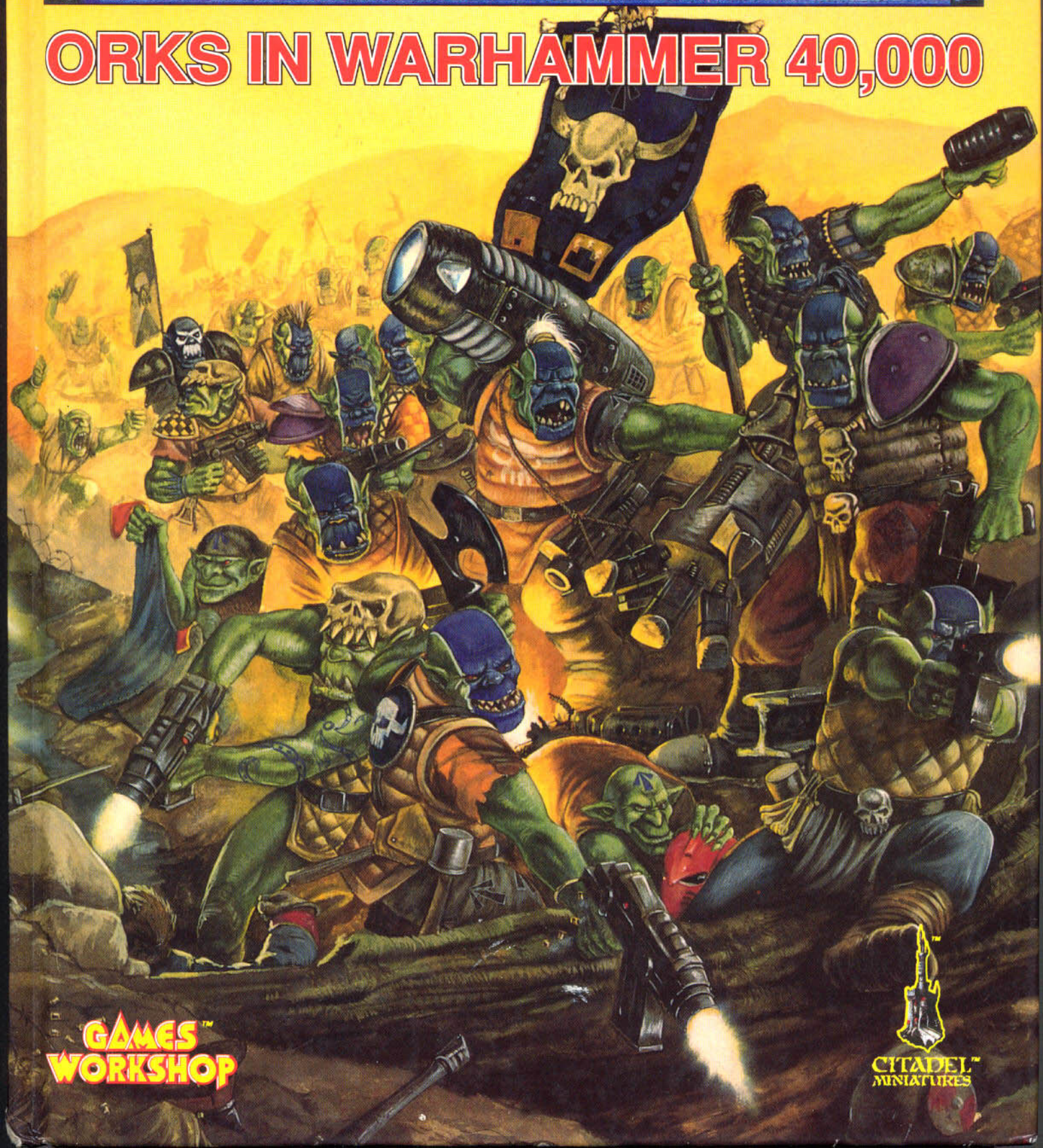


'ERE WE GO

ORKS IN WARHAMMER 40,000



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'ERE WE GO!

ORKS IN THE WARHAMMER 40,000 UNIVERSE

By Bryan Ansell,
Rick Priestley & Nigel Stillman



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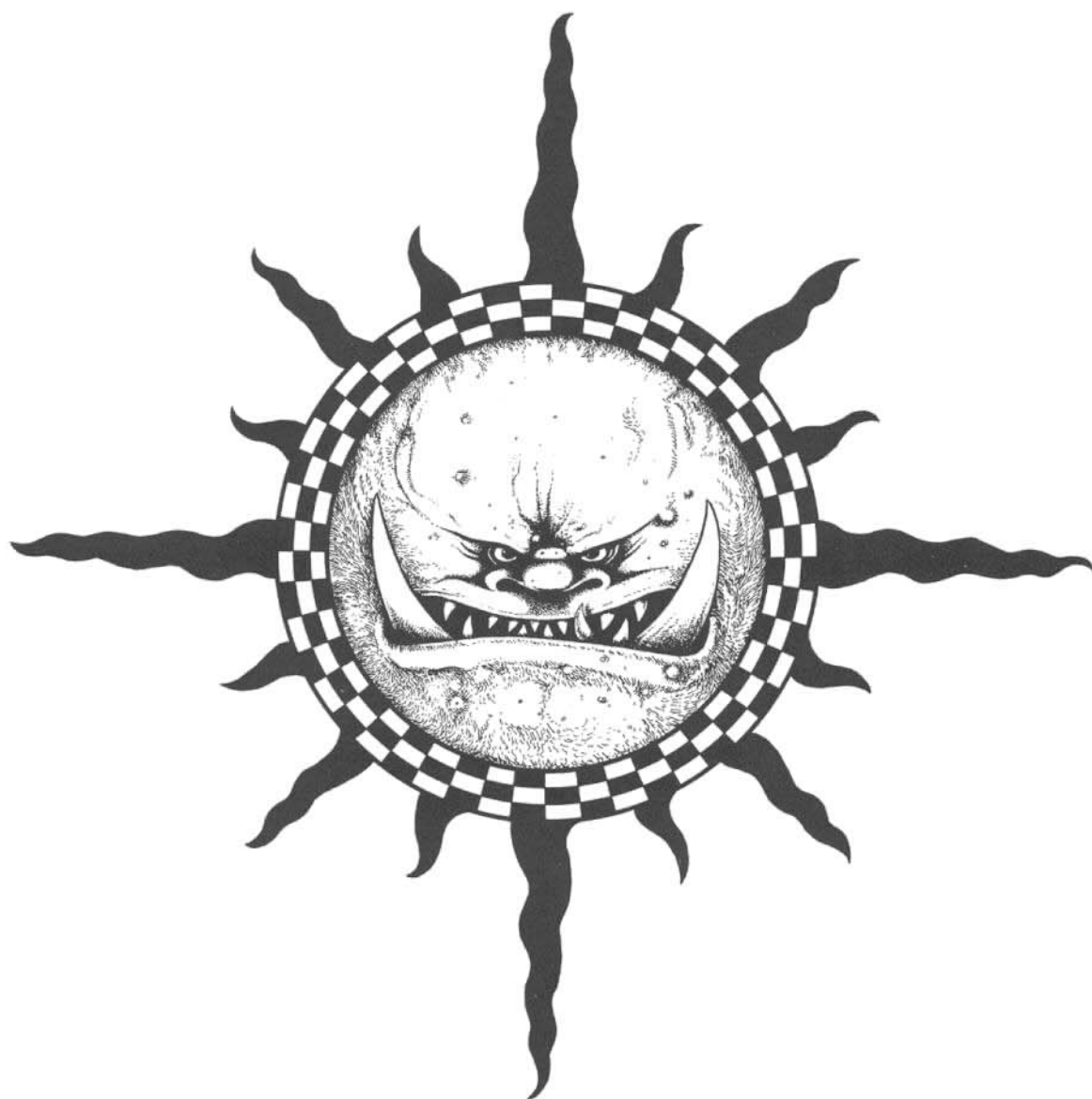
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CONTENTS



PAINBOYZ	4	ROBOTS	90
BIONIK BITZ	8	WEAPONS AND WARGEAR	96
KUSTOM HANDS	10	FORCE FIELDS	96
KUSTOM ARMS	11	ORK STIKKBOMZ	98
KUSTOM LEGS	13	SQUIG CATAPULT	100
REBUILT KRANIUM	16	STORMBOY JUMP PACKS	101
DOC'S SURPRISE!!!	19	GRETCHIN BLUNDERBUSS	101
AFTER THE BATTLE	20	HOP SPLAT FIELD GUN	102
RUNTHERDZ	28	SHOKK ATTACK GUN	104
BOARS & CYBOARS	30	KUSTOM WEAPONS	112
HOW TO PAINT YOUR ORK WARBAND	32	<i>THE MORNING AFTER</i>	120
WEIRDBOYZ	50	HOW TO CHOOSE AN ORK WARBAND	128
MADBOYZ	56	ARMY LISTS	132
MADNESS CHARTS	58	GOFF ARMY LIST	133
ORK MEKANIAKS	68	GOFF EQUIPMENT	150
KUSTOM VEHICLES	72	SAMPLE GOFF WARBAND	153
VEHICLES	76	SNAKEBITE ARMY LIST	159
KULT OF SPEED	78	SNAKEBITE EQUIPMENT	176
VEHICLE DATAFAXES:		SAMPLE SNAKEBITE WARBAND	178
ORK BATTLEWAGON	79	BLOOD AXES ARMY LIST	181
BATTLEWAGON BLITZKANON	80	BLOOD AXE EQUIPMENT	200
BATTEWAGON GOB-SMASHA	81	SAMPLE BLOOD AXE WARBAND	202
ORK WARTRAK	82	FREEBOOTERZ	206
ORK WARTRAK SCORCHER	83		
ORK WARBIKE	85		
NOBZ BIKE	87		
ORK WAR BUGGY	88		
RHINO	89		



PAINBOYZ



Painboyz are the Ork equivalent of medics, doctors and surgeons. Together with Runtherds, Mekaniaks and Weirdboyz they belong to the caste of Orks collectively known as Oddboyz. In the case of Painboyz, their eccentricity takes the form of a fascination with pain, wounds and surgery. Young whelps fresh from the wilds can become Painboyz by apprenticing themselves to a well known 'Doc'. A knack for using a saw, blowtorch or pliers is often enough to encourage a Doc to adopt a promising young Ork and train him in the art and craft of the Painboy.



Painboyz have much in common with Mekaniaks. The two castes get on very well together and often collaborate on projects. Painboyz might even be described as the Mekaniaks of the Orkish physique, in that they attempt to repair, maintain and sometimes improve on the Ork body itself, rather than inanimate machines.

Painboyz learn their craft through a mixture of trial and error and by applying the time-honoured principles of 'Orky know wots'. A particular Painboy speciality is the implantation of bionik bitz produced by Meks, and both professions frequently work together on bionik surgery. Painboyz may commission parts from Meks who will often be sufficiently interested in the project to attend the final fitting and make last minute adjustments for the patient (or 'kustomer' as the Painboyz and Meks like to call their clients). Just like Meks, a Painboy's greatest joy in life is 'eksperimentin'.

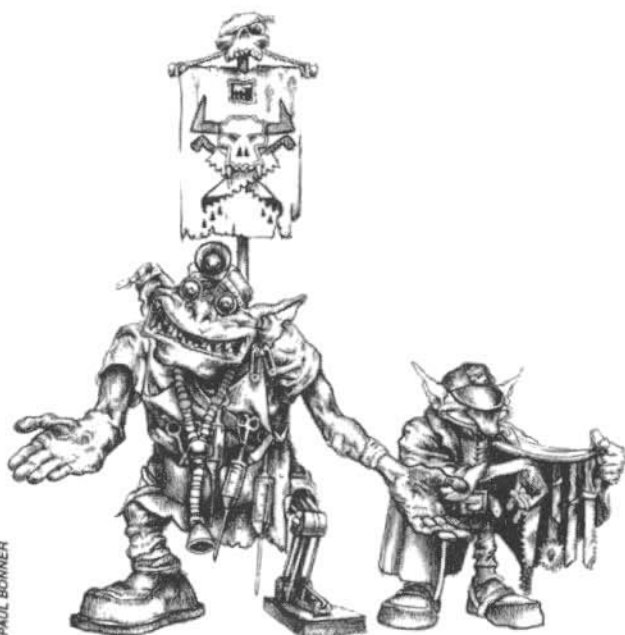
Painboyz find plenty of work to do around the Ork settlement, from stitching up squig bites, basic dentistry (they get to keep the teeth) and repairing the odd Gretchin servant, but they really come into their own on campaign. When the battle is raging and the wounded lie thick on the ground, a steady stream of walking wounded staggers back to the Painboyz' tents. This is a truly a happy time for the Painboyz - never are their talents more urgently needed and never do they have a better opportunity to hone their skills, plus there's always the opportunity to do a bit of 'eksperimentin' on the side. There are plenty of teeth to be earned as well, not to mention the undying gratitude of the Warboss and 'da boyz'.

PAINBOYZ IN BATTLE

The more Painboyz that are present with the warband on the battlefield the more Orks are likely to survive the battle, even if they have been severely wounded. Painboyz, accompanied by their Gretchin and Snotling orderlies, stalk the battlefield seeking out wounded Orks in need of medical attention. Undeterred by the hail of fire, they diligently go about their work in flagrant disregard of danger and in sheer contempt of the enemy's firepower. If a few Painboyz or orderlies fall upon the field it simply adds to the reputation of those who are left, and earns them even more admiration from 'da boyz'. Nothing boosts the morale of a flagging Ork warband more than the sight of Painboyz heroically attending the wounded in the heat of battle.

If the Painboy finds a casualty suffering miserably in a shell crater or hanging out of his wrecked vehicle, he will immediately attempt to relieve his suffering by administering a powerful anaesthetic, usually injected by means of a syringe squig. This is one of the strange species of 'medical-squigs' bred by Painboyz and their Gretchin orderlies for various surgical and medical purposes.

The syringe squig is shaped like a bag with a long, needle-sharp proboscis which can be inserted into the Ork. When the squig is squeezed it injects a powerful venom which will knock out the patient for up to several days. Alternatively, several tiny venomous squigs, stinging squigs or potent



fermented fungus can be loaded into one of the Doc's large brass syringes. As the plunger is depressed, the venom or knock-out juices are squeezed out of the squigs or toadstools and injected directly into the patient. These anaesthetics prevent the casualty crawling off before the Painboy has a chance to do a proper repair job and try out his latest experimental bionic implant on him. It is entirely coincidental that they relieve the patients' pain!

When the patient has been rendered completely unconscious, or, as the Docs like to say 'komfortable', the Painboy quickly tourniquets any bleeding, performs emergency surgery including battlefield amputations and on the spot treatments such as sewing up or rivetting open wounds with medical squigs. These are only temporary treatments to keep the patient alive until the battle is over, when the Painboy will attend to any serious 'mending' in his field hospital (usually no more than a rather tatty tent and a workbench) back in the Ork camp.

CASUALTY CLAIMS

One or more of the Painboy's orderlies carries a number of small pennants. When the Painboy finds a patient he marks the casualty by sticking a small pennant in the ground next to him then moves on. This serves to remind him to collect the patient after the battle and indicates his claim to other roving Painboyz. These marker pennants bear the Painboy's personal insignia, usually derived from the more ornate design on the his own backbanner.

To prevent the orderlies squabbling over the claims, great efforts are made to avoid confusion between the pennants of different Painboyz. Every Painboy urges his servants to paint the most original designs they can think of. Skulls, bones and surgical implements are often chosen as motifs. Glyphs spelling the Doc's name are sometimes used, and some of the most garish pennants display images of distinctive medical squigs bred only by the Painboy.

ORDERLIES

Snotling or Gretchin orderlies are often left behind to guard the patient. This task is taken very seriously indeed because it means that the life of 'one of da boyz' depends on the orderly. Gretchin and Snotling regard their Ork masters with awe and respect, and nothing makes them more proud and eager to do their duty. The responsibility is not taken lightly.

One of the orderly's most important duties is to stop other thieving Gretchins, Death Skull looterz, treacherous Blood Axes and other wretches from wrenching the teeth out of the helpless casualty. Ork looters tend not to check whether their victims are really dead or not, which can lead to vicious fights between scavenging runtz and orderlies over a wounded Ork.

Orderlies are seldom armed and have to defend themselves and their patients with surgical implements and syringe squigs, though it has to be said that these can prove a surprisingly effective deterrent. Sometimes a Painboy will return to his pennant only to find the gallant orderly lying dead upon the body of the wounded Ork, surrounded by a ring of slain Gretchin looterz and other riff-raff, transfixed with bone-saws or syringes.

Often the Ork is still alive and unaware of the heroic efforts made to save him and the tragic loss of a good servant. It is easy to understand the Doc's exasperation with those mean-hearted patients who then begrudge paying a few teeth for being properly mended. If it hadn't been for the selfless sacrifice of one of the Doc's brave orderlies they wouldn't even *have* their precious teeth any longer - it's appalling how ungrateful some Orks can be.



MEDICAL SQUIGS

Many kinds of squig have medicinal uses, and some varieties, such as the Syringe Squigs, are used exclusively for this purpose. Medical squigs have natural properties which the Painboyz find useful in their craft of patching together battle-damaged Orks. Syringe squigs, for example, exude a soporific venom which makes a fine anaesthetic.

Probably the most common of these squigs is the Hair Squig which is used to stitch or staple patients together. The Swab Squig is a type of Hair Squig, but unlike the long trailing hair of its cousins, its round body is covered with short, fluffy fur. Orks use Swab Squigs to mop up during operations, and they come in handy for emergency handkerchiefs too. Other squigs are killed and preserved and used to make medicines. Painboyz sometimes rear squigs in cages or bottles, but more often they dig special latrines and cultivate the various strange creatures inside.

These latrines have to be specially guarded by the Painboy's orderlies - both to prevent the squigs being stolen by rivals and to prevent any innocent Orks accidentally using a latrine without realising. It is not unknown for unsuspecting Orks to be stuck by a syringe squig while using a Painboy's latrine with the result that they are overcome by the anaesthetic and fall inside the pit and disappear forever. Fortunately, many of the smaller squigs can be raised inside jars or tanks.

Every Painboy raises his own strain of squigs and takes considerable pride in their potency. Painboyz are always trying to create new types of medical squig or to adapt familiar squigs to medical uses. Attempts to use face-eater squigs to amputate a patients limbs have not proven very successful as they tend to bite off the orderlies' arms and legs or even the Painboy's fingers.

CASUALTY RECOVERY

During the game the Painboy can administer treatment to Ork casualties. This has no effect during the game itself as the casualty, if not actually dead, will be so pumped-up with anaesthetic that he is unable to do anything at all. When it comes to deciding who has won the game any casualties which have been treated by the Doc test to see if they are still alive. Casualties which survive thanks to the administrations of the Doc are considered to have been recovered from the battlefield and count their full points value towards deciding which side has won the game.

Ork casualties can be treated during the battle if there is a Painboy in the vicinity, and a player can opt to leave the casualty on the playing area to see if a Painboy can reach him in time. If a Painboy moves into contact with the casualty before the end of the player's next turn emergency treatment is possible otherwise the casualty is removed as normal. The Painboy does not have to spend any time stationary beside the casualty, he simply has to 'touch' the model as he passes by in the course of his move. The Painboy automatically counts as having set up the marker pennant and rendered any emergency treatment (after all, the Painboy will have plenty of orderlies to help him, including some to carry a supply of marker pennants). Players may like to make a supply of pennants marked with each Painboy's personal sign.

After the battle roll a D6 for each casualty marked with a pennant. A score of 3-6 means that the emergency treatment was successful and the casualty has survived. Other casualties are removed as slain. Survivors are carried from the battlefield to the Painboy's field hospital for proper treatment and the fitting of bionic parts.

If you are playing in an organised campaign game where casualties are unable to take part in your following games, then any recovered casualties are available to fight as part of the army. In fact the Ork may reappear with the addition of suitable Bionik Bits as explained later. The Painboy earns himself a nice bag of teeth from grateful and often bewildered patients and is able to observe them benefitting from his latest inventions.



Bignatz watched in awe as the Doc Hacksore put the finishing touches on the Ork Dreadnought.

'Pass us the gubbins, Bignatz,' he said from the depths of the machine.

Bignatz looked round desperately in the direction of the Doc's vaguely waving hand. Just to the side of the Dreadnought stood a huge table, wobbling under the weight of medical paraphernalia: syringes, bandages, rivet guns and copper wire. He pushed aside the chainsaw and grabbed a tool at random. He recognised it as a no. 5 gubbins, and passed it over.

Having finished wiring up the Gretchin, the Doc wrestled the access panel to and screwed it shut.

'That should do it,' he said. 'Shall we try it out?'

Bignatz nodded and tactfully moved to the other side of the table. He had never seen a Dreadnought being tested before, truly it must be a thing of great mystery and wonder. He held his breath and waited.

Doc Hacksore whacked the side of the Dreadnought with a large spanner.

'Wake up in there!' he yelled.

The two Orks waited. Nothing happened. Bignatz, who'd had the foresight to wear his new running leg, had been expecting something spectacular to happen. It wasn't unknown for new Dreadnoughts to run amok when they were first activated. 'Runnin' in', the Docs ambiguously called it. Bignatz didn't like to say anything, what did he know about biolergy?

With a grunt of annoyance, the Doc levered open the access panel and peered inside.

'Not enough nails?' ventured Bignatz.

'No,' replied the Doc, shaking his head. 'I put the little feller in upside down.'

DREADNOUGHTS

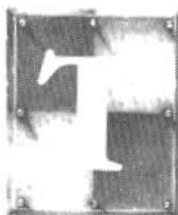
Painboyz have an important role to play in any warband that includes Dreadnoughts. Dreadnought pilots have to be interfaced or 'plugged-in' as the Orks say, to their suit. Only Painboyz have the requisite expertise to wire the Gretchin pilot into his machine, Meks lack the biological and surgical know-how. You can't just hammer the pilot into his suit (which doesn't mean it hasn't been tried!). Furthermore, the Dreadnought and pilot need continual maintenance as wires tend to pull out of the Gretchin under the stress of battle.

A warband including Dreadnoughts will need one Painboy for each Dreadnought to maintain it in working order. Each Dreadnought will be marked with the personal sign of the Painboy. This means that the warband can only include as many Dreadnoughts as Painboyz. The purely mechanical parts of a Dreadnought still benefit from the tinkering of Mekaniaks, so Dreadnoughts are affected by the Mekaniak Malfunction rules along with all other vehicles and equipment.





BIONIK BITZ



he boundless surgical expertise of the Painboyz is such that they are undeterred by wounds no matter how severe they are. As long as the patient isn't (quite) dead, the Painboyz will do their utmost to save him. In fact, there is possibly a greater range of bionic parts known among the Orks than any other race.

Kustom bioniks are made especially for Painboyz by Mekaniaks who work in close co-operation with them. Mekaniaks will be on hand during surgery when the part is being fitted, making minor modifications to the device as the Painboy rivets, bolts or grafts it on to the patient.

Orks are indeed lucky to have exceptionally robust and resilient bodies. They do not die easily, as they are very resistant to diseases, poisons and superficial wounds. Almost any kind of bionic device can be successfully rivetted or bolted on to an Ork's body. Every replacement part is specially crafted to fit the patient but however bizarre and individual the design, Painboy Kustom Bioniks all belong to one of the categories listed below.



KEVIN WALKER

'Bad Doc' Freebooter Painboy with syringe squig

KUSTOM HAND RELACEMENTS

These are applied to Orks who have lost hands or suffered severe hand wounds. The hand is replaced by a close combat weapon made especially by a Mekaniak and fitted directly onto the stump by bolts or rivets. Kustom hands are very popular among the patients since they restore and occasionally enhance former fighting ability.

KUSTOM ARM REPLACEMENTS

Applied to patients who have suffered severe arm wounds. Arms can incorporate kustom kombat weapons in the same way as kustom hand replacements, but a greater range of other options is possible, such as telescopic arms, arms fitted with grappling hooks or even with cages containing ferocious face-eater squigs which can be unleashed against opponents in close combat.

KUSTOM LEG REPLACEMENTS

Applied to Orks who have suffered severe leg wounds. The patient is restored to full mobility, and may find that he is far more mobile than he ever believed possible as a result of a particularly imaginative kustom job.

REBUILT KRANIUM

Orks who have suffered severe head wounds can benefit from a rebuilt cranium. The patient is never quite the same again, but may have acquired enhanced abilities together with the iron, steel or tungsten skull plates which have been bolted or rivetted in place. Enhanced intellect however, hardly ever results from such restorative surgery.

DOC'S SURPRISE !!!

Generally only applied to Orks who have suffered really severe damage. If the patient seems unlikely to survive through normal methods, the Painboy will feel justified in attempting to restore him with one of his latest experimental devices, almost total rebuild or drastic transplant surgery. The incredible resilience of the Ork physique means that some of these life-saving attempts are actually successful. A big surprise to all involved, most especially for the patient when he wakes up and finds out what the Doc has done for him.

GENERATING BIONIK BITZ

Some Orks in the warband may be veterans of many long and hard-fought campaigns, and will have been patched-up by Painboyz after quite a few scraps with the enemy. This is the case if you have already opted to give bionik bitz to models when initially choosing your army from the list.

If the Ork already has bionik bits acquired as a result of wounds suffered in a previous battle, roll D100 on the Painboyz Bionik Bitz Chart to determine the basic type and then roll on the sub charts for more precise details.

Painboyz play an important part in recovering casualties after each battle. With the help of their Gretchin orderlies, they scour the battlefields marking and recovering Ork casualties, and taking them back to their workshop for a quick bit of 'surgery'.

After each game, the core of the army can be retained to fight again in future games. This is especially important in campaigns but there is no reason why you should not retain and develop the army after any game.

This is worth doing when you consider that a proportion of the casualties can always be recovered thanks to the activities of the Painboyz. Their patients will often be restored to full fighting fitness, and maybe even enhanced in some way. Old veteran Orks like to show off their bionik bitz in the same way as scars, and are affectionately known as 'Skarboyz', assuming an informal authority over the younger boyz in their households.

PAINBOYZ BIONIK BITZ CHART

D100	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT KRANIUM
81+	DOC'S SURPRISE!!!

Any Ork who becomes a casualty and is lucky enough to be found and patched up by a Painboy has a chance of recovery and can appear in the army again. Roll on the Bionik Bitz Chart to find out what the well-meaning Doc has done for the survivor. When you have determined what kind of bionik bit the Doc has bestowed on his grateful patient, roll on the appropriate sub chart to determine the exact surgical improvements. If you roll an item more than once you may re-roll or, if the item is a hand, arm, leg or eye you can apply the item again until both parts are replaced if you wish.

If the bionik bit incorporates a weapon or item of equipment the model gains that weapon or item and cannot use the replaced hand to operate any other armament. For example if both of Gutdreg's hands have been lopped off and replaced with kustom kombat hands, he wouldn't be able to throw a stikkbomb! He probably wouldn't be a very good driver either for that matter (but wicked in close combat).



PAUL CAMPBELL

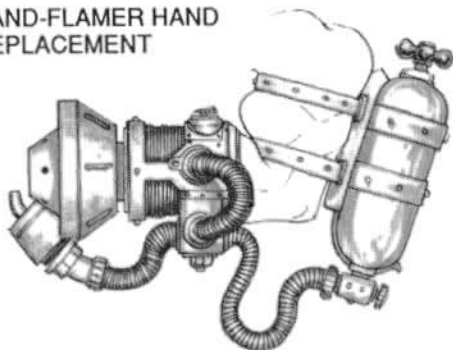
KUSTOM HANDS

The Ork's damaged hand is replaced by a close combat weapon. These are usually ordinary Ork weapons straight from the Painboy's stockpile but for a few teef more the 'kustomer' can choose to have a kustomised weapon modified by Mekaniaks fitted on to his arm.

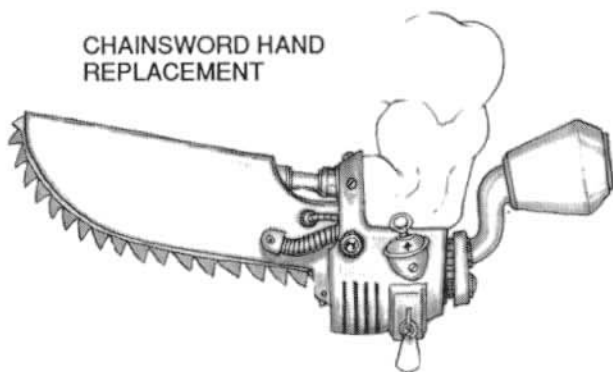
Often both the Painboy and the Mek will work together during the operation to fit one of these de luxe bionik bitz. Kustom hands are very popular with Orks who have suffered hand wounds which prevent them from using weapons properly, and frequently prove exceptionally useful to the patient in close combat.

D100	Kustom Hand Replacement
01-05	Autopistol
06-15	Blunderbuss
16-25	Boltpistol
26-35	Chainsword
36-45	Hand-flamer
46-50	Handweapon (hook, knife, sawblade, axe, spike, club or sword)
51-60	Plasma-pistol
61-65	Power-axe
66-75	Power-glove
76-80	Power-sword
81-90	Sawn-off shotgun
91-100	Stub-gun

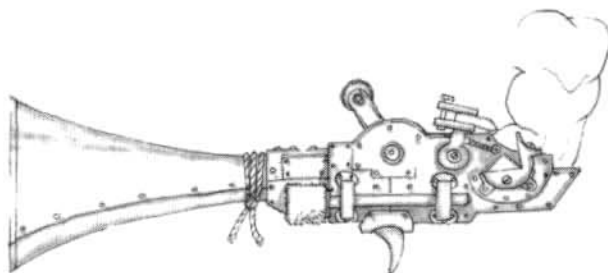
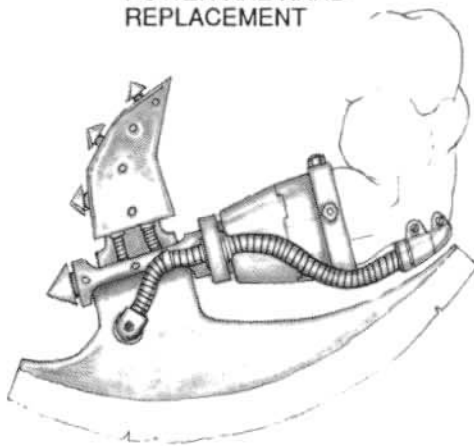
HAND-FLAMER HAND REPLACEMENT



CHAINSWORD HAND REPLACEMENT



POWER-AXE HAND REPLACEMENT



BLUNDERBUSS HAND REPLACEMENT

Biggut flexed his new bionik hand experimentally. It certainly seemed alright, didn't hurt too much either. I wonder where da trigger is, he thought.

Fuggit the Gretchin orderly ducked as a hail of bolt shells tore a jagged rent in the tent wall.

'And how is da kustomer this fine morning?' inquired the Doc obsequiously.

'Alright I serpose. Da bionik hand works fine, but wot about my leg? It's all wooden.'

'Erm, well, dere was a shortage of supplies. No de luxe booster legs left. Da bionik hand's da latest model, bootiful workmanship innit?'

'But 'ow am I goin' ter get around da camp on dis wooden leg?'

'Wot yer don't unnerstand, yer honour, is dat its a special - er - 'oppin' leg. Hones da co-ordination, improves da circulation. Tell you wot, I'll have it painted red fer no extra charge.'

KUSTOM ARMS

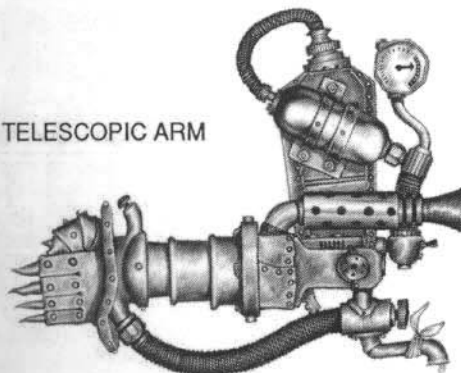
Kustom arms are a full arm and hand replacement. The entire device may have special features built into it by Mekaniaks according to the specifications of the patient or the Doc. Determine the design on the following sub-chart. Again, these are popular with the patients since they often result in enhanced close combat fighting ability.

D100 Kustom Arm Replacement

01-10	Telescopic arm (+2 initiative in close combat)
11-20	Magnetic arm (+1 WS and initiative in close combat)
21-30	Squig attack arm (special effects: see below)
31-40	Spike arm (+1 WS and strength in close combat)
41-50	Grapple arm (special effects: see below)
51-60	Grenade thrower arm (increased stikkbomb range)
61-70	Extra bionik arm
71-80	Extra pair of bionik arms
81-100	Bionik arm with Kustom weapon

Telescopic Arm. This is simply an extensible bionic arm with a gripping hand mounted on the end. It extends the Ork's reach which is especially useful in close combat, increasing his initiative by +2. The hand can be used to grip any close combat weapon and functions like a normal hand.

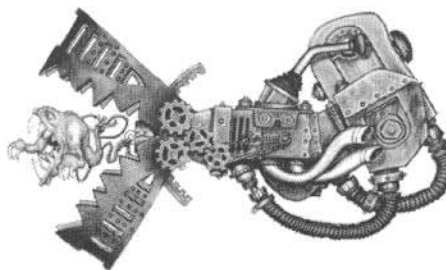
TELESCOPIC ARM



Magnetic Arm. This is a bionic arm with a powerful magnet mounted on the end instead of a hand. The Ork can use it to hold metal weapons just like a normal hand, but also to hold onto enemies wearing power armour or Terminator armour. The Ork can hold onto any model wearing one of these types of armour in close combat, and the victim cannot easily dodge or avoid blows. The effect increases the Ork's weapon skill and initiative by +1 in close combat against troops armoured in this way.

Squig Attack Arm. This arm ends in a cage containing a dangerous carnivorous squig, such as a face-eater. The arm has a catch and release mechanism, allowing the Ork to release the squig as he thrusts the arm into the face of an opponent, with drastic results. The snapping mouth of the squig inflicts a strength 5 attack if the arm hits, so the Ork gains an extra special attack in close combat.

