or Lobbaz	125	225	325	<p>Any number of the following for +25pts each: Big Gunz, Lobbaz</p> <p>Any number of the following for +35pts each: Battlewagonz, Flakwagons</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +25pts each) 0-1 Oddboy for +50pts</p>
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	150	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Gargant	One Gargant	650	—	—	None
Great Gargant	One Great Gargant	850	—	—	None

Albork Orkstein's Gargant Bigmob

Gargant Bigmob armies have a strategy rating of 3. All formations have an initiative rating of 3+.

Each Gargant or Great Gargant chosen allows the player to select up to three other non-Gargant formations.

Each Mega Gargant chosen allows the player to select up to four other non-Gargant formations.

A maximum of one third of the points available to the army may be spent on Drop Rok, Aircraft, and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	‘UGE	EXTRAS
Gargant Mob	One Mega Gargant One Great Gargant One Gargant	1000 850 650	-	-	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each. 0-1 Kustom Upgrade for free 0-1 Big Kustom Upgrade for +50pts Mega Gargants may not take Kustom or Big Kustom Upgrades.
Supa Stompa Mob	One Supa Stompa	325	600	875	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each. 0-1 Kustom Upgrade for free 0-1 Big Kustom Upgrade for +50pts
Loota Warband	Six Boyz, Two Grots And Also: Two Big Gunz OR Two Killa Kans	175	325	450	Any number of Killa Kans or Big Gunz for +25pts each. 0-1 Nobz unit for +35pts Any number of the following for +35pts each: Battlewagonz, Flakwagonz, Dreadnoughts 0-1 Oddboy for +50pts 0-1 Battlefortress for +115pts or Gunfortress for +125pts A Loota Warband Oddboy may take: 0-1 Kustom Upgrade for free or 0-1 Big Kustom Upgrade for +50pts
Drop Rok	One Drop Rok	200	-	-	None
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	150	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts

KUSTOM UPGRADE (Select one upgrade from the Kustom Upgrade list. Replaces one arm or belly weapon)	RANGE	FIREPOWER	NOTES
Gatling Kannon	45cm (15cm)	4x AP5+ / AT6+ EA +2, Small Arms	Fixed Forwards
Bigga Generatas	-	-	Add 2xD3 extra Power Fields
Megalobba	60cm	D3+3BP	Fixed Forwards
Mega Choppa	Base Contact 45cm	Assault Wpn, Extra Attacks (+1), TK (D3) and AP5+ / AT5+	If added to an Oddboy Character, change CC rating to 3+
Supa Zzapp Gun	60cm	MW3+	Titan Killer (D3), Fixed Forwards
Snappa	Base Contact (15cm)	Assault Wpn, First Strike, EA(+1), TK or Small Arms, First Strike, EA(+2)	May be fitted as a replacement for a Belly Gun only. Fixed Fwd.

BIG KUSTOM UPGRADE (Select one upgrade from the Big Kustom Upgrade list, or from the Kustom Upgrade list, Replaces one arm or belly weapon)	RANGE	FIREPOWER	NOTES
2x Grot Guided Mega Missile	Unlimited	MW3+	Titan Killer (D3), One Shot, Macro Weapon, Indirect, Fxd Fwd.
Transporta	-	-	The Gargant gains a Transport capacity of 2 Infantry Units per point of Damage Capacity, plus 1 extra grot unit for every 2 points of Damage Capacity. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot). In addition the Gargant gains +5cm speed.
Wyrdboy Tower	45cm	AA5+	Macro Weapon. Does not replace a weapon like the other Upgrades, but is in addition to it.

Self-Planetfall

Self-Planetfall works exactly like the Planetfall ability; however a Spacecraft is not required in order to use this ability.

You must pre-plot the turn and location of arrival as with a normal Planetfall.

On the designated turn the SelfPlanetfalling unit is activated in the normal activation sequence. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next turn. If the activation is successful, place the formation at the plotted location and determine scatter distance as normal, before undertaking its activation.

Oddboyz and Kustom Upgrades

Each Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Kustom Upgrade option.

Each Big Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Big Kustom Upgrade or one Kustom Upgrade.

Oddboy Characters can also take Kustom Upgrades and Big Kustom Upgrades.

In this list, Oddboy Characters may be added to Battlefortresses, where they do not replace a Big Gun weapon as normal. However they may only do so if they select the "Bigga Generatas" Kustom Upgrade.

Mekboy Big Boss

Every Gargant Bigmob army must include a Supreme Commander called a Mekboy Big Boss. The Bad Ork Bikerboy is a free unit; you don't have to pay any points for it and it can be added to any Mega Gargant or Great Gargant.

Orkbert Orkstein's Gargant Bigmob

The Gargant Bigmob army is amongst the rarest type of Ork war horde encountered in the galaxy. It requires a special combination of circumstances in order to be built and sustained for any length of time. These circumstances came together perfectly on the planet Achill-Quag, as more than forty Gargants of all types and sizes were simultaneously active at the height of the war, an almost unheard of number of large war engines for such a comparatively small conflict.

During the war for Achill-Quag, Big Mek Orkstein used his Gargants in two main ways, firstly by sending Gargants out to be used and supported by Warbosses in a conventional manner, as they are often seen, but secondly by combining some of his best Gargants together in squadrons of up to ten war engines, known as "Gargant Bigmobs" by the awestruck Orks who saw these rare military groupings.

Although the Gargant Bigmobs achieved considerable and repeated successes, they fell at the last hurdle, during the *Battle for the Walls*. Convinced that final victory was at hand, Ork Warlord Gobgutz Badfang ordered every element of his army to make a frontal assault and crack the Imperium's last line of defence. However, careful tactics by the Titans of the Legio Destructor, as well as the sheer volume of defensive gunfire, meant that the Gargant Bigmobs were stymied. Those that did not flee were disabled, and then put beyond the hope of repair as the Imperial counter-attack mounted over the following weeks and months.

