

## Gobgutz Badfang's Ork Waaaaagh!

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

Ork armies receive one free Warlord Character that may be added to any unit in the army except aircraft.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Warband	Two Nobz and six Boyz and two Grotz	200	350	500	<p>Any number of the following for 25pts each: Boyz unit (and one free Grotz unit), Buggy, Warbikes, Skorcha, Big Gun, Killa Kan.</p> <p>Any number of the following for +35pts each: Trukk, Gun Trukk, Deth Kopta, Dreadnought, Flakkatrukk</p> <p>Any number of Mega Dreads for +60pts 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. Any number of Kustom Battlewagons for +70pts each. Any number of Battlefortresses for +110pts each. Any number of Kustom Stompas for +175pts each. 0-1 Mekboy Stompa for +225pts.</p>
Stormboy Warhorde	Six Stormboyz units	150	275	400	<p>Any number of the following for +25pts each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas. Any number of Deth Koptas for +35pts each.</p>
Kommando Warband	Six Kommando units	150	275	400	None
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	250	450	550	<p>Any number of the following for +25pts each: Buggies, Warbikes, Skorchas. Any number of the following for +35pts each: Deth Koptas, Gun Trukks, Flakkatrukks Add 0-1 Warbike Nobz for +50pts 0-1 Oddboy for 50pts</p>
Airborne Kult of Speed	Six Deth Koptas	200	350	500	<p>Any number of the following for +50pts each: Two Boyz units (and two free Grot units), Two Kommando units, One Warkopter 0-2 Nobz for +35pts each.</p>
Mekboy Gunzmob	Five Big Gunz	125	225	325	<p>Any number of the following for +25pts each: Big Gunz, Trukks Any number of Flakkatrukks for +35pts each</p> <p>0-1 Nobz unit for +35pts Upgrade Nobz unit to Meganobz unit for +25pts</p> <p>0-1 Oddboy for +50pts</p>
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	200	n/a	n/a	None

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 <b>OR</b> Big Zzappa	60cm 60cm	2BP, Macro Weapon MW3+, Titan Killer	<i>Character (May be added to: Gun Trukk, Kustom Battlewagon, Battlefortress, Big Gun unit, Megadread, Kustom Stompa). In all cases other than Kustom Stompa the Oddboy replaces a "Big gun" weapon.</i>
Ork Meganobz	Infantry	10cm	4+	3+	4+	Shootas Big Choppas 3x Big Shootas	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons AP6+ / AT6+	<i>Leader, Reinforced Armour</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 Choppa Boyz	Infantry	15cm	6+	4+	6+	Sluggas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons AP6+ / AT6+	
Ork Shoota Boyz	Infantry	15cm	6+	5+	5+	Shootas Choppas	(15cm) (Base Contact)	Small Arms Assault Weapons	
Ork Grotz	Infantry	15cm	none	6+	6+	Shootas	(15cm)	Small Arms	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	Infantry	30cm	6+	4+	6+	Shootas Choppas	(15cm) (Base Contact)	Small Arms Assault Weapons	<i>Jump Packs, Scouts</i>
Ork Kommandos	Infantry	15cm	6+	4+	6+	Shootas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Arms 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 Warbike Nobz	Infantry	35cm	4+	3+	5+	Twin Big Shootas	15cm	AP5+ / AT5+	<i>Mounted, Leader. Counts-as Warbikes for transport purposes.</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 Warkopter	Light Vehicle	35cm	5+	6+	6+	2x Big Shoota	30cm	AP6+ / AT6+	<i>Skimmer, Transport (2 from: Boyz, Kommandos or Nobz. Plus 1 Grot unit in addition to other units)</i>
Ork Trukk	Armoured Vehicle	30cm	5+	6+	5+	2x Twin Big Shootas	30cm	AP5+ / AT6+	<i>Transport (2 from: Boyz, Kommandos, Nobz, 0-1 Big Gun <b>OR</b> 1 Meganobz. Plus 1 Grot unit in addition to other units)</i>
Ork Gun Trukk	Armoured Vehicle	30cm	5+	5+	5+	Big Gun	30cm	AP5+ / AT5+	<i>Transport (1 Boyz, Kommandos, Grots, Nobz, or Big Gun)</i>
Ork Flakkatruck	Armoured Vehicle	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+ / AT6+ / AA6+	<i>Transport (1 Boyz, Kommandos, Grots, Nobz, or Big Gun)</i>

Not too sure about splitting up ork boyz like this.  
Probably I'm being gratuitous here and should remove this.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Kustom Battlewagon	Armoured Vehicle	30cm	5+	6+	4+	2x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>Reinforced Armour, Transport (4 from: Boyz, Kommandos, Nobz, Meganobz, 0-1 Big gun. Meganobz count as 2 units. Plus 2 Grot units in addition to other units)</i>
Battlefortress	War Engine	30cm	4+	6+	4+	4x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical: Destroyed and flip D6 in a random direction (Hitting any units landed on). Units onboard survive on a roll of a 6. Transport (8 from: Boyz, Kommandos, Nobz, Meganobz, 0-1 Big gun. Meganobz count as 2 units. Plus 4 Grot units in addition to other units)</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>
Mega Dread	Armoured Vehicle	15cm	4+	4+	4+	0-2 Big Gun 0-2 Rippla Klaw 2x Big Shoota	45cm (Base Contact) 30cm	AP5+ / AT5+ Assault Weapon, Macro-Weapon, EA (+1) AP6+ / AT6+	<i>Walker, Reinforced Armour. May be armed with 2 Big Guns, 2 Rippla Klaws, or 1 of each (Ie: No more than 2 arm weapons in total).</i>
Kustom Stompa	War Engine	15cm	4+	4+	4+	Supa-Gattler Supa-Kannon Supa-Rokkit Mega Choppa	45cm 60cm 90cm (Base Contact)	3x AP4+ / AT5+, Slow Firing 2BP, Macro-Weapon AT4+ Assault Weapon, EA (+1), Titan Killer (D3)	<i>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, Kommandos, Nobz, Meganobz. Meganobz count as 2 units. Plus 2 Grot units in addition to other units)</i>
Mekboy Stompa	War Engine	15cm	4+	4+	4+	Gaze of Mork Gigashoota Deth Kannon Lifta-Droppa	30cm 45cm 60cm 60cm (Base Contact)	MW4+, Macro-Weapon 3x AP4+ 2BP, Macro-Weapon MW3+, Titan-Killer (D3) <b>and</b> Assault Weapon, Extra Attacks (+1)	<i>D3 Power Fields. DC4. Critical: As Kustom Stompa. Fearless, Walker, Reinforced Armour. Transport (4 from: Boyz, Kommandos, Nobz, Meganobz. Meganobz count as 2 units. Plus 2 Grot units in addition to other units)</i>
Fighta Bommer	Aircraft	Fighter Bomber	6+	n/a	n/a	Heavy Shootas Tankbuster Rokkits	15cm 30cm	AP5+ / AA5+ AT4+	
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 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.</i>

Units removed as compared to the Armageddon list:

Stompa, Supa-Stompa, Gargant, Great Gargant, Landa, Killkroozer, Battlekroozer.

(Battlewagon renamed Trukk, Gunwagon renamed Gun Trukk, Flakwagon renamed Flakkatrukk)

(Also, no Blitz Brigade or Stompamob-type formation)

New units:

Meganobz, Warbike Nobz, Warkopter, Kustom Battlewagon, Megadread, Kustom Stompa, Mekboy Stompa, Bommer.