Orks can choose to put a different kind of squig in the cage instead of a face-eater. Other squigs favoured are the so-called 'spiky' and 'stink' squigs. The spiky squig is covered with spines which it can shoot into the face of the Ork's opponent. Alternatively the cage can contain a small version of the bloated 'stink squig'. This resembles a puffball with eyes, which lets out a blast of vile and pungent gas when agitated, all the Ork has to do is shake the cage. The Ork is automatically assumed to have provided himself with a gas mask if he is using this squig.



SQUIG ATTACK ARM

The gas forms a cloud 2" in diameter around the Ork which will prevent any opponent from approaching him in hand to hand combat, and will immediately knock out any opponent already within the gas area who breathes in the gas. Anyone knocked out in this way remains unconscious for the rest of the game. Note that troops wearing respirators, power armour, and other all-enclosing self-supporting suits are not affected.

Spike Arm. This appears to be an 'ordinary' bionik arm, but concealed along its entire length are a series of retractable spikes or blades. The arm can be used to grip an opponent in close combat and the spikes will be released impaling the

'Ow many teef?' yelled the warboss.

Doc Hacksore stepped back with a hurt look on his face. Fuggit crept under the table.

'It's a very reasonable price, yer 'onour. Dere's da labour, da parts (best quality), da wear an' tear on da rivet gun, da crate of fungus wine...'

'Fungus wine? I fort dis was a speshul grenade thrower bionik arm.'

'Very perceptive, great sir - a mark IV if I may say so. A quality bionik arm like dis one doesn't come cheap... Ah, as sir's just found out, da grenade hasn't been fitted yet - just a precaution, you understand. We wouldn't want any kustomers aksidentally blowing the Doc up, would we? Fuggit will be only too happy to install da grenade when sir 'as paid.'

victim. A quick outward movement of the arm will then fling the body to the ground. Spike arms are particularly effective when fitted in pairs. The effect increases the Ork's weapon skill and strength by +1 in close combat for each arm used.

Grapple Arm. Arm with a spring-operated grappling-hook catapult. This can be used once in battle to grip a model or latch on to a vehicle. The grapple shoots directly ahead a distance of 4" and there is a 75% chance of successfully catching the target.

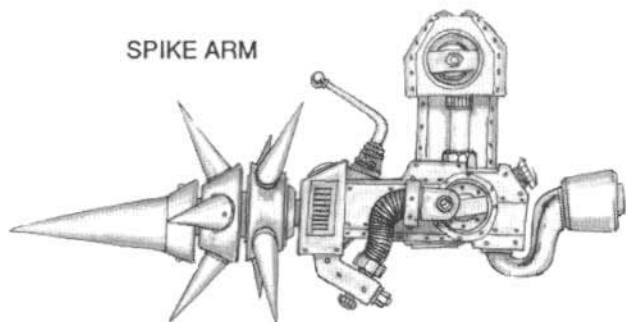
If the target is grappled the Ork is attached until he decides to let go. If the Ork manages to catch onto a single model with a lower strength than himself, then it is unable to move and its WS and BS are both reduced to 1 due to the encumbering effects of the grapple. If the target is a moving vehicle the Ork is dragged 4" inches behind it but can pull himself aboard in his next turn. Unfortunately the Ork risks a 25% chance of suffering 1 wound as he is dragged along.

Grenade Thrower Arm. This arm is a single shot grenade launcher capable of launching a stikkbomb a distance of up to 18". All normal grenade rules apply since the device simply allows the user to hurl the grenade a lot further than a normal arm. Most are spring operated, but others are tubular and function in a similar way to auxiliary grenade launchers.

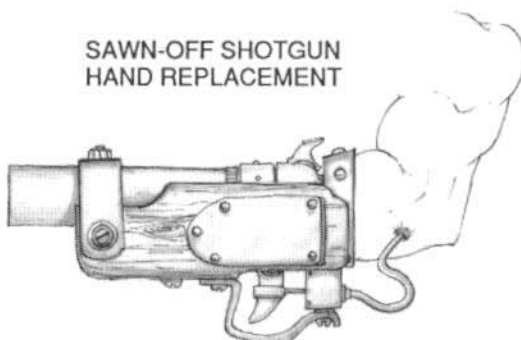
Extra Bionik Arms. These are 'ordinary' bionik arms which attempt to replicate the original flesh and blood arm. They function in the same way as a real arm, and allow the Ork to use any weapon he could normally have used with a real one. The great advantage of bionik arms is that two can be fitted to replace one severed arm, which means that the Ork can actually gain arms, allowing him to use more weapons at once.

Bionik Arm with Kustom Weapon. This is a bionik arm as described above which has a randomly determined kustom weapon - see the *Kustom Weapon* section for more details.

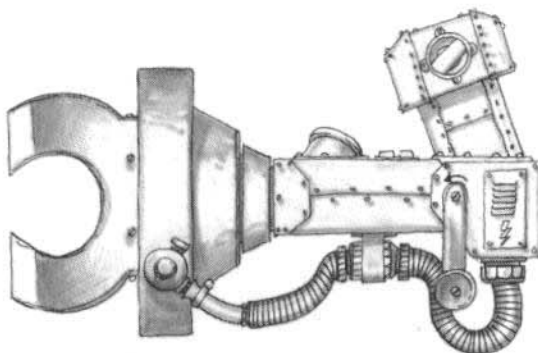
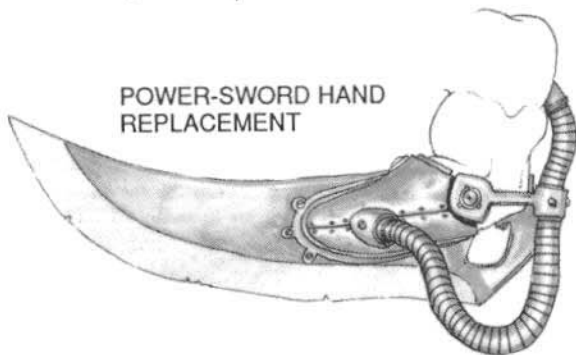
SPIKE ARM



SAWN-OFF SHOTGUN HAND REPLACEMENT

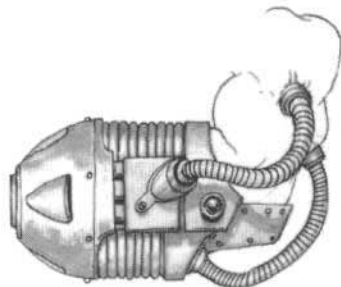


POWER-SWORD HAND REPLACEMENT

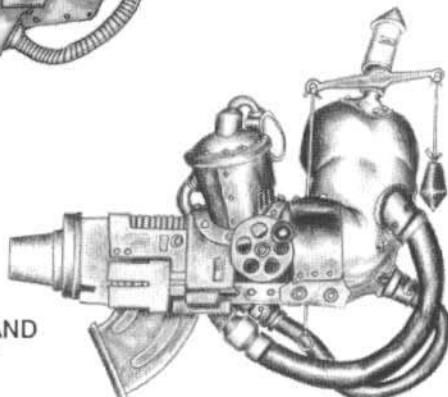


MAGNETIC ARM

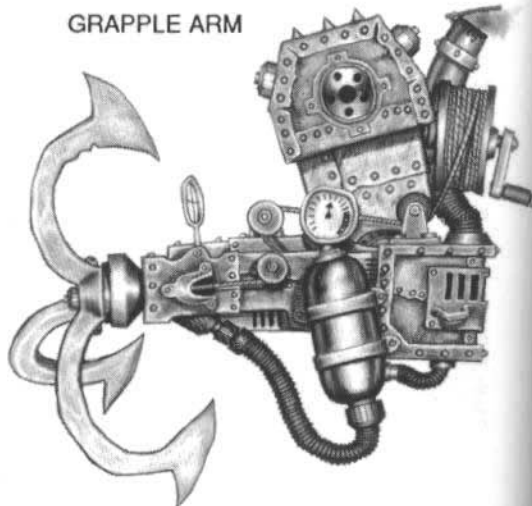
PLASMA-PISTOL HAND REPLACEMENT



BOLTPISTOL HAND REPLACEMENT



GRAPPLE ARM



KUSTOM LEGS

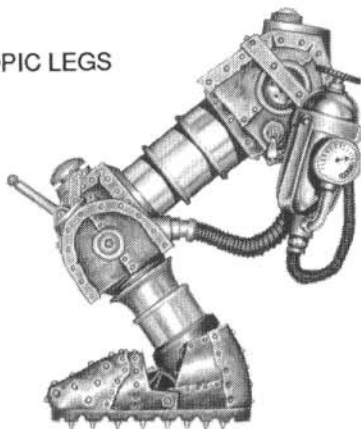
Kustom legs can take the form of very powerful bionik legs or something more like a vehicle motive system, having the effect of turning the patient into a living, thinking vehicle. Mekaniaks working together with the Painboyz have a chance to really excel themselves with these devices. Most patients are truly delighted to be restored to full fighting ability after crippling wounds which would normally have kept them out of any future battles. This is something no true Ork could bear to think about, so kustom legs will be accepted by the patient, however experimental or unlikely the design may be.

D100	Kustom Leg Replacement
01-05	Peg-leg (-1 movement)
06-10	De-luxe booster leg (+2 movement)
11-15	De-luxe kicking leg (extra attack)
16-20	Bionik leg
21-25	Pair of jet-powered legs (special rule: see below)
26-35	Pair of special jumping legs (+2 movement)
36-45	Wheels (double movement distance)
46-55	Tracks (double movement distance)
56-65	Hover unit (double movement distance)
66-85	Pair of telescopic legs (special rule: see below)
86-95	Pair of suction feet (special rule: see below)
96-100	Gyro-stabilised monowheel (special rule: see below)

Peg Leg. This is the simplest, crudest and cheapest leg replacement and usually only occurs when the patient has no teeth to spend on something better, or the Painboy has run out of bionik parts, which is why Freebooterz tend to have them (as well as hooks instead of hands for the same reasons). The unfortunate Ork suffers a move reduction of -1".

De-luxe Booster Leg. This leg is equipped with rocket boosters which operate when the Ork attempts to move fast. These actually help him to leap along in great strides and increase his movement allowance by 2". They are very popular among speed freaks of the Evil Sunz clan.

TELESCOPIC LEGS



De-luxe Kicking Leg. This leg is equipped with powerful springs allowing the Ork to give a hefty kick. The impact is quite enough to knock over an opponent, break his bones or dent his armour. In close combat the Ork gains an extra attack from the leg.

Wheels, Tracks or Hover Units. These are vehicle parts fitted to Orks instead of bionik legs. There is considerable variation in design, depending on the extent of the original damage to the Ork. Some Orks appear to have devices resembling roller skates, while others have been converted into living vehicles. The Ork will have the same restrictions and advantages of movement as the equivalent vehicle types. The Ork's movement allowance is doubled.

Bionik Leg. This is a 'standard' bionik leg which confers no special combat advantages but replaces the damaged leg enabling the Ork to continue his career of fighting, looting and kicking Gretchin.

'Ah, legs, legs, legs, Fuggit. Da boyz can be so careless. Always tryin' ter kick grenades an' charge through minefields. Give me a good bit of 'onest brain serjery anyday.'

It was a glorious morning, and Doc and his Gretchin orderly Fuggit were sitting outside their tent waiting for morning surgery. They had had a particularly busy week after the last battle. All the serious mendin' had been done, but there were still the odd after-surgery complaints to deal with, or 'enquiries', as the Doc preferred to call them.

'Supplies are gettin' low, Fuggit, I fink you ort to go an do something about it, if yer know wot I mean. An' don't go nikkin' Doc Badbreff's, yer'll only get yerself beaten up again. Not dat I don't appreciate da savings in equipment costs.'

'Wot's dat screamin' noise?' asked Fuggit.

'Probably another satisfied kustomer wakin' up ter discover wot a wonderful new bionik bit 'e's got' replied the Doc ambiguously.

Fuggit knelt down and rested his ear against the ground. 'It's coming this way,' he said.

As they watched, an Ork hurtled through the air towards them, wildly flailing his arms. He landed in front of them with a loud thump. Fuggit solicitously helped him to a standing position and dusted the dirt off his head.

'An' 'ow is da new jet leg den, Gafnag, Still gettin' used ter it I see. Don't worry, yer'll soon be runnin' - er, jumpin' - into battle wiv da rest of da boyz. 'Ow about a nice bit of brain serjery, den? Seein' as yer a loyal kustomer I'll give yer a discount, stainless steel teef thrown in free!'

Pair of Special Jumping Legs. These are spring powered legs which allow the Ork to move by leaps and bounds. His movement allowance is increased by 2".

Gyro Stabilised Monowheel. The Ork moves by means of a single, gyroscopically stabilised wheel. This enables him to move at a maximum speed of 16" with acceleration and deceleration of 8". The Ork can turn as normal simply by swiveling his body and waving his arms about to keep his balance. A single wheel can be turned on the spot in this way.

Pair of Suction Feet. Suction feet have powerful suction pads which allow the Ork to walk on vertical and inverted surfaces just as easily as on level ground. They are great for scaling walls and moving about inside gigantic space hulks.

Pair of Telescopic Legs. These allow the Ork to move faster (+2 to his movement) and can extend to about 10 feet (roughly 2" in game terms) allowing him to see and shoot over tall obstacles. They are also an asset in climbing high, even vertical obstacles, since the Ork can extend the legs,

grip with his hands, then retract his legs and swing himself onto the roof of the building, over the wall, or crest of the slope and so on. The effect is like having the advantages of long legs, stilts and a ladder all at once. Representing this on the battlefield is a real challenge, but perhaps of special interest to those who like doing impressive conversions to their models. The effect of leg extension can be temporarily represented in the game simply by raising the Ork on a 2" high stand made from cardboard bent in a v-shape.

Pair of Jet-Powered Legs. The Ork's legs are fitted with jets enabling him to move in a similar way as if equipped with a jump-pack. Unfortunately inherent design faults mean that the legs are almost as inaccurate as the Stormboyz' jump packs. Very few Orks are willing to have this 'improvement', due to an innate fear of flying, but now and again some patients wake up to find that the Doc has fitted some deranged Mekaniak's experimental jumping device, and there is nothing he can do about it.

If the patient is fitted with jet-powered legs then they are the only way he can move about from now on. He cannot walk normally any more. Each move will actually be a short jump in which the Ork hurtles precariously through the air flailing about with his arms in a mixture of terror and exhilaration, desperately trying to keep his balance.

Each move covers a random distance of D6+6", and the device does not allow reserve moves. The jump is always in a straight line in the direction that the Ork is facing, which means he must turn to face the direction he wants to go before igniting the jets. He does this by swivelling his body around and cranking the jet nozzles to point to his rear.

When an Ork fitted with special jet-powered legs attempts to move, determine the distance achieved (D6+6"), mark the expected landing point with a counter and roll D6 for the landing.

D6 LANDING

1	Lose balance in mid air and land on head. Ork is stunned and immobilised for the turn with a 25% chance of becoming a casualty due to cranial damage.
2-4	Erratic jump: roll again on D6.
1-3	Land 2" to right of intended point.
4-6	Land 2" to left of intended point.
5-6	Land on intended point.

Orks fitted with special jet-powered legs tend not to collide or land on top of things because the jet nozzles have sufficient control to allow the user to avoid vehicles, walls, boulders and such things with sufficient frantik cranking. However, landing on top of an enemy is actually a very effective way of delivering an attack. If the Ork lands directly on top of an enemy model, it counts as an extra stomp attack at a strength of 3. If the target model survives then both models are placed beside each other and are assumed to be in close-combat.

It is almost impossible for Orks fitted with jet-powered legs to maintain the normal coherency rules. In fact the recipient gets rather used to this and soon grows accustomed to becoming separated from his mates. The Ork can therefore extend his coherency distance to 6" without losing touch with his unit. Should this distance be exceeded accidentally (as is very easy with jet-powered legs) the Ork must try to get back within 6" coherency during his following turn.

'Avin' a bit of a rest Gafnag?'

'Yes, it's me legs. They've not been da same since Doc Hacksore fitted dese new ones.'

Gafnag was sitting on a packing crate with his legs propped up on a Gretchin servant.

Bograb nodded understandingly. No one would dare suggest that Doc Hacksore was anything other than the best Painboy in the camp (except perhaps Doc Badbreff), it was just that you never *quite* got what you ordered.

'Ow about some fungus wine then. There's a barrel over there yer haven't even opened yet.'

Gafnag glared at the offending barrel. Bograb was well known as a scrounger. What else could you expect from a Death Skull. Keen-eyed servants would spot him coming and rush to hide away the master's food and drink. Where was that pesky Gretchin?

'Iff not funguff wine iff mmgrph!'

'Wot was dat, Spatniz? Speak up! Oh, I see. Alright, yer can put da legs down now.'

The Gretchin squeezed out from under the bionik legs which dropped to the ground with a thud. A brass screw dropped off and rolled away.

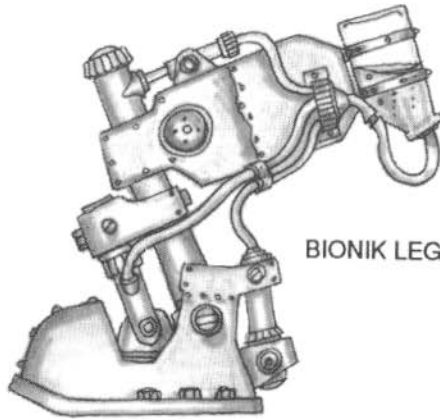
'Please sir, Bograb sir, it's not fungus wine it's fuel fer da scorcha. No good to drink.'

'I can read, sez fungus wine on da barrel.'

'Bograg, Bograg, me old mate. Would I lie to you? How about some nice cold squig curry, I fink there's some left over from last night. Just you sit down 'ere an' I'll tell you all about my new leg. It's got servo-assisted multi-thruster six bore cylinders an' twin pump-injection ...'



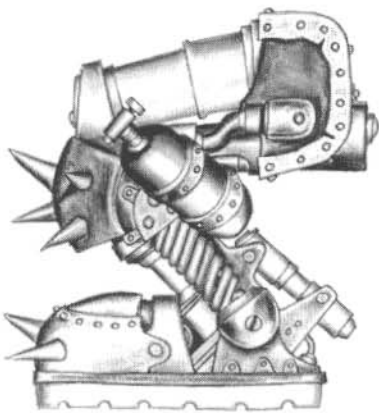
PEG-LEG



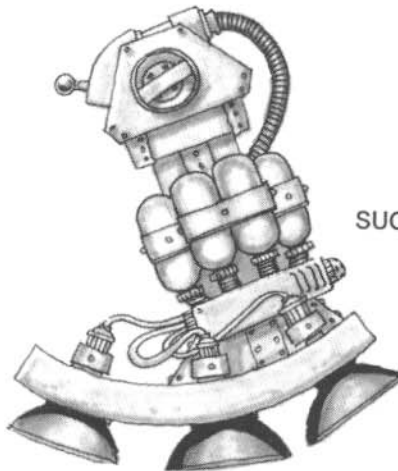
BIONIK LEG



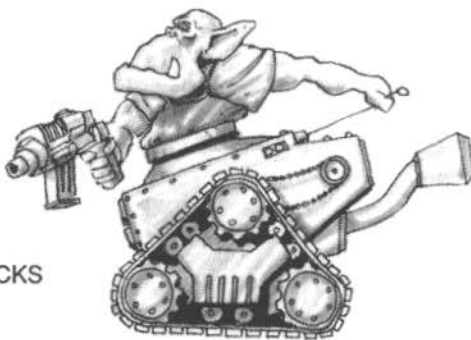
FUEL-INJECTION
IMPLANT



JUMPING LEG



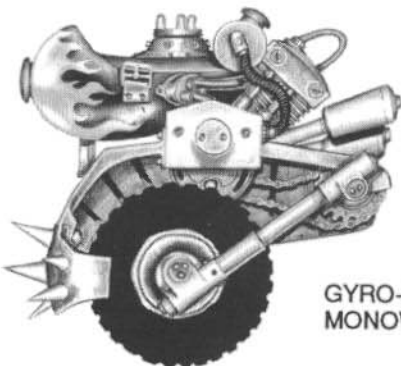
SUCTION FOOT



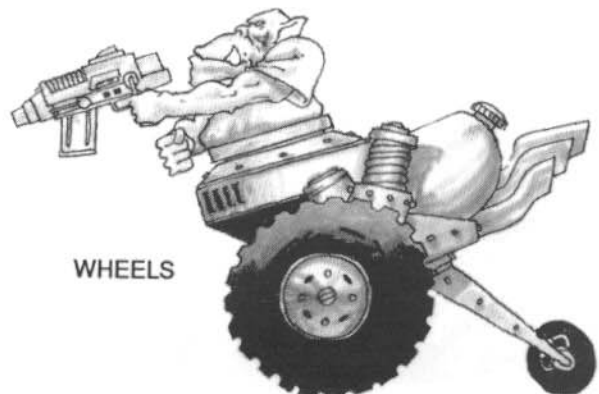
TRACKS



HOVER UNIT



GYRO-STABILISED
MONOWHEEL



WHEELS

REBUILT KRANIUM

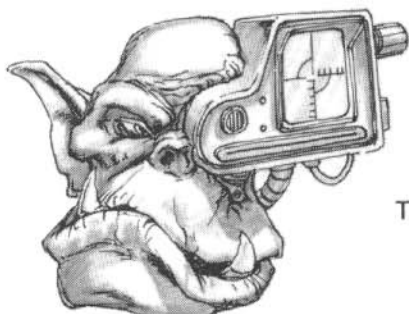
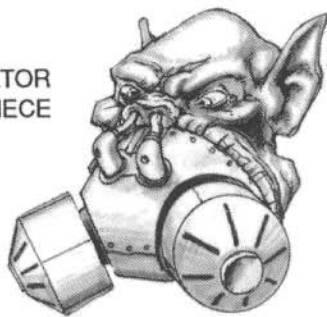
Due to excessive head damage, the Doc had no option but to do a full cranial rebuild on the patient. This will usually include several de-luxe features designed by the Doc in addition to the shiny metal reinforcement plates rivetted to the skull. Any patient lucky enough to receive such bioniks, which are the epitome of the Painboy's art, should be duly grateful to the Doc for saving his life.

To determine the extent of the Doc's modifications roll D6 times on the Rebuilt Kranium Chart below. There is always a chance that brain surgery will awaken the Ork's dormant psychic abilities. This is only likely to happen on Orks who are not already Weirdboyz and who have been subjected to a cranial rebuild. Each time the Ork is given a cranial rebuild there is a 25% chance of him gaining 1 randomly determined level 1 psychic ability, generated from the main psionic abilities list in Warhammer 40,000. The Ork gains this as a natural ability which he can use any time without requiring or expending psi-points.

REBUILT KRANIUM CHART

D100	Kustom Kranium Job
01-05	Telescopic bionik eye
06-15	Targeter eye
16-25	Respirator mouthpiece
26-30	Auto-senses
31-40	Stainless steel skull (headbutt attack - see below)
41-50	Stainless steel mandible with teeth
51-60	Steel horns (headbutt attack - see below)
61-65	Lobotomy
66-75	Periscope
76-00	Explosive cranium

RESPIRATOR
MOUTHPIECE



TARGETER EYE

Telescopic Bionik Eye. The rebuilt cranium features a telescopic sight in place of an eye which allows the Ork to aim accurately over long distances. The effect adds +1 to the to hit score when aiming a ranged weapon at a target over 18" away.

Targeter Eye. The eye section of the cranium has been replaced by a looted targeter from a Mekaniak's bit-box. The Ork can now count advantages of using a targeter when shooting (+1 to hit).

Respirator Mouthpiece. The cranium features a respirator instead of the Ork's nose. The Ork now has some protection against gas and the effects of keeping company with comrades who have consumed too much squig curry and fungus lager on the night before the battle.

Auto-Senses. The cranium features a set of auto-senses which have been wrenched out of a captured space marine helmet (no doubt the rest was sold to a Nob for use as a drinking cup). The Ork cannot be blinded while equipped with auto-senses and can see through smoke normally.

Stainless Steel Skull. The entire head of the patient is clad in steel plates rivetted on to his skull. This is a good remedy for severe head damage which does not require replacement parts such as eyes or brain. It gives an awesome appearance to the individual and great advantages in head-butting contests. The Ork is now able to make a headbutt attack in close combat. The Ork must charge into close combat to do this, and counts the headbutt instead of a normal attack with a weapon. He may add +1 to his to wound roll.

'Stop pickin' yer nose Fuggit. How yer goin' to learn to be a good orderly if yer don't pay attention? And stop fiddling with those pliers.'

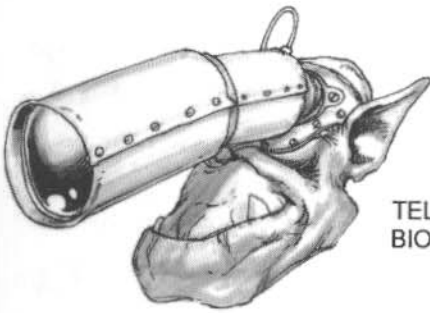
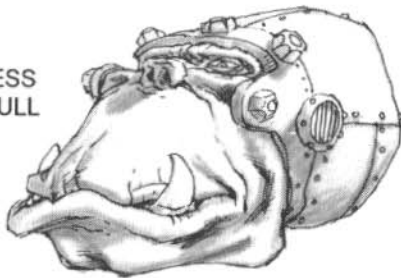
Doc Hacksore glared at his trainee Gretchin, who quickly wiped his hands on his apron and stood up straight and looked attentive.

'Da first fing to remember about head serjery,' continued the Doc, 'is ter take da teef out. Da second fing, don't leave any tools in da kustomer's skull, and da... er... da other fing, don't fergit to have a syringe squig ready, in case da kustomer wakes up and walks off without 'is brain.'

Fuggit nodded wisely, and inspected the patient - da kustomer, he reminded himself.

'I don't see nothin' wrong with 'is head, Doc. It's 'is legs wot is all smashed up.'

'Yes, yes, Fuggit, I can see dat. But dis is a Bad Moon, a very welfy Ork - see 'is neckliss of teef and 'is hembroidered jerkin? He wouldn't want to wake up without da bestest skull job in da warband, would 'e? Da kustomer *always* comes first Fuggit, an' don't fergit it.'

TELESCOPIC
BIONIK EYESTAINLESS
STEEL SKULL

Stainless Steel Mandible and Teeth. These enable the Ork to continue enjoying well cooked squig and old tough fungus for breakfast. Apart from these essential functions, it lends a rather frightening and awe-inspiring aspect to his visage, but has no effect on his fighting abilities.

Steel Horns. Another decorative skull embellishment which can be fitted at the same time as a cranial rebuild are steel horns. These are screwed directly into the steel plates of the restored cranium, and they only cost a few extra teeth.

The Ork can make a very effective headbutt attack in close combat. He must charge into close combat to do this, and counts as the headbutt instead of a normal attack with a weapon. He may add +2 to the to wound roll. An Ork with horns is automatically assumed to have steel plates on his skull as well, so the +2 modifier includes the advantage conferred by stainless steel skull. This means that if a patient gets both bitz, he counts +2 overall, and not +3.

Lobotomy. Sometimes the Painboy has no option but to remove some bits of the patient's brain, either because of damage or to get the de-luxe cranial plates to fit. The end result is that the patient is turned into a Madboy.

Periscope. This is a periscope which can be raised on a telescopic tube from the top of the cranium to a considerable height. The Ork can use it for looking over obstacles such as walls, and into high level windows (obstacles and openings up to 3" from ground level in game terms). The Ork can also act as a spotter for artillery, with minimum personal risk, since he can be located further back from the target and still see it clearly. These periscopes are usually fitted with powerful telescope lenses and even cross hairs for aiming and judging distance.

Orks who have benefitted from this kind of cranial surgery are usually equipped with a missile launcher or similar long ranged heavy weapon by their household in order to utilise their special abilities. Represent this by substituting any weapon already bought for them from the list with a missile launcher at no extra cost. The Ork always adds +2 to his to hit score due to his enhanced ability to check range and aim on target.

Explosive Cranium. This is a revenge device which patients who are still conscious with slight head wounds can order from the Doc. Orks with a particular sense of low cunning

tend to opt for such surgery. As well as patching up the patient's skull with metal plates, the Doc inserts an explosive device. The trigger mechanism is kept open by the continuous flow of blood into the brain. If the Ork is slain in battle the flow of blood will stop, detonating the device. His cranium will then explode sending out fragments of the metal plates and rivets as shrapnel. In this way the patient gets his own back on the enemy as he dies.

Obviously such Orks expect to fall in battle one day, and will endeavour to get into the thick of the fighting, where the enemy can be expected to advance over his dead body if he should fall. Ork kustom decrees that these Orks wear a special back-banner. One obvious reason for this is so that his comrades can keep well clear if he is slain. Consequently Orks with 'bomb-headz' become solitary characters and operate as independent models in battle, seeking the worst of the fighting and always being the last to retreat.

If the Ork is slain the cranium explodes in the opposing player's turn, immediately following the turn in which the Ork was slain. The death spasms of the Ork keep the blood flowing for a few moments creating this useful delayed-action effect. The burst zone has a diameter of 1" and any models within or partly within this area risk being hit by flying fragments of steel cranium (which are thick and heavy to match the Ork skull to which they were attached).

EXPLOSIVE KRANIUM

To Hit	Always hits
Strength	3
Damage	1

'Brain serjery is da pinnacle of da Painboy's craft, Fuggit. Yer a very lucky Gretchin to be allowed to assist me in dis my finest hour.'

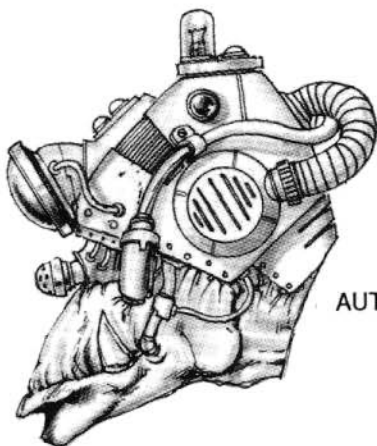
Well, we'll just have to see if old Nagbag here ever wakes up again, won't we, thought Fuggit. What in zog was a pinnerkle? He scrambled through the Doc's bit box trying to find one.

'I have removed a piece of da kustomer's skull wiv da aid of da handy bone saw. Just put it over dere on the floor, Fuggit. No, not there, we don't want ter get da nails dirty do we? No point in making a little tiny hole, the more room you've got to work in the better. See dis?'

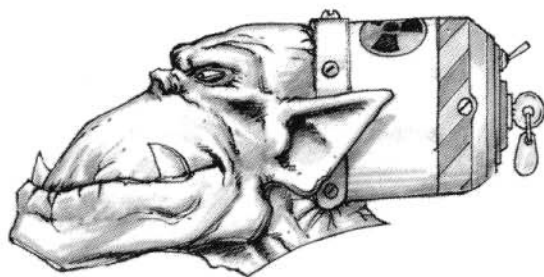
Fuggit stood on tiptoes and peered under the Doc's armpit. Through the gaping hole in Nagbag's skull he could see his brain.

'Looks fairly healthy, doesn't it, but you can never be sure. Best ter have a good root round.'

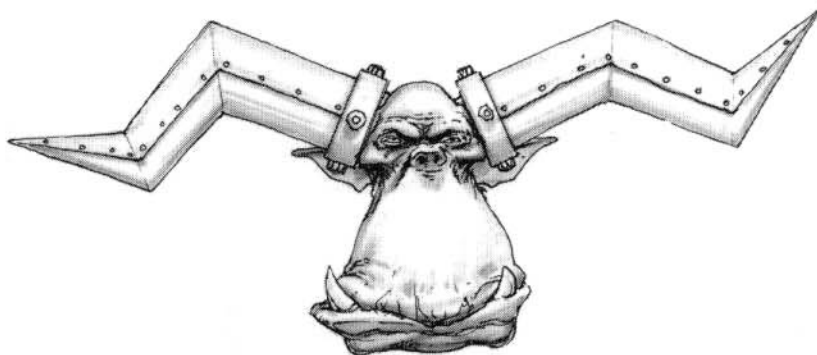
Fuggit noticed the gleam in his mentor's eye as the Doc picked up a large chisel and started poking about in Nagbag's skull. Sometimes he wondered if the Doc wasn't just a bit *too* keen on brain serjery.



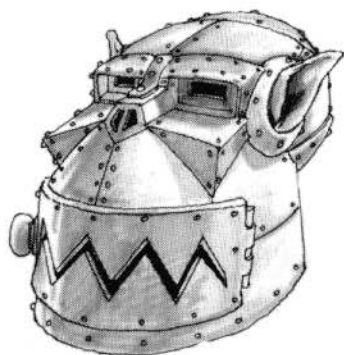
AUTO-SENSES



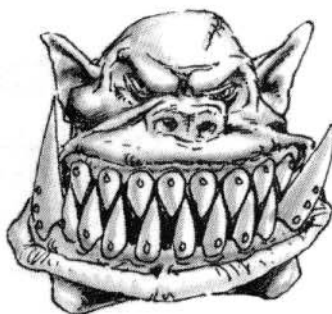
EXPLOSIVE CRANIUM



STEEL HORNS



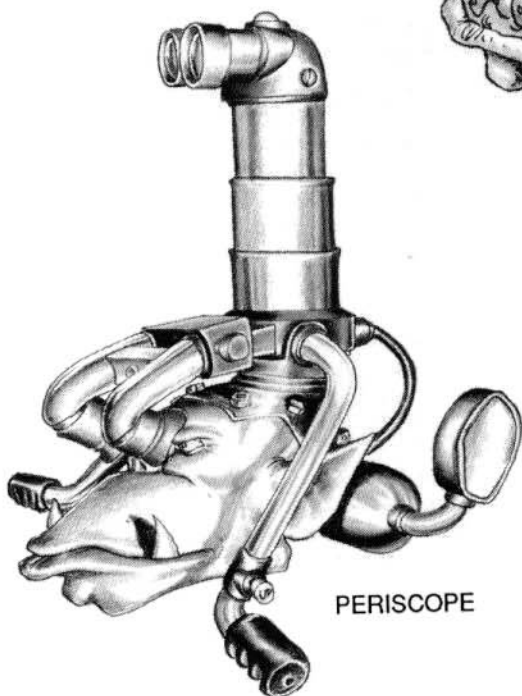
IRON MASK



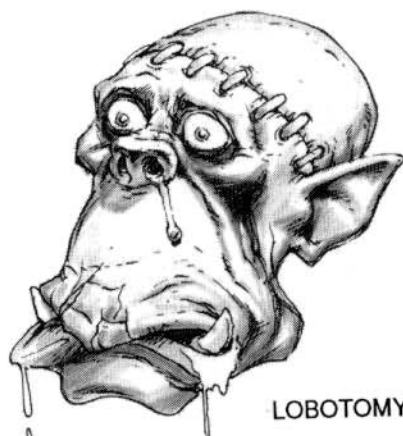
STEEL TEEF



HEAD GRAFT



PERISCOPE



LOBOTOMY

DOC'S SURPRISE!!!