As part of his escape from Achill-Quag at the end of the war, Big Mek Orkstein was able to save at least 20 Gargants from destruction, and went on to use them in several more wars over the following years. By the time of his involvement in the war for planet Armageddon, Orkstein was in command of 30 Gargants, several of them being veterans of the conflict for Achill-Quag, whilst others had been newly built from the spoils of captured moons and planets.



Common Ork Units

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Warlord	Character	n/a	n/a	n/a	n/a	Big Choppas	(Base Contact)	Assault Wpn, Extra Attacks+1, Macro Weapon	<i>Character, Supreme Commander</i>
Ork Oddboy	Character	n/a	n/a	n/a	n/a	Supa Kannon OR Big Zzappa	60cm 60cm	2BP, Macro Weapon MW3+, Titan Killer (D3)	<i>Character (May be added to: Big Gun unit, Megadread)</i>
Ork Nobz	Infantry	15cm	4+	3+	5+	2x Big Shootas Big Choppas	30cm Base Contact	AP6+ / AT6+ Assault Weapons, Extra Attacks +1	<i>Leader</i>
Ork Boyz	Infantry	15cm	6+	4+	6+	Sluggas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Ams Assault Weapons AP6+ / AT6+	
Ork Grotz	Infantry	15cm	none	6+	6+	Shootas	(15cm)	Small Ams	<i>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.</i>
Ork Stormboyz	Infantry	30cm	6+	4+	6+	Shootas Choppas	(15cm) (Base Contact)	Small Ams Assault Weapons	<i>Jump Packs, Scouts</i>
Ork Kommandos	Infantry	15cm	6+	4+	6+	Shootas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Ams Assault Weapons AP6+/AT6+	<i>Scouts, Infiltrators</i>
Ork Warbikes	Infantry	35cm	5+	4+	6+	Twin Big Shootas	15cm	AP5+ / AT5+	<i>Mounted</i>
Ork Warbuggy	Light Vehicle	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+ / AT6+	
Ork Skorcha	Light Vehicle	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignores Cover	
Ork Deth Kopta	Light Vehicle	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+ / AT6+	<i>Skimmer</i>
Ork Flakwagon	Armoured Vehicle	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+ / AT6+ / AA6+	<i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>
Ork Battlwagon	Armoured Vehicle	30cm	5+	6+	5+	2x Big Shootas	30cm	AP5+ / AT6+	<i>Transport (2 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 1 Grot unit in addition to other units)</i>
Ork Gunwagon	Armoured Vehicle	30cm	5+	5+	5+	Big Gun	45cm	AP5+ / AT5+	<i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>
Ork Big Gun	Infantry	10cm	none	6+	5+	Big Gun	45cm	AP5+ / AT5+	
Ork Killa Kan	Armoured Vehicle	15cm	5+	5+	6+	Big Shoota Kombat Klaws	30cm (Base Contact)	AP6+ / AT6+ Assault Weapon, Macro-Weapon, EA (+1)	<i>Walker</i>
Ork Dreadnought	Armoured Vehicle	15cm	4+	4+	5+	2x Big Shootas Kombat Klaws	30cm (Base Contact)	AP6+ / AT6+ Assault Weapon, Macro-Weapon, EA (+1)	<i>Walker</i>
Ork Battlefortress	War Engine	30cm	4+	4+	4+	4x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (8 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>
Ork Gunfortress	War Engine	30cm	4+	4+	4+	5x Twin Big Shootas 3x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (4 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>
Gargant	War Engine	15cm	4+	3+	3+	Gaze of Mork 2-3x Soopaguns 0-1x Supa-Zap Gun 0-1x Mega Choppa	30cm 60cm 60cm 45cm (Base Contact)	MW4+, Titan Killer (1) 2BP, Macro Weapon, Fixed Forward Arc MW3+, Titan Killer (D3), Fixed Forwards Arc AP5+ / AT5+, Fixed Forwards Arc and Assault Weapon, Titan Killer (D3), EA +1	<i>D3+3 Power Fields, DC8. Critical : A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 3 Soopaguns, or 2 Soopaguns & 1 Mega Choppa, or 2 Soopaguns & 1 Supa-Zap Gun.</i>
Great Gargant	War Engine	15cm	4+	3+	3+	Gaze of Mork 2x Big Gunz 1x Soopagun 1-2x Twin Soopagun 0-1x Lifta Droppa	30cm 45cm 60cm 60cm 60cm (Base Contact)	MW4+, Titan Killer (1) AP5+ / AT5+ 2BP, Macro Weapon, Fixed Forward Arc 3BP, Macro Weapon, Fixed Forward Arc MW3+, Titan Killer (D3), Fixed Fwrds Arc and Assault Weapon, Titan Killer (D3), EA +1	<i>D6+6 Power Fields, DC12. Critical : A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 2 Twin Soopaguns, or 1 Twin Soopagun & 1 Lifta Droppa.</i>
Fighta Bommer	Aircraft	Fighter Bomber	6+	n/a	n/a	Heavy Shootas Tankbuster Rokkits	15cm 30cm	AP5+ / AA5+ AT4+	
Landa	War Engine, Aircraft	Bomber	5+	6+	4+	Gun Turrets 2x Tankbuster Rokkits	15cm 30cm	D6 + 3x AP5+ / AA6+ AT4+	<i>DC3, Critical: The Landa is destroyed killing all aboard. Planefall, Reinforced Armour, Transport (10 Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies, Skorchas, Deth Koptas, Killa Kans Dreadnoughts. All Light vehicles and Dreadnoughts take up 2 slots each. Plus 4 Grot units in addition to other units)</i>
Kill Kroozzer	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP	<i>Transport (40 units, plus as many Drop Kans as are necessary to carry them).</i>
Battlekroozzer	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP	<i>Transport (168 units, plus as many Drop Kans as are necessary to carry them, and also 12 Landas). Slow and Steady.</i>

New Common Ork Units

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	Damage Capacity 3. Critical: Destroyed along with all aboard. Transport: 6 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.
Mega Dread	Armoured Vehicle	15cm	4+	4+	4+	0-2 Big Gun 0-2 Rippa Klaw 2x Big Shoota	45cm (Base Contact) 30cm	AP5+ / AT5+ Assault Weapon, Macro-Weapon, EA (+1) AP6+ / AT6+	Walker, Reinforced Armour. May be armed with 2 Big Guns, 2 Rippa Klaws, or 1 of each (i.e. No more than 2 arm weapons in total)
Kustom Stompa	War Engine	15cm	4+	4+	4+	Supa-Gattler Soopagun Supa-Rokkit Mega Choppa	45cm 60cm 90cm (Base Contact)	3x AP4+ / AT5+, Slow Firing, Forward Arc 2BP, Macro-Weapon Forward Arc AT4+, Forward Arc Assault Weapon, EA (+1), Titan Killer (D3)	DC4. Critical: Suffer an extra point of damage (And roll again to see if that point of damage is also Critical) Fearless, Walker Reinforced Armour. Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz, Plus 2 Grot units in addition to other units)
Ork Warkopter	Light Vehicle	35cm	5+	6+	6+	2x Big Shoota	30cm	AP6+ / AT6+	Skimmer, Transport (2 from: Boyz, Kommandos or Nobz, Plus 1 Grot unit in addition to other units, May not carry Meganobz)

Unique Units - Gutgrub Badfang's Stompy Onslaught

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Meganobz	Infantry	10cm	4+	3+	4+	Shootas Big Choppas 3x Big Shootas	(15cm) (Base Contact) 30cm	Small Ams Assault Weapons, Extra Attacks+1, Macro Wpn AP6+ / AT6+	Leader, Reinforced Armour. Counts as two Nobz units for transport purposes.
Mekboy Stompa	War Engine	15cm	4+	4+	4+	Gaze of Mork Soopagun Lifta-Droppa Mega Choppa	30cm 60cm 60cm (Base Contact) (Base Contact)	MW4+, Macro-Weapon 2BP, Macro-Weapon Fixed Forward Arc MW3+, Titan-Killer (D3) Forward Arc and Assault Weapon, Extra Attacks (+1), TK(D3) Assault Weapon, Extra Attacks (+1), TK(D3)	D3 Power Fields DC4. Critical: As Kustom Stompa. Fearless, Walker Reinforced Armour. Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz, Plus 2 Grot units in addition to other units)
Flak Gunz	Inf	10cm	None	6+	5+	Flak Gun	30cm	2x AP6+ / AT6+ / AA6+	Counts as a Big Gun for transport purposes.

Unique Units - Sun-Tzork's Grotling Waaaaagh!

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Mega Grot Warboss	Infantry	15cm	6+	4+	6+	Big Shoota	30cm	AP6+ / AT6+	Supreme Commander, Counts as an Ork Unit for the purposes of using the Grot's Blast Markers rule.
Grot Gunnerz	Infantry	10cm	None	7+	5+	Shootaz Feeble little fists	(15cm) (Base Contact)	Small Ams Assault Weapons	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.
Grot Stabberz	Infantry	15cm	None	5+	7+	Chippas Scavenged Pistolz	(Base Contact) (15cm)	Assault Weapons Small Ams	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.
Grot Bomb Launcher	Light Vehicle	25cm	None	7+	—	Grot Bomb	45cm	AP4+ / AT6+, One Shot	
Grot Tank	Light Vehicle	Special	5+	6+	5+	Twin Big Shoota	30cm	AP5+ / AT6+	For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action
Grot Mega Tank	Armoured Vehicle	Special	5+	6+	4+	Boom Kannisters 2x Twin Big Shoota 3x Big Shoota	(15cm) 30cm 30cm	Small Ams AP5+ / AT6+ AP6+ / AT6+	For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action

Unique Units - Harley Orkison's Speed Freaks Clan

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mekboy Bad Ork Bikerboy	Infantry	40cm	5+	4+	5+	Sawn-off Kustom Blasta Choppa Blades	15cm (15cm) (Base Contact)	MW5+ and Small Ams, Macro-Weapon, Extra Attacks +1 Assault Weapons, Macro-Weapon, EA +1	Mounted, Invulnerable Save, Supreme Commander
Ork Warbiker Nobz	Infantry	35cm	4+	3+	5+	2x Big Shootas Big Choppas	30cm Base Contact	AP6+ / AT6+ Assault Weapons, Extra Attacks +1	Mounted, Leader.
Mekboy Speedsta	Armoured Vehicle	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	D3 Power Fields
Trukk	Light Vehicle	35cm	5+	6+	Na	None	—	—	Transport (1 from the following: Boyz, Nobz Grots, Big Gun)

Unique Units - Kolonel Sandorks' Blood Axe Clan

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Lobba	Infantry	10cm	n/a	6+	6+	Lobba	45cm	1BP	
Big Wagon	Armoured Vehicle	25cm	4+	5+	4+	3x Big Guns	45cm	AP5+ / AT5+	Reinforced Armour, Transport (1 from the following: Grots, Boyz, Kommandos, Nobz, Big Gun, may carry one Grot unit in addition to other units)
Lobbawagon	Armoured Vehicle	25cm	6+	6+	6+	Lobba	45cm	1BP	
Mega Warkopter	War Engine	35cm	4+	5+	4+	3x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	DC3. Skimmer, Transport (6 from the following: Boyz, Kommandos, Nobz, Grots, 0-1 Big gun. May carry 4 Grots in addition to other units). Critical Hit Effect: The Mega Warkopta is destroyed and crashes, killing all aboard.
Drop Kan	Drop Pod	n/a	n/a	n/a	n/a	None	—	—	Planefall, Transport (One Mob that includes only: Nobz, Boyz, Grotz, Stormboyz, Kommandos, Killa Kanz Dreadnoughts). Any troops carried in the Drop Kan must disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation and all units must disembark within 15cm of the Drop Kan. Once the Drop Kan has disembarked its passengers, it is removed from play without generating a Blast Marker