Good 'ole Doc has fitted one of his latest experimental prototype bionic bitz, or possibly a matching set of them (if the Ork's really lucky). Roll to determine the nature of the improvements on the following chart:

D100	Doc's Surprise!!!
01-20	Fuel injection implant (+2 movement and initiative)
21-25	Fungus breff (+1 poisonous attack)
26-35	Iron mask
36-45	Cyborg body (+2 strength and toughness)
46-60	Head graft
61-70	Armour plating (+1 toughness)
71-90	Steel teef
91-100	Squig brain transplant

Fuel Injection Implant. Fuel for Ork vehicles is made from fermented fungus. It is very potent stuff which can be equally effective on the Ork metabolism as in an Ork vehicle engine. In this case, the Painboy has fitted a refillable cylinder of fungus fuel, complete with external tap and valve, into the Ork's body and connected it to his blood supply. The Ork can simply turn the valve to release a steady flow of fungus juice directly into his bloodstream. This speeds up his metabolism for the rest of the game, increasing his movement by +2 and his initiative by +2.

Fungus Breff. The patient has been fitted with the Doc's latest fungus fermentation vat to aid his digestion. Unfortunately the device is still experimental and produces a lot of fungus gas. The patient burps and grunts frequently, especially after meals. This is no disadvantage in polite Ork society though, indeed, it is regarded as a refined social skill.

In close combat it can be quite effective. Although harmless to other Orkoids, the Ork's breath is noxious to other races. The Ork gains one special poisonous attack in close combat using his fungus breff.

Iron Mask. The patient has suffered nasty wounds leaving him disfigured even by Ork standards (he probably no longer looks 'hard' and 'brutal' enough for a proper Ork). So the Doc has fitted him with a savage-looking cast-iron face mask, displaying the most archetypal Ork features, perhaps even capturing something of the aspect of the Ork god Mork.

This is a very impressive piece of surgery, incorporating a good set of stainless steel teeth and the armour plating serves the patient as a helmet. Some versions completely enclose the head, and some are actually converted from spares cannibalised from wrecked runtbotz or tinboyz. Any Ork receiving this treatment should also roll three times on the Rebuilt Kranium Chart for additional features.

Cyborg Body. Severe injuries required an entire rebuild of the patient's body with cyborg parts. In fact only a few parts of real Ork flesh remain, embedded in the cyborg structure. The effect restores the Ork to fighting fitness and increases his strength and toughness by +2. Naturally the Ork is subject to unpredictable malfunction just as any other item of Ork engineering, including other bionik bitz.

Head Graft (Dual Occupancy Body). This sophisticated and uncannily efficient treatment was discovered by accident following a large explosion in the ammo dump of the Waa-Grodskaab tribe, many years ago. Painboyz immediately gathered in the crater, hoping to find some Orks still alive. Unfortunately they were unable to recover enough parts to properly mend the casualties, but it was discovered that several decapitated Ork heads still retained a glimmer of life.

It is well known that Ork bodies are very robust but Ork physiology is so remarkable that the brain in a detached head can survive for some time. In a desperate effort to save Ork lives, the Painboyz were forced to experiment, and attached two heads to each of the few bodies which survived reasonably intact. The body was thus 'occupied' by two Ork personalities. Minor modifications to the central nervous system (involving safety pins and rubber bands), enabled each head to control one half of the body. It was found that the head graft patients could fire a short range (close combat) weapon with full accuracy in each hand.

The treatment soon became known throughout Orkdom and further 'eksperimentin' on blast-damaged Orks led to techniques of grafting extra arms onto the body at the same time as the head-graft. This meant that a multiple-armed Ork could handle and fire a pair of shoulder-weapons with full accuracy. Any patient receiving a head graft can therefore roll to see if the Doc fits extra arms as well. Roll D6 - on the score of 5 or 6 means that the patient automatically gets two extra arms free as well.

Armour Plating. The patient's body is almost entirely covered with steel plates rivetted to his flesh, patching up the holes shot through him. This confers an extra +1 to his toughness.

Steel Teef. Another cosmetic treatment which probably benefits the Painboy more than the patient since the Doc gets to keep the real teeth and the Ork can't detach or spend the steel ones! Needless to say, steel teeth are frequently fitted to Orks who have no real need on the grounds that it was essential for their recovery, or in other words, the Doc thought the patient was a goner so he took the teeth anyway and fitted steel ones just in case he came round after all.

Squig Brain Transplant. This treatment is commonly associated with the so-called 'Bad Docs'. These Orks have let their taste for experimentation get the better of them by, for example, transplanting the brains of squigs into Ork craniums. This treatment is known among many Painboyz, but those who get caught practising it soon get banned from the tribe as Bad Docs.

Brain transplants are often the only way that a mortally wounded Ork can be restored to life, albeit with little mind of his own. In fact the squig-brained individual simply becomes the slow-witted servant of the Painboy. Bad Docs accumulate retinues of such patients who do exactly as their masters bid them, having the mentality of a pet squig. Of course the Docs say that they are 'recovering', until the retinue gets so large and obvious that no Orks dare to visit him again, and he has no option but to wander off as a freebooter and ply his trade elsewhere. An Ork receiving this treatment simply joins the retinue of the Painboy. His new profile is as follows:

	M	WS	BS	S	T	W	I	A	LD	I	CL	WP
Squig Brain Ork	4	3	2	6	6	2	2	2	3	3	8	3



AFTER THE BATTLE



Most players are probably used to fighting battles as one-off events. The army is worked out to a set points value, equal to that of your opponent, the battle is fought and the army is packed away, to be brought out again another day in exactly the same form, regardless of whether the last battle was won or lost. Players will of course alter their army composition from

time to time, to meet the points values of different opponents and to use new troops which they have collected, but the events of the previous game will be forgotten and not reflected in the current form of the army.

But there is another way of doing things. If you wish to take part in a campaign together with a number of opponents (perhaps enacting the rampage of your Ork warband across the Galaxy during the Waa-Ork) the results of every battle and skirmish will be important. An army loses and gains in troops and war material as the campaign progresses, and this decides the ultimate victor in the same way as it would in a single, isolated battle.

Even if you are not fighting in a campaign you may like to develop your army from encounter to encounter as if each battle were a continuous sequence of events. This is exactly what life is like for an Ork tribe. The warband raids here, raids there, conquers worlds and exacts tribute, chastises rival tribes, runs into enemy forces on the way and defends the stronghold against all comers. Its just one long tale of battle and the Orks like it that way.

Naturally the Orks have developed an elaborate tradition of kustom and kultur concerning looting, share-outs, looking after casualties, assessing tribute, gaining renown as proper Ork warriors, earning respect and authority, collecting teeth, hiring Freebooterz, rebuilding captured wargear and recording victories on warbanners. There is no reason why an Ork player should not indulge in all these worthwhile Orkish activities, whether he is playing in a formal campaign or not. After all "Orkses iz Orkses an' dey duz wot dey likes. Wanna argue about it?"

VICTORY AND DEFEAT IN BATTLE

There are three main ways of establishing which side has won the battle. These are described below.

Decisive Victory. If the enemy has been utterly wiped out or completely routed from the playing area leaving your army in possession of the battlefield, you can claim a decisive victory. The battle is won and the field is yours to loot and pillage as you wish. The enemy is in full retreat and your forces may even be pursuing them. The game ends when there are no troops left on the losing side who are capable of fighting. In other words they are all casualties, off the table or routing.

Victory of Attrition. The battle comes to an end because night has fallen or both sides disengage through sheer exhaustion (in game terms, both opponents agree to pack up and go home having run out of time). The side which has lost the most troops as casualties and the most war material damaged and destroyed (calculated in points values) has lost the battle of attrition. The defeated army will be tired, worn down and weakened and stands a good chance of being decisively beaten if engaged again or pursued. The beaten army is assumed to either retreat or surrender, leaving the victors to loot the stricken field.

When the time comes to end the battle add up the points value of all troops which are now casualties and all equipment which is knocked out. Add the points value of all troops which are routing or have left the table in rout. Add half the points value of any damaged, but functional equipment. Add half of the value of any wounded but not slain troops. The side with the highest points value of slain, routing and wounded troops and destroyed and damaged war material has lost the battle.



Capture of an Objective. The reason for the battle was because one side wanted to capture a position held and defended by the other side, such as a stronghold, settlement, fortress, hill, crashed spacecraft, factory, river-crossing or trench-line. Both players will have agreed the objective before the battle. If the defenders are destroyed or thrown out of their position with no chance of rallying for a counter-attack to retake it they have lost. If the attacking side are repulsed with such heavy losses that they stand no chance of capturing the objective in any further attempts they have lost. If the objective is captured, the remnants of the defenders are assumed to retreat or surrender, leaving the battlefield to be looted by the victors. If the attackers are repulsed, they are assumed to retreat from the battle zone to lick their wounds, leaving the battlefield to be searched and looted by parties sent out by the defending side.

Project a line across the table, linking the sides of the table, which also touches the defender's edge of the objective. This is the 'line of death'. The battle ends when the attackers hold all the ground up to the line of death or have not enough troops left to take it, or have given up trying. If all defending forces are pushed over the line or routed across it, and no defenders are left alive on the attackers' side of the line the objective is considered to have been captured and secured and the attacking side has won. If the attacking side's points value of troops still able to fight drops to below half that of the defenders still able to fight, the defenders have won.

VICTORY AND DEFEAT

If the Ork side is victorious the Orks are free to loot and pillage the battlefield and treat their wounded comrades. If the Orks are beaten they get no chance to do any proper looting and must abandon their casualties.

On the rare occasion when all victory conditions are equal, the battle may be declared a draw. However the Ork player can secretly bask in the knowledge that a drawn battle is a concept beyond the comprehension of the Orkish mind. The Warboss understands victory - that is when you get what you came for and taught the enemy skum a lesson they won't forget. He understands defeat - but it is something that is never mentioned again, and you thump anyone who does. A drawn battle, since not all the Orks are dead or running away afterwards, must obviously be a kind of victory. Orks therefore divide battles into three kinds: big victories, little victories and things they don't talk about. There is no reason why the Ork player should not proceed in the same way after a little victory as after a big victory, since it means that some part of the battlefield will be under Ork control. After all, there is plenty of time to loot during the lull in the fighting when each unbeaten side pulls back slightly to consolidate their gains, lick their wounds and make new plans.

THE FATE OF FALLEN ORKS

During the game all casualties are treated as though they were slain. In fact, although they are out of play, casualties will include those temporarily knocked out, slightly wounded, severely wounded, unconscious or skulking in a shell crater as well as those who have been slain outright. In other words a lot of casualties are likely to survive the battle to fight again if their wounds can be patched up.

Orks are fortunate to possess very robust and resilient bodies which can stand up to a lot of damage. A mere scratch for an

Ork would be a wound for a human being, and a nasty wound for an Ork would be a mortal wound for many other creatures. Ork flesh heals easily, leaving horrible scabs and scars, but these simply add character to a warrior's appearance in Orkish eyes. Restoring severed limbs, transplants and patching up shattered bodies is basic surgery for Ork Painboyz and is regularly carried out with good chances of success and full recovery. Many hardened warriors suffer hideous wounds and may even be largely replaced by bionik bitz, yet live on and continue to fight well.

This fact makes the role of the Painboyz important. Orks who can be found, treated and brought back from the battlefield may well survive to fight again. The emergency first aid rendered by the gallant Painboyz and their determined and brave runt orderlies doubtlessly saves many Ork lives. Orks who are not found by Painboyz or their orderlies are doomed. They will either succumb to their wounds or be knocked on the head by thieving Gretchin, Death Skulls or Freebooterz, so they can extract their teeth and loot their gear. Painboyz usually leave an orderly by each casualty to guard him until he can be carried from the field.

"A good battle I fink, Fuggit" said Doc Hacksore, looking round the cramped tent at the serried ranks of groaning Ork patients. "Yer can't beat a good scrap, an' it's good fer business too. How are da kustomers, Fuggit? Anywun else died?"

Fuggit trotted round the cots inspecting the wounded Orks. He was proud to be Doc Hacksore's assistant, and enjoyed learning about doctoring. And he'd certainly learned a lot over the past year - the quickest way to extract teeth, how to tell the different types of medical squigs apart, simple surgical techniques like stapling and welding, and not to pick his nose when the Doc was operating.

All the patients seemed to be doing well except Nagbag. Unlike the other Orks who were complaining vociferously about the food (or lack of it), the Bad Moon reclined peacefully on his cot, staring vacantly at the ceiling of the tent. Fuggit poked him experimentally. "Can I git yer anyfink, Nagbag, sir?" the Gretchin enquired. "A drink? Sumfink ter eat?"

"Duh" replied Nagbag, noncommittally. Fuggit interpreted this as 'no'.

"Oi, Boss! Dere's sumfink wrong wiv 'im!" yelled Fuggit, alarmed. Though the odd patient failed to make it through surgery (usually because the Doc operated on the wrong bit of him) Orks generally recuperated fast, inspite of, rather than because of, the post-operative care.

"Don't worry about 'im, Fuggit," replied the Doc. "It's just a little - er - eksperiment ov mine. E'll be fine once da squig 'as settled in."

I knew it was only a matter of time, thought Fuggit dismally, seeing the neat line of rivets that ran around the top of Nagbag's skull. The Doc's gone and put a squig in his brain. If the Warboss finds out we're for it!

The player can opt to leave an Ork casualty on the playing area to see if a Painboy can reach him in time to give him some emergency treatment. If a Painboy moves into contact with the casualty before the end of the player's next turn, emergency treatment is possible. Otherwise the casualty is removed as normal. The Painboy does not have to spend any time stationary beside the casualty, he simply has to 'touch' the model as he passes by during his move. The Painboy automatically counts as having set up the marker pennant and rendered emergency treatment.

The Painboy will have plenty of orderlies to help him, including some to carry a supply of marker pennants. Players may like to make a supply of pennants marked with each Painboy's personal sign to mark casualties.

After the battle, roll a D6 for each casualty marked with a pennant. A score of 3-6 means that the emergency treatment was successful and the casualty has survived. Other casualties are removed as slain. The casualty will now be carried from the battlefield to the Painboy's field hospital for proper treatment and the fitting of bionic parts.

For points-based victory conditions, count the full points value of casualties recovered by Painboyz.

If the warband is being retained from one battle to another as a developing force (in a campaign for example) Orks who have been recovered from the battlefield by Painboyz can reappear in the warband, restored and enhanced with various 'bionik bitz'.

In return for his services, the Painboy earns himself a nice bag of teeth from grateful and often bewildered patients (and gets a chance to do a bit of 'eksperimentashun' with his latest bionik invention as well).



ADRIAN SMITH

TREATMENT

After the battle, set aside all those casualties which have been recovered by Painboyz. These are a mixture of concussed, slightly wounded and severely wounded Orks. There are two ways of representing the results of treatment at the Painboy's field hospital and the player can opt for either of these.

The first and simplest way is just to roll on the Painboyz Bionik Bitz Chart to determine the outcome of surgery. Ork casualties brought in by Painboyz are no longer on the danger list, thanks to emergency treatment on the battlefield, so they can't die later. Recovery is certain, but the cost to the patient remains to be seen. The second way is to roll for each casualty to determine his wounds and then roll on the appropriate Bionik Bitz Chart to see what the doc has done for him. Docs are very keen to do a proper job of mending their patients and even slightly wounded Orks may find themselves with bionik bits after the anaesthetic wears off.

D100 Wound

0-15 Nasty scars, ripped flesh and scorch-marks. The patient is sewn up or rivetted by the Doc and now has a few prestigious scars to show off, he becomes as a 'Skarboy' or veteran. Roll again on a D6: a score of 1 means that the doc has persuaded him that he needs further treatment so roll on the Bionik Bitz Chart.

16-30 Blood drenched and blackened stump where the hand should be. The patient has lost a hand, or had to have it amputated. Roll on the Bionik Kustom Hands Chart.

31-45 Arm severed or wrenched from the shoulder, flesh in tatters. The patient suffered a severe arm wound which necessitated its replacement with a bionik arm. Roll on the Bionik Arms Chart.

46-60 Leg blown off leaving a battered and bleeding stump. The patient's leg was blown off or so severely wounded that it had to be amputated. Roll on the Bionik Legs Chart.

61-75 Great gaping hole in the skull. The patient suffered severe head wounds requiring a complete cranial rebuild. Roll on the Cranial Rebuild Chart.

76-90 Riddled with holes, guts ripped open and dripping blood. The patient suffered severe multiple wounds all over his body. Either roll on the Doc's Surprise Chart or roll on D4+1 charts.

91-100 Hopeless Case. The patient was in such a bad state (probably in bits) that he was left outside the tent with a label with 'Not Yet Dead' scrawled on it by a Gretchin orderly. Eventually the doc decides that there is no alternative but to try out some experimental remedy. Roll on the Doc's Surprise Chart.

Mended Orks can now return to their units proudly displaying their scars or bionik bitz. A few must however join the ranks of the Madboyz as indicated by the nature of their cranial rebuilds. A few others may linger as mindless servants of the doc, depending on the nature of his experimental surgery.

According to kustom, Painboyz are allowed to mark their backbanners with tally-marks or the poles with stripes to indicate each casualty saved in the heat of battle. Tally marks often take the form of rows of stylised bones.

LOOT AND PILLAGE

Orks go to war for three main reasons:

1. Da Waa-Ork iz on
2. Fer da loot
3. Koz dere iz a lot of skummy gitz wot needz ter lern some zoggin' mannerz.

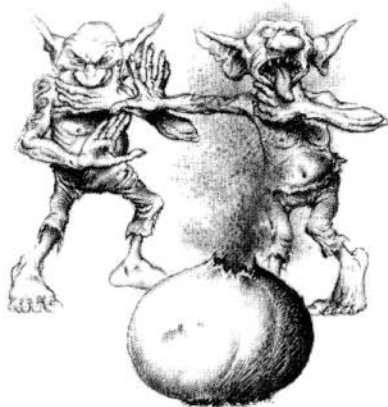
Orks don't just fight because the Warboss says so. Households send their mobz of boyz to join his military expeditions as and when they feel like it. If there is an enemy to be dealt with, like a subject people who will not pay tribute, or anyone invading Ork territory, they will go and fight "ter teech 'em a lesson". If the Waa-Ork is on they will fight "Coz we iz da Orks". Otherwise they fight for loot and the sheer thrill of fighting for its own sake. So if the Warboss has a cunning plan and he needs the boys of the tribe to help him out with it, he must make sure that there are good prospects for loot, so as to get a good turn out on the day.

Loot is a very important source of income to every Ork household. Teeth can buy a lot of things, like squigs and fungus wine, and a lot of teeth can buy war gear from the Meks, but often the teeth run out and the household falls upon hard times until they can grow some more. Loot however can be a great source of extra income.

Teeth have to be grown, or earned by work - an unpleasant and unbecoming activity for most Orks, and only really suitable for runtz. Apart from Oddboyz with their specialist skills, the only work available to one of 'da boyz' is keeping an eye on the runtz and slaves while they build something for



STEPHEN TAPPIN



PUFFBALLS

These round fungi contain vast quantities of poisonous spores which are released when the Puffball is broken or crushed. Snotlings collect these fungi for use as primitive fungus bombs, dropping them under the feet of their opponents so that they will tread on them and suffer a nasty whiff of pungent, toxic spores. The foul-smelling spores make the Snotlings cough and gag, but are not poisonous to them, as they are to non-Orkoid races. Puffballs cleaned out of their spores and stuffed with marinated squig are a favourite Ork meal. Spores from different varieties of Puffballs are collected for filling spore bombs (a kind of stikkbomb) and for various medicinal uses.

the Warboss, the Mekaniaks or one of the Nobz. This is very boring and only pays one tooth a day, but it keeps them off the streets.

Loot on the other hand can be taken from the enemy, like tribute. All you have to do is fight for it, which is fun. Loot is honourable and brings prestige to those who can get it. What is more, looted items can be sold to Nobz or Meks for teeth. This is a good way to get back some of the teeth that the cunning Oddboyz and Gretchins are always conning out of you all the time. Furthermore, there are some things that teeth just can't buy, such as really shooty weapons and slick technology, but these things can be found on battlefields, taken from defeated enemies as tribute or even made to order by Mekaniaks if you can pick up some of the right bits on the battlefield.

Although all Orks enjoy bringing home loot most of them are too carried away with fighting to stop and loot in the middle of the battle. For this reason there is usually a big share out after the victory is won. Each household, family and clan which sends troops to the battle can claim a share of the loot. The more troops that the household sends the more loot they will get in return.

There are three kinds of shifty scum who are cunning enough to get more than their fair share of loot. These are Gretchin entrepreneurs (who despite their reputation as 'thievin' gitz' usually only bother with winking teeth out of the mouths of slain and wounded boyz on the grounds that they won't be needing them); Mekaniaks (who have always got their beady eyes open for something to go in the bit box) and the worst of all are the Death Skull clan, who have a well earned reputation as expert looters, even by Ork standards.

SPOILS OF WAR

If the Orks win the battle, they can claim the spoils of war. This privilege can be claimed by whichever side wins and remains in possession of the battlefield at the end of the game.

Set aside all the enemy models which became casualties during the battle and all vehicles and equipment which was damaged and could not possibly have retreated from the battlefield. This equipment and weaponry can be considered as booty left upon the field. The victorious side strips the corpses of anything worth having and drags away the wrecked vehicles and artillery for repair and re-use, or to be broken up for parts.

Make a list of all the enemy equipment abandoned on the field which can be claimed as loot. If the defeated player is also developing his army and rolling for casualty recovery, then only count the equipment of those enemy casualties which are slain, not those who are recovered. You can however also include equipment belonging to slain Orks (those not recovered by Painboyz). In this way Orkish gear is not lost, but simply re-distributed during the share out, since the former owners have no more need of it.

All the booty collected from the battlefield is piled up into a heap before the Warboss, ready for the share out.

THE SHARE OUT

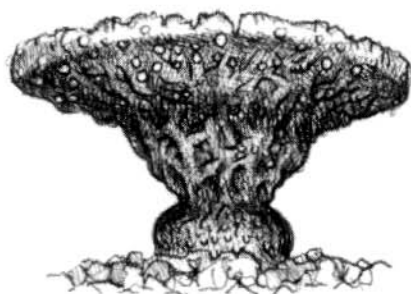
The share-out after a battle is one of the Orks' favourite kustoms. It is presided over by the Warboss himself, aided by his retainers and a corps of Gretchin scribes to see to it that everybody gets a fair share (and that the Warboss gets the best stuff). Death Skull warbands have their own variation of this kustom, which is described later on.

The most important items of booty are the really noisy and 'shooty' weapons, which the Orks like best. These are the first to be distributed and include the following weapons:

Auto cannons	Las cannons
Auto guns	Melta guns
Auto pistols	Missile launchers
Bolt guns	Multi meltas
Bolt pistols	Plasma guns
Chainswords	Plasma pistols
Conversion Beamers	Power axes
Flamers	Power swords
Hand flamers	Sawn off shotguns
Heavy bolters	Shotguns
Heavy plasma guns	Stub guns
Heavy stubbers	

All Orks is equal, but some Orks are more equal dan others.

Goff Warboss Bugrat Skumdreg, on being accused of taking more than his fair share of the booty from the latest battle.



SPECKLED BLOODSHADE FUNGUS

The Speckled Bloodshade is a deep red or purple fungus speckled with yellow or green flecks. This fungus, like all fungi, can be eaten by Orks, but it also has important medical uses, due to its effects on the Ork bloodstream. The fungus is rich in the moulds and spores which are also found in Ork skin and blood, so it can be used to enrich the blood (for example in fungus juice injection cylinders) to make the Ork metabolism work faster. It can also be used to slow the flow of blood which is of great benefit in treating wounded Orks.

Generally, Orks only bother with the weapons listed above, but Death Skull warbands can loot any abandoned weapons, however exotic they may be. Any of the weapons known in the 40K universe, and any other equipment including armour, that can be picked up on the battlefield is fair game for serious looters like the Death Skulls.

Heavy weapons are handed out first. One to each Nob in the warband (highest ranking Nobz get first pick). Any heavy weapons left over after each Nob has been given one are kept by the Warboss and his retinue. Looted power armour can be handed out to a Nob as his share instead of a heavy weapon.

Other weapons are distributed to each mob and corps in the warband (including Stormboyz, and Madboyz, but not Wildboyz or Gretchin entrepreneurs). A mob which sent only the minimum number of boyz gets one weapon. A mob which sent more is allowed two weapons. Any surplus weapons are kept by the Warboss and his retinue. In a Death Skull warband, the weapons are not just handed over to the mobz, they are auctioned for teeth.

Madboyz should not be given heavy weapons just in case they run amok in the camp, and Stormboyz and Goffs prefer close combat weapons, so give them these to keep them happy. Gretchin entrepreneurs are not given anything in the share out, and have to be contented with snatching teeth. Wildboyz who have fought in battle are initiated as proper Orks, so they can be exchanged for Orks Mobs with standard Ork wargear. Ogryns are rewarded with a big feast at the expense of the Warboss, since captured gear is unlikely to be big enough for them to use.

If Freebooterz were hired by the Warboss he must pay them with the surplus weapons which he kept back from the share out. The going rate is usually a heavy weapon for da Kaptin and a weapon each for all of the boyz of his krew. Human mercenaries, advisors and other aliens are paid in the same way.

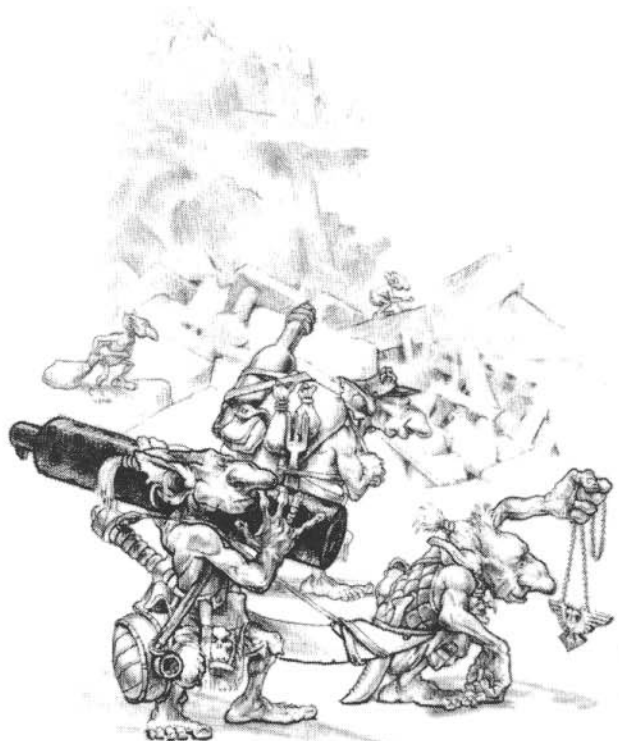
Any weapons left over are handed over to the Mekaniaks for them to kustomise or convert into kombi weapons. Vehicles, artillery, robots, dreadnoughts and other big bits of equipment are also handed over to the Meks for repair or for spare parts. The Warboss can trust them to make something really good for the tribe out of the wreckage, and if so, he will either claim it, buy it or commission some more just like it. So all in all it's best to leave them alone to get on with it.

Painboyz have free rights over all wounded and slain and can claim quite a few teeth from patients and corpses.

Runtherdz and Weirdboyz are a bit of an exception in that they are not really bothered about loot. Runtherdz come to look after the runtz for the Warboss. They usually end up adopting the loose runtz found wandering about on the stricken field, who have lost their master, and return home quite contented. They may be compensated for losses from their herds with teeth from the Warboss's own reserves and are put on the list for any runtbotz commissioned from the Meks at the Warboss's expense.

Weirdboyz didn't want to come anyway, and are happy enough if they survive at all. If the Orks have captured any chaos or psychic weapons these are handed over to the Weirdboyz who will render them 'safe'. Dangerous powers or even daemons locked in weapons can be syphoned out by the Weirdboyz and absorbed as psychic energy, to be released as a grand pyrotechnic and poltergeist display in celebration of victory. Arcane objects are often melted down to make ornaments, bells and talismans for Weirdboyz. Copper is extracted to make copper rods.

All other gear is considered junk. It is either too damaged, to 'alien' or too technologically complicated for the Orks to



PAUL BONNER



MUSHLINGS AND SNOTROOMS

Snotlings feed ravenously on fungus, often eating as much of it as they can harvest. One side effect of excessive fungus eating is that a Snotling may eventually go fungoid. All of the Ork race has a special affinity with fungus. Snotlings which go fungoid become lazy and feckless and eventually vegetate at the side of the drop, turning into a Snotroom or Mushling: a fungus preserving the vestige of a grinning snotling face. These fungi are seldom eaten except on festive occasions. Being rather tough and large, they can be used by Orks as they sit and think (or sit and enjoy not thinking) by the side of the communal drop.

bother with. Virtually all Eldar equipment falls into this category, since it is beyond the comprehension of Ork intellect, and Orks consider their wargear to be too weedy for proper Orks to use. Only a Death Skulls warband is allowed to use captured Shuriken weapons looted from the Eldar, since they will attempt to use virtually anything that they find on the battlefield.

The remaining pile of junk left for the Mekaniaks, Gretchins and anyone else who feels like it to rummage through. Gretchins take a few shiny bitz, Blood Axes take any medals, monocles and bits of military ephemera to decorate their uniforms and the Meks take most of the rest. They sort out the metals and melt them down in vats to produce raw materials for their projects.

A serious problem arises if there are not enough captured items to reward every Nob or mob in the warband, which can result in a household leaving the tribe in disappointment. A wise Warboss will make sure that no Nob or mob who turned up to the battle leaves unrewarded, even if it means giving them one of his own weapons and pretending it was proper booty. Alternatively he can give them some of his own runt servants or a fistful of teeth from his great pay chest.

Apart from the gear in the share out, whether it is shooty or junk, there is a lot of looting to be done on the battlefield. Death Skulls are real experts at this: they strip the uniforms off the corpses and snatch a variety of other things, including bones, which other clans would not care about or want. A Death Skull warband does particularly well for itself after a battle, because the Death Skull boyz do a very thorough job of retrieving everything and anything that might be of any possible use to them.

DA ORKSHUN

In a Death Skull warband, the Warboss does not just hold a share out of the loot, he does better than that, he holds an auction.

The auction (or as the Death Skulls say "da Orkshun") is held instead of the customary share out organised by other clans. The booty is piled up as normal and the Warboss, accompanied by his trusted retainers and Gretchin servants climbs up on top and acts the part of auctioneer. Some Warbosses, in order to preserve their dignity, get one of their Gretchin servants to do this task while they preside over the proceedings. The main function of the auction is to distribute the captured weapons and earn some teeth for the Warboss. Only weapons, armour and vehicles are auctioned. Other stuff is given away to the Oddboyz as described above.

The principle rule of the auction is that the Death Skulls get first choice of the booty, and they don't have to pay for any of it. The other clans in the warband have to bid for it. Freebooterz are paid by the Warboss as described above, out of the stuff that he has retained for himself, because it makes sense not to get on the wrong side of them. You might well ask why the other clans put up with having to bid for loot instead of just getting a share for free? The answer is that the going rate for booty in a Death Skull auction is very low and it can be bought with teeth recently extracted from slain Orks on the battlefield. The Painboyz and Gretchins of each clan in the warband are given the task of recovering the teeth of fallen Orks belonging to their clan.

The auction is popular, because the Orks enjoy the thrill of bidding against each other for good bits of gear and there is a chance of a wealthy Nob getting something better than he might have done in an ordinary share out.



To represent this custom a player with a Death Skull warband should first reward all the Death Skulls units, Stormboyz, and Madboyz as normal. The equipment left over is up for auction. Roll 2D6 for each Mob, each Nob, and each Oddboy in the warband who belong to other clans. The scores represent the number of teeth that each mob or Ork has to bid with at the Orkshun. Each close combat or standard weapon in the loot pile can be exchanged for 1 tooth, but a heavy weapon or other item of gear costs 6 teeth. This means that a mob must choose whether to bid for a lot of weapons for the boyz or just one heavy weapon, but Nobz and Oddboyz are more likely to bid for heavy weapons. All the teeth that are exchanged are given to the Warboss and can be traded in by him for points to spend on the army as a whole ready for the next battle (or used to pay off mercenaries, in which case he has to give them all the teeth). If he chooses to trade in the teeth for points, each tooth is worth 1 point.

BLOOD AXES

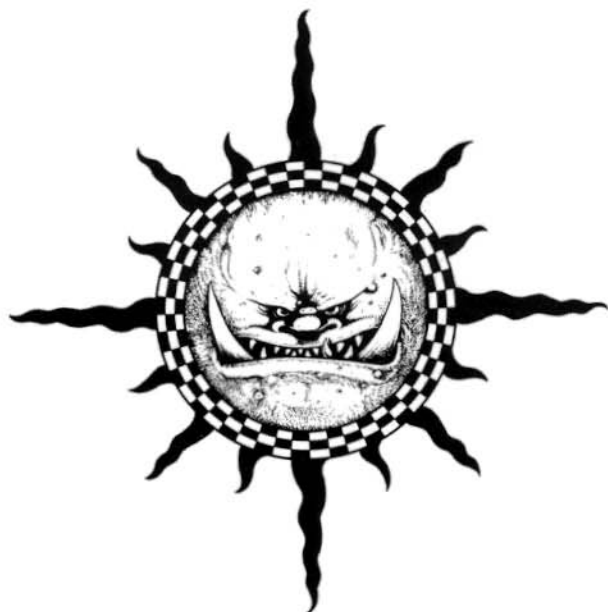
If a Blood Axe warband defeats another force of Orks they may receive a subsidy of teeth from the Imperium, or from a local leader of a power-bloc such as a Pirate or mercenary leader or a planetary ruler. This only happens if the Warband includes a human advisor. The current going rate is 100 teeth for a big victory, 50 teeth for a little victory, and no teeth for the outcome that Orks don't talk about. These teeth can be traded in for an equal number of points to spend on the army for the next battle.

MEKANIAKS AND CAPTURED WAR GEAR

There are several kinds of captured equipment which can be repaired for re-use by the Mekaniaks. These include the following:

Rhinos	Landraiders
Robots	Thudd guns
Mole mortars	Rapiers
Tarantulas	Bikes
Any kinds of Ork vehicles and artillery	

A lot of this equipment is compatible with the sort of tribute gear exacted from subject human worlds and can be readily patched up and used by the Orks. If any equipment listed above has fallen into Ork hands it can re-appear in the Ork warband at any future time in its stripped down and restored state. Simply note down that it is available to the tribe.



HIRING FREEBOOTERS

After any victory, the word spreads around Orkdom. The reputation of the victorious Warboss is made and he begins to attract more followers. Freebooters may turn up at his stronghold offering their services. To represent this the victorious Ork player may roll three times on the Freebooters Chart and note down the Freebooter mobz which he generates as available to him at any future time. Successful Warbosses soon end up with long lists of mercenary mobz which they can call upon to augment their tribal forces.

A Freebooter mob which has not been rewarded by the Warboss after the last battle must be crossed off the list because they won't trust the Warboss again. In the case of unpaid Freebooters the player's next opponent can test to see if they voluntarily turn up on his side to settle the score with their former employer. Roll a D6: a score of 6 means that one randomly determined crossed-off Freebooter mob turns up on the enemy side augmenting his forces. This costs your opponent no points at all.

WAR TROPHIES AND BATTLE HONOURS

The prestige of a Warboss is measured by the quality of the enemies which he has defeated. Therefore it is the greatest possible achievement of a Warboss's career to defeat a force of Space Marines. After all, these are the cream of the forces of humanity. If the Warband actually succeeds in defeating Space Marines the Warboss's personal Gretchin servants will set about scouring the battlefield for abandoned helmets as trophies for their master.

According to Ork kustom, a Warboss is allowed to display one space marine helmet of each chapter he has defeated, and one helmet for each time he has defeated them. For example, a Warboss with two Ultramarine helmets and one Space Wolves helmet festooned on his warbanner has defeated the Ultramarines twice and the Space Wolves once. Any Warboss who has won three battles against Space Marines is automatically acclaimed a Warlord.

REINFORCING THE WARBAND

After any battle, the warband is likely to have been depleted by losses. Some, maybe all, of the mobz in the warband may need to be replenished with new recruits. Wildboyz who have proved themselves by taking part in the battle as a Wildmob can be exchanged for fully civilised Orks to replenish any Boyz Mobz that need bringing up to strength - the battle-hardened whelps are taken into the Ork Households under the patronage of a Nob. For this reason, a Warboss will always try to bring a good number of Wildboyz on his campaigns. Of course, the tribe will also set out to find more wild whelps to make a new Wildmob to take to the next battle, and so the cycle of recruitment goes on.

Any losses which cannot be replaced will mean that some units remain under strength until more Wildboyz are battle-hardened. An army developing from encounter to encounter according to these rules, is permitted to field under-strength units if this resulted from previous battle losses. This may mean that the total points value of the warband is less than before. These surplus points can be used to pay for additional equipment, Freebooterz or Wildboyz. This accurately represents the fact that following every battle the number of Ork losses results in an influx of extra teeth into the tribal

economy (pulled out of corpses by Gretchins, Painboyz and Death Skulls and soon spent), and a determined search for Wildboyz to recruit.

After each battle the reinforcement of the warband can be summarised as follows:

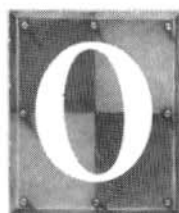
1. After a victory, the warband gains captured equipment. No points are paid for this, it is free. The Orks have earned it by hard fighting, low cunning and it has been paid for in Orkish blood. The warband is entitled to keep and use captured equipment in any subsequent battle without paying for it again in points.
2. Casualties recovered by the Painboyz can rejoin the warband. They will usually have gained some bionik bitz, these cost no points.
3. Losses and casualties that are not recovered may result in the total points value of the warband being less than it was before the battle. The warband can be brought up to the required points value for the next battle by spending points on equipment, Freebooterz or Wildboyz.
4. Wildboyz who fought in the last battle can be exchanged for Ork Boyz to reinforce the Boyz Mobz.
5. A Death Skull warband may have made a profit from the Orkshun in teeth. These can be exchanged for extra points to spend on equipment, Wildboyz or Freebooterz for the warband.
6. A Blood Axe warband may have been given a subsidy of teeth. These can be exchanged for extra points to spend on equipment, Wildboyz or Freebooterz for the warband.



MARK GIBBONS



RUNTHERDZ



Ork Runtherdz train the Snotlings and Gretchin who are the Orks' servants and help-mates. Runtherdz may even be found in command of units of Runtz, as Snotlings and Gretchin are called, on the battlefield. Having raised the Runtz they take great pride in the achievements of Gretchin which are doing well and may help them out sometimes, so long as other Orks don't notice. In battle, the Warboss may order the Gretchin and Snotlings to be rounded up and deployed in swarms to make mass attacks or rush across minefields in order to save Ork lives. Most Runtherdz accept the fact that some Runtz will be lost in battle, but would rather see them be used for some worthwhile purpose and not just as cannon fodder. For this reason Runtherdz get Mekboyz to build Herd Robots with protective force fields to accompany the Herdz when they are used in the attack.

GRETCHIN

Gretchin are more highly valued than Snotlings on account of their being more useful and clever, so it is often a sign of desperation among the Orks when poorly-armed Gretchin are used in mass attacks. It is much more common to see Mobz of Gretchin who have earned enough teeth to arm themselves with blunderbusses prowling the battlefield.

Such bands will latch on to a Mob of Orks and follow them about, giving them their 'best support' whether the Orks like it or not, and attempting to filch booty before the Orks can get to it. Gretchin love to emulate their Ork masters, much to the irritation of the Orks. On the battlefield Gretchin Mobz latch on to Ork units and follow them about copying their actions. This annoys the Orks like mad, since the antics of the Gretchin attract attention to them and draw enemy fire. If the Orks try to make the Gretchin go away by pelting them with stones or battlefield rubbish, the Gretchin will simply take this to be a display of robust Orkish camaraderie and start gleefully throwing the stuff back.

Most Orks disapprove of Gretchin getting involved in the fighting, since it is proper Orky business and a sign of Gretchin getting above themselves. Gretchin troops are generally regarded with derision by the Orks because of the sneaky way they fight. The special Ork Events cards represent this behaviour by obliging Gretchin Mobz to emulate the Orks around them. Of course, these 'cards' don't always come up during play, so you can never tell if Gretchin Mobz are going to do what you want or not.

A Runtherd may go as far as giving a young Gretchin some rudimentary training in arms and fighting, although such rash behaviour is unlikely to meet with the approval of other Orks. Clever Gretchin can also be trained as servants for Mekboyz, Painboyz or Nobz. If a Gretchin is smart enough to earn himself a few teeth he may ask a Mekboy to make him a weapon so that he can fight in the Gretchin Mobz. The Meks are happy to do this, but know that it is best to keep proper weapons out of the hands of Gretchin. Thus many innocent and gullible Gretchin gleefully exchange handfuls of teeth for a bizarre array of crudely made blunderbusses and similar primitive firearms which shoot a rather inaccurate and short ranged hail of nails, stones or nuts and bolts.

The Goffs are more intolerant of Gretchin than other clans, regarding these little upstarts as nothing more than a mockery of the Ork warrior ideal. As far as Goffs are concerned Gretchin are all right in their place - which is fetching, carrying, and looking after Orks - but only a rash and foolish Warboss would permit them in his Warband. A Goff Warboss never has Gretchin Mobz in his Warband.

RUNTHERD ENCOURAGEMENT

If a Gretchin Mob routs or fails a psychology test when it is within 12" of a Runtherd it may immediately test again. The Runtherd shouts at the Gretchin in an appropriately stern fashion, hoping that they will respond to the sense of discipline and obedience which has been instilled in them. Sometimes this works and sometimes it doesn't - but it is always worth a try.



JOHN BLANCHE

DREADNOUGHTS

Ork Dreadnoughts are controlled by a tiny Gretchin huddled up inside the crew compartment. The Gretchin is wired into the Dreadnought by a Painboy, and the machine then becomes his home for the rest of his life. Although this may sound daunting there is no shortage of Gretchin volunteers who approach Mekboys and Painboyz asking to be wired into Dreadnoughts. These are usually Gretchins who are not doing very well at earning teeth for themselves and who entertain romantic notions of striding across the battlefield and performing heroic deeds just like Orks. Gretchins relish the chance of being the equals of Orks in battle, and some cannot resist the prospect of being made even better and more powerful than one of the Boyz.

The desire of a Gretchin to be 'one of da Boyz' is fulfilled by them becoming a Dreadnought. Some Gretchins get a bit power-crazed when then are turned to Dreadnoughts and forget to do what the Warboss tells them. This is represented by the various special Malfunction cards.

SNOTLINGS

Snotlings are less intelligent, less cunning and less mentally developed than Gretchins. They are mischievous and have the attention span of a gnat. This means that they are far less useful than Gretchins as servants. However they are very good at harvesting fungus and finding squigs in the drops. Snotlings love to play in the drops and will run up to their master or his chief Gretchin servant with handfuls of fungus or big juicy squigs feeling very pleased with themselves (rather like dogs who dig up bones, or cats which drag dead things indoors). The Gretchin can then prepare these as meals for the master, rewarding the Snotlings with a pat on the head or a morsel of tasty cooked fungus or squig.

Nasty pranks are one of the more annoying aspects of Snotling character which the Orks and Gretchins have to put up with. Discipline in the form of kicks or cuffs tends not to work, since the Snotlings soon forget what they are being punished for and simply play another prank to get their own back. Most Orks get exasperated with this behaviour. Runtherdz, however, have a really cheerful and indulgent attitude to them, and tolerate their pranks with remarkable good humour.

Snotling models are grouped together on a single 40x40mm base in 3 ranks of 3, making a total of 9 models per base. In hand to hand combat each base has 3 attacks and can withstand 3 wounds. Casualties sustained by the unit must be recorded. When this reaches 3 wounds a base is removed. No deduction in fighting power is experienced due to loss of wounds until an entire base is removed. Snotlings will not charge or receive a charge unless they outnumber their enemy by at least 3 to 1. If a unit of Snotlings is charged by a unit which it does not outnumber by 3 to 1 it will run away, unless accompanied by a Runtbot or a Runtherd. Thus an unaccompanied herd of 3 bases (27 models) would run away if charged by 10 or more troops. In the case of large creatures with several wounds, the total number of wounds is considered rather than the number of troops.

Snotlings cannot be harmed by poisons. The bonus for poisoned weapons used against them is ignored, and any poison gas or spore weapons have no effect on them whatsoever.

The Snotling base incorporates a variety of primitive weapons such as clubs, tiny spears, daggers and so forth. In hand to hand combat all these count as hand weapons.

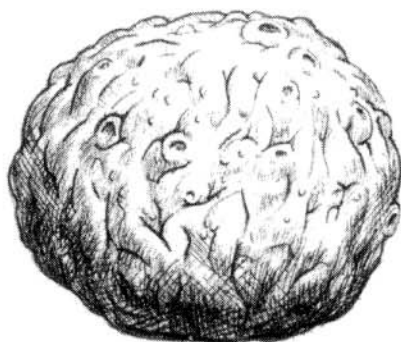
Snotlings have a natural resistance to poisons and make use of puffballs containing poisonous spores as close combat weapons. Snotlings simply drop these puffballs to release the spores which affect close combat opponents but not the Snotlings. A base equipped with these weapons may add +D6 to the strength of all hand to hand combat hits that round.

RUNT WEAPON CREWS

Gretchins are actually quite clever little creatures and are especially good at repetitive mechanical tasks which require a small amount of manual skill. Orks are surprisingly poor at this sort of thing and they tend to lose patience and either go off and do something else or just break whatever it is they are working on. Because of this it is usual for Ork support weapons, such as the Hop-Splat Field Gun and Squig Katapult, to have a crew of Gretchins. Orks would never stoop to this sort of thing themselves, but would sooner be right at the front where the action is. The trouble with Gretchins is they tend to get a bit slack if no-one's watching them, so a Gretchin crew must always have a Runtherd or a Nob within 6" if it is to work properly. If there is neither a Runtherd nor a Nob within 6" the Gretchin will take a breather and the weapon won't fire that turn.

There are advantages to using Runtz as crewmen in this way. Sometimes the Runtz get a really good rhythm going, shooting shell after shell into the enemy ranks. However this never lasts long. Once the Runtz miss a step or become distracted the whole thing can fall apart.

The Orky Events cards contain special cards which represent the slightly haphazard nature of the Gretchin crews. These cards are included in the same pack as the Malfunction Cards and are played as described in the section on Mekaniaks.



Ruttid Gob-buster

This fungus can grow to be quite large, and even an Ork will find it difficult to stuff a big Gob-buster into his mouth in one gulp, hence its name. It also has a tough texture and strong spicy tang. Very big and old Gob-busters are sometimes so strong that Orks have to spit them out. Other Orks consider it a demonstration of endurance to finish a Gob-buster. It is very much an acquired taste.



BOARS AND CYBOARS



hen Orks visit wild breeding communities to recruit young Ork whelps to replenish the tribe, they usually take a few boars back with them too. Apart from the tusks which are of value as currency, boars are sometimes ridden by Wildboyz accompanying the warband on campaign. The best boars are selected by the Meks and Painboyz and turned into a

strange amalgam of animal and machine known as Cyboars.

Boars are notoriously ponderous animals, with small piggy eyes, vestigial intelligence, nasty temperaments and exceedingly unpleasant digestive processes. They are very difficult to control and prone to running away in terror if something unnerves them. Because of the boars' wild and stubborn nature, all rout and psychology tests are taken using the rider's characteristic but with a -1 modifier to leadership. So an Ork with a leadership of 7 would have a leadership of 6 when riding a boar.

Boars are stubborn, obstinate animals with tough skins - a trait which Orks admire considerably, and to say that another Ork is as 'thick as a pig' is considered quite complementary. Boar riders add a very generous +2 to their saving throw. Any armour worn by the boar makes no difference to this saving throw as any further benefits would make them practically invulnerable. Boars have gore attacks from their long tusks.

BOAR

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	3	0	3	3	1	3	1	3	4	4	4



CYBOARS

As previously mentioned, Cyboars are boars which have been bionically enhanced by Painboyz and Mekboyz to produce a savage part-mechanised riding beast. Basic 'improvements' to the boar usually involve its tusks being replaced by stainless steel ones, the fitment of a combined riding saddle and body carapace, and the back legs being replaced by a roller.

Like boars, Cyboars have gore attacks from their stainless steel tusks. Unlike boars they are not as difficult to control and less prone to bolt if they are frightened. If a Cyboar is being ridden, all rout and psychology tests are taken using the unmodified rider's characteristic as normal. Cyboars are just as physically tough as boars, so a Cyboar rider adds +2 to his saving throw.

Cyboars are equipped with a cunning device which injects a controlled amount of chemicals into the creature's system to produce a temporary burst of extra speed and ferocity. These chemicals are a high grade mixture of fungus-derived liquid gas and a hormone extracted from the glands of the ferocious Gnasher Squig. Cyboar riders can use this mixture once during the game. The player declares this action at the start of the movement phase. Movement is immediately increased by D6+4 inches and attacks by D4 for the duration of that turn only.

CYBOAR

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	3	-	4	3	1	4	2	-	-	-	-

The Gretchin clustered worriedly outside the steel pen. Loud snorting noises came from inside, and there was the occasional thud as something large and bulky smashed against the wall. A stream of stinking yellow liquid leaked from the bottom of the gate and trickled across the floor into the brightly lit room beyond.

'Oi get on with it, yer cowardly Grots!' shouted a loud voice from the other side of the open door. 'Gutrog's waitin' an' me blow torch is gettin' cold!'

The Gretchin, galvanised into action, grabbed the smallest one of their number and hoisted him up and over the wall of the pen. There was brief, deadly silence. You could have heard a Snotling drop. Suddenly there was an eruption of sound and fury and the Gretchin watched awestruck as the battered body of their former colleague flew out of the pen to land in a pathetic bloody huddle on the floor.

The democratic selection process was repeated, and the next smallest Gretchin found himself helped into the pen. Again, there was a brief, ominous silence, this time followed by a high-pitched squeal of fear, some truly impressive gobbling noises and a rather liquid burst of flatulence.

The third volunteer at least put up a decent struggle but he too was boosted over the wall. The floor shook with a great pounding of hooves then some soft squelchy noises.

The remaining two Gretchin wiped the spray of green blood off their faces and eyed each other with undisguised malicious intent.

They were saved from their dilemma by the approach of a huge Ork Painboy carrying an enormous hammer in one hand and a squirming Snotling in the other.

'See I'm going ter 'ave ter do this myself', he said, and pointed meaningfully to the enclosure. The two Gretchin dutifully scurried over to the side of the pen and bent down. The Ork stuffed the hammer in his belt, the Snotling in his teeth, stepped on their backs, and hauled himself over the wall.

The Gretchin pulled themselves off the ground and waited expectantly by the gate. They heard: 'Ere boy, din-dins!' - gobblegobblegobWHACK!, and the thud of a large body falling heavily to the floor.

They quickly raised the iron bars that held the gate closed.

The Painboy proudly strutted out of the pen twirling the massive hammer round his thumb. He turned to face one of the Gretchin, absent-mindedly catching the other on the chin with the whirling hammer. It fell unconscious to the floor.

'Nuffink to it,' he said smugly. 'Bring 'im into the serjery an' strap 'im on da table.'

The Gretchin peered cautiously round the gate of the pen to where an enormous boar lay unconscious on its side, a Snotling arm dangling out of its mouth. It wore a surprised expression on its porcine face.

Thick clouds of grey and sulphur yellow smoke hung in clumps over the battlefield. Over the hill, deadly white explosions blossomed up into the foul air, and screaming red and orange missiles arced through the sky. The ground juddered and shook with the endless barrage of heavy weapons and the tread of Titans.

Gutrog's Cyboar twitched its tail impatiently and tried to bite his leg. He kicked it hard on the middle of its fleshy snout and the animal gave a snarl of annoyance.

His last Cyboar, Edbiter, had been blasted to pieces underneath him a few days ago, and this animal was its replacement, as yet untested in battle. Not that it would be any less ferocious, but there was still the matter of establishing that delicate link of communication between rider and mount. That element of mutual trust and understanding... Recognising exactly *which* of them was boss. He smashed it on the head with his bolter just for good measure and returned his attention to his unit.

Looking down on the surging mass of Cyboars and their riders he could see that the animals were barely under control - bucking, foaming at the mouth, pawing the ground. Better make this quick, he thought.

'Right then lads, listen up!' What with the shouts of the riders and the snorting and squealing of the Cyboars he could barely make himself heard.

He shifted his voice up several notches in volume. 'We're goin' to ride over dat ridge an' we're goin' to slaughter humies. We're mean, we're tough, we're...'

Gutrog broke off his briefing as a stray shell whizzed past his ear and exploded in a squig supply tent. He expertly snatched a couple of the squigs out the air as they flew by and tucked them down his trousers for later. The loud noise did little to improve the panicky mood of the Cyboars and several vented the contents of their bowels in hot brown spurts. As they were all milling around in a closely packed group the results of this did little to improve anyone's temper.

Gutrog's own Cyboar took advantage of this distraction to sidle up to its nearest compatriot and bite its rump. He jabbed the end of his bolter into one of its piggy ears and gave a savage twist. Sensing the imminency of total chaos he shouted out his last instructions.

'When I give the command, we're going to charge ...'

All the Orks caught of this was the word charge. They automatically slammed down the red plungers on the saddles and hung on for dear life. The noxious chemicals tore through the Cyboars' bloodstream with all the impact of pure nitrous oxide. Their eyes bulged, green foam ran from their jaws, and the whole unit catapulted over the ridge with a scream of tortured metal and a pounding of hooves. When the clouds of dust and exhaust fumes died down all that could be seen of their passing were trampled puddles of oil and pig dung, and the two-dimensional remains of an unlucky Gretchin.

HOW TO PAINT YOUR ORK WARBAND

THE CITADEL MINIATURES WAY TO PAINT YOUR ARMY

If you're already familiar with Citadel Miniatures you'll also be familiar with the Golden Demon standard painted miniatures we publish in our games and White Dwarf magazine. However, we know it's impossible to paint a hundred or more miniatures to this standard when you're creating a wargames army. In fact, the criteria for painting an army are different to those for a Golden Demon entry. You may, of course, choose to have collector standard miniatures as leaders or officers in your army, but units require a more accessible and speedy solution.

Here we demonstrate how we painted an Ork army using techniques that can be achieved by the beginner or by the gamer who wants to paint a lot of miniatures quickly. We take you through these techniques right up to painting Golden Demon standard miniatures, but the emphasis is firmly on painting units of miniatures for tabletop battles.

Simple solutions to painting your miniatures don't mean less pleasing results than you'd get with Golden Demon standard miniatures – a large unit of painted miniatures have an appeal all of their own.

The painted miniatures shown here represent units from the warband of Goff Warboss Ghazghkull. We chose a Goff army because of the Goffs' no-nonsense policy to Ork life and war – lots of Boyz with bolters, a good spread of vehicles and a strong nobility led by a powerful Warboss and his retinue. Although typically Orkish, the Goffs' approach to dress and decoration is very graphic and direct, allowing us to paint a visually stunning army without getting tied down by too much intricate detail work.

Although we've only covered Goffs here, you can use this information to help you paint Orks from any clan. First look at the way Ghazghkull's warband is organised and the colour scheme pages that go with it. Then compare these to the clan army lists and their accompanying colour plates. From these sources, you'll easily be able to extrapolate how to paint your Ork warband whichever clan you've picked.

Stage 1 gives you a basic flat colour paint scheme. This means that you paint all the areas in the appropriate colours with no attempt to shade or highlight the sculpting of the miniature. The trick here is to keep the colours bright and clean, and to keep neatly to the edges of each area. A bit of patience is required but the result can be very pleasing and not at all unprofessional looking. The following four stages can be added later if you want as your skills and techniques develop.

Often people invest more time in officers, leaders and special miniatures so you may deliberately choose to paint your miniatures in different ways. It's up to you.

Stage 2 adds line work to some of the detail and edges of the painted areas. This emphasizes what you've got and requires a fine-tipped brush, a steady hand, a good light source and a more dilute mix of paint so that it flows easily.

Stage 3 adds ink washes to the base colours. The dilute wash falls into the depressions on the model, enhancing shaded areas and giving a three-dimensional effect.

Stage 4 is painting on highlights to further enhance the three-dimensional effect. Further details can be added at any of these stages if you want.

Stage 5 is a special stage – the collectors standard with full detail work, conversions to the miniature and with fully-blended highlights and shading, demonstrated by Mike McVey.

The examples shown have all been painted with Citadel Paints, Inks and Brushes. The metal castings, plastic arms, weapons and bases were trimmed clean with a modelling knife, assembled with superglue and undercoated with thinned Skull White and an old brush.

When you're using a modelling knife, always remember to cut away from your fingers and to use a new, sharp

blade – sharp blades are much safer than blunt ones because you don't need to push as hard and there's less chance of the blade snapping.

When you look at the photographs and colour guide, remember that Space Orks do not wear uniforms but do adopt similar ways of dress to their household brethren. This means that not every Ork in a household dresses exactly the same, but that they'll all have a certain resemblance to one another. Similarly, different households in the same clan have similar styles of clothing and decoration even though precise details may vary widely.

STAGE 1 – BASIC COLOURS

For the beginner, it's always best to remember that the semi-transparent nature of Citadel colours means that dark colours cover light ones easily but not vice versa. Black will cover red but red on black goes dull and brown. We want a bright, clean result so it's best to try and make sure the paint doesn't run into areas of another colour.

To help you with this, paint carefully and slowly at first – you'll get quicker with practice. However, don't be afraid of slips – some areas are awkward to reach and you'll invariably catch parts already painted. This is best remedied by covering the offending spot with a dab of white and then touching it up with the original colour – it's that easy.



GOFFS

Goffs are the biggest, toughest, and most aggressively Orky of all Orks. They like to wear black and many choose to restrict their taste to red and white decoration in coloured bands of chequered patterns. Anything more ostentatious is considered to be rather un-Orky!

From front to back: Warboss Ghazghkull; Durthug, a Nob from Ghazghkull's Retinue carrying the bosspole (note the backplates of Goff Households on the pole); a Boy from Nazgut's Household carrying a Heavy Plasma Gun; another Boy from Nazgut's Household with Boltipistol and Stikkbomb; Muglurk, a Nob from Ghazghkull's Retinue; two Gretchin and Grotslag the Runtherd.

GHAZGHKULL'S GOFF WAR BAND

DA BOSS HOUSEHOLD

DA BIGGEST AND MOST POWERFULL HOUSEHOLD IN THE WAR BAND

DA GOFFS WEAR BLACK AND THE USUAL ORKY DECORATION OF COLOURED BORDERS AND CHECKS. GOFFS LIKE SIMPLE PATTERNS AND BRIGHT COLOURS. NOTHING TOO FANCY COS THATS NOT VERY ORKY. BPS BRIGHT AND BOLD IS WHAT THEY LIKE.



DA BPS MOB BOY

SCAR GLYPH PATCHES ARE WORN BY VETERAN SCARBOYZ



ALL GOFF BACKPLATES HAVE THE HOUSEHOLD BADGE

GHAZGHKULL'S HOUSEHOLD WEAR A LOT OF RED ITS THE COLOUR OF THEIR ENEMY'S BLOOD. EACH HOUSEHOLD HAS ITS OWN BADGE. ORKS DO NOT HAVE UNIFORMS BUT EACH HOUSEHOLD TENDS TO ADOPT A THEME SUCH AS CHECKED TROUSERS OR RED HELMETS ALTHOUGH THERE IS MUCH VARIETY DEPENDING ON THE INDIVIDUAL



SNAGROT



UZGROT



SKUMBAG



MUGLARK



DUTHUG

NOB BANNERS. DA GOFF NOBZ EACH WEAR A BACK BANNER. EACH HOUSEHOLD HAS ITS OWN COLOUR SCHEME EACH DISPLAYS THE HOUSEHOLD BADGE AND GLYPHS CHOOSN BY THE INDIVIDUAL



GORBOG



GROTNIK



GROTSLAG



MAGROT
NOB WILD BOY
DRILL BOSS



WILD BOY
SHRED BADGE

TO DEPICT HIS PROWESS, AND THE NOB SYMBOL OF THE BOLTER GLYPH. THE MORE BOLTERS SHOWN, GREATER IS HIS STATUS. THE BANNERS ARE MOSTLY WORN ON POLES ON THE ORKS BACK, BUT ARE SOMETIMES CARRIED BY GRETCHEN RETAINERS

A NOB OF VERY HIGH STATUS CARRIES THE WAR BANDS BOSS BANNER. ODD BOYS BANNERS FOLLOW A SIMILAR THEMES BUT WITH GLYPHS AND PICTOGRAMS DEPICTING THEIR TRADES



GHAZGHKULL



BOSS POLE BANNER

NARQUT'S GOFF HOUSEHOLD BOYZ

THE LESSER GOFF
HOUSEHOLDS IN
GHAZZSKULL'S
WARBAND ALL
WEAR VARIATIONS
OF THE GOFF
STYLE AND COLOURS.



BOY



BACKPLATE

NAFROT'S GOFF HOUSEHOLD BOYZ

EACH HOUSEHOLD
HAS UP TO TWO
NOBZ, WHO MAY
LEAD THEIR UNITS
OR FORM WITH OTHER
NOBZ INTO THE
NOBZ MOB.



BOY



BACKPLATE

NARBOY'S GOFF HOUSEHOLD BOYZ

THE NOBZ COATS
ARE DECORATED
WITH THE SAME
GLYPHS AS SHOWN
ON THEIR
BANNERS.



BOY



BACKPLATE

MORBOY'S BADMOON HOUSEHOLD BOYZ

EXTRA HEAVY
WEAPONS AND
THE ADDITION OF
A WIERD BOY
MAKE A STRONG
UNIT FOR DA GOFFS
TO USE. BADMOONS
ARE RICH ARE
DRESS BRIGHTLY



BOY



BACKPLATE

GROG'S EVIL SUNZ HOUSEHOLD BOYZ

ALL EVIL SUNZ
WEAR BACK BANNERS



BACKPLATE



BOY



BAD MOON HOUSEHOLD NOB



MORBOY

BAD MOON WIERD BOY



GOBZOY

EVIL SUN HOUSEHOLD NOB



GROG



MEKSOY

BOGROT'S FREEBOOTER BAND

FREEBOOTER'S
WEAR THE MOST
FLAMBOYANT OF
ALL ORK DRESS.
OFTEN IN STRIPES
OR PUKA DOTS.



BACKPLATE

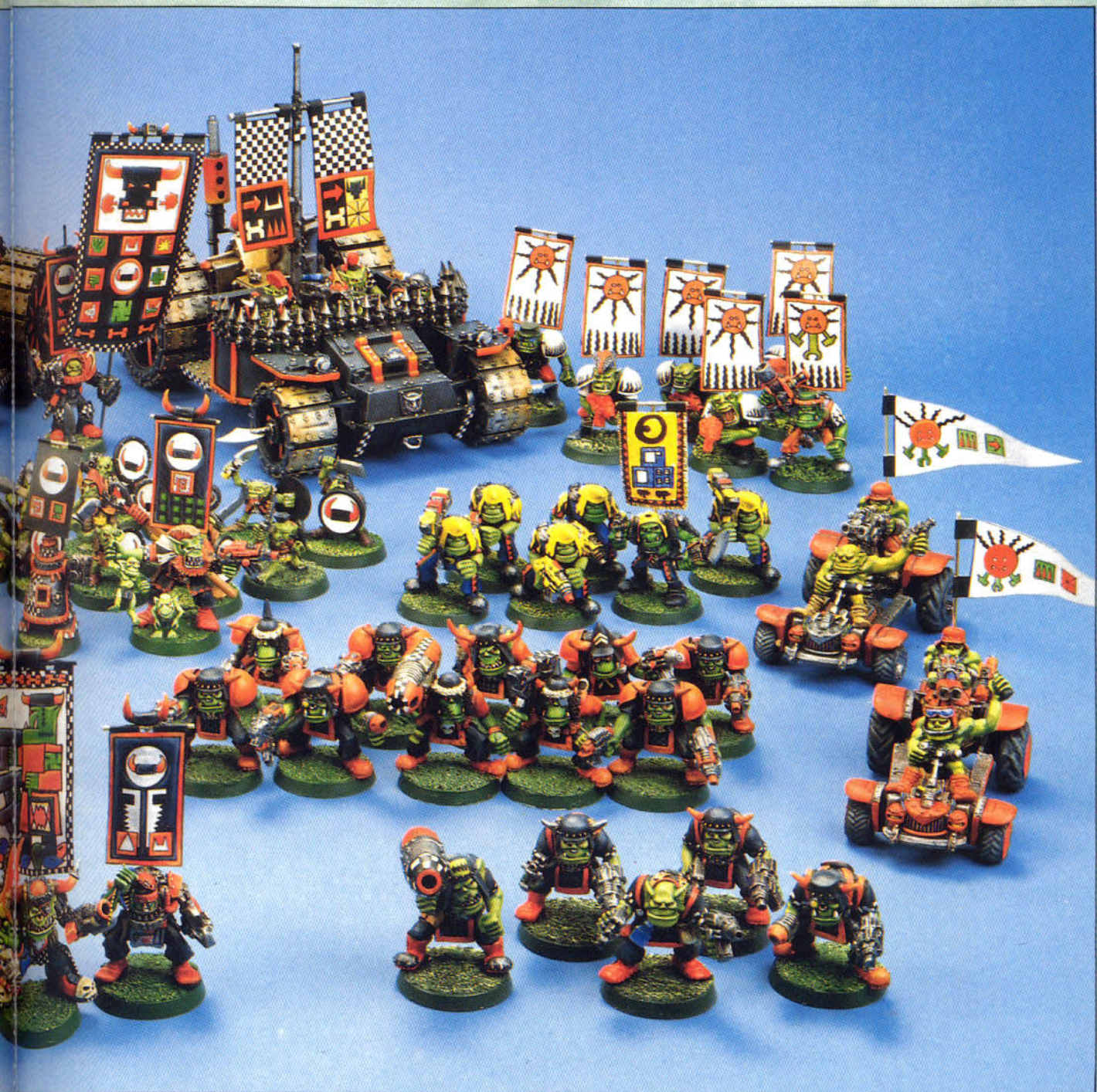


BOGROT

FREEBOOTER
BANNERS AND
BACK PLATES
OFTEN SHOW
VARIANTS OF THE
JOLLY ORK SYMBOL
OF SKULL AND
CROSS BONES.



WAA-GH
GOFF ORK



MAZGHKULL WARBAND

ORK BATTLEWAGONS

GOFFS

Waaargh the Goffs! The Snotling and Gretchin attendants hang on for dear life as the Goffs, mightiest of Orks, roar into battle. This stunning piece of modelling and painting was executed by the Studio's own Goff Warboss, Dale Hurst. Dale has armed his battlewagon crew with various Ork hardware and kustom weapons and supplemented them with Gretchin and Snotling attendants. Most of these attendants are from Citadel's range of Blood Bowl Players and Hooligans, painted in the familiar blacks and checks of the Goffs. After the wagon itself had been painted, Dale festooned it with glyphs, trophies, streamers and banners.



FRONT VIEW EMPHASISING THE MASSED FIRE POWER



THE CLAN SYMBOL AND GLYPHS WERE PHOTOCOPIED FROM WAAARGH THE ORKS, THEY WERE THEN PAINTED AND GLUED TO THE SIDE PANELS

MADBOYZ

Every clan in the tribe can provide a few Madboyz for the Madmob. Each Madboy suffers from a specific mania which influences the behaviour of the unit in battle.