Unique Units - Albork Orkstein's Gargant Bigmob

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mekboy Big Boss	Character	-	-	-	-	Big 'Ammer Kustom Shoota	(base contact) (15cm)	Assault Weapon, Macro Weapon, EA (+1) Small Ams, Macro Weapon, EA(+1)	<i>Supreme Commander</i>
Kustom Upgrade	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Kustom Upgrade</i>
Big Kustom Upgrade	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Big Kustom Upgrade or a Kustom Upgrade</i>
Drop Rok	WE	Immobile	5+	6+	5+	2x Twin Big Shoota 2x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>Damage Capacity 3 Reinforced Armour, Self-Platf'd, Transport (20 Infantry + 8 Grots. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Kill a Kans only take up 1 Infantry slot)</i>
Mega Gargant	WE	15cm	4+	3+	4+	Gaze of Mork 2x Supa Zzap Gun Soopagunz Mega Kannon 2x Grot Mega Missile 2x Kombat Arms Wyrdboy Tower	30cm 60cm 60cm 75cm Unlimited (base contact) 45cm	MW4+, Fixed Fwd MW3+, Titan Kaller (D3), , Fixed Fwd 8BP, Macro Weapon, Fixed Fwd 2BP, Macro Weapon, Fixed Fwd MW3+, TK(D3), One Shot, Indirect, Fxd Fwd Assault Wpn, MW, EA (+1), TK(D6) AA5+, Macro Weapon	<i>Damage Capacity 16 D6+6 Power Fields Walker, Fearless. Critical Hit : Fires, as with Great Gargant.</i>
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	<i>Damage Capacity 3 Critical: Destroyed along with all aboard. Transport: 6 Stomboyz units. Stomboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for the turn.</i>

Ork Glyph

MEGA DREAD

The Ork “Mega Dreadnought” is a large walking battle machine that appears with relative frequency amongst the hordes of Badfang’s Orkish armies. Most often armed with a large battle cannon and a savage claw arm, dedicated fire support and close combat specialist Mega Dreads are not uncommonly encountered.

During the entire war for Achill-Quag, it is estimated that around thirty-five thousand unique Ork Mega Dreads were encountered by the forces of the Imperium, often on many different occasions. Making an exact tally of the Mega Dreads available to the Orkish horde at any one time was an extremely difficult task for Mechanicus Analyticae, as in addition to the usual troubles brought by the fog of war the Mega Dreads were often modified extensively between battles.

MEGA DREAD				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower		Notes
0-2 Big Gun	45cm	AP5+ / AT5+		Macro-Weapon, Extra Attacks (+1)
0-2 Rippa Klaw	(Base Contact)	(Assault Weapon)		
2x Big Shoota	30cm	AP6+ / AT6+		

Notes: Walker, Reinforced Armour. May be armed with 2 Big Guns, 2 Rippa Klaws, or 1 of each weapon.

Ork Glyph

KUSTOM STOMPA

The Kustom Stompa is a large war engine, of comparative size to the Supa Stompas found in many Ork Hordes across the galaxy. However it is a somewhat more primitive machine, carrying less sophisticated weaponry, and entirely lacking the power field generators that can protect Supa Stompas from even the most

destructive Titan class weapons.

The empty spaces within the Kustom Stompa’s hull comes in useful for the Orks however, as it can be used as a super-heavy transport within which the Orks can hide, before boiling out towards the enemy once their huge transport reaches its destination (Or is destroyed, the Orks generally do not care which occurs as long as there is fighting going on!).

KUSTOM STOMPA				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower		Notes
Supa-Rokkit	90cm	AT4+		Forward Arc
Supa-Kannon	60cm	2BP		Macro Weapon, Forward Arc
Supa-Gattler	45cm	3x AP4+ / AT5+		Slow Firing, Forward Arc
Mega Coppa	(Base Contact)	(Assault Weapon)		Titan Killer (D3), Extra Attacks (+1)

Notes: Damage Capacity 4. Fearless, Walker, Reinforced Armour, Transport (4 From the following list: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other transported units).

Ork Glyph

WARKOPTA

Ork Warkoptas are a lightly armoured transport rotorcraft, generally equipped with a pair of light support guns. The war for Achil-Quag saw thousands of Warkoptas constructed by the invading forces. Mostly put into use by Kommando warbands seeking to outflank their opponents, or close with them before they could react.

After the war for Achill-Quag, the skies had been clear for months, until suddenly Kolonel Sandorks led a massive attack by warbands mounted mostly in Warkoptas. Without warning, they swiftly overran the landing plain at Port Alpha and captured a bulk transport spacecraft.

Hundreds of Warkoptas flew directly into the transport’s gaping cargo hold, in a carefully prepared attack that allowed the Orks to take control of the small spacecraft. Within minutes, they had blasted off and were heading out of the Achill system, long before Skitarii forces were able to deploy in reaction.

WARKOPTA				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range	Firepower		Notes
2x Big Shoota	AP6+ / AT6+			

Notes: Skimmer, Transport (2 from the following list: Boyz, Kommandos, Nobz, plus 1 Grot unit in addition to other units)

Ork Glyph

MEGANOBZ

Almost all Orks aspire to one day be the nastiest lump of muscle, armour and guns on two feet in their whole warband (and those that don't want to be that awesome are generally

dead).