BLOOD AXE
SAVANT



SNAKEBITE
MELANKOLIK



SNAKE-BITE MORONIK



EVIL SUNZ DELIRIAK



BAD MOON FRANTIK



GOFF PARANOID



BLOOD AXE PHOBIK



GOFF PHOBIK



GOFF SAVANT



GOFF DELIRIAK



BAD MOON MORONIK



DEATH SKULL MANIK



GOFF MANIK



GOFF SKITZO

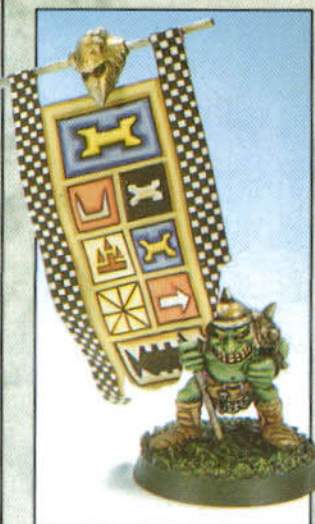


DEATH SKULL FRANTIK



BAD MOON SKITZO

MEKANIAKS



As with all Oddboyz, Meks often carry back banners as advertisements for their services. The three Orks above all have their own back banners, while the Gretchin carries an especially large banner for his Mek master. They're all in the style of their particular clan: the Goff's banner is surrounded by checks and the Evil Sunz and Blood-Axe Meks' banners have the clan symbols and Mek glyph.



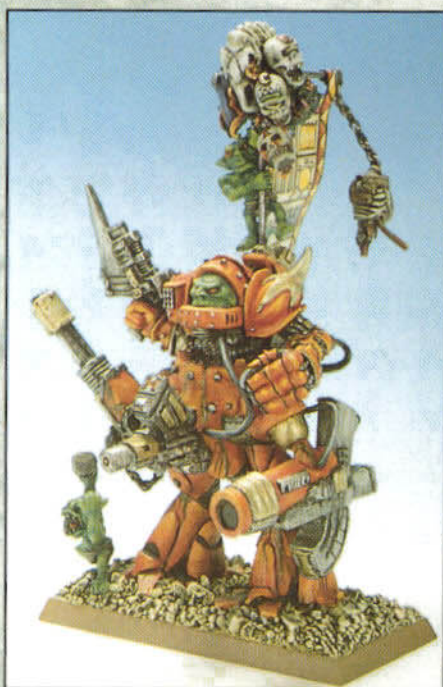
Snake-Bite Mek covered with typical Snake-Bite tattoos representing coiled snakes.



Bad Moon Mekboy dressed in the bright extravagant style that the Bad Moon clan favour.



Blood-Axe Mekaniak equipped with bolter and heavy duty pliers.



This remarkable Mek vehicle is a complex conversion by Tim Prow. In best Mekaniak style, he's used parts from anything he could get his hands on: Robot legs, Titan laser...



The black and red flames displayed on this Mekaniak's clothing and warpaint are a favourite device of the Bad Moon clan.



Evil Sunz Mekaniak with Shokk Attack Gun. This incredible weapon has been made from all the paraphernalia and spare parts that he was able to salvage. It has been painted red in true Evil Sunz fashion and marked with the Mek's own symbol.



BLOOD AXES

Blood Axes are considered 'dodgy' by other Orks because of their association with human traders and mercenaries. Their style of dress is said to ape human uniforms, so that camouflage patterns are common, as are human style caps. The Orks' love of rich colours means that their disruptive camouflage patterns do nothing to hide the wearer - but no real Ork would want to hide!

From front to back: Warboss Bogrot with Power Axe; Bogrot's Human advisor Skumgrod, secretly Captain Sebastus Syrong of the Imperial Guard; a Nob from Bogrot's Retinue carrying the bosspole; Mekgrim the Mekaniak carrying a Kombi Weapon; one of Bogrot's fearsome Ogryns armed with a Ripper Gun.

PAINBOYS

Ork Painboyz favour the same styles of dress as other members of their clan with the addition of blood-drenched aprons and surgical gloves. They carry the grizzly tools of their trade: bone saws, fearsome pincers, sharp scissors, huge syringes and various types of medicinal squigs.



*BAD MOON PAINBOY
WITH BOLTER AND SCISSORS*



*DEATH SKULL PAINBOY WITH
BOLT PISTOL AND BONE SAW*



*SNAKE-BITE PAINBOY WITH
BOLTER AND BONE SAW*



*EVIL SUNZ PAINBOY WITH
DAGGER AND PINCERS*



*BLOOD-AXE PAINBOY WITH
KNIFE AND BONE SAW*



*SNAKE-BITE PAINBOY WITH
PINCERS AND BOLTER*



*DEATH SKULL PAINBOY
WITH SCISSORS*



*BLOOD-AXE PAINBOY WITH
BOLTER AND PINCERS*



*BAD MOON PAINBOY WITH
BIONIC HEAD AND ARM*



*GOFF PAINBOY WITH
BOLTER AND PINCERS*



SNAKEBITES

As proud warriors with strong loyalties to their own kind each Snakebite Boy wears a back banner which displays his totemic Household badge, which in the case of Ugulhard's Household is the boar's head. Snakebites look a bit like Wild Orks because they dress according to what they understand to be ancient and traditional Orky customs. Primitive patterns, furs, skins, bones, shells and other natural items are favoured for decoration. Snakebites paint their flesh with swirling tattoo designs, often imitating coiling snakes.

From front to back: Weirdboy Wortshak under the restraint of his two Minderz. Weirdboyz are forced to wear outlandish brightly coloured clothes so they can easily be seen and avoided by other Boyz; Warboss Ugulhard in his Power Armour riding on a Cyboar; the boss pole is carried by one of the Nobz from Ugulhard's Retinue; Boy from the Bigmob - his backpole shows that he comes from Ugulhard's own Household; Gretchin with blunderbuss; Nargrub, the Runtherd from Gitfang's Household cajoling some of his Snotling Runtz.

It's also best to start with the colour of the biggest area, usually the body area. So for the Goffs, the first colour applied was Chaos Black to the tunic, helmets and trousers. Next came the flesh colour – a 50/50 mix of Bilious Green and Goblin Green.

While Goffs know implicitly that black is the one and only proper colour to wear, their Orkishness just shines out – apart from the usual black and white checkered patterns and glyph designs, Ghazghkull's household have a fond love of red. It's the colour of humie blood, after all! The practice of painting helmet horns red was taken up after a particularly bloodthirsty Goff Warboss (an ancestor of Ghazghkull) fought to the death and his horns were covered with gore. Orangey-red always looks brighter than a crimson red, particularly after shading, so Blood Angel Orange was applied to sleeves, helmet spikes, gun barrels, straps and tunic edging.

The ammunition pouches, stikk bomb handles and other accoutrements were painted in Snake-Bite Leather – these could also have been red but we choose an additional colour to make the miniatures more interesting. Boltgun Metal was painted on the guns, bracelets and dagger handles. For those of you with a steady hand, rivets, straps and helmets were also painted with Boltgun Metal. Don't worry about painting on the fine detail until you're confident to do so, but a light touch and a size 00 brush are what you need.

Also with a size 00 brush, Terracotta was added to open mouths, Blood Angel Orange to eyes and Skull White to fangs and teeth. The back plate was painted white and the glyph-style household symbol of bull horns painted on. The red horns were painted first and the black rectangle last, covering any rough edges left on the horn design.

The miniatures were finished with a coat of Salamander Green on their bases – we deliberately used a dark green as opposed to a grass green to contrast with the colour of the Ork flesh.

STAGE 2 – LINING

Stage 2 is the addition of lining – a fine line along the edges of clothing, belts, mouths, helmets, eye-sockets, etc. You can use Chaos Black for this and it can look very effective but sometimes, especially when its next to very light colours, it can look harsh and unrealistic.



Boyz from Ghazghkull's Big Mob



Rear view showing backplate designs



Nazgut's Goff Household Boyz



Rear view showing backplate designs

There are two ways of getting a more mellow effect. One is to use a darker version of the base colour itself, the other to use a dark brown. You'll probably need to dilute the colour to get a smooth flow.

Checkered patterning can be hard but there's a simple rule to follow to make the job easier. Paint the required area white, then either draw or paint a criss-cross grid on it and finally fill in alternate squares to get the checks.



Morbog's Bad Moon Household Boyz

Ghazghkull has a unit of Bad Moon Orks with his warband. True to the opulent style of the Bad Moons, this squad is very bright and decorative. The tunic and trousers are Moody Blue with a touch of Electric Blue and the sleeves and hat are Bad Moon Yellow – what else?

The sleeve and trouser decoration is Chaos Black and Go Fasta Red. Triangular-shaped decorative motifs are easier than you might imagine if you use the natural shape of the brush tip, pulling away from the tip of the triangle.

As part of maintaining his balance of power, Ghazghkull makes sure that any Gretchin come under the jurisdiction of his own household. This is shown by the Gretchin shield decorations which are the same as on the backplates of the Boyz. These miniatures are painted in exactly the same way as the other Boyz but have more feral shades for their tunics, boots etc. You can vary the shades of brown if you want. Either use a number of the different browns in the range of Citadel Paints or vary the shades on your palette by adding small amounts of other colours.



Rear view showing backplate designs

As with the Gretchin Herd, the herd of Snotlings provide the ideal chance to use any of Citadel's fantasy range of goblinoids that you've already got painted. The stage 2 painted models shown here are from our collection of fantasy gaming miniatures.

The Ork mercenary pirates in the employ of Ghazghkull are still painted to stage 2 standard but with an extreme of added decoration. Stripes, polka dots and bright colours are the order of the day and suit these way-out Ork Renegades.



Snotling Herd



Grotslag's Gretchin Herd and Runtbot



Bogrot's Freebooter Band

STAGE 3 – WASHES

Shading is putting shadows into the dips, hollows and under-surfaces of a miniature to create a more naturalistic look.

By far the easiest way to shade a miniature is to give it a wash of thin pigment which runs into depressions, dries there and creates a three-dimensional effect.

The simplest way to achieve this is to use Citadel Inks and paint them onto the base colour. A fine balance has to be achieved – you need enough pigment on the brush to run into the depressions but not too much to spill all over the miniature. A colour the same or darker than the base colour is chosen.

Very dilute washes of Citadel Paint may also be used, but Citadel Ink is by far the most satisfactory.



Nafrot's Goff Household Boyz



Rear view showing backplate designs



Retinue Nobz in Power Armour



More Big Mob Boyz from Ghazghkull's Household

STAGE 4 – HIGHLIGHTS

This stage is where we add highlights to the model to complete the three-dimensional effect. All prominent areas, such as bumps and ridges, are painted with the original base colour with a little white added. If the colour is too different to the original base colour, the overall effect will look too patchy. If the paint is too thick, detail will be lost, so trial and effort is called for. You can give additional smaller highlights on the areas of most prominence such as the nose, eyebrow ridge, the edge of tunics etc – simply add further white to the colour for these.

One thing you might find is that these four stages start to merge. As you

become more proficient at laying on shading and highlights, you'll start to blend the colours together, creating a smooth gradation, taking us into stage 5 and beyond.

FINISHING OFF YOUR MINIATURES

First, a quick and effective way to base your miniatures with a textured surface on the base. Paint the upper surface of the base with PVA glue (the sort of woodwork glue used at schools) and sprinkle on some sand (either builders sand or sand from a beach). Allow this to dry and then paint it with Ork Flesh Green and Bilious Green.

Banners can be photocopied, cut out from these pages or painted from scratch, depending on your skills and requirements. These can be glued to wire poles attached to the miniatures' backs just above the back plate.

The completely dry miniatures should now be varnished to protect the painted surface from handling. Matt varnish looks real but is not completely hard-wearing. Gloss varnish fully protects the miniatures and make the colours look brighter but looks less realistic – it's up to you which you prefer.

FIN BLANCUE



The Big Mob with a Dreadnought and vehicles painted to Stage 4 standard. Note orange ink washes on iron surfaces to create rust and weathering effects

GHAZGHKULL AND HIS RETINUE ODDBOYZ

STAGE 5 – EXPERT STANDARD

Mike McVey describes the Golden Demon standard techniques that the expert Games Workshop miniature painters use when they paint unit leaders and other special miniatures like army standard bearers. These techniques aren't appropriate for the bulk of an army's miniatures but they are certainly something to aspire to for your most important miniatures.

The aim with these miniatures was to present an evocative group that enhanced the character of these specialist types. As these models are primarily gaming pieces, they were based on the correct round 25mm slottabases – this still leaves plenty of room for conversion and add-ons.

CONVERTING THE MINIATURES

The Warboss of an Ork army is the leader simply because he is bigger and harder than all the other Orks. Ghazghkull is no exception – so he has to look like the toughest, meanest Ork in the army. To help this impression, the model's pose was slightly changed to give it a feeling of more power and movement. Using a pair of flat long-nosed pliers, the bolter arm was carefully bent forwards and slightly down and the left foot was moved forwards. This immediately gives the impression that Ghazghkull is advancing – the addition of a raised chainsword adds to this feeling of aggression.

The only things that were added to this model are the magazine on the side of the bolter and the horned skull hanging from the hilt of the chainsword.

The magazine came from an old miniature that had previously been converted. It was pinned and glued into the side of the bolter which had first been filed flat in readiness. The skull is from a plastic Skeleton Army boxed set. A hole was drilled right through the skull from temple to temple and a length of brass wire was glued in the hole with about 5mm left protruding each side. The ends were filed to a rounded point and bent up to represent horns. The skull was then attached to the hilt of the chainsword with two pieces of florists' wire twisted together.

The retinue Painboy, Mad Doc Grotznik, allowed plenty of scope for characterisation, having a bionik head and a tendency towards mental instability. You can just imagine him trying to stuff handfuls of springs and wires back into the top of his head after it had exploded! Using a junior hacksaw, the bionik head was carefully sawn through, leaving it attached just at the back. The top was then bent back until you could clearly see underneath it – this had to be done very carefully so that the join did not snap. The insides were made from various thicknesses of wire bent and twisted to represent cables and springs. The springs are

very easy to make: simply wrap thin wire not too tightly round a piece of 3mm brass rod – when you think you have a long enough coil, just slip it off one end of the rod. You can stretch or compact it as much as you want once one end has been glued into the head.

The plastic arm makes the miniature very easy to pose – it didn't need any adjustments to fit exactly where it was required. A hole was drilled into the top and bottom of the fist and different lengths of wire were glued in. The wire from the top of the fist was thicker and the end was bent under the top of the head. A tiny cog was made by flattening a small ball of modelling putty and pushing small nicks into the side of the resulting disc. When this was dry, it was glued under the top of the open bionik head. The only other alteration was to bend the bionik arm down and forwards to give the model slightly more animation and life.

The Runtherd model has not really been converted – the only additions are the Snotlings and the runt-pole strapped to his back. The idea of the Runtherd struggling to control his herd while revelling in the thick of battle is very Goff-like, so the megaphone has been replaced with a bolter.



Warboss Ghazghkull and his Household Retinue of Oddboyz. From left to right: Gorbog, Grotznik, Ghazghkull and Grotslag

The runt-pole was made from a length of brass rod with a pincer from another Ork pinned to the end – the leather strap was made from thin sausages of modelling putty wrapped around the two pieces and flattened out. The best way to attach any metal object to a plastic arm is to drill right through the centre of the fist and glue a piece of wire through the hole, leaving 3-4mm of wire at either end. In this case, matching holes were drilled into the fist and arm of the Snotling and the pieces glued together.

The Mekaniak is the least converted of all the models. He has been posed leaning back slightly with one foot on a pile of rubble so that he can get some good leverage to pull out a particularly choice weapon. To do this, the miniature was cut at the back of the left knee with a junior hack-saw, cutting through far enough so that the leg would bend with the aid of a pair of pliers. Modelling putty was then used to smooth the join out. The pile of rubble is made up from scraps left over from previous conversions and vehicle kits – never throw anything away because you'll be able to use it sooner or later.

Once the conversions were done, they were cleaned with a fine needle file and finished off with a very fine piece of wet and dry paper to get a really smooth surface to paint on.

PAINTING THE MINIATURES

The first stage in painting any model is the undercoat. This is vital to the finish of the miniature – you'll never get a really good effect if you don't undercoat first. Spray primer gives a smooth and even coating with a very slight texture that takes the paint well.

The first step in painting a miniature to this level of detail is to paint all of the metal areas black along with all the areas that are going to end up black. As black is the most powerful colour, you don't want to get it on any other areas of the miniature. The next step is to paint any areas that are hard to get to – chances are that you'll get paint on other areas while you're painting these.

If one object is on top of another, always paint the one behind first. As a general rule, always start with the darkest tone of a colour and then highlight up with lighter and brighter tones, usually working right through to pure white.

Paint the face and the top of the head last of all. The face because it is the focal point of the miniature – when painted it really pulls the rest of the paint scheme together. The best way to hold a miniature is by putting your thumb under the base and one finger on top of the head – if you paint the head early on you'll just find that you wear the paint off.

A small pallet of basic colours was used for these Orks. Green, black and red make up 90% of the colours on each of the miniatures. Concentrate on one colour at a time, working right through from the base colour to the final highlight before starting on another area.

Paint on a couple of thin coats of the base tone. It's far better to paint on two thin coats rather than one thick coat as they bring out the detail rather than obscuring it. It's essential to get a good opaque coating straight away. Many people favour applying the base coat as a wash but you'll probably find if you do this that you struggle to get a good smooth effect with the highlights.

The highlighting is a very straightforward process. The highlights are applied to the highest and most prominent areas, and also to the flat areas around the edges as this is where the light naturally reflects. Each of the highlights is blended as it is applied – this smooths the highlights together and produces a very realistic effect.

We've often mentioned blending in Eavy Metal painting articles – here's how you do it.

As the highlights are applied, use a second brush (size 0 or 1) and draw it over the hard edge of the highlight. This brush should be damp but not wet to prevent flooding the area – all you're aiming to do is feather the edge off the highlight so that it becomes transparent.

When this is dry, lighten up the colour slightly and apply and blend the next highlight. Eight or nine highlights produce a smooth finish – obviously the more you use, the smoother the finish.

This all sounds very daunting but once you've mastered the technique it's actually very quick to do – just remember these rules:

- 1) The colour that you're painting the highlight over must be totally dry. If not, you'll remove paint when you're trying to blend.
- 2) The highlight colour must be thinned down so that it flows freely. There's no hard and fast formula for how much to thin paint – it's just something you pick up with experience. You'll find that you get a feel for it after a while.
- 3) Don't try to highlight large areas all in one go. Keep the highlights small and blend them straight away before they dry.
- 4) The second brush should be kept only just damp. The easiest way to achieve this is to suck the brush before you blend and rinse it in water straight afterwards – this ensures that no paint is left on the brush.

For every colour that you paint, use a base colour, one or two mid-tones of the colour, and white. The highlight colours are mixed by adding gradually larger quantities of the mid-tones to the base colour and then white when you reach the top highlights. The table below shows the colours used on these Ork miniatures.

Sometimes when all the highlighting is finished the result is pale and chalky – this is because there is a lot of white in the highlights. The solution to this is a simple technique called glazing. This is basically applying very thin washes of ink over the highlighted area so that the white in the highlights shines through and produces a brilliant finish. The ink is thinned down so much that only a hint of colour remains – when you apply this wash, make sure that it covers evenly and does not collect into puddles. Two or three glazes is usually sufficient.

The only thing you need to do to complete your miniature is to blend a little undiluted ink into the deepest recesses and around any belts, pouches etc – this gives deep shadow and strong definition and finishes off the naturalistic three-dimensional effect you've achieved.

COLOUR TABLE

Colour	Base Coat	Highlights	Glazes	Shading
Green	Ork Hide Green	Striking Scorpion Green up to Bad Moon Yellow up to Skull White	Green and Yellow Ink	Green Ink
Red	Blood Red	Bad Moon Yellow up to Skull White	Red and Yellow Ink	Red Ink
Black	Chaos Black and Black Ink	Moody Blue up to Space Wolf Grey	No Glaze	Black Ink
Metal	Chaos Black	Chainmail up to Mithril Silver	Blue and Brown Ink	Black Ink



WEIRDBOYZ



Although it may not be immediately apparent all Orks are psychic - their minds constantly bubbling with psychic energy. This innate psychic activity protects them from daemons and other manifestations of the warp. In a minority of Orks this psychic ability is fully developed - Orks possessing this powerful talent are known as Weirdbos.

Weirdbos act as a sort of psychic sponge, absorbing the psychic energies emitted by other Orks. They have no control over this process, and the power builds up inside the Weirdbos until he can't contain it any longer, and it is released in a blast of pure power. Obviously Ork Warlords are keen to exploit this talent and turn this destructive energy against their enemies.

CHANTIN' AN' STOMPIN'

Orks in battle are always chanting, stamping their feet and brandishing their weapons in an enthusiastic fashion. The anticipation and excitement soon gets their psychic minds bubbling away, so that the entire battlefield becomes drenched in psychic Orkishness. This is absorbed by any Weirdbos nearby, rapidly building up their psychic energies.

Way back in Ork history psychic Orks would suddenly release their powers in devastating outbursts of energy dangerous to friend and foe alike. Gradually, Weirdbos learned how to control and channel their powers and they handed down the secret to later generations. In this way several distinct forms of psychic attack evolved. These special psychic attacks are described in detail later.

EADBANGERS

The tremendous psychic surge created by large numbers of chanting Orks is not a pleasant sensation for a Weirdbos and carries with it a serious risk of permanent brain damage. During the psychic blast itself every nerve is temporarily overloaded, so that the Weirdbos completely loses control of his mind and body. The resulting contortions are extremely painful and also rather messy if the Weirdbos has been foolish enough to eat a big meal beforehand.

If the psychic surge is really powerful it can so overload the Weirdbos that his brain explodes. In some situations the psychic overspill may be so great that the heads of other Orks nearby will explode as well. For this reason Weirdbos are also known as 'Eadbangers' - though they themselves do not find this joke so amusing.

WEIRDBOS DRESS

Weirdbos wear brightly coloured and patterned clothing with a large and conspicuous hat. This is so they can be readily seen and identified both on the battlefield and as they go about their daily lives. This is important because Weirdbos are not always as cooperative as they might be - the discomfort and danger of using their powers often tempts them to hide or even run off just when they are needed. This eccentric style of dress and bright colours make this more difficult. For the same reason their clothing often incorporates bells, little rattles, and other devices which make a noise when the Weirdbos moves.

The Weirdbos costume is not merely a device to make it hard for Weirdbos to sneak off. It is also a badge of office, and commands a good level of awe and respect from other Orks. Because of their powers, Weirdbos can get away with insults and jibes which would normally result in spontaneous violence. No Ork really wants to get too excited near a Weirdbos - the result could be disastrous!

COPPER STAFF

All Weirdbos carry a copper staff to safely 'earth' their excess psychic energy. The copper staff is usually a personal gift from the Weirdbos's superior, often the Warboss himself, and is decorated and hung with bells. The staff is a great source of comfort to the Weirdbos as it means he can go



PAUL BOWNER

about his daily life without suffering from sudden and unexpected outbursts of psychic energy. Unfortunately, this doesn't work all the time, and Weirdboys often form the focus for all sorts of unexplained poltergeist activity.

WEIRDHOUSE

Because Weirdboyz are notorious for creating unwanted poltergeist activity and other random psychic phenomena it is hardly safe for them to be allowed to wander through the Ork town as they please. Think of the result if they should stumble across a bunch of wild partying Orks - the psychic overload would certainly cause their heads to explode and probably the heads of several other Orks as well. On the battlefield they are always accompanied by a couple of Minderz whose job it is to look after the Weirdboy and make sure he doesn't sneak off and hide. At other times the Weirdboyz are obliged to live in special Weirdhouses which are built on copper stilts to earth them to the ground. These houses are surrounded by high walls to keep the Weirdboyz inside.

WEIRDBOY MINDERS

Because of the extreme discomfort and risk of death that using their abilities entails, Weirdboys are reluctant to allow themselves to be used as psychic weapons. They would much rather wander off and hide somewhere quiet and peaceful where there are no other Orks around. As a consequence, Weirdboys have to be 'escorted' to the battlefield by big, tough Ork henchmen, whose responsibility it is to look after him. These henchmen are known as 'Minderz'.

A Weirdboy is normally accompanied by two of these Minderz who have been specially appointed by the Warboss to keep an eye on him. The Minderz treat their Weirdboy 'master' with the utmost respect, but their task is to make sure that he is always at hand if he's needed for a battle.

When the chanting and stamping is well under way and the tumult of Ork voices rings loudly over the seething ranks, the Minderz take away the Weirdboy's copper staff. The Weirdboy is then no longer able to dissipate the energy building up inside him. Once he has absorbed as much energy as he can stand, it is released as a psychic attack. The various attacks have their own specific chants, known as Weird Chants, which are designed to help the Weirdboy concentrate his mind. Unfortunately, the Weirdboy still sometimes fumbles the attack with disastrous results!

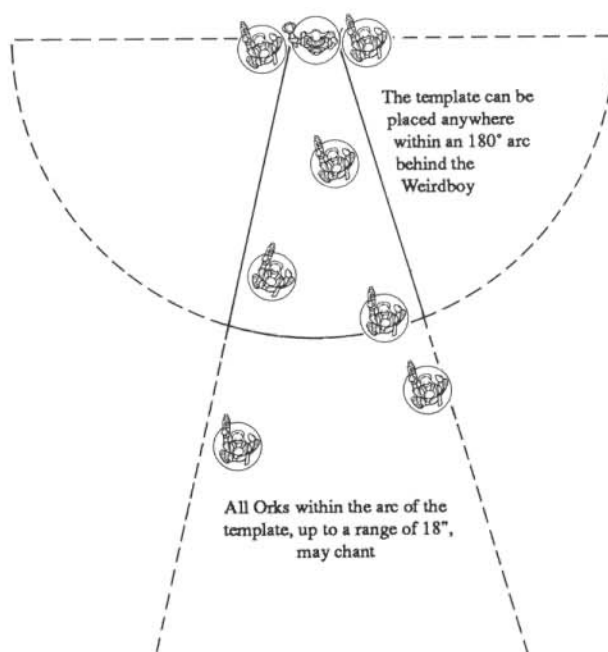
If both of the Minderz become casualties, any Orks within 4" of the Weirdboy can move next to him to take over the job of Minder. If no other Orks are close enough to do this roll a D6 to determine the reaction of the Weirdboy.

- 1-2 The Weirdboy will begin moving back towards the Ork player's table edge until he is met by at least two Orks who then take over as Minderz.
- 3-4 The Weirdboy remains where he is and immediately sticks his copper staff in the ground. His power store immediately drains away much to his personal relief! He will not make any further attacks until two more Orks take over as Minderz.
- 5-6 The Weirdboy continues as normal in a gesture of self sacrifice and loyalty to his tribe (or more likely he cannot find his copper staff).

WEIRD CHANTS

All Orks in the vicinity of the Weirdboy can load psychic power into him by chanting. This includes the Minderz. To determine which Orks can load psychic power in this way use the special Weirdboy Template from the back of this book.

1. The Weirdboy draws energy from any chanting Orks within the area projected by the Weirdboy template (mark this with counters). The template is placed behind the Weirdboy and the area projects back as shown on the diagram below. The template can be positioned anywhere within the 180°.
2. Any Orks within 18 inches of the Weirdboy and within the arc described by the template can contribute power points by chanting. Orks within the area and within 4 inches of a chanting Ork must take up the chant. They are irresistibly drawn into the fun regardless of any risk of overloading the Weirdboy.
3. In each turn of chanting, each Ork contributes two power points to the Weirdboy's store of energy. Each Gretchin model and Snotling base contributes only 1 point. This means, for example, that 10 chanting Orks would contribute 20 power points. Snake-Bite Weirdboys are more psychic than other Weirdboys due to the venom that pervades their bodies as a result of the allowing snakes and other venomous creatures to bite them. To represent the effects of this add an extra D10 power points to the power points generated during each turn of chanting.
4. Minderz and chanting Orks are still able to fight and fire their weapons while chanting.
5. The Weirdboy and his Minderz cannot move in the same turn that they intend to launch an attack, and must remain where they are until the attack is completed or dissipated.
6. Chanting Orks can move in the same turn that they are chanting, but cannot reserve move and must remain within the arc of the template to be able to contribute power points.





PAUL BONNER

RISK TO THE WEIRDBOY

Each Weirdboy is only able to store a limited amount of energy (measured in power points). If the total of power points exceeds his limit his head explodes with the same effect as a frag grenade, which effectively marks the end of the Weirdboy's career.

It is important to determine the maximum number of power points that each Weirdboy can hold before his head will explode. This should be determined for each Weirdboy before the battle. Your opponent or a third party is entrusted with this task and the actual limit is noted down and kept secret from the Ork player. The Weirdboy will only discover his limit if he accidentally exceeds it and his head explodes. The number of power points that the Weirdboy can hold at any one time is found by rolling a D10 and multiplying the result by 10 (D10x10).

If the Weirdboy's head does explode, he may not go to meet the great Ork war-gods alone. The backlash of psychic power can cause other Orks in the chanting group to suffer the same fate! Roll for each Ork separately - there is a 10% chance that each chanting Ork's head will explode.

Occasions will arise where a player finishes the battle with a surviving Weirdboy and has no idea what his limit was because it was never reached. When this happens the player should make a note of the greatest number of power points surging into the Weirdboy during the battle. Next time the limit of the Weirdboy is determined, this previous maximum safe number should be declared - the new limit for the battle must be at least as much as this. The result is simply re-rolled if a limit less than the safe number is indicated.

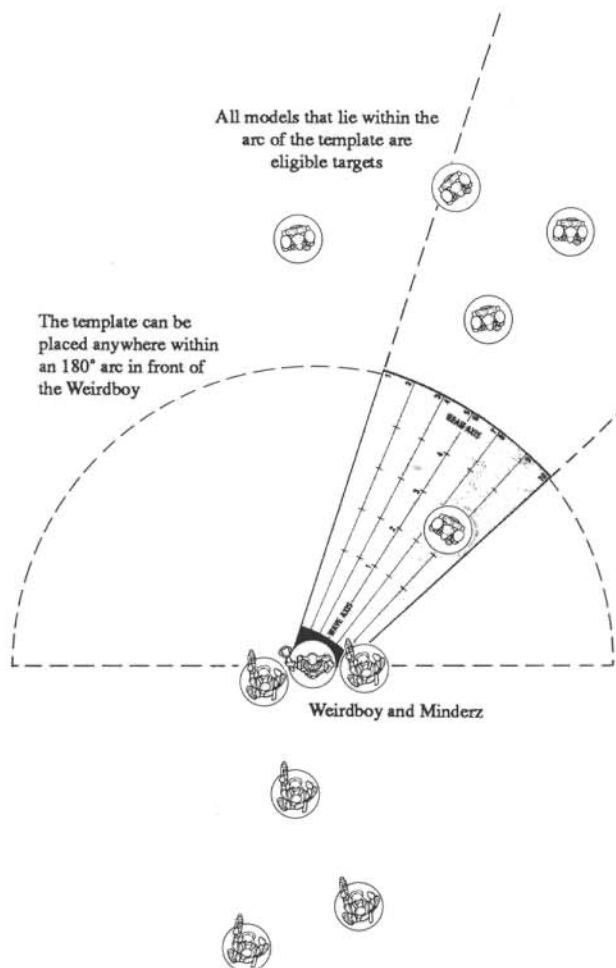
WEIRDBOY PSYCHIC ATTACKS

Psychic attacks made by Weirdboys are complex and unpredictable. They will require some patience to resolve in the game, but the spectacular results are well worth it. There are three common forms of psychic attack: Brainbuster Beams, Psychic Cannon Shots and the dreaded Death Wave, which are described in detail later on.

Ork psychic attacks take the form of beams, blasts or a wave of psychic energy which can be seen as streams of brilliant multicoloured light. This energy is not blocked by anything in its path. Models behind cover, vehicles, buildings or concealed by obstacles or terrain features are equally vulnerable since the energy is actually surging through the warp which passes through matter in the real universe. However a Weirdboy can't aim his attack against a target which he can't see or does not know to be there. If the attack contacts a vehicle determine the effect on the vehicle as a whole rather than separately for each individual inside it.

DIRECTION OF ATTACK

The Weirdboy template is placed behind the Weirdboy to determine how many Orks can contribute to the chant. The template is also used to determine the direction of attack. The attack can be launched in any direction within 180 degrees to the front of the Weirdboy. The Weirdboy's Minderz try to point him in the right direction, because at the moment of attack the Weirdboy himself has no controls over his body.



LAUNCHING A PSYCHIC ATTACK

A Weirdboy may attempt to launch a psychic attack during the psionic phase of the turn providing that the Weirdboy is receiving psychic energy from chanting Orks. Roll a D6 to determine whether an attack can be launched.

D6 EFFECT

- 1-2 The Orks are carried away with the thrill of the chant and must continue chanting for another turn.
- 3-4 The chant reaches critical pitch. The Minderz are still holding on tight to the Weirdboy and the player has the option to unleash a psychic attack if he wishes.
- 5-6 The psychic surge cannot be contained and bursts out of the Weirdboy. A psychic attack is automatically launched.

The player declares the type of attack he wishes to launch and the template is laid down to indicate its direction. Test for fumbling (see below) before launching the attack.

FUMBLING ATTACKS

There is always a risk that the Weirdboy will fumble the attack. The greater the psychic surge generated for an attack, the greater the risk that the Weirdboy will lose concentration due to all the noise and excitement - not to mention the unfortunate effects all this psychic energy is having on the poor Weirdboy's digestive system. The Weirdboy will then unleash any attack in an instinctive effort to clear his tormented mind. Unfortunately, this may be the wrong one.

The following chart indicates the chance of the wrong attack occurring. If this proves to be the case the actual type of attack is determined randomly. This attack occurs instead of the intended attack.

FUMBLE ATTACK CHART

Power Points	Chance of Wrong Attack
01-30	10%
31-55	25%
56-75	50%
76-90	75%
91-100	100%

Roll for type of attack. If you roll the originally intended attack, then the Weirdboy launches two different attacks simultaneously. These will be the original attack and a different random attack. Both attacks are resolved with the Weirdboy's full number of accumulated power points.

D6	Attack
1-2	BRAINBURSTER ATTACK
3-4	PSYCHIC CANNON
5-6	DEATH WAVE

PSYCHIC ATTACK RULES

- 1 Weirdboyz can be equipped with Mekaniak Force Fields. These do not impede or affect their psychic attacks in any way and continue to protect them even while making an attack.
- 2 When an attack has been completed and the effect has dissipated, the Weirdboy's store of power points returns to zero.
- 3 It is possible for any models to fire through the beams and rays emanating from Weirdboys.
- 4 If the Weirdboy becomes a casualty any psychic attack in progress is immediately dissipated.

"Ere, Ratgut," intoned Slabdrog suspiciously. "Wot's dat den?" Ratgut opened one eye lazily and followed the direction of Slabdrog's finger.

"Squig", he replied, closed his eye, and leant back against the warm rock. He wondered about Slabdrog sometimes. Probably got dropped on the head too much when he was a whelp. After the hard day's training, the warmth of the setting sun was a real treat. He didn't understand why, but all that charging about, massed chanting and target practice always made him feel, well, uncomfortable and a bit bad-tempered. He'd thought he might grow out of it, but it was two months since he'd left the Wild Ones community where he'd been brought up, and the headaches were if anything getting worse.

Letting the tension drain out of him, he allowed his mind to wander. Clouds of orange and purple flowed across his field of no-vision, and he watched them break apart and reform into different shapes. Some of the purple shapes were coalescing into large bipedal forms. One of the smaller orange shapes looked a bit like a squig... Actually, it looked more and more like a squig all the time. His tummy rumbled - maybe he ought to go and get something to eat.

The biggest of the purple shapes, which seemed much more solid and coherent now, picked up the orange squig-thing and offered it to him. A cloudy green hand (was it his?) stretched tentatively out towards it...

"So why's it floating in da air, den?" interrupted Slabdrog peevishly.

Ratgut broke out of his reverie with a start. A squig hung in the air before him. A great, big, fat juicy squig with wiggly feelers - his favourite sort. He plucked it out of the air, popped it in his mouth, and munched it greedily. Delicious! He felt much better for the meal.

"Boss! Boss! Quick! Come 'ere! Look wot 'e did!" Slabdrog was frantically jumping up and down and pointing in his direction. What was up? He looked round behind him but all he could see was the Drillboss hurrying towards them.

"It was 'im!", persisted Slabdrog, virtually inarticulate with excitement. The Drillboss gave Ratgut a long, searching look, taking in the little cloud of sticks, stones and squigs which floated above his head.

"I think da Boss will want a word with you, young Ratgut. 'Ow would you like a nice copper staff den?"

PSYCHIC ATTACKS

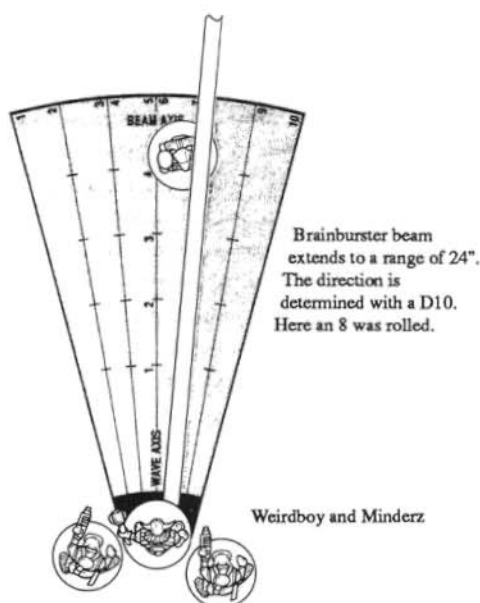
BRAINBURSTER BEAM

The effect of this attack is to send out beams of malignant psychic energy which will overload the brain of any creature through which they pass.

The number of beams and the number of turns that the attack lasts depends on the power points contained in the Weirdboy. Roll a D10 on the beam axis of the Weirdboy template to determine the direction of each beam (mark these with counters such as small coins). The beams have a range of 24". If the attack continues into the next turn, the beams will change direction, so roll again on the template.

If the beam passes through any model it causes an automatic hit of the strength indicated in the chart. If the hit causes damage, consult the chart below to determine the number of wounds. Psykers and daemons are especially vulnerable to the beam which instead causes them an automatic strength 8 hit and if this causes damage it inflicts D6 wounds. There is no armour saving throw, psychic saving throw or daemonic saving throw against the effect of the beam.

POWER POINTS	BEAMS	TURNS	AUTOMATIC HIT AT STRENGTH	WOUNDS/DAMAGE
1-10	1	1	3	D3
11-20	1	2	4	D3
21-30	2	1	4	D4
31-40	2	2	5	D4
41-50	3	1	5	D4
51-60	3	2	6	D4
61-70	4	1	6	D4
71-80	4	2	7	D4
81-90	5	2	7	D6
91-100	6	2	8	D6



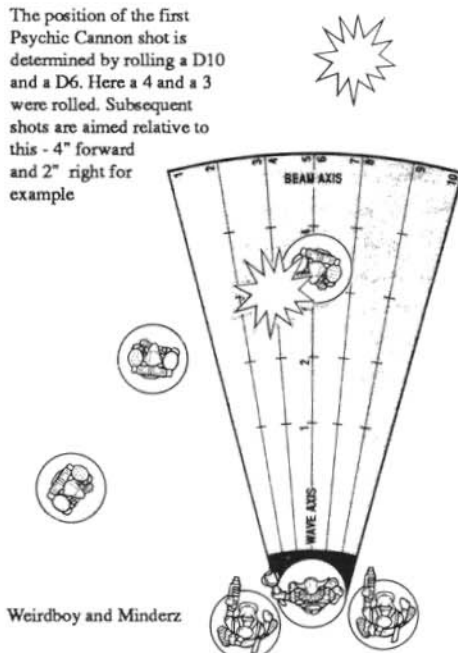
PSYCHIC CANNON

For this attack, the two Minderz grab hold of the Weirdboy really firmly and hold him up like a large ungainly wriggling bazooka. A blast of multicoloured warp energy shoots from the top of his cranium and explodes dramatically in a mass of seething, pyrotechnic flame and cloud when it strikes a target.

The number of shots is determined by the power accumulated by the Weirdboy, and they are all fired in the same turn.

Determine where the first shot hits. This will randomly occur somewhere within the template area. Roll a D10 for the beam axis and a D6 for the wave axis on the Weirdboy template. The beam axis score indicates the direction of the shot and the wave axis score determines how far in inches the shot travels. The shot falls where the beam and wave axes cross (mark this point with a counter).

The position of the first Psychic Cannon shot is determined by rolling a D10 and a D6. Here a 4 and a 3 were rolled. Subsequent shots are aimed relative to this - 4" forward and 2" right for example

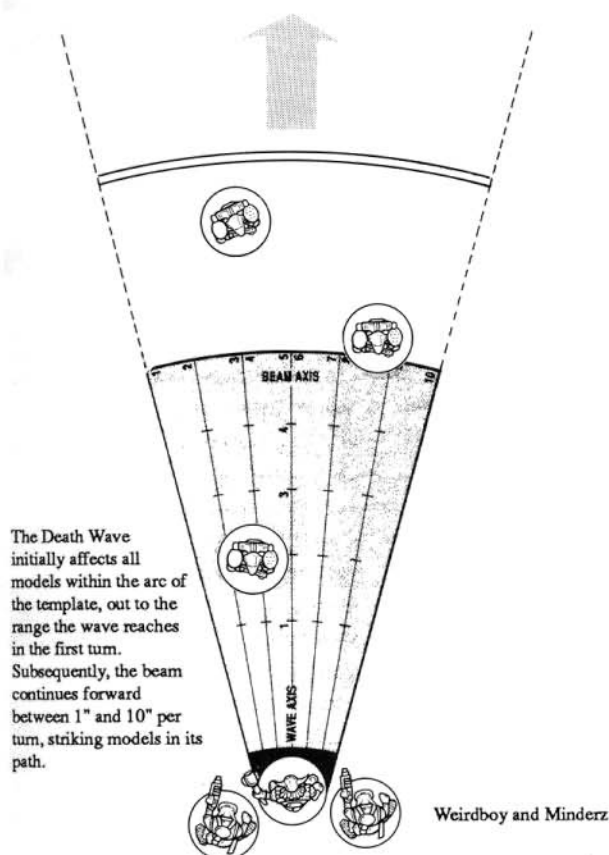


Subsequent shots can be crudely aimed by the Minderz. These shots can be aimed beyond the edge of the template up to a range of 24", but within the arc described by the template. They aim by watching the fall of the first blast and moving the Weirdboy up and down to adjust the range.

To aim a second shot, the player simply declares how far along the original beam axis he wants it to fall and how far to the left or right of that point (so long as the aiming point remains within the arc described by the template). This point is the target of the next shot (mark this with a counter). For example; the player can announce that he wants the next shot to fall 3" beyond and 4" to the right of the last one.

Deviation of Shot

Weirdboys are notoriously hard to aim accurately due to their incessant struggling while full of psychic energy. The shot may deviate from its intended target, so roll a plus and a minus D6 to determine variation on each axis. This determines the actual point hit by the shot.



The Death Wave initially affects all models within the arc of the template, out to the range the wave reaches in the first turn. Subsequently, the beam continues forward between 1" and 10" per turn, striking models in its path.

Weirdboy and Minderz

EXAMPLE:

First Roll:

A score of 2 to 5 means that the blast has overshot the target by either 2, 3, 4 or 5 inches depending on whether the score was 2, 3, 4 or 5.

A score of -2 to -5 means that the blast has undershot the target by 2-5 inches.

Second Roll

A score of 2 to 5 means that the blast has deviated to the right by 2-5 inches.

A score of -2 to -5 means that the blast has deviated to the left by 2-5 inches.

The player continues to do this until he runs out of shots.

If the shot hits any model it causes an automatic hit of the strength indicated in the chart. If the hit causes damage it inflicts the damage indicated in the chart. There is no armour saving throw, psychic saving throw or daemonic saving throw against the effect of the shot.

POWER POINTS	SHOTS	AUTOMATIC HIT AT STRENGTH	WOUNDS/DAMAGE
1-10	2	4	D3-1
11-30	2	5	D3
31-50	3	6	D4
51-70	4	7	D4+1
71-90	5	8	D6
91-100	6	9	D8

DEATH WAVE

This attack surges from the Weirdboy like a great tidal wave of psychic energy and moves outwards at a rate, range and intensity proportional to the power points surging into him. Sometimes the wave travels slowly but is very powerful and sometimes it expands rapidly but with less destructive force.

To indicate the path of the wave begin by taking two counters - small coins, tiddly winks, or small pieces of card will do admirably. Place one counter at the leading edge of the template at the beam axis 1, place the other coin at beam axis 10. The imaginary line between the two markers represents the wave. As the wave moves forward the two markers are moved to show it. The markers are automatically moved along the 1 and 10 beam axis, so the wave will expand outwards as it travels forward.

The wave moves the distance indicated on the chart below - for example, if 50 power points are used the wave moves 4". The wave does not disperse at the end of the psionic phase, but remains in place and continues to move forward in the Weirdboy's succeeding psionic phases.

The wave automatically dissipates as soon as it reaches its maximum range of 24" from the Weirdboy. A wave may also lose power and dissipate sooner. At the start of the psionic turn a D10 is rolled for every Death Wave already on the table. If the roll is a 1 the wave dissipates immediately and has no further effect.

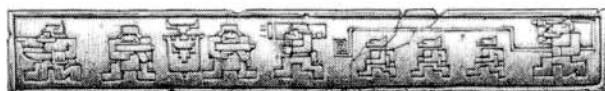
The effect of the Death Wave is as follows. In the first turn all models within the template plus any troops passed over by the leading edge of the wave are knocked to the ground and may not move or fire in their next turn. In addition, the wave causes an automatic hit at the strength value indicated on the chart below. The amount of damage inflicted is also shown on the chart.

Other psykers hit by the wave will automatically lose their psychic powers for the rest of the battle. Daemons are instantly destroyed. There is no armour saving throw, psychic saving throw or daemonic saving throw against the effect of the wave.

In subsequent turns the wave moves forwards and any troops hit by the leading edge are knocked to the ground and affected as for the first turn.

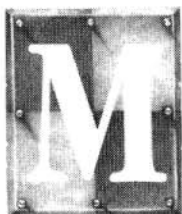
The Death Wave disorients and unbalances troops. If the Death Wave passes through troops engaged in hand to hand combat, their chance to score a combat hit is automatically reduced to a 6 on a D6.

POWER POINTS	MOVEMENT RATE	AUTOMATIC HIT AT STRENGTH	WOUNDS/DAMAGE
1-10	12" per turn	3	D3-1
11-25	8" per turn	4	D3
26-45	6" per turn	5	D4
46-70	4" per turn	7	D6
71-100	3" per turn	9	D6+1





MADBOYZ



Madboyz are Orks whose behaviour marks them as obviously and unashamedly mad. Of course, even normal Orks do things which a human would think insane, but Madboyz are so reckless, manic, or downright strange that even other Orks consider them crazy. Madboyz live apart from other Orks in small shanty towns abutting the main Ork settlements. This

doesn't mean that they are treated with any disrespect; far from it, Madboyz are considered to be lucky and their presence is therefore a sign of good fortune. This does entail a certain amount of inconvenience, such as when they decide to hold impromptu midnight shouting contests, or when a Madboy decides that his lost hat is definitely somewhere in your house. Orks are generally tolerant of these antics, aware that should they antagonise one Madboy he may just invite his friends round to sort you out.

On the battlefield the Madboyz form into their own distinct unit called a Madmob. Although prone to sudden bouts of misdirected violence they are considered a valuable asset in a fight - and besides, it's not easy to stop them from coming along. For some reason they display an uncanny knack for doing exactly the right thing at the right time, sometimes turning the whole course of a battle in favour of the Orks by means of some recklessly insane act of heroism: destroying an enemy tank, storming an unassailable heavy weapon position, or taking out an invulnerable stronghold.



KEVIN WALKER

A Madmob comprises lots of individual Madboyz each of whom has his own particular mental abnormality - frantiks, paranoids, phobiaks, maniks, skitzos, and so on. On his own, each crazy Ork acts in a way which is characteristic of his particular condition, but a Madmob acts in an even more bizarre and unpredictable manner. In the excitement of battle, the lunacy of one Madboy suddenly spreads to the others leading to an outburst of a particular kind of madness. When this subsides it will be replaced by an equally erratic and unpredictable series of actions stirred up by the ravings of a different Madboy. And so it goes on throughout the battle; the mob rampages around the battlefield causing untold worry to friend and foe alike, each action as bizarre as the next.

From time to time it just so happens that the Madboyz uncannily do something amazingly appropriate at exactly the right moment, causing all sorts of trouble for the enemy and saving some poor beleaguered Ork Mob in the nick of time. On the other hand, they are just as likely to wander about the battlefield, frantically shouting and gesticulating in front of the enemy, attracting attention to themselves and the other Orks around them. With Madboyz, you never know what might happen.

MAD ANTICS AND MOOD CHANGES

A Madmob is not controlled totally by the Ork player but instead follows the behaviour determined on the Madboy Charts. Regardless of the specific rules and conditions on the Madboy Charts, the Madmob may always be turned to face any direction the player wishes at the start of the Orks' turn. Madboyz are so wrapped up in their own psychological disorders that they ignore the effects of *fear*, *panic* and other psychology rules which would affect sane Orks.

At the start of the game determine the prevalent mood of the Madboyz by rolling a D10 on the Mood Chart below.

MOOD CHART

D10	Madness	D10	Madness
1	FRANTIK	5	SKITZO
2	PARANOID	6	MORONIK
3	PHOBIAK	7	DELIRIAK
4	MANIK	8	MELANKOLIK
		9-10	BLOODLUST

Once you have determined which mood is currently raging through the Madmob, roll on the appropriate Madness Chart to determine how they behave. The Madmob will behave in this way until an Ork Event card indicates a change. This means that the way Madboyz act on the battlefield is determined by the random turning over and revealing of Ork Event cards by the opposing player. Refer back to the Mekaniak section for a complete account of how the Malfunction and Ork Event Cards work.

A Madmob may also change its behaviour for other reasons, as described below. These represent influences which upset or startle the Madboyz enough to cause an immediate change in mood. If any of these circumstances occur a new mood is generated immediately. The new mood will replace any current behaviour even if it was generated earlier in the same turn.

CONFRONTED BY A WEIRDBOY

If the Madmob is joined by a Weirdboy he is able to induce a mood change, although he will be totally unable to dictate the result. One of the only ways that 'sane' Orks can attempt to stop rampaging Madboyz running amok among their own side is to confront them with a Weirdboy.

If the unfortunate Weirdboy survives being shoved in their way he desperately transmits psychic signals which cause a sudden mood change. There is always a chance that this will induce less dangerous behaviour, or at least send the Madmob off towards the enemy where they can do something useful (such as getting in their way instead).

When a Weirdboy is dragged along by his Minderz to join a Madmob, randomly generate a new mood using the Mood Chart, then randomly determine the Madmob's new behaviour using the appropriate Madness Chart. Of course it is possible that the result will indicate the same mood or even the same behaviour as before... you just never can tell with Madboyz!

LOSSES

If the Madmob suffers 25% of its original number as casualties in a single turn the shock of seeing so many of their comrades fall causes a drastic change in behaviour. Immediately generate a new mood and behaviour for the Madmob.

PSIONIC ATTACK

The uncomfortable feeling of psychic energy infiltrating the Madboyz' minds is enough to induce a simultaneous change of behaviour. If the Madmob experiences psionic attack they are bound to be disturbed, causing a spontaneous mood change. Immediately generate a new mood and behaviour for the Madmob.

FRIENDS RUNNING AWAY

If any of the Madboyz see a friendly unit routing within 6" of them it will make the mob lose confidence in themselves leading to a marked change of mood. Immediately generate a new mood and behaviour for the Madmob.

FRIENDS CHARGING

If any of the Madboyz in the mob see a friendly unit charge into close combat within 6" of them it will certainly cause a few of them to think 'are we missing somefink?' and they will want to join in the fun. The effect of their ravings could induce any kind of reaction in the mob as a whole. Immediately generate a new mood and behaviour for the Madmob.

STRAYING OFF THE BATTLEFIELD

If the Madmob arrives at the table edge they will automatically halt while considering what to do next. They do not wander off the table, (realising that they are wandering away from the comforting sound of Orks enjoying a battle) instead they confer insanely among themselves for a few moments until a new mood takes hold. Immediately generate their new mood and behaviour.

MALFUNCTION

If an item of equipment being used by one of the Madboyz malfunctions he finds this a highly exasperating experience. His ravings are bound to lead to a new outburst of completely unpredictable behaviour. Immediately generate a new mood and behaviour for the Madmob.

CHARGED BY ENEMY

This would be a traumatic experience for anyone let alone the already deranged Madboyz. Their reaction may well depend entirely on the 'orders' yelled by the first Madboy to catch sight of the enemy coming, however inappropriate those commands might be. Immediately generate a new mood and behaviour for the Madmob.

COMPLETED ACTION

When the Madmob has completed its current behaviour, eg, when they have captured their objective, or routed the enemy unit that was the object of their irrational dislike, they will gaze about in a daze scratching their heads for a few moments until a new state of mind takes hold of them. There is always at least one Madboy who knows what to do next who can shout loud enough to make the others listen to him.

SUMMARY

A Madmob will generate a new type of Madness and behaviour under the following circumstances.

1. An Ork Event card which induces a mood change is played.
2. The Madmob is confronted by a Weirdboy.
3. The Mob loses 25% casualties in a single turn.
4. A Psionic Attack is directed against the Madmob.
5. There are friends running away within 6".
6. There are friends charging within 6".
7. The Madmob reaches the table edge.
8. A Madboy's weapon or equipment malfunctions.
9. The Madmob is charged by the enemy.
10. The Madmob completes its current behaviour.

MADNESS CHARTS

Roll D6 on the appropriate chart to determine how the madness expresses itself in the Madboyz.

FRANTIK BEHAVIOUR - Roll a D6

1 - 'Blast da gubbins, wallop da wassname'

Using a D12 and a clock-face determine a random point 3D6 inches from the centre of the mob. The entire mob opens fire at this point. Perhaps the object of their attention is a fly or a squig. Maybe it's an enemy sniper (sneakin' git) or perhaps it's Grotbag the Gretchin 'pikkin' iz nose an' not fetchin' an' carryin' like 'ee should be, da skumbo'.

2 - 'Waaargh, do 'em wiv yer 'eadz, boyz!'

The mob decide to headbutt whoever or whatever is directly ahead of them (including vehicles and inanimate objects). They charge it if within reach otherwise they move their full distance towards it. If they meet anything, they will engage it with a single headbutt attack per Madboy instead of close combat weapons (use the Madboyz own Strength to work out damage).

3 - 'Ere, my bolter's flown off!'

The mob have become so psychically disturbed that they are surrounded by poltergeist activity. Weapons, objects, and stones float around the mob. Most projectiles shot at them become caught in the air as if by a power field and do no damage, similarly blows in close combat are uncannily deflected. Count +2 on all saving throws.



4 - 'Da kunning plan'

Skabgrub has though up a 'kunning plan', which he assures the mob is as effective as it is inscrutable. The plan to outwit the enemy and snatch victory involves many seemingly illogical and bizarre actions and movements about the battlefield. The plan is best represented by moving the Madmob in a random manner, by rolling each turn on the following chart:

D6	Random Movement
1	Advance directly ahead
2	About turn and retire
3	Turn left and move
4	Turn right and move
5	Stand still and shoot directly ahead
6	Stand still and keep absolutely quiet

The player retains the option to shoot or charge.

5 - 'Kapture da gear'

The mob become intent on capturing weapons. While the mania lasts, the mob can take weapons from any slain models belonging to enemy units they have engaged in close combat. These weapons can be used by the Madmob.

6 - 'We iz not associatin' wiv you lot any more'

A group of Madboyz in the mob, all suffering from the same mania, get together. Randomly determine the mania and which Madboyz suffer from it. Their gestures and ravings are similar and so they just reinforce each other's tendencies until they form a distinct detachment which splits off from the rest of the mob. This detachment will then operate on its own as a separate independent unit, but only act according to the mania from which they all suffer. For example, if the detachment are all Phobiaks, then roll only on the Phobiak subchart for their actions, there is no need to determine the prevailing mania.

PARANOID BEHAVIOUR - Roll a D10

1 - 'Waaargh, somefink nasty iz comin' ter get us'

The Madboys become convinced that a ghastly (and as yet unseen) lurking *thing* is hiding somewhere in front of them. Fearing it may leap out and attack them, the Madmob retreats back towards their own table edge or nearest cover, where they will halt.

2 - 'Waaargh, we iz not comin out fer nuffink'

The Madboyz are overcome by the horror of war, and huddle together in terror. If already behind cover, the Madboyz will not stick their heads up and shoot. If they are in the open they will scurry as fast as they can towards the nearest cover.

3 - 'Da Boyz will chase da nasty enemeez away'

The best way to avoid getting hurt is obviously to find some dead 'ard Boyz to protect you. The mob latches on to the nearest friendly unit and lurks 4" behind them in an effort to hide from the enemy and avoid being shot at or attacked.

4 - 'Hit da deck ladz, somefink iz comin' over'

Convinced that a really large projectile is screaming towards them at head height, the entire mob lie face down clutching the ground and awaiting the dreadful impact. They stay down until their mood changes when they get up feeling a little embarrassed.

5 - 'Watch out ladz, we're in a minefield!'

One of the Madboyz trips over something buried in the ground and the entire mob believe that they have wandered into the middle of a minefield. They must now move carefully and very slowly (half rate) while they tiptoe along prodding the ground experimentally with their knives. If they want to shoot they must stand still.



6 - 'We are da boyz'

The mob are worried that other Orks do not regard them as 'proper Orkses'. Amid yells of 'look wot dey iz doin', 'follow da ovver boyz before dey give us da slip ladz' and 'letz do wot dey iz doin' the mob follow the nearest Boyzmob emulating their behaviour exactly like a Gretchin Mob would do, in order to prove that they are just like the rest of 'da boyz'.

7 - 'Wot's up Doc?'

The mob suffer from a sudden bout of hypochondria. Convinced that they have caught a gamut of horrible diseases, they rush off to consult the nearest Painboy. Move the mob directly towards the nearest Painboy. If he takes no notice they will just follow him about sneezing, coughing, holding their heads and demanding treatment for their imaginary ills.

8 - 'Teech da skumbos how to fight ladz!'

The mob are gripped by an irrational hatred of skulking, cowardly skumbos that lurk behind cover or keep shooting from more than 12" away. The mob will move directly towards the nearest enemy behaving in this despicable way and will charge them at the first opportunity.

9 - 'Big fink comin' dis way, run fer it!'

The mob are suddenly overcome by an irrational fear of vehicles and will not approach within 6" of any vehicle. If they are already this close to one, immediately shift the mob 6" away. If they are on a vehicle they immediately jump off.

10 - 'Dis fink iz bigger than all of us'

The mob take a sudden dislike to things which are bigger than an Ork. This manifests itself either as fear or hatred. Roll a D6, a score of 1-3 means that the mob reacts with terror and will keep at least 12" away from the object of their fear. A score of 4-6 means that the mob will attempt to charge and attack the object of their hatred at the first opportunity.

PHOBIK BEHAVIOUR - Roll a D10

1 - 'Don't like da nasty noises'

The mob are terrified by the din of battle. If there is actually no din yet, it is the uncanny silence which unnerves them. They form into a quivering huddle and are unable to do anything at all. Move all the Madboyz into contact with each other.

2 - 'Shoot da fly, cos da skummy git bit me'

The mob become intent on shooting the fly that bit Nafdrag on the nether parts in case it comes back to bite anyone else. Use a D12 and a clockface to determine in which direction they fire.

3 - 'Everyone iz lookin' at us'

Convinced that the entire Ork army is watching them with a critical eye, and anxious to avoid ridicule, the mob decide to do something incredibly brave. They courageously advance to attack the most powerful enemy unit that they can see.

4 - 'Red, red! We hatez red!'

The mob see red, and they don't like it one bit. If they themselves are wearing red, that's different; its when the enemy wear it that it is not right.

The mob are determined to attack the nearest enemy unit displaying any red on banners or uniforms. If no such unit is visible; randomly determine some other colour which the mob hates and which the enemy are wearing.

D6	Hated Colour
1	Black
2	White
3	Blue
4	Yellow
5	Camouflage patterns
6	Purple

Orks always like green (even mad ones) so that colour is exempt.

5 - 'Oi, where's da pinz gone'

Gribnak checks his weapons and discovers that the pin seems to have dropped off the end of his stikkbomb (he was, of course, looking at the wrong end). When he points this out to his mates, they all find that their stikkbombs look the same. The entire Madmob become convinced that the pins have dropped out of the stikkbombz they are carrying and are about to explode. They hurl all their stikkbombz in a random direction to get rid of them quickly. Count each model hurling stikkbombz and double it (ie, a mob of 5 Madboyz would throw away 10 stikkbombz in one go). This represents the spare bombs being thrown away as well. The mob is then left without any stikkbombz for the rest of the battle.

6 - 'Waaargh, jibber, jibber'

The mob become totally catatonic, huddling where they are, unable to do anything except jibber to themselves. Perhaps they have suddenly realised just how dangerous a battle is, or they have forgotten whose side they are on and think that everybody is out to get them. Either way, it is very un-Orkish behaviour.

7 - 'Waaargh, keep da wurrin' teknikol bitz away'

Orks aren't particularly adept with the mechanics of technology at the best of times, and this normally hidden ineptitude suddenly erupts in a bout of virulent technophobia. They will not use any weapons except hand weapons and will not go within 6" of any vehicles or support weapons. If enemy vehicles move within this distance, the mob immediately recoil out of the way until they are at least 6" away.

8 - 'Waaarg, dere iz nuffink to hide behind'

The heat of the burning sun and the emptiness of clear skies over the Madboyz' heads combine to make them dizzy and rather nauseous. The greatness of space strikes their consciousness, and they are cowed by the immensity of it all. The mob suffer a sudden attack of agoraphobia. They will run for the nearest cover to hide from the bright light and the overwhelming emptiness.

9 - 'Keep movin' so dey can't get us'

The mob become afraid of staying in one place for too long, in case it attracts the attention of enemy snipers and artillery. They must keep moving at all costs, to confuse the enemy and stay alive. Move the mob randomly by rolling on the following chart:

D6	Movement
1	Move 4" forward
2	Step back 2"
3	Move to the left 4"
4	Move 4" to the right
5	Lay down and crawl 2" forward
6	Spread out; extend unit coherency distance to 4" between models.

Models can face any direction you like after moving, and can shoot and fight.

10 - 'Wot we needz iz a clear field of fire'

The mob take an instant dislike to things that get in the way on the battlefield. The mob stands still and blasts away at the nearest terrain feature in an effort to clear the terrain. This reaction has occasionally proved surprisingly useful when Ork armies have been ambushed in jungle regions.



PAUL BONNER

MANIK BEHAVIOUR - Roll a D10

1 - *'Oi, dats my bolter!'*

The mob stay put and spend the turn squabbling among themselves over who really owns what weapon, unable to move, shoot, fight or do anything else useful at all

2 - *'Waaargh, find da squig!'*

The entire mob becomes obsessed with retrieving Skabnark's pet squig, which is the unit's mascot. The mob stays put and does nothing this turn except grovel about looking for the little creature.

3 - *'Dere iz da key to da battle; we must kapture it'*

Sound advice from a knowledgeable Madboy convinces the mob that a randomly determined terrain feature on the enemy side of the table must be captured if victory is to be won. The mob set off towards it intent on taking it from the enemy and holding it.

4 - *'Wonder wot iz in dem ruins'*

The mob become obsessed with finding out what is in the buildings on the battlefield (if there aren't any buildings, other terrain features capable of concealing things will do). They will move towards the nearest building or ruins and make sure it is not concealing any hidden enemy, (or loot for that matter). They will attempt to clear any enemy out of the building by shooting or fighting, but their main objective is to get inside and mooch about 'lookin' fer fingz, if yer know wot I meen'.

5 - *'Who wants a ride den?'*

The mob decide to hitch a ride on the nearest enemy vehicle (if no enemy vehicles a friendly one will do). They move towards, follow and clamber all over it over the vehicle thumping it with their fists and attacking any crew they can get at.

6 - *'Wait till yer seez da whites of dere eyez, ladz'*

The mob decides it is time for some target practice. The nearest enemy unit is designated the target and the mob stands up in full view of it taking potshots as calm as you like, yelping with delight with each hit or near miss and oblivious of the consequences. If they are out of range, they still carry on in the hope that the practice will cure the problem of not hitting anything.

7 - *'Waaargh da Orks, da Orks, da Orks!'*

Regardless of whether a Weirdboy is with them or not, the Madboys spontaneously begin ritual chanting, building up masses of psychic energy.

The amount of energy accumulated is determined in the same way as psychic energy generated for Weirdboy

attacks. The Madboyz cannot use this energy for attacks themselves, it just continues to build up. However, excessive energy can have the same effect on Madboyz as it does on Weirdboyz, causing their heads to explode. Determine the maximum amount of energy the Madboyz can withstand as you would for a Weirdboy, but determine this for the unit as a whole not each model in it. When the mob exceeds its limit, there is a 50% chance that a randomly selected Madboy experiences a head-explosion.

If a Weirdboy notices that the Madmob are chanting he can try and hurry across to them (or be dragged over by his Minderz) to tap this natural psychic 'battery' for his attacks. Since the Madboyz suffer the risk of head-banging in these circumstances, the extra power tapped from them does not count towards the Weirdboyz own limit, but does contribute to the power of his attacks. Madboy energy is thus perfectly safe for the Weirdboy to use, which means they are much sought after by Weirdboyz as a safe source of psychic energy.

8 - *'Rally round da Nob ladz!'*

The mob decide that the highest ranking Nob within 18" is the very epitome of Orkishness - a character to be admired and slavishly followed. The mob will move towards him and follow him at a discreet distance of 6" wherever he goes, much to the annoyance of the unfortunate individual. They will only shoot at enemy who shoot at the object of their hero-worship and will not hesitate to attack enemy who attack him. The Nob can assume command of the Madmob, who will obey his every order.

9 - *'Da Oddboyz iz da source of all kultur'*

One of the Madboyz makes a rousing speech about Oddboyz, praising them as the very foundation of Orkish civilisation - individuals who should be loved and cared for by all true Orks. Wisdom and kultur simply ooze and drip from their mouths (along with the dribble). Deeply moved by this rhetoric, the Madboyz decide to split up into small roughly evenly sized groups (determined by the player) which wander off as separate units and attach themselves to Oddboyz as 'escorts' (whether they like it or not). In this way some of the Oddboyz in the warband suddenly acquire small retinues of Madboyz.

10 - *'We wantz to be in da retinue of a great Ork'*

The Mob decide to offer their services as the retinue of a renowned Nob. This heroic character (nearest Nob to the Madmob) has earned their admiration. The Madmob will move over to join him and proclaim him as their 'leader'. They will then accompany him, whether he likes it or not, doubtless getting in his way, attracting attention and causing him much annoyance. However they will loyally protect him and shoot at or fight any enemy who shoot at or attack him.

SKITZO BEHAVIOUR - Roll a D10

1 - 'Ere, show dem some zoggin mannerz'

The mob stays put and opens fire on the nearest Ork unit in the mistaken belief that they are insulting them (maybe they are?). If no other Orks are visible, roll again.

2 - 'Waaargh, me brain 'urtz, fetch da doc'

By some uncanny chance the mob react logically to their circumstances. The mob may operate as the player wants for this turn.

3 - 'Fraternizashun wiv da enemee'

The mob decide that the war was all a terrible mistake and that Orks and Squats and Humans and pansy Eldar and bugeyez and everyone are not really skummy gitz after all. The mob will make for the nearest enemy unit shouting out cheerful greetings and good natured jokes or even offering a good squig in order to make friends with them. They refrain from shooting or fighting and are not put off by being shot at. The enemy unit will be too baffled to do anything except stand still and look astonished. They will not fire on the Madboyz due to being overcome by sheer gaping mouthed disbelief.

4 - 'Let's go an' tell 'im ladz'

The mob decide to congratulate one randomly determined enemy personality for his marksmanship, courage or leadership. Orks like a worthy enemy, and the Madboyz decide to go and tell him as much. They set off after the hero ignoring all danger, but can reply to enemy fire.