Such heavily-equipped Orks are known as Mega Armoured Nobz, or "Meganobz" for short. What they lose in speed (weighed

down as they are by half a tonne of metal slabs crudely stapled to their flesh), they gain in firepower, close combat abilities, and general survivability.

Only the very richest and toughest Orks can afford to equip themselves in such a manner (not to mention hang on to their gear once it has been constructed), and happily for their enemies, Ork Meganobz are comparably rare.

MEGANOBZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	4+	3+	4+
Weapon	Range	Firepower		Notes
Big Choppas 3x Big Shootas	(Base Contact) 30cm	Assault Weapons AP6+/AT6+		Extra Attacks (+1), Macro Weapon

Notes: Leader, Reinforced Armour. Counts as two Nobz units for transport purposes.

Ork Glyph

MEKBOYSTOMPA

Mekboy Stompas are War Engines, of a comparable size to Kustom Stompas. However, as the personal vehicle of a cunning Oddboy, they tend to be armed with a Lifta-Droppa,

intended to assist in the post-combat tasks of disassembling the

enemy's destroyed vehicles and re-building them for use by the Ork horde. Lifta-Droppas can also be used in a battlefield role, using their traktor beams to throw enemy vehicles into the air, or tear chunks off of larger war engines.

One of the most dangerous Ork war engine in its class, Mekboy Stompas were a plague on the Industius Engines of Achill-Quag.

MEKBOYSTOMPA				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower		Notes
Lifta Droppa	60cm <i>and</i> (Base Contact)	MW3+ Assault Weapons		Titan Killer (D3), Fixed Forwards Arc Extra Attacks (+1), Titan-Killer (D3)
Soopagun	60cm	2BP		Macro Weapon, Fixed Forwards Arc
Gaze of Mork	30cm	MW4+		Titan Killer, Fixed Forwards Arc
Mega Choppa	(Base Contact)	Assault Weapon		Extra Attacks (+1), Titan-Killer (D3)

Notes: Damage Capacity 4. Fearless, Walker, Reinforced Armour, Transport (4 From the following list: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other transported units.

Ork Glyph

FLAK GUN

Ork armies often go to war at speed, using vehicles such as Trukks and Battlewagons so as to close with the enemy as fast as possible, and in order to keep up with the main battle lines

most of the anti-aircraft guns encountered in Ork armies are mounted on such vehicles.

A few Ork armies tend to concentrate on using slower, more destructive weaponry and vehicles however, and in those

warbands it is considered a waste of resources to use so-called "Flak wagons", as in their enthusiasm they would soon outpace the infantry they were meant to be supporting, and so infantry-operated Flakk Guns are not uncommon in some styles of Ork hordes.

Although they lack in speed, and even in armour, their ability to lie concealed in woods and buildings makes infantry-crewed Flakk Guns an Orkish asset to be feared.

FLAK GUN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	5+
Weapon	Range	Firepower		Notes
2x Flak Gun	30cm	2x AP6+/AT6+/AA6+		

Notes: Counts as a Big Gun unit for transport purposes.

Ork Glyph

ORK MEGA GROT WARBOSS

Of all the Ork Warbosses in the galaxy, as far as the Imperium is aware, amongst the very rarest must certainly be those who name themselves Mega Grot Warbosses.

In taking command of a horde of the diminutive greenskins known as Grots or Gretchin, such Warbosses do not possess the kind of raw combat power that is so easily wielded by most Ork leaders, but instead must rely on sheer weight in numbers to win their battles.

On Achill-Quag, the Warboss known as Sun-Tzork intentionally took control of as many Grots as he could lay his hands on, in order to undertake attacks that required the two attributes that Grots have in great numbers : Sneakyness, and overwhelming numbers!

Sun-Tzork was one of the few senior Ork Warbosses who escaped Achill-Quag at the end of the war, and he continues to elude Imperial termination, despite the efforts of his nemesis Inquisitor Lord Bernard Gui.

ORK MEGA GROT WARBOSS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower		Notes
Big Shoota	30cm	AP6+/AT6+		

Notes: Supreme Commander. Counts as an Ork unit for the purposes of using the Grots' Blast Markers rule.

Ork Glyph

GROTZ

In most Ork armies, Grots are viewed as a rather useless underclass, shoved to the front of battle lines in order to distract the enemy, giving the real Ork fighters enough time to charge and get stuck in to the business of bashing their enemies in the face with large weapons. Such a use of Grots tends to see them herded into battle without organisation, planning, or care.

However, some Orkoid armies are actually composed mostly of these gibbering little creatures, and in such hordes they tend to separate out along tactical lines into two distinct types of "squad" (if such a formal term of organisation can be said to apply to the unruly Grotlings): The "Gunnerz" and the "Stabberz".

As is implied by their name, Grot Gunnerz are groups of the diminutive greenskins that have managed to obtain a supply of (fairly) reliable firearms. Through weight in numbers rather than accuracy, such groupings of Grots can present a moderate level

of danger to the unwary foe, to the extent that small groups have been known to take on squads of Imperial Guardsmen in a firefight with a moderate chance of winning. Encumbered as they are by extra guns and ammunition, Grot Gunnerz are slightly slower than most foot troops tend to be, at least in part because they have a tendency to stop and squabble over who owns which weapon every few minutes.

Just as all Orks look down upon Grots as inferior and view their lives as largely worthless (morally, if not tactically), so to do all Grot Gunnerz look down upon their less fortunate brethren, the Grot Stabberz. Within Ork society, Grot Stabberz are the basest of skum, the menial drudges that serve their overlords hand and foot, all for the crime of having been born small, weak, and without the feral cunning to steal themselves a gun. The downtrodden Grot Stabberz are thus amongst the angriest of all greenskins, and at close quarters will unleash frenzied attacks that surprise foes with their ferocity and persistence.

GROT GUNNERZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	7+	5+
Weapon	Range	Firepower		Notes
Shootas	(15cm)	Small Arms		
Feeble Little Fists	(Base Contact)	Assault Weapons		

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.

GROT STABBERZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	5+	7+
Weapon	Range	Firepower		Notes
Chippas	(Base Contact)	Assault Weapons		
Scavenged Pistolz	(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 Glyph

GROT BOMB LAUNCHER

Grots are not renowned as the cleverest of life forms in the galaxy, and often their spark of intelligence burns so low that they are not really self-aware in the sense that a human would understand.

Still, this fact tends to be useful when a battle occurs, as the dimmest of Grots are strapped onto explosive rockets known as Grot Bombs by slightly cleverer Grots, and are then told that if they steer their rocket into an enemy formation they'll never

have to do menial chores ever again, and are then launched into the sky on a column of fire and smoke.

Enthusiastic about their newfound calling, and energised by the sensation of flying at hundreds of miles per hour, Grot Bomb pilots tend to be surprisingly accurate, diving their temporary steeds down to explode amongst hostile armies with glee in their eyes.

Generally towed into range before firing on the back of small buggies or trucks, Grot Bombs are effective weapons when used against infantry or light vehicle target formations.

GROT BOMB LAUNCHER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	25cm	None	9+	9+
Weapon	Range	Firepower		Notes
Grot Bomb	45cm	AP4+ / AT6+		One Shot

Notes: None.

Ork Glyph

GROT TANK

Just as with their larger cousins the Orks, sometimes an individual Grot will develop naturally to be smarter or more able than their compatriots in some manner, and so become a Grot Oddboy. Such Grots normally find themselves seeking to be of service to an Ork who feels a similar calling, and so a technically minded Grot Oddboy will seek out an Ork Mekboy to work for, whilst a psychically-sensitive Grot will search for an Ork Wyrdboy to hang around with, and so on.

However, sometimes, if a Grot is particularly independent in spirit, or if there are no suitable Ork masters around, a Grot Oddboy will simply set himself up as a specialist in Ork society and get on with his chosen job as best he can manage. And so, whilst Ork Mekboys will construct gunwagons and trucks to assist their armies, Grot Mekboys will construct more modest creations such as Grot Tanks.

Mechanically unpredictable, and often as dangerous to crew as their are to fight against, Grot Tanks are amongst the very least feared opponents by the soldiers of the Imperium.

GROT TANK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	SPECIAL	5+	6+	5+
Weapon	Range	Firepower		Notes
Twin Big Shoota	30cm	AP5+/AT6+		

Notes: For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.

Ork Glyph

GROT MEGA TANK

When an Ork Mekboy has really grand dreams, he may become an Ork Big Mek, and build a Gargant, a vast war engine that is feared by all that perceive it. The very smartest of Ork Big Meks, a couple of times in their lives, may just manage to construct a Mega Gargant, a truly behemothic engine of war that destroys all that seek to stand before it.

Concurrently, the very smartest of Grot Big Meks, those with truly unmatched levels of intellectual brilliance, may just about manage to build a Grot Mega Tank, a vehicle that is roughly equivalent to an Ork Battlewagon, with a few extra guns stuck on the side.

Grot Mega Tanks are feared by the weak, the craven, and the foolish, and just like the lesser Grot Tanks they have a strong propensity towards sudden mechanical failures that leave them stranded in the middle of warzones, easy prey for their enemies.

GROT MEGA TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	SPECIAL	5+	6+	4+
Weapon	Range	Firepower		Notes
2x Twin Big Shoota	30cm	AP5+/AT6+		
3x Big Shoota	30cm	AP6+/AT6+		

Notes: For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.

Ork Glyph

MEKBOY BAD ORK BIKERBOY

The leaders of Ork Speed Freak tribes are known as Bad Ork Bikerboyz, a term of honour to a Speed Freak and an insult to any other right thinking Ork.

Mekboy Bad Ork Bikerboyz are a disruptive influence on Ork society, as they construct hundreds of bikes and other fast vehicles, encouraging those Boyz drawn into their orbit to race back and forth through the encampment at all hours of the day and night. This behaviour often leads to their banishment from less speed-obsessed camps.

On Achill-Quag, the most powerful resident Mekboy Bikerboy was known as Harley Orkison, and after the death of two other Warlords his tribe eventually grew to be the most powerful on the planet, allowing the speed-obsessed Mekboy to take command over all the Orks on the entire planet. It is thought that Harley Orkison probably died during the recapture of Port Alpha, however there are some reports that instead indicate that the mad Mekboy was seen to trigger a new engine on his kustomised bike during the final battle, and accelerated so fast that he actually disappeared into the Warp in a flash of unnatural energy along with thousands of his tribe. If that is truly the case, then it is possible that Harley Orkison and his speed freaks are still alive, on another planet.

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

Notes: Supreme Commander, Invulnerable Save, Supreme Commander.

Ork Glyph

ORK WARBIKER NOBZ

The biggest and nastiest Orks invariably rise to the top in greenskin society, becoming known as Nobz as they do so. This rise to the upper echelons of power seems partly genetically pre-

determined, but also partly hormonally driven; an Ork who wins a few fights will tend to grow a bit bigger, and an Ork who wins many battles will find his body inflating (just as his ego does too) until he becomes a Nob.

Nobz do not tend to forget their past however, and if their favoured method of transport into battle as a humble Ork Boy was on a bike, then when they become a Nob they will not abandon their affection, but will instead simply find the nearest Mekboy and pay him (or threaten to punch him in the face) to renovate their bike into a new form that is big enough to support their increased bulk.

In battle, Biker Nobz lead Biker Warbands, just as Nobz on foot lead infantry Warbands.

ORK WARBIKER NOBZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	5+
Weapon	Range	Firepower		Notes
2x Big Shootas Big Choppas	30cm (Base Contact)	AP6+/AT6+ Assault Weapons		Extra Attacks (+1)

Notes: Mounted, Leader.