5 - 'Dey can't 'urt wot dey can't see'

The mob are convinced that they are now invisible. Maybe one of the Boyz shouted to his mate in another mob and was ignored, so he drew the obvious conclusion: 'Cor, Nazbog didn't see me, dat meenz I must be invisible' and informed the rest of the Madmob of this fortuitous phenomenon. Their confidence emboldened by the news, the mob advance towards the enemy without a care. They feel totally invulnerable and make no attempt to seek cover or hide. The enemy are utterly baffled by this show of reckless bravado and are too surprised to fire on the mob, which only further convinces the Madboyz that they really are invisible. The mob can still shoot, move and fight as normal while under the impression that no one can see them.

6 - 'Shoot da show-off wiv da gold braid'

The mob decide to pick on a single enemy model as the target of all their shooting. Randomly determine an enemy personality to be the unfortunate object of their attention. If no suitable target is within range the Orks will fire towards nearest enemy personality model anyway.

7 - 'We iz gonna knock some sense into yer'

The mob start arguing about 'wot is wrong wiv Ork society today'. This intense political and philosophical debate quickly gets out of hand as the Madboyz are soon reduced to hitting each other to make their point properly understood. Passions are fast inflamed to such an extent that the mob splits into two factions which immediately start fighting each other.

Randomly determine which Madboyz are in which faction with a D6 roll for each model. All the 'evens' fight all the 'odds'. Roll again to see whether the rival factions stand off to shoot and hurl stikkbomz or get stuck in to close combat. A 1-3 on a D6 means the factions separate by a distance of 6" and open fire on each other. A 4-6 means that hand-to-hand fighting breaks out. The mob will continue fighting to the death unless a change of mood occurs, in which case surviving factions become separate independent units.

8 - 'Yer don't know nuffink about squigs'

During a snack-stop, the Madboyz start arguing about which species of squig is best to eat as hors d'œuvres, and which fungus wine goes best with it. Tempers are quickly inflamed as the Orks rifle through each other's squig-pouches and declaim the virtues of their Gretchin's cooking skills. While the argument rages the mob stand still and do nothing but shout, gesticulate, and wave squigs in the air. There is a 50% chance in each turn of heated dispute that the mob will split into two equal factions, unable to endure the company of such despicable squig-snobs. Each faction will go their own way as a separate, independent unit.

9 - 'Kapture dat bit of ground over dere'

Sudden resolve and determination grips the mob. They decide to take and hold a randomly determined terrain feature. They will move towards it shooting at and attacking any enemy occupying it. If the position is captured, the mob will remain there defending it.

10 - 'Eroik fings wot saved da tribe'

The mob make a sudden decisive action in an heroic attempt to turn the tide of the battle. Roll D6 to determine what they do.

D6	Action
1-2	Advance on, charge and knock out the nearest enemy support weapon.
3	Knock out the nearest enemy vehicle.
4	Advance to within short range of the enemy.
5	Seek out and attack a randomly determined enemy unit.
6	Advance capture and hold nearest terrain feature.

MORONIK BEHAVIOUR - Roll a D10

1 - 'Last one to hit da big fing iz a sissy'

The mob stay put and hurl grenades at the nearest object, whatever it may be (terrain feature, enemy vehicle, enemy model, friendly Ork minding his own business, skulking Gretchin and so on, they just don't care).

2 - 'Wot iz da meenin' of everyfink den?'

Skarborg asks the ultimate question and the mob immediately sit down where they are unable to do anything except scratch their heads and debate about the meaning of life, the universe and everything. After all, what is the point in fighting until this important matter has been resolved? Only totally insane Orks would worry about such things.

3 - 'We iz goin' on strike fer more teef'

The mob have come to the conclusion that they are going to get less than their fair share of loot after the battle unless they do something about it now. They sit down and go on strike, chanting rebellious slogans and shouting demands to the Warboss hoping he will get the message. They will not take part in the battle while the manja lasts.

4 - 'Booooooorrrrrrriiiiiinnn'

The Madmob are taken by an irrational bout of nonchalance and boredom. They stand still and lean on their weapons ignoring the battle and the enemy, not shooting or fighting, while they complain to each other about being bored.

5 - 'Attenshun'

It's drill parade again. A sudden outburst of deranged Stormboyism grips the mob. It emanates from the one with a loud mouth and swagger stick who thinks he is a Drillboss: 'Attenshun, atten-SHUN!... when I say jump YOU JUMP ... 'orrible little Orks wot are you! WHAT ARE YOU!' This barrage of words makes the entire Madmob jump to attention as if on parade. Immediately form the Madmob into a line with all models in contact, facing the enemy with total disregard for danger. They remain on parade while the mood lasts, meanwhile the noisy one makes his inspection.

6 - 'Ere, wotz dem lot up to?'

The mob fix their gaze on the nearest enemy unit and start to mimic their every move. In fact they copy their behaviour very much like a Gretchin mob does to 'da boyz'. The Madmob can stay any distance they like (or that seems safe) from the enemy unit, but mirrors their activities. The exception is that if the enemy fire at or attack a friendly unit, the Madmob fire at or attack another enemy unit to match that behaviour.

7 - 'We don't like anyfink wot iz not wiv us'

Driprnak looks across to a nearby mob of Orks and thinks he sees one of them making faces at him. He points this out to his mates and soon every little move or gesture of the other unit is interpreted by the Madboyz as a personal insult.

The mob is seized by an irrational jealous animosity against the nearest friendly unit. They start throwing stones at them and hurling insults. The unit that they have picked on must test against their cool by rolling 2D6. If they roll more than their cool they will retaliate by attacking the Madboyz, otherwise they shrug off the Madboyz' actions as just another typical Madboy lunacy. If attacked the Madmob will simply feel its attitude fully justified, and will respond with equal aggression.

8 - 'We iz skirmishin'

The mob is overcome with a mood of severe caution. They may only move at half rate, but can spread out by doubling their coherency distance to 4" and add +1 to their saving throws as they crouch low to the ground taking advantage of every bit of cover.

9 - 'Wanderin' orf'

The mob suffers a sudden spate of desertion. Some Madboyz forget what they are doing (not an uncommon problem) and start splitting from the mob and wandering off on their own.

They must operate as independent models for the rest of the battle. Roll a D6 to see how many Madboyz wander off on their own:

D6	Deserters
1-3	1 Madboy
4	2 Madboyz
5	3 Madboyz
6	D6 Madboyz

These deserters go their separate ways but remain on the battlefield and continue to shoot and fight. Determine the mania of each deserter. The model will hence forward act only according to his own mania. Roll only on the appropriate mania subchart for the behaviour of each deserter.

10 - 'If we duz wot dey iz doin' we'll be alright'

The mob become incapable of thinking for themselves (dim though their thoughts might be), and simply copy the nearest Ork unit. They will do whatever this unit does, charging when they do, shooting when they do, choosing the same targets if possible. If they rout the Madmob will also rout.

DELIRIAK BEHAVIOUR - Roll a D10

**1 - 'Har, har, har, take dis yer skabby gitz'**

The mob stays put and shoots everything that it can at the nearest enemy. If no enemy are visible they shoot directly towards the enemy table edge.

2 - 'Happy dayz iz 'ere again...'

The mob are deliriously happy to be in battle once again and can't wait to get stuck in. They pick on one randomly determined enemy unit or enemy held position to attack and move towards it, firing at them and intent on engaging in hand to hand combat.

3 - 'Waaargh, da Orks, da Orks, da Orks'

The mob make directly for the nearest Weirdboy and if they reach him they form up behind him chanting for all they are worth. If there is no Weirdboy in sight, the mob will stay put and chant like crazy anyway, firing their weapons harmlessly into the air.

4 - 'Waaargh gas attack!'

Grotwort's squig and fungus curry followed by 12 pints of fungus lager he consumed last night has finally done its work. Grotwort (a randomly determined Madboy) detonates with the effect of a fungus gas stikkbomb (he survives, but looks embarrassed). All the other Madboyz shift away from him until the green haze clears. The mob may increase its unit coherency distance up to 4" between models while the mania lasts. This may not strike you as mad behaviour, but the mad behaviour was the reckless eating of a squig and fungus curry before a battle in scant regard for one's comrades in arms.

5 - 'Yarboo to you, yer skumbos'

The Madmob suddenly runs up to the nearest enemy unit and shouts BOO! They go at maximum move rate towards the enemy and shout at them from wherever they get to. This madcap humour succeeds in completely baffling the enemy unit who are too surprised to fire on the Madboyz, or attack them in close combat.

6 - 'It's great to be an Ork...'

A strange bio-chemical effect caused by a mixture of adrenalin, double-fermented fungus wine, squig vindaloo and the Orks' digestive juices gives the Madboyz an unexpected, and not altogether unpleasant, energy boost. The mob become so excited with their new found energy and the thrill of battle that they don't get tired. You can double any of their moves while this state persists, and move the mob as you wish.

7 - 'We iz fightin' da big battle in da sky'

The mob become convinced that they are already dead and in the Valhalla of the Orks, enjoying a really good eternal battle. 'If yer iz dead, den yer can't be dun-in twice, stands ter reezon, dunnit.' Armed with this incontestable philosophy, the mob advances recklessly towards the enemy intent on any mayhem they can get up to. What fun! Of course, any boyz who fall on the way are 'jus' skivin' off to do a bit of good ol' lootin' aren't they?

8 - 'Getz on down'

The mob start break-dancing, which means they start dancing in a way that will break something, hopefully the enemy. The Madboyz will count 1 extra attack in close combat due to jumping up and down - damage is resolved with the Madboyz' own strength.

9 - 'Waaargh!'

The mob breaks into a shouting contest. The sound of loud, raucous and discordant Ork voices is too much for anyone nearby to bear. Any friendly or enemy units of models within 6" of the mob must immediately move away until they are 12" from them, where the shouting is less unbearable.

10 - 'Hur, hur, hur'

The mob are gripped by a bout of insane cackling. They are completely unable to do anything except laugh uncontrollably in a very menacing manner. Any enemy in close combat with them take immediate fright and rout without striking a blow.

MELANKOLIK BEHAVIOUR - Roll a D6

1 - 'Orkses must be 'ggressive!'

The mob is determined to advance full distance directly towards the enemy table edge. They do not fire, but will charge any enemy in their way. Only by showing the Orkish spirit can the battle be won.

2 - 'Nafgrub iz ded, Skabgit iz ded...'

The mob are filled with a deep sense of loss for their fallen companions and are determined to avenge their memory on whatever enemy come their way. The mob continues to move against the nearest enemy troops until they are engaged in close combat. The mob will count double its number of attacks while the mania lasts.

3 - 'We shall not, we shall not be moved...'

The mob are determined to defy the enemy and hold their ground come what may. They remain rooted to the spot with Orks facing in all directions like a hollow square. They will shoot at anything which isn't green that comes within range. They will not rout or retire, and will die where they stand.

4 - 'Vengeance fer Uzgrub'

One randomly determined enemy personality is believed to have been responsible for slaying an old comrade. Whether this is true or not matters little, but the Madboyz believe it and will now follow that unfortunate individual about the battlefield intent on settling the score by shooting or close combat. They will fight any enemy who get in the way.

5 - 'We'z gonna take 'em wiv us when we go'

The mob are convinced that they are not going to survive the battle, so they are resolved to take some enemies with them before they go. The mob becomes suicidal and utterly fearless, disregarding all danger they advance into the midst of the enemy intent on slaughter and honourable death in battle. While in this state of mind the Madmob cannot be routed.

6 - 'Give us our mate back, yer skumbos'

The mob are convinced that a comrade is captured and needs rescuing. A randomly determined enemy unit is assumed to be holding him. The mob must go and get him back, fighting any enemy who are in the way.

Garslob desperately tried to think of a way out of his predicament. Nuzzgrond had had it in for him ever since that bolter he'd borrowed had misfired and blown off his arm. Yesterday he'd been summoned to Nuzzgrond's tent and given his new post of 'advisor' to one of the Ork forces' crack mobs. He'd seen himself standing proudly in front of his Boyz, heroically waving his bolter towards the enemy lines. If he'd known what was in store for him he would have volunteered to spend the rest of his life as one of Doc Badbreff's 'experiments'...

His mind switched back to the present. The Madboyz were milling round him aimlessly. After only half a day in their company he was experienced enough to know they were just about to do something - er - mad. It didn't take much to spark them off. He'd found a squig on the ground, which he'd gobbled down while no-one was looking, but he was still hungry. How he missed little Gible's squig kebabs. Nuzzgrond had 'borrerred' him a Gretchin from his own household, but he didn't trust the creature. He looked round to see it behind him, standing stiffly to attention. He was sure it was smirking.

'Are you smirking?' he asked.

'No, I'm Rakkit. Smirkin's back at the camp.'

Garslob repressed an urge to slap the Gretchin for cheeking him, but it would only report back to Nuzzgrond and get him into even more trouble. If only

he could get rid of it somehow, he could sneak away and go off and do some real fighting with da Boys.

The day hadn't started off too badly. The Madmob had charged towards the battle with all the other Orks, yelling enthusiastically and firing their weapons in all directions. Garslob had even dared to think his new position might not be so bad after all. Then one of them had accidentally blown his head off by throwing the wrong part of his stikkbomb, and the whole lot had ground to a halt to test their weapons. Having finally ascertained that all their weapons weren't just about to malfunction, they didn't seem to know what to do. He'd tried his best (in his role as 'advisor') to get them to continue their attack, but they just ignored him.

'Ere!' yelled a particularly pugnacious-looking Madboy. 'Where's Jip gone? 'E woz 'ere a minnit ago. Lads, 'elp me find little Jippy. 'E's gone missing!' Panic ensued as the Madboys scurried about on their hand and knees looking for their squig mascot. Watching them, the spark of an idea spontaneously ignited in Garslob's brain. He fired his bolter noisily into the air to attract their attention and gestured theatrically at Rakkit. 'It woz 'im. Dat skumbo Gretchin 'as 'et little Jippy. Get 'im lads!' Garslob smiled evilly as Rakkit disappeared under a heaving pile of Ork bodies. He nonchalantly blew the smoke off his boltgun and walked away from the Madboys to find himself a war.

BLOODLUST BEHAVIOUR - Roll a D10

1 - 'Ere we go, 'ere we go, 'ere we go'

The mob is twitching to get a crack at at the skummy enemy. The unit will charge any enemy in reach, otherwise move as fast as it can directly towards the nearest enemy intent to engage them in hand-to-hand combat, they may fire as they go. If no enemy are visible, the mob makes for the enemy table edge.

2 - 'Waaargh dakka dakka dakka'

The mob stays put and opens fire on the nearest enemy. If no enemy are available as targets the mob will go looking for them and will move towards the enemy table edge. They need not charge unless you wish. If enemy targets become available they may fire on them.

3 - 'Nuffink can stop da Madboyz'

The legendary super-Ork strength of the Madboyz manifests among the mob. Their battle-rage is such that they could bend the guns of the enemy with their bare hands. The Madboyz count double their strength and double their number of attacks in close combat while this state of mind persists.

4 - 'Chaaaaarge!'

One particularly loquacious Madboy incites the others into a high pitch of battle-fervour with a rousing speech. Seething with battlerage, the mob makes directly for the nearest enemy, charging them as soon as they come within reach. Such is the fury of their onslaught that they count double attacks in close combat.

5 - 'Dat makes me mad'

The Madmob are baring their fangs and frothing at the mouth. It is nothing less than sheer rabid ferocity breaking out. They want to rip and tear and bite like savage face-eater squigs. The Madboyz gain an extra bite attack in close combat.



6 - 'Come an' get us'

The mob decide to demonstrate their reckless bravery by standing in the way of enemy vehicles. They will move towards an enemy vehicle and stand in its way, defying the crew to run them down and blasting away with their weapons. The idea is to jump out of the way at the last minute before impact and thanks to the lightning reactions and sheer nerve of the insane, the Madboyz have a 50% chance of getting away with it. If they avoid being hit simply move the model's minimum distance to make way for the vehicle.

7 - 'Kollect trophies for da Warboss'

The mob start looting enemy casualties for their 'casualty pile'. This is a big pile of slain enemies and looted junk. The mob move randomly about the battlefield dragging off bodies for the pile.

8 - 'Make faces!'

The Madmob attempt to terrify the enemy by making grimacing faces, baring their fangs and putting their tongues out.

This is indeed a horrible sight. Any enemy units within 12" of the front of the Madmob who can see the faces, must make an immediate rout test

9 - 'Dakka, dakka, dakka; muzik ter yer lugholes'

Bolter-frenzy grips the mob. They fall into a trance at the rhythmic sound and limb shaking experience of firing the bolter. The mob will fire twice in each turn whilst this mania lasts.

10 - 'Race yer to da top'

The Madboyz race each other to a randomly determined feature, such as a hill. They put on a super-Orkish spurt of speed and can move double their movement allowance. They must move until they reach their objective. If it is held by the enemy they will charge them.



ORK MEKANIAKS



Mekboyz, also known as Mekaniaks, are the engineers and mechanics of Orkdom. Unlike the majority of Orks who know and care very little about how machines work, Mekboyz are completely entranced by whirring machinery, spinning cogs, and pounding pistons. They are never happier than when building some unlikely looking invention or incorporating the

latest essential gadget into a Battle Wagon or War Buggy. They are jovially imprecise craftsmen, content to weld, rivet and hammer away at unpromising chunks of metal debris until they have patched together a chassis or gunbarrel, a bionic leg, or a new part for a buggy. As a result of this individualistic and unplanned approach, Ork technology has evolved in a ramshackle exploratory way, but this suits the Mekboyz fine and has produced results which are in no way inferior to the scientifically derived technology of humans, Squats and Eldar.

Mekboyz are an essential part of every Ork tribe. Warbosses and wealthy Nobz who want a new buggy or weapon will go to a Mekboy and commission him to build whatever it is they

want. The results are never quite what the Nob had in mind, but this rarely bothers the client in the slightest as he is only too pleased to own what the Mekboy assures him is the latest and the best of its kind.

As the product of a disorganised if enthusiastic Ork mind, a Mekboy's work is never quite perfect. There will always be bolts that need tightening, delicate parts that need oiling, and bits that need to be welded back on when they fall off. Orks accept this as just another aspect of good old Orky technology and positively enjoy taking their vehicles and guns to a local Mek to be checked over. The Mekboyz are also perfectly happy to perform this service for their clients, not the least because it gives them a chance to swap bits around or even to take out unnecessary parts they can re-use in their latest invention.

When the Orks go to war the Mekboyz find their work vastly increased. Not only do all their richest customers suddenly discover they need a new bolter or buggy, but everyone else brings their gear to be checked-out and repaired. All this sudden demand can lead to jobs not been done properly, but the Mekboyz try hard to keep up by doing the rounds of the camp offering to repair and service equipment in return for a few teeth. The more Mekboyz there are the more likely they are to find a loose bolt or shaky wheel. If there are too few Mekboyz it is inevitable that some pieces of equipment will develop faults. Naturally, every Warboss tries to ensure he commands enough Mekboyz to stop things going wrong, but no matter how many Mekboyz there are it is simply impossible to properly maintain every piece of equipment in the force.



MALFUNCTION & REPAIR CARDS

The risk of sudden breakdown on the battlefield is represented by the use of special *malfunction* and *repair* cards. Malfunction cards are played by the Orks' opponent during the battle causing the Orks' equipment to malfunction in some way. The Ork player plays repair cards to cancel malfunctions where he can. You will find the malfunction and repair cards printed on card sheets at the end of this book.

Most of the malfunction cards describe technical malfunctions where a piece of Ork equipment has broken down. However, mixed in with these are some special *orky event* cards which have nothing to do with equipment malfunctions or Mekboyz at all. These cards are included to represent the sudden and inexplicable events that can befall Ork armies including treachery by Blood-Axes, loss of control by Speed Freeks, and the strange things that can happen to Weirdboyz.

MALFUNCTION CARDS



A *malfunction* card describes an equipment failure. The item affected is indicated on the card. In some cases a dice is rolled against a chart to determine exactly what has happened.

The cards are double sided and any malfunction on either side of the card can be played, but only one can be played at a time. The Orks' opponent declares which one he wishes to use when the card is played, and the others are ignored.

ORKY EVENT CARDS



An *orky event* card represents one of the drastic events which can befall certain members of an Ork warband. They apply principally to Madboys, Weirdboys and Speed Freeks. Some orky event cards have two events described on them, both of which apply when the card is played. A *treachery* and *animosity* card describes one of the random, unpredictable events that Ork Warbands are prone to. The troops affected are stated on the card.

REPAIR CARDS



The daily maintenance of equipment by Mekboyz is represented by the *repair* cards. Each card specifies a kind of repair job, for example a spanner job, a hammer job, a wrench job, etc. Each sort of repair job can be used to cancel out a particular malfunction.

Some of the repair cards represent special kinds of precautions such as *bribes*, which can be used to cancel Blood Axe or Freebooter treachery or

animosity, and *earthed copper staffs*, which can be used to cancel Weirdboy head explosions.

HOW TO USE THE CARDS

Before the game begins sort out the malfunction cards and the repair cards into two separate decks, and shuffle each deck thoroughly.

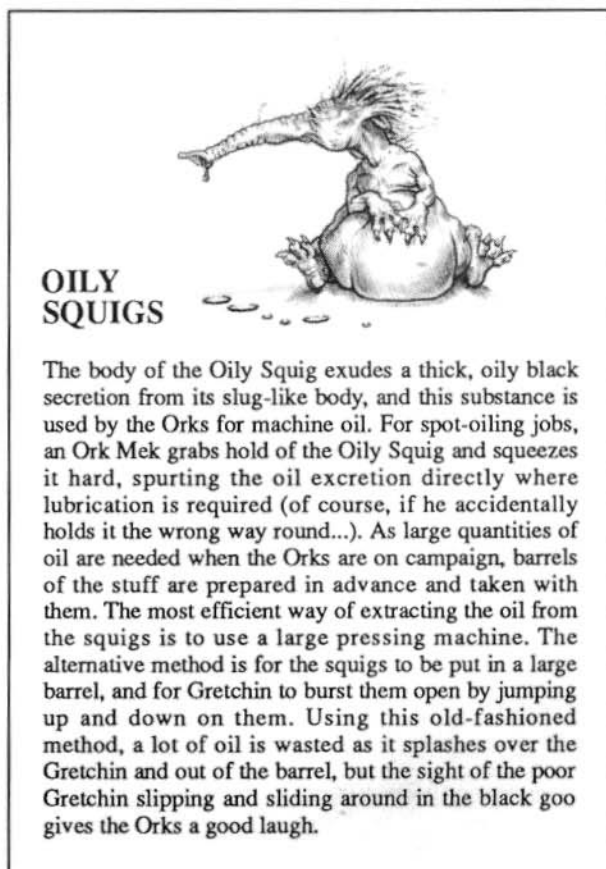
The Ork player takes 1 repair card for every Mekboy in his army. So, if there are 4 Mekboyz in the army the player takes 4 cards, if there are 7 Mekboyz he takes 7 cards, and so on. The remainder of the repair deck is then put aside as it will not be used during the game. The cards held by the Ork player

represent repair jobs performed by the Mekboyz before the battle begins - should Mekboyz be killed during the game this has no effect on the use of repair cards.

The malfunction deck is placed face down beside the table on some convenient surface. Immediately before every Ork turn, the Ork player's opponent rolls a D6 and takes that number of cards from the malfunction deck. The player firstly sorts out any orky event cards and places them face down on the table. The Ork player selects one of the cards to reveal what unpredictable Orky phenomena has overtaken the Ork army this turn. The remaining orky event cards are discarded. Often there will be only one orky event, sometimes none at all. If the Ork player wishes to cancel out an orky event by playing a repair card from his hand he must do so immediately. Once a repair card has been played it is discarded and cannot be used again. Not all orky events can be cancelled in this way and many work in the Orks' favour in any case.

The Ork player's opponent retains any remaining malfunction cards in his hand for use during the turn and keeps them secret from the Ork player. Cards can be played during the Ork turn as soon as the Ork player attempts to use the particular piece of equipment indicated on the card. For example, a vehicle may break down as soon as the Ork player attempts to move it, or a weapon may go wrong as soon as the Ork player attempts to shoot.

Once the Ork player announces his intended action, his opponent lays the card with the appropriate malfunction face up and declare a 'Malfunction'. If the Ork player has a suitable repair card he can cancel out the malfunction if he wishes. Once a repair card has been played it is discarded and cannot be used again. Otherwise, the malfunction is resolved as described on the card. Once the results of the malfunction have been worked out the card is discarded.



OILY SQUIGS

The body of the Oily Squig exudes a thick, oily black secretion from its slug-like body, and this substance is used by the Orks for machine oil. For spot-oiling jobs, an Ork Mek grabs hold of the Oily Squig and squeezes it hard, spurting the oil excretion directly where lubrication is required (of course, if he accidentally holds it the wrong way round...). As large quantities of oil are needed when the Orks are on campaign, barrels of the stuff are prepared in advance and taken with them. The most efficient way of extracting the oil from the squigs is to use a large pressing machine. The alternative method is for the squigs to be put in a large barrel, and for Gretchin to burst them open by jumping up and down on them. Using this old-fashioned method, a lot of oil is wasted as it splashes over the Gretchin and out of the barrel, but the sight of the poor Gretchin slipping and sliding around in the black goo gives the Orks a good laugh.

Note that malfunction cards are double sided and a malfunction from either side may be played. Some cards have two optional malfunctions on one or both sides. Regardless of the number of malfunctions on a card only one malfunction can be played. Once the card has been played alternative malfunctions are discarded along with the card itself. This means that sometimes it is worth not playing a card on the chance that an alternative and preferable malfunction can be played later on in the turn.

At the end of the Orks' turn any malfunction cards still held by the opposing player are discarded. Unlike the repair cards, malfunction cards are not retained from turn to turn - fresh malfunction cards are dealt at the start of each turn.

The chart below summarizes the effects of the various repair cards - these effects are also indicated on the cards themselves.

REPAIR CARD	MAY BE USED TO REPAIR
SPANNER JOB	SHOKK ATTACK GUN ROBOT
WRENCH JOB	DREADNOUGHT
WELDING JOB	VEHICLE
HAMMER JOB	ARTILLERY:- HOP-SPLAT FIELD GUN SQUIG CATAPULT TRAKTOR CANNON LIFTA DROPPA CAPTURED RAPIERS, THUDD GUNS, ETC
SCREWDRIVER JOB	HEAVY WEAPONS
DRILL JOB	EQUIPMENT:- BIONIKS FORCE FIELDS STIKKBOMZ CYBOAR
ORKY KNOW-WOTZ	ANY OF THE ABOVE MALFUNCTIONS - ie it acts just like a combined spanner, wrench, welding, hammer and drill job.
BRIBE	TREACHERY and ANIMOSITY
EARTHED COPPER STAFF	HEAD EXPLOSION



EXAMPLE

An Ork Warband faces a Space Marine force. The Warband contains three Mekaniaks, so at the start of the game the Ork player takes three repair cards, one for each Mekaniak in his army. These must last him for the whole game, and he knows he must use them wisely. He will not be able to cancel out every malfunction that happens, and some orky events are beyond his control.

The Ork player's three repair cards are:



At the start of the Ork player's turn the Space Marine player rolls D6 and scores 1. He takes a single malfunction card from the deck. The card is not an ork event which must be played immediately, so he keeps the card and the Ork player begins his turn.

The card the Space Marine player has drawn has the Beamer Malfunction on one side. As there is no Beamer in the Ork army he won't be able to use this. The other side of the card has two alternatives - Heavy Plasma Gun Malfunction or Vehicle Malfunction.

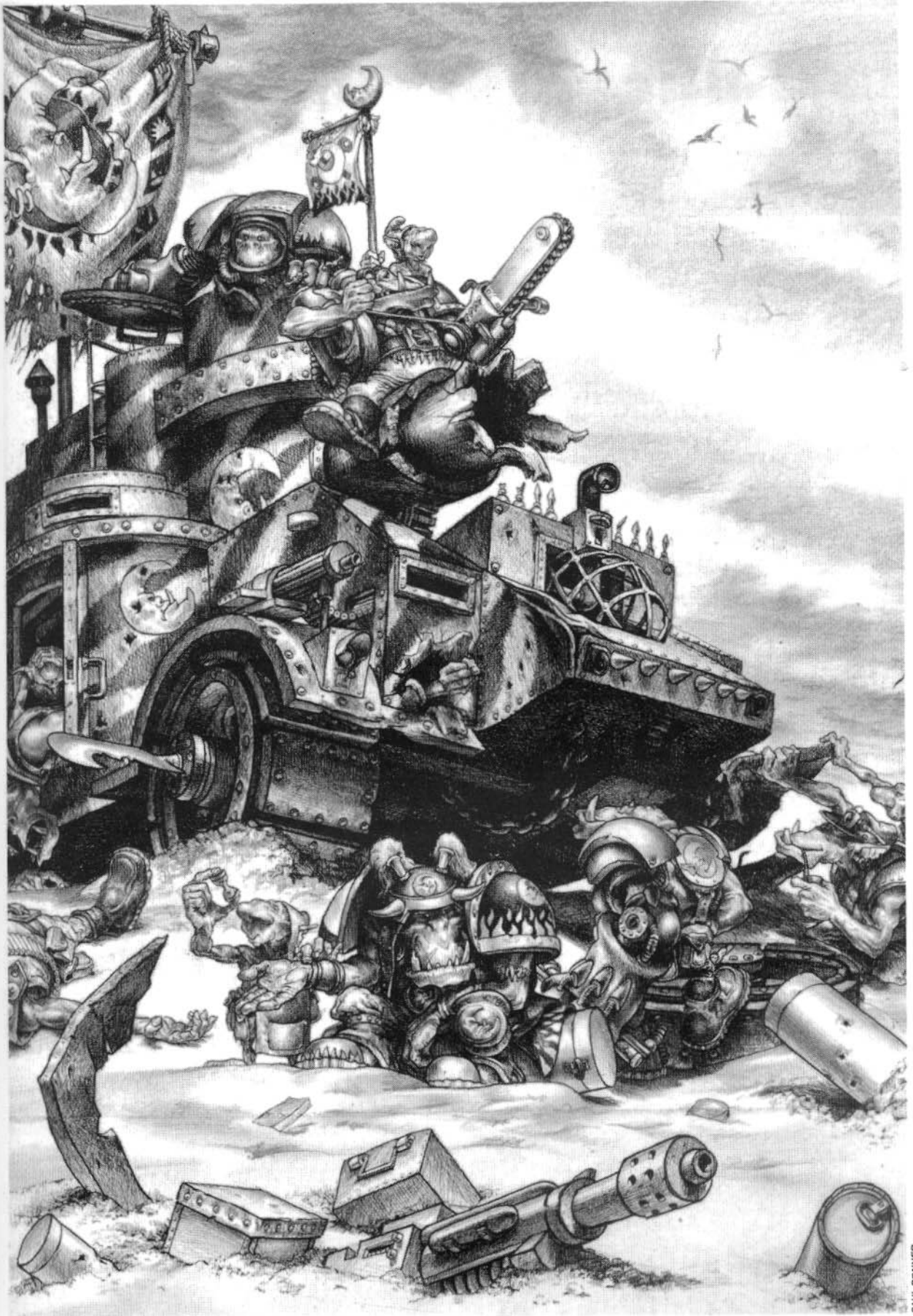
The Space Marine player's card is:



The Space Marine player observes the Orks' movements carefully, looking for an opportunity to play the card against an item of Ork equipment. The Ork player moves a vehicle, but he decides not to play the card yet. When the Ork player announces that he intends to fire a heavy plasma gun, the Space Marine player slaps the card on the table and says 'MALFUNCTION'!

The Ork player must now decide whether to use up one of his valuable repair cards to cancel this malfunction. Only one of his cards has a screwdriver job on it, and he decides to hang on to this card for later in the battle.

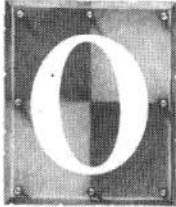
As the Ork player decides not to cancel the malfunction the heavy plasma gun goes wrong and does not work for the rest of the game.



PAUL BOWNER



KUSTOM VEHICLES



Ork Nobz pride themselves on the speed and firepower of their personal transport. As every Ork vehicle is always at least slightly different from every other, it is inevitable that some will be a bit faster, more manoeuvrable, or better armed - and, by extension, some will be slower, less manoeuvrable, and not as well armed! Some Orks have sufficient wealth

and determination to get a Mekboy to 'hot up' their vehicles by incorporating all the latest in Orky-know-wotz.

Kustomizin' vehicles in this way enables Meks to earn some extra teef when they don't have any routine work to do. It also means they can try out experimental designs and new ideas. Ork customers are seldom very specific in their requests for improvements and are content to leave much up to the discretion of the Mek, asking him just to 'make it go faster', 'put some snazzy bitz on it', or 'do some mendin'. Consequently there is no telling what the Mek might do to the machine, but it is certain to impress the proud owner.



MOUNTING UP EXISTING WEAPONS

Any heavy weapons generated from the equipment charts can be mounted onto an Ork vehicle to improve its firepower. If you want to add weapons in this way, do so before generating kustom modifications for the vehicle, since these may affect the armament.

KUSTOM JOBZ

Each Mekboy in an Ork army permits the player to do 'da Kustom Jobz' on one vehicle in the force. The more Mekboyz there are in the army the more of these kustomized vehicles it may therefore contain. All sorts of vehicles may be kustomized including common Ork vehicles, tribute vehicles and captured enemy vehicles. The term Kustomizin covers a wide range of Mekaniak tinkering, anything from a quick 'mending' job to a complete rebuild using the chassis of a standard vehicle and parts stripped from wrecks. When Mekboyz have finished the many urgent and essential battlefield repairs which arise from the unique nature and construction of Orkish vehicles, they take the opportunity to tour the battlefield with their Gretchin assistants, looking for 'bitz'. The Gretchin and Snotlings scamper over the wreckage, hunting out and retrieving interesting mechanical bits and pieces for their master, who stashes them away in his trusty 'bitz box'.

Once a player has decided which vehicles he is going to kustomize he rolls once for each vehicle on Da Jobz Chart shown below. This indicates how many modifications have been made to the vehicle by its Mekboy kustomizer.

DA JOBZ CHART

D6	Number of Modifications
1	1
2-3	2
4-5	3
6	D6

Once you have determined how many Jobz have been done on the vehicle roll another D6 on the Vehicle Kustomizin Chart below to find out how they have affected the vehicle.