Ork Glyph

MEKBOY SPEEDSTA

Once a Speed Freak Mekboy has completed his tasks for his Warboss for the day, he may find time to tinker with his own creations. As well as fulfilling the necessary traits of a Speed Freak

vehicle (very noisy, and very fast), a Mekboy's personal transport (often affectionately known as a "Speedsta") will have been upgraded with extra weaponry and equipment not generally available to the rest of the warband.

Several layers of protective power fields may wrap such vehicles

in a shimmering bubble, preventing attacks from hitting the vehicle and allowing the Mekboy builder to charge along at the head of the Speed Freak army, a proud engineer able to see his creations crush and kill the enemy at first hand.

In order to join in with the action, Speed Freak Mekboys will also equip their personal vehicles with powerful laser cannons, small lifta droppers, Shokk attack guns, or even the esoteric "bubble chukkas", but in most cases the result to the affected enemy will be the same - a devastating attack that cuts through armour with ease and destroys almost anything it hits.

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

Notes: D3 Power Fields.

Ork Glyph

TRUKK

Trukks are the most basic of Orkish transport vehicles. Little more than an engine bolted to a chassis, plus some form of wheels or caterpillar treads, Trukks are lightweight enough to be a very fast method of transport. The lack of armour on such vehicles does not concern their Ork passengers at all, as it simply means that they can feel the wind whistling past their ears, and hear the roar of the Trukk's ill-maintained engine as it belches oily smoke as it strains itself well beyond sensible revolution limits.

Many thousands of Trukks were encountered on Achill-Quag during the Orkish invasion of the planet, and the Speed Freek warbands they most often transported were a force to be feared, if not for their individual destructive capacity then for their ability to deposit hundreds of ferocious Orks at a time directly into the heart of Imperial formations.

Luckily for Imperial commanders, they were often forewarned of the approach of Speed Freek armies to some degree, as the clouds of pollution that hung above such armies when on the move showed as a signal in the sky to beware that was often visible from orbit with the naked eye.

TRUKK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range	Firepower		Notes
None	—	—		—

Notes: Transport (1 from the following: Boyz, Nobz, Grots, Big Gunz - Units other than big gunz may shoot while being transported)

Ork Glyph

LOBBA

The weapons that Orks call Lobbas include various looted or Mekboy-created field guns, and in most cases they are technically capable of indirect fire.

Orks, of course, do not see the point in firing at anything that you cannot see explode with your own eyes, and Ork Meks will ensure that any gun under their command is always aimed straight at the target.

During the war for Achill-Quag, Lobbas were used extensively by the Blood Axe commando armies that often prowled the southern flanks of the front line. Indeed, often the first sign that an Imperial outpost or convoy was under attack by a Blood Axe warband was not the more typical distant cry of "WAAAAARGH!" followed by a ten minute charge into range, but volleys of fire from Big Gun and Lobba formations, followed by a combined arms assault by stealthy Commando squads.

The one main weakness of the Lobba is its lack of range, which was exploited many times by Imperial artillery forces, that weren't so insistent on seeing their enemies die first-hand.

LOBBA				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	6+
Weapon	Range	Firepower		Notes
Lobba	45cm	1BP		

Notes: Counts-as a Big Gun for transport purposes.

Ork Glyph

BIG WAGON

Big Wagonz are looted tanks that have substantial size and firepower. Frequently they are converted with additional stowage and handholds for Orks to 'hitch a ride' during

battles.

The war for Achill-Quag saw the Blood Axe clans capturing and

converting many hundreds of Big Wagons from the shattered wrecks of Baneblades, Shadowwords, Ordinatus Minoris class war engines, and other assorted large vehicles.

After the war was over around five percent of the captured vehicles were salvaged by the Imperial forces and eventually put back into service by the Imperium. As the years passed, crude kill marks scored into gun barrels by the Orks gradually lost their meaning, and became merely unremarked upon old battle scars.

BIG WAGON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	5+	4+
Weapon	Range	Firepower		Notes
3x Big Gunz	45cm	AP5+/AT5+		

Notes: Reinforced Armour, Transport (1 from the following: Grots, Boyz, Kommandos, Nobz, Big Gunz. May carrying one Grot unit in addition to other units).

Ork Glyph

LOBBAWAGON

Blood axe Orks call their various self-propelled artillery pieces Lobbawagonz.

As with the infantry-hauled Lobbaz, Orks want to see their effect on the battlefield at first hand, and the Meks that build or convert Lobbawagonz ensure that their cannons are restricted to direct fire methods of operation only.

On Achill-Quag, production facilities were mostly controlled by Goff and Speed Freek aligned warbands, neither of which tend

to have an affinity for the kind of warfare favoured by Blood Axes, and so most of the Lobbawagons encountered during the war were not originally constructed by the greenskin forces (or their thousands of slaves toiling in the shadow of Port Alpha), but were instead captured artillery pieces such as Griffons and Basilisks.

Put back into service by the cunning Meks of the Blood Axe clans in their thousands, Lobbawagons came to present an ever-present threat to those Imperial forces that were ordered into areas where Blood Axe warbands were known to be operating.

LOBBAWAGON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	6+	6+	6+
Weapon	Range	Firepower		Notes
Lobba	45cm	1BP		

Notes: *None.*

Ork Glyph

MEGA WARKOPTA

Many Kommando warbands across the galaxy make use of Deff Kopta attack craft and Warkopta transports, but only the largest and most capable of Blood Axe clan armies will

begin to construct so-called "Mega" class Warkoptas.

Similar in size and purpose to a Battlefortress, the Mega Warkoptas are noisy enough in operation that their imminent attacks cannot be concealed, but the Orks aboard actually enjoy and enhance the loud noise of their vehicle, adding war horns and extra big shootas to its sides.

More than one hundred distinct Mega Warkoptas were identified during the war for Achill-Quag.

MEGA WARKOPTA				
Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	4+	5+	4+
Weapon	Range	Firepower		Notes
3x Twin Big Shootas	30cm	AP5+/AT6+		
Big Gun	45cm	AP5+/AT5+		

Notes: *Damage Capacity 3. Skimmer, Transport (6 from the following: Boyz, Kommandos, Nobz, Grotz, 0-1 Big Gun. May carry 4 Grotz in addition to other units).*
Critical Hit Effect: *The Mega Warkopta is destroyed and crashes, killing all aboard.*

Ork Glyph

DROP KAN

Similar in concept to the Drop Pods used by the Adeptus Astartes of the Imperium, the Orks of the Blood Axe clan use various armoured containers to allow them to transit from orbit

down to battlefields on planets below.

Methods for surviving atmospheric entry vary from late opening parachutes, to retro rokkits, to simply packing in grots as shock absorbing padding.

Unlike the Space Marines, the Orks generally do not mount automatic weaponry on their Drop Kans in an analogue to the Deathstorm Drop Pods of the Imperium, as the Orks would rather cause death and destruction themselves once they arrive on the planet, rather than a machine to do that for them; Orks live not just to see their enemies dead, but to kill their enemies themselves, and an Ork would rather lose a battle that they were personally involved in, rather than win a battle by watching blips on computer screens disappear.

DROP KAN				
Type	Speed	Armour	Close Combat	Firefight
Drop Pod	n/a	n/a	n/a	n/a

Notes: *Planetfall, Transport (One formation that includes only: Nobz, Boyz, Grotz, Stormboyz, Kommandos, Killa Kanz, or Dreadnoughts). Any troops carried in the Drop Kan must disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation, and all units must disembark within 15cm of the Drop Kan.*

Once the Drop Kan has disembarked its passengers, it is removed from play without generating a Blast Marker.

Ork Glyph

MEKBOY BIG BOSS

Even Mekboys, who might be presumed to be more intelligent than the average greenskin, aren't immune from the basic rules of Ork society, and eventually some Mekboys will become bigger, badder and more heavily armed with Kustom shooty bitz than the others around them. These Mekboy Big Bosses are the leaders that Orkstein turns to in order to keep his vast engines of war in serviceable order when the Gargant armies are on the march.

Twelve different Ork Big Bosses other than Albork Orkstein were identified by the Imperium during the war for Achill-Quag, of whom seven were confirmed as killed either during the course of battlefield operations, or by targeted Xenocide operations by Inquisitor Lord Gui and his Black Templars strike force.

A strong inner cadre of Mekboy Bosses definitely survived the war however, and in the future they were often identified as taking part in further actions by led by Big Mek Orkstein, or sometimes were spotted as leading their own modest Gargant Bigmob armies in completely different war zones.

MEKBOY BIG BOSS				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Big 'Ammer	(Base Contact)	Assault Weapon	Macro Weapon, Extra Attacks (+1)	
Kustom Shoota	(15cm)	Small Arms	Macro Weapon, Extra Attacks (+1)	

Notes: *Supreme Commander*

Ork Glyph

DROP ROK

Nothing frustrates the Orkish mentality as much as the sneaky "tacticin" of Imperial armies; In close consultation with his advisors Orkstein determined that the best solution to the tactical flexibility of Imperial forces was to drop big rocks on them.

And so the Drop Rok was born. Aided with the most rudimentary of braking systems and guidance retro rockets the Drop Rok is filled with troops, and then sent hurtling towards the battlefield. Once near its target massive rockets (sometimes) fire to halt the Drop Rok's descent and allow the troops to disembark, and it was Drop Rok assaults that allowed the Ork armies to capture the first defensive wall in the *Battle for the Walls* during the war for the planet Achill-Quag.

DROP ROK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	5+	6+	5+
Weapon	Range	Firepower	Notes	
2x Twin Big Shoota	30cm	AP5+/AT6+		
2x Big Gun	45cm	AP5+/AT5+		

Notes: *Damage Capacity 3, Reinforced Armour, Self-Planetfall, Transport (20 Ork Infantry units plus 8 Grot units. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each—Killa Kans only take up 1 Infantry slot each)*
Critical Hit Effect: Roll a dice. On a 1 the Drop Rock is destroyed, on a 2-4 the Drop Rok suffers an extra point of damage.

Ork Glyph

MEGA GARGANT

Gargants come on all shapes and sizes, from the relatively small Slasha Gargants all the way up to the very largest totems of Ork warfare, the Mega Gargants.

Less heavily armoured than most types of Ork war engine, Mega Gargants sacrifice protection for extreme levels of offensive firepower that can shatter whole armies with ease. Three Mega Gargants were encountered during the war for Achill-Quag, and none were destroyed without significant losses to the Imperium.

MEGA GARGANT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
2x Grot Mega Missile	Unlimited	MW3+	Titan-Killer (D3), One Shot, Indirect Fire, Fxd Fwd	
Mega Kannon	75cm	2BP	Macro Weapon, 2BP	
2x Supa Zzap Gun	60cm	MW3+	Titan-Killer (D3), Fixed Forward	
Soopazgunz	60cm	8BP	8BP, Macro Weapon, Fixed Forward	
2x Wyrdboy Towers	45cm	AA5+	Macro Weapon	
Gaze of Mork	30cm	MW4+	Titan Killer, Fixed Forward	
2x Kombat Arms	(Base Contact)	Assault Weapons	Extra Attacks (+1), Titan Killer (D3)	

Damage Capacity 16, D6+6 Power Fields. Critical Hit Effect: The Gargant catches fire. 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.

Notes: *Walker, Fearless. Transport: (32 Ork Infantry Units).*