VEHICLE KUSTOMIZIN CHART

D6	AFFECTS
1-3	Speed
4	Armour
5-6	Hot Rodz Specials

SPEED

How fast his vehicle goes is extremely important to Ork Nobz. Even when not driving into battle the Ork Nobz hold impromptu races around their settlements - the winner usually being the last vehicle running! There are various ways in which a Mekboy can alter the speed of a vehicle. He can fit an injection cylinder which will boost speed by releasing high octane fungus fuel or squig gas into the engine. Alternatively he could replace the engine by a rocket propulsion motor. Some Meks develop an obsession with steam power or engines powered by alcohol vapour, and if a Mek has converted a vehicle to a steam engine, complete with funnel, its speed may actually be reduced. The Mek will often try to compensate for this by applying a coat of red paint.

Roll a D6 on the table below to determine the effect of the Mekboy's efforts.

For example. A normal Battle Wagon has a Slow Speed of 6, a Combat Speed of 14, and a fast Speed of 20. On the roll of a 2 the Battle Wagon is given Extra Top End Power. Its Slow Speed is now -D4 because the extra power makes it difficult to control the vehicle at slow speeds. A D4 is rolled and the result is 2, so the modifier is -2 and the Battle Wagon's new Slow Speed is 4. The Combat Speed is improved by D4, a dice is rolled and scores a 3 so the Battle Wagon's Combat Speed is improved by +3 to 17. The fast speed is increased by 2x the Combat Speed, which means it is increased by $2 \times 3 = +6$ to a total of 26.

SPEED TABLE

D6	Effect	Speed		
		<i>Slow</i>	<i>Combat</i>	<i>Fast</i>
1	Speed reduced all round	-D4	- Slow Speed	- Slow Speed
2	Extra Top End Power	-D4	+D4	+2x Combat Speed
3	Extra Mid-range Power	No Effect	+D4	No Effect
4	Extra Low End Power	+D4"	No Effect	No Effect
5	Increased Power	+D4	+2x Slow Speed	+2x Slow Speed
6	Waaaaaaaaaagh!	+D6	+2x Slow Speed	+3x Slow Speed

ARMOUR

Extra armour plating has been rivetted, bolted and welded on to the vehicle. Sometimes the Mekboy is forced to strip down the vehicle in order to improve its performance in other respects in which case armour plating will be removed and replaced with lighter alloys giving inferior protection.

To determine which area of the vehicle has been modified roll a D6 and refer to the Targetting Diagram on the vehicle's Data Sheet.

ARMOUR TABLE

D6	AREA AFFECTED BY THE MODIFICATION						
	<i>Engine</i>	<i>Transport</i>	<i>Driver</i>	<i>Crew</i>	<i>Ammo</i>	<i>Controls</i>	<i>Fuel Tank</i>
1	+1	0	0	0	0	+1	+1
2	+2	+1	+1	+1	+1	+2	+2
3	0	+2	+2	+2	+2	0	0
4	+2	+2	+2	-1	-1	0	0
5	0	0	+2	+2	+2	-1	-1
6	-1	-1	0	0	+2	+2	+2

HOT RODZ SPECIALS

These are bizarre 'improvements' fitted to the vehicle by the Mekboy in one of his more inspired moments. Roll D6 to see how many of these you have got, then generate them from the chart below.

D100 HOT RODZ SPECIALS

- | | |
|-------|--|
| 01-15 | The vehicle is given flash coat of new red paint to improve its speed. See <i>Red Wunz Go Faster</i> for the special rules that apply. |
| 16-25 | A leaping beast totem is bolted to the front of the vehicle. Beast totems are traditional emblems, and are described below. |
| 26-30 | The vehicle has been decorated with an assortment of amusing stuffed squigs. These stick to windows, project from air intakes, trail behind the vehicle, or have been affixed to the upper deck so their heads nod as the vehicle moves. |
| 31-45 | A loudspeaker has been fitted to the vehicle. It is linked to a tape recorder which blares out Orkish Goffik Rokk or 'evvy metal songs extolling the pleasures of driving fast and dangerously. |
| 46-60 | Powerful spotlights are added to the front of the vehicle. Any models within a direct line 12" in front of the vehicle are blinded if facing towards the spotlights. Blinded models must reduce all to hit dice rolls by -2. |
| 61-65 | The front of the vehicle has been imaginatively remodelled in the form of a gaping mouth. |
| 66-70 | The vehicle has been fitted with an exceptionally loud horn or screaming siren. |
| 71-80 | The vehicle has been fitted with a crash cage and rollover bars. |
| 81-85 | Cast metal glyphs describing the exploits of the owner have been applied all over the vehicle's bodywork. Their weight reduces the vehicle's fast Speed by D4". |
| 86-90 | The rear suspension has been jacked up and a set of over-large road wheels or track sprockets fitted. This makes the vehicle a bit difficult to steer at slow speed so reduce Slow Speed by D4. |
| 91-00 | The Mekboy has fitted a huge spoiler to the rear of the vehicle. This improves traction at fast speeds, so add D4 to the vehicle's Fast Speed. |

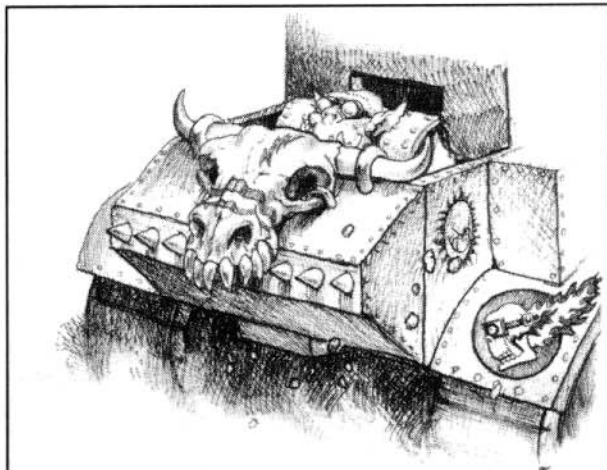
RED WUNZ GO FASTER!

A commonly held belief among Orks, and especially among the Speed Freeks, is that painting a vehicle red makes it go faster. Red glyphs and totemic emblems with magical significance are painted on the bodywork in an attempt to win the favour of the Ork gods. If the vehicle's owner is very rich, the vehicle is simply painted red all over.

It is not known whether red ones really do go faster but the Ork drivers certainly believe it, and drive with an even greater reckless determination. This may actually have the

effect of pushing the capability of the engine to the extreme and squeezing a few extra miles an hour out of the machine; at the risk of even more bits falling off.

A player may attempt to get a red vehicle to go faster if he wishes. First move the vehicle at its normal maximum speed. Then roll a D6. If the result is a 4, 5 or 6 the vehicle moves an extra D6 inches. Note that the player gets no choice about how fast the vehicle moves once he has decided to test for extra speed.



BEAST TOTEMS

The Orks have a tradition of fixing a beast skull to the front of a vehicle, or alternatively, a mask of a ferocious mythical beast cast from metal. This custom goes back to a distant time when Orks first encountered vehicles and began using them in their own forces. Naturally, these big, fast, noisy and dangerous things that could growl and roar, breathe fire, drink vast quantities of fungus juice, and charge headlong into the enemy with Orks riding on their backs, were thought of as some kind of beast. So the Orks did the obvious thing and fixed the head of a savage beast with gaping mouth and long sharp fangs on the front of their vehicles.

In many Ork dialects there are old words for vehicles which are the same or similar to the names of ferocious beasts. Some of these names translate crudely into descriptions of what the jaws of these beasts can do to their prey, so it is common to find vehicles called Skullcracker, Bonegrinder or Fleshripper and similar names.

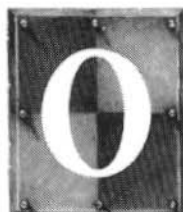
Virtually any vehicle, regardless of its traditional name can have a beast totem attached to it. This will be either the skull of a real beast or a beast's head cast from some exotic metal such as meteoric chrome. Most Orks are convinced that this will make the vehicle much more effective in battle and some Orks even go so far as to recklessly ram enemy vehicles to cause damage with the horns, tusks and fangs of the beast totems and skulls mounted on the front of their vehicles. The kustom has extended to the decoration of weapons, which belch fire and spit destruction like many mythical beasts which appear in Ork folklore, and it has become common for the barrels of guns to be decorated with gaping maws and the visages of savage beasts.



STEPHEN TAPPIN



VEHICLES



Ork vehicles are solidly built, brutish, noisy, smelly and tough - just how the Orks like them! The following Data Record sheets provide stats and, where appropriate, new rules for the Ork vehicles in the Army Lists. Most of these Data Records appeared originally in White Dwarf, and are fully compatible with the new Warhammer 40,000 vehicle rules. You will need the Vehicle Targetting Grid in order to use these Data Records. The new Warhammer 40,000 vehicle rules and Targetting Grid were originally published in White Dwarf issue 128.

Ork vehicles come in many shapes and sizes, but are typified by the age-old and much-loved designs represented on the following pages. Ork Mekz are creatures of habit, content to bash out time-honoured designs to meet the insatiable demands of Ork Nobz for War Buggies, Battlewagons, Warbikes, and other examples of Ork technology. Of these vehicles the most common is the Battlewagon.



The Battlewagon is an extremely common type of large vehicle. Its design, like that of War Buggies and most other Ork vehicles conforms to one or other of the traditional types known throughout Orkdom and copied by Mekboyz for many generations.

Battlewagons are large vehicles designed to carry a whole fighting Mob of Orks including any Gretchin and Snotling servants that accompany it. It is possible to squash an almost unlimited number of these underlings into the Battlewagon, and any that can't fit inside will be quite happy to hang on to the bodywork or grab hold of the vehicle's flagpole.

As these vehicles are large, heavy and prestigious, it follows that they usually belong to the most important Ork families. In battle they might be ridden by the family leaders or Nobz, or they might be commanded by one of the various types of Oddboy. A family might also entrust its Ork Boyz with the Battlewagon if their Nob wants to fight elsewhere. An Ork Warboss might decide to mount himself and his entire Retinue in a Battlewagon, or even several Battlewagons if his Retinue is suitably large and impressive.

Battlewagons are provided with flagpoles so that the Ork who owns it can display his personal banner or his clan banner in an appropriately prominent position.

Mekboyz sometimes build a Battlewagon for their own use but not all of them favour this form of transportation. Some Mekboyz prefer smaller and lighter vehicles for their personal use, favouring the exhilaration and speed of the War Buggies or Bikes rather than the ponderous invincibility of the Battlewagon. The Battlewagon is not an especially fast vehicle, but it is heavy and just about impregnable. Its only points of weakness are the Orks inside, who generally fail to keep their heads down behind the thick armoured plates.

The armament and other specific details of the Battlewagon's construction vary a great deal from one vehicle to the next, so that some individual Battlewagons are completely covered with extra turrets, covered awnings, new decks welded on top, and other features which either the Mekboy who made it or the Ork who owns it considered completely essential at the time. Weapons are a case in point.

As Battlewagons are mostly owned by Ork families it is armed with weapons belonging to that family - and these will naturally vary a great deal. Because of this tremendous variation no weapons have been included on the diagram. Where weapons are carried they will be operated by individual Orks, and any casualties amongst the Orks inside can be randomised amongst all those inside. A Battlewagon can be used to tow a piece of Ork artillery such as the Hop-Splat Field Gun, the crew for the weapon can ride inside the Battlewagon.

ORK FUEL TANK HITS

Ork vehicles are powered by a unique blend of squig and fungus derived gases - every Mekboy favours his own mixture which is engineered not only to provide a volatile combustible fuel but also to enhance the sound of the engine and characterise the smell of its belching exhaust.

The speed of an Ork vehicle is regulated by a single valve - the driver opens the valve to let more fuel into the engine so that the vehicle goes faster, by closing the valve the engine and the vehicle both slow down. Because of the extremely volatile and often unpredictable nature of the fuel, a hit on the fuel tank or delivery system can lead to the vehicle going out of control, spewing fuel in all directions or simply exploding. For this reason Ork vehicles have a special target location for their fuel tanks and any penetrating hits on this tank are resolved by means of the special Ork Fuel Tank hits table.

ORK FUEL TANK HITS TABLE

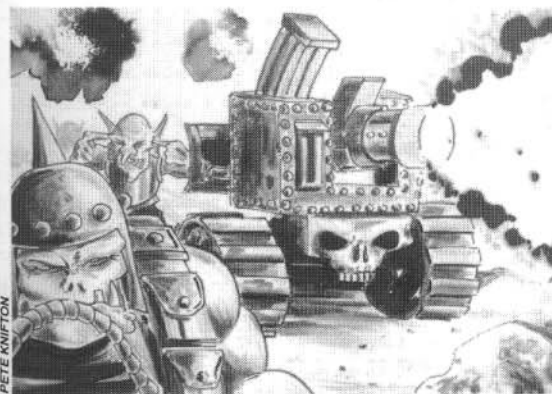
D6 Result

1-2 Control Valve Smashed

The controlling valve is smashed and the vehicle continues to travel at the same speed for the rest of the game. The vehicle can still be steered normally but the driver has no control over the speed. If the vehicle leaves the table it does not return.

3-4 Tank Bursts

The fuel tank is ruptured and clouds of volatile fuel spew out over the vehicle. The vehicle will explode on the D6 roll of a 4, 5 or 6 made at the beginning of its subsequent turns. If the vehicle explodes it will erupt into a ball of fire with a radius of 3" - the vehicle and all of its crew are completely destroyed. Any other models inside the fire ball will take a single strength 5 hit and D4 wounds with normal saves applying.



5 Fuel Tank Ruptures

A corrosive cloud forms centred around the vehicle. All crew immediately jump off regardless of the vehicle's speed. Place a 3" radius wad of cotton wool over the vehicle - any models inside this area sustain a single strength 5 hit due to corrosion, normal saving throws apply.



D6 Result

This gas cloud remains in place when the vehicle moves, and stays on the table until it disperses as explained below. In its own turn the vehicle continues to move out of control as it has no driver. As the vehicle moves it trails a corrosive cloud behind it - to represent this you will need more cotton wool to show the trail of gas. Once the vehicle has moved place another 3" radius wad over its final position. Now fill in the space between the two gas areas with a 6" wide trail of gas creating a trail which follows the path of the vehicle.

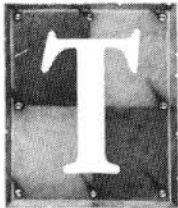
Any models covered by the gas trail suffer a single strength 5 hit from the corrosive effects of the fuel vapour. Once the vehicle has moved and casualties have been worked out roll a D6 and remove that number of inches of gas cloud from the rear of the trail - in this way the cloud always disperses gradually from the rear and will eventually disappear. While it persists the cloud blocks line of sight in exactly the same way as smoke.

6 Fuel Tank Explodes

The vehicle is destroyed and its crew crisped. Place a 3" radius area marker over the vehicle. Any models inside the fire ball will take a single strength 5 hit and D4 wounds where appropriate with normal saves applying.



THE KULT OF SPEED



here are two unique sensory areas in the Ork brain. One of these is stimulated by noise, the other by the sensation of speed. When Orks are exposed to loud noise, such as the din of battle, the thrill of going very fast on a vehicle or riding on one of the Mekaniak funfair machines, he experiences a sensation of utter delight and an overwhelming feeling of well-

being. Undoubtedly the Ork brain has naturally evolved in this way so that Orks will instinctively behave in a manner which benefits and expands the Ork race as a whole. In other words Orks love the noise of battle, the din of heavy machinery and are consequently prone to reckless behaviour. That this often leads to the destruction of individual Orks is of no consequence because the race as a whole is made dynamic, adventurous, cheerful in the face of adversity and heedless of danger.

Once an Ork has begun to indulge his natural instinct for speed, he is liable to become addicted to it. The part of his brain which responds to the sensation of rapid movement demands more and more stimulation. It may start by the Ork riding on a vehicle or becoming the proud owner of a Warbike. Soon the Ork is racing frantically against rivals. Next he is handing over bagfuls of teeth to Mekboyz for Kustom Jobz on his beloved machine. Layer upon layer of red paint goes on and comes off again as soon as it is even slightly dull or scratched. The Ork is enmeshed in the Kult of Speed; he has become a Speed Freek.

The mark of a hardened Speed Freek is unmistakable: his glazed eyes stare directly ahead, oblivious of the surroundings and conscious only of his machine and the distant horizon. Should he be forced to stop for fuel, he paces up and down, jittery and fidgeting while the Gretchin servant fills the tank. Those Warbosses, Nobz and other Orks who rely on a Speed Freek driver must always carry a hefty spanner or wrench about their person since the only way to ask him to stop is often a hefty belt on the head.

SPEED FREEKS

Speed Freeks are often Nobz, Mekboyz or Bikeboyz, since these Orks are far more likely to own an unusually fast vehicle. Of all Ork Clans the Evil Sunz has the most Speed Freeks. An Ork needs wealth or a mechanical inclination to get the chance to develop the speed conscious part of his brain. Most Boyz tend only to develop the noise conscious part instead. Once you have chosen your army from the Ork Army lists it is necessary to make a test to determine which vehicles are driven by Speed Freeks. Roll a D6 for every vehicle in your army which is driven by an Ork and apply the following modifiers.

- +1 If the Vehicle is a Warbike
- +1 If the Driver is a Nob
- +2 If the Driver is an Evil Sun

If the result is a 4 or more the driver is a Speed Freek. Speed Freeks are affected by the special rules given later.

Gretchin and Snotling are not affected by speed in the same way as Orks and cannot become Speed Freeks. They just learn to cover their eyes and hang on tight.

SPEED FREEK RULES

The most striking, and dangerous, manifestation of the Speed Freek is a reluctance to slow down or stop once a vehicle is moving. Speed Freeks are more than willing to accelerate to maximum speed, but slowing down is psychologically difficult for them. The very thought of slowing down induces a feeling of intense disappointment. In fact, most Speed Freeks don't or won't heed any instruction to slow down no matter how loudly it is given.

A vehicle driven by a Speed Freek may not decrease its speed compared to the previous turn unless the driver takes and passes a Speed Test first. To take a Speed Test roll a D6 and consult the chart below.

SPEED TEST

D6	Result	
1-3	Slows Down	The Speed Freek restrains his natural instincts and slows down as required.
4-5	Same Speed	Try as he might the Speed Freek is unable to bring himself to slow down. The vehicle travels at the same speed as it did in the previous turn.
6	Yaaaaaagh!	What's all this rubbish about slowing down then! The Speed Freek grins broadly and opens the throttle. The vehicle accelerates to its maximum speed regardless of the wishes of the player.

Speed Freek Bikeboyz are not bound by the normal unit coherency rules as individuals are always riding off in an uncontrolled manner. Once the speed bug has bitten, Orks think about nothing else and are not in the slightest bit worried about sticking close to the rest of their unit. Speed Freeks may therefore be moved as individuals even if they form part of what would otherwise be a unit.

ORK BATTLE WAGON

DATA RECORD: ORK1

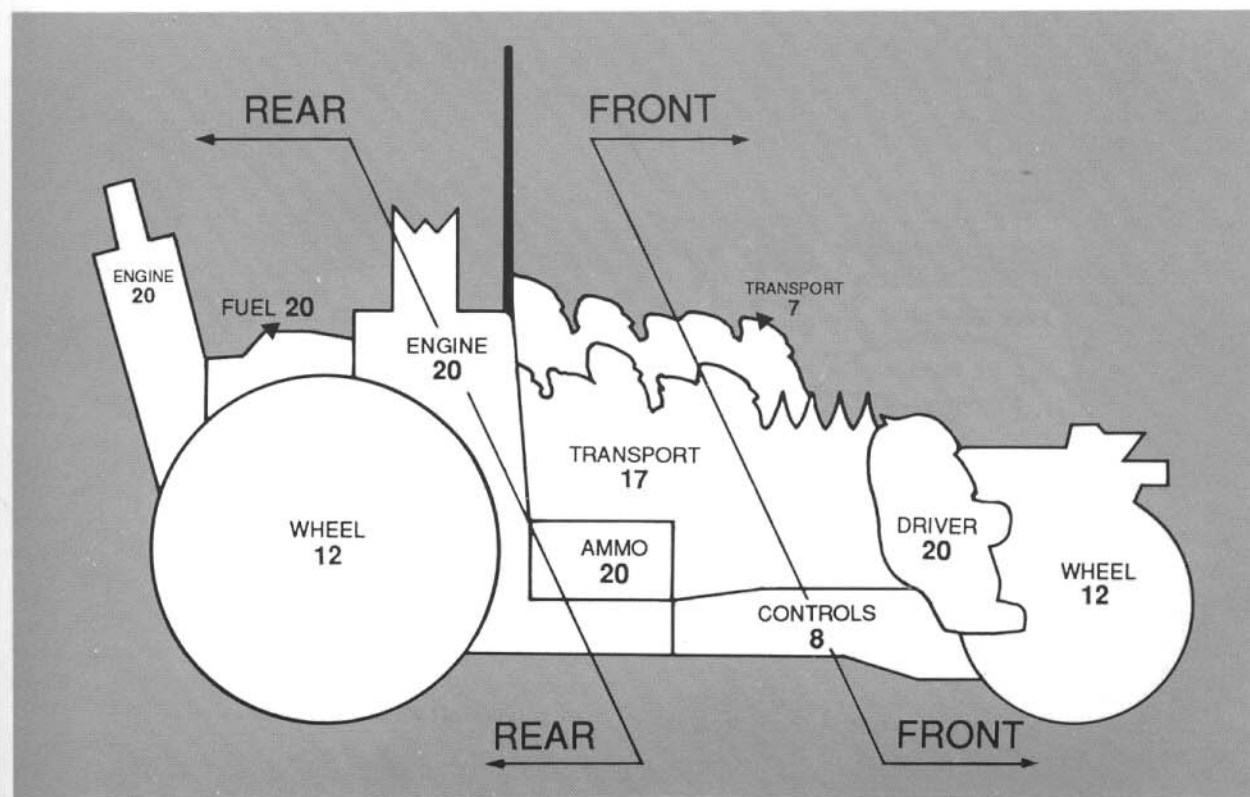
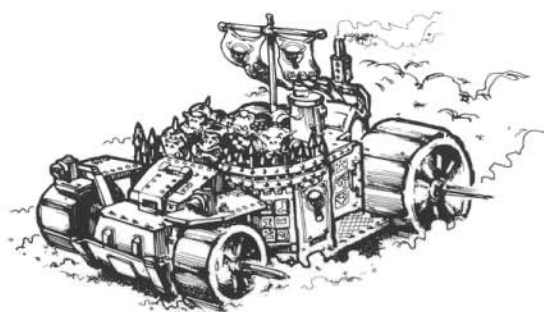
Battle Wagons are large vehicles designed to carry a whole fighting mob of Orks plus their attendants. Weapons vary, as each Ork will outfit his Battle Wagon differently.

Type
Fast Speed 20
Combat Speed 14
Slow Speed 6
Crew 1 driver

Transport
There is no limit on the number of Orks or servants that may be placed inside the vehicle, other than the actual number of models which you can fit inside. This will vary depending on which models you choose and how many you are able to squash in or on the Battle Wagon. Any models which fall off during the game are adjudged to have actually fallen off... so players who feel capable of fitting dozens of Orks in their Battle Wagons should watch out!

Weapons

No specific weapons are included as the Battle Wagon may be used to mount any of the weapons owned by the Ork family. The weapon models must be placed inside the Battle Wagon together with their crew and the same comments apply regarding models which fall off as to other Ork models. Weapons can be fastened on to more permanent mounts on the Battle Wagon if you wish.

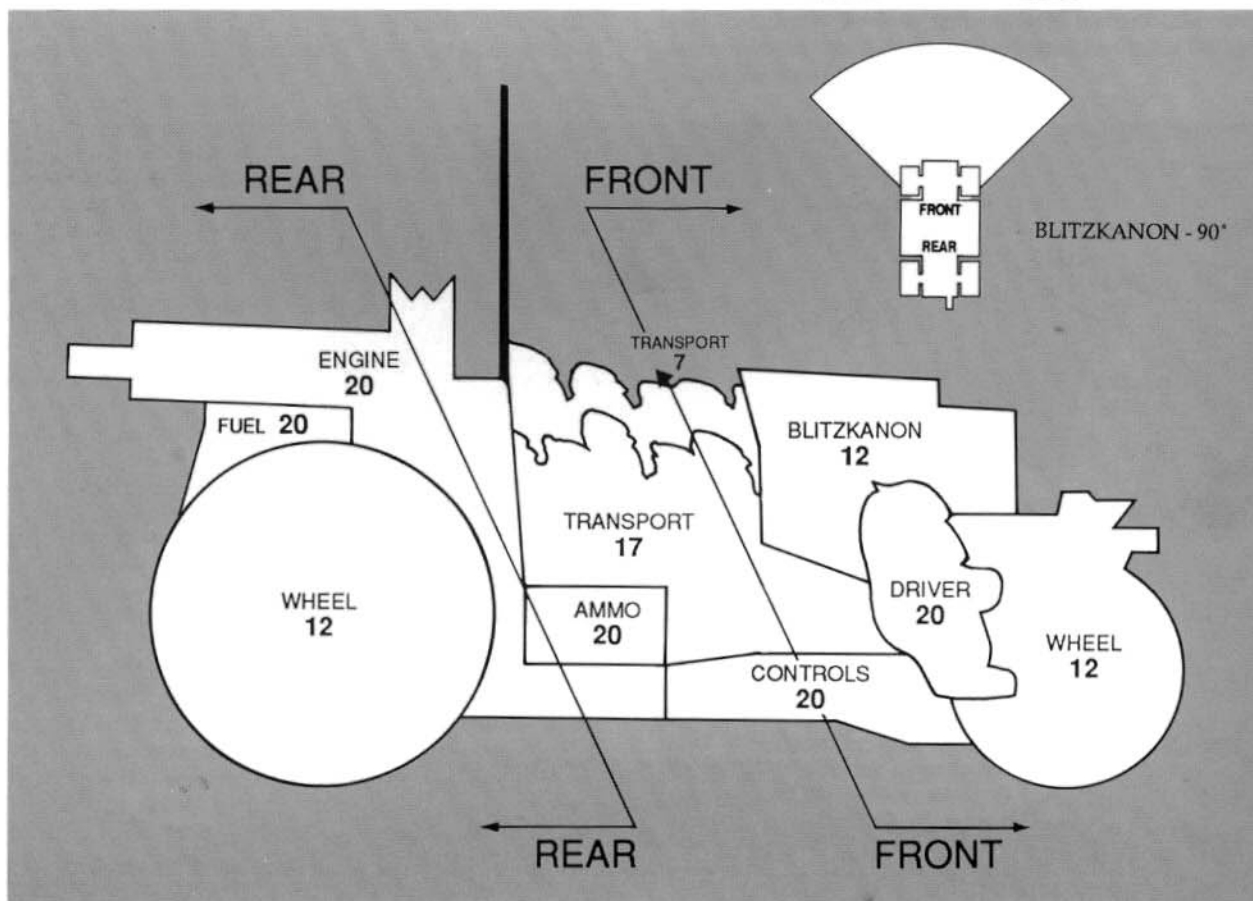


BATTLEWAGON BLITZKANON

DATA RECORD: ORK1a

Ork Battlewagons vary tremendously in details of their construction, and it is quite possible that there are no two alike in all Orkdom. Some have considerably more superstructure or even several decks, while others sport turrets concealing weapons. This offers tremendous scope for the modeller, whether expert or novice. Individually modelled Battlewagons can also be kitted out with new and different weaponry, which makes them different and interesting on the games table. A Battlewagon can carry any heavy weapons generated for the army's Nobs, and can in theory carry as many weapons as you can cram on board (the Ork Army Lists place a limit of 6 weapons in total - but the Battlewagon can carry more so long as they are represented by models). The Nob whose family owns the Battlewagon and weapons does not need to ride in the Battlewagon himself but he can, of course, do so if he wishes. The Battlewagon version shown here has a Kustom Kombi weapon made from three Auto-cannons fastened together! This was invented by the talented Ork Mek Tony Cottrell, who calls his creation a Blitzkanon. Tony's conversion of the basic Battlewagon appears elsewhere in this issue of White Dwarf. As Tony has gone to all the trouble of providing a special weapon for his Battlewagon we have decided to work out a special Data Record for it. You can do this for your own conversions if you like, or you can use the standard Data Record and targeting diagram and randomise any hits on the crew between crew members and any weapons mounted on the Battlewagon.

Type	Wheel
Fast Speed	20
Combat Speed	14
Slow Speed	6
Crew	1 driver
Transport	As many Orks and their servants as you can get inside!
Weapons	Triple Auto-cannon affectionately known as the Blitzkanon. The three barrels fire as a single weapon and either all three miss or all three hit.



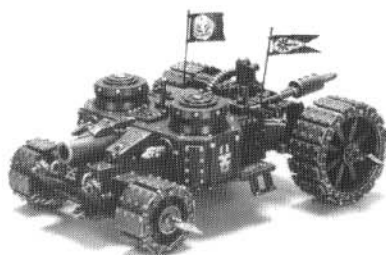
BATTLEWAGON GOB-SMASHA

DATA RECORD: ORK1b

The Gobsmasha is a heavily armoured and completely enclosed Battlewagon of a type that will be familiar to Epic scale 40K players. This version has been modelled by Games Workshop's resident Mekaniak Tony Cottrell, who has kindly made his blue-prints available to the rest of us. Of course all Battlewagons vary in their construction details, and Tony's Gobsmasha shows just one interpretation of the theme. Tony's description of how he converted the basic Battlewagon kit appears in White Dwarf issue 131. We have invented this special data record for Tony's vehicle. If you wish to vary the construction slightly you can draw up your own data record or alter this one to suit your own Gobsmasha model. Of particular interest is the new type of large calibre cannon fitted to the Gobsmasha called the Battle Cannon.

Type	Wheel	Slow Speed	6
Fast Speed	20	Crew	1 Driver
Combat Speed	14		3 Gunners
Transport	Up to 6 Orks! plus as many non-combatant Gretchin and Snotling servants as can squash inside or hang on to the outside.		

Weapons	Battle Cannon with 90° field of fire to front.
	Heavy Plasma Gun in left station with 90° field of fire to front.
	Heavy Bolter in right station with 90° field of fire to front.

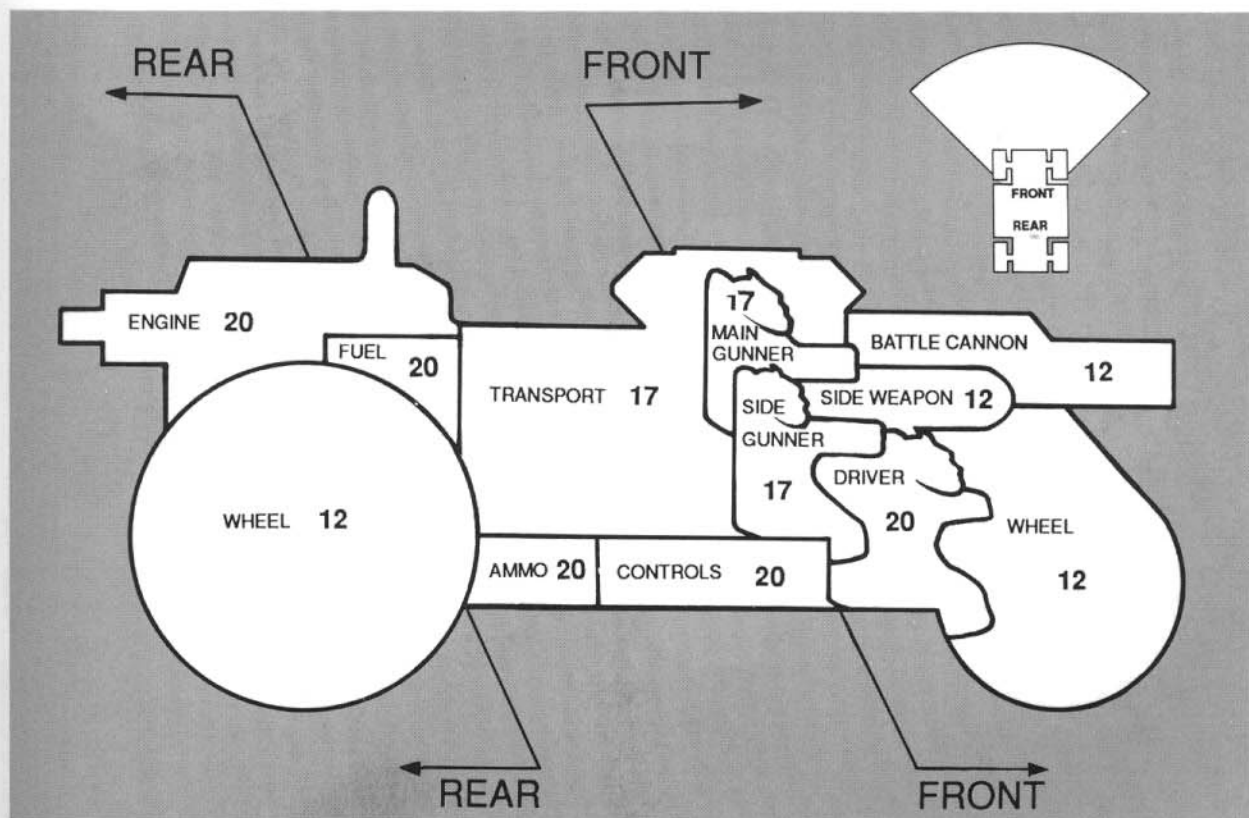


BATTLE CANNON

The Battle Cannon is a larger and more robust version of the automatic self-loading cannon or Autocannon. Even Auto-cannons come in all sorts of sizes, and the Battle Cannon is effectively a very large version of the same weapon. It fires a large shell packed with high explosives (every Mekaniak swears by his own formula). It is effective against both infantry and vehicle targets.

Short Range	Long Range	To Hit S L	Strength	Damage	Save Mod.	Special
0-20"	20-72"		8	2D6	-3	Mounted only Area 1 1/2" radius

The Battle Cannon causes far more damage than an ordinary Auto-cannon and has a wider area template. It is far too heavy and bulky for a foot trooper to carry, so it must be carried on a vehicle or a special weapon carriage of some kind. This is indicated on the profile above by the entry 'mounted only'. The Battle Cannon has a 1 1/2" radius effect and players must provide themselves with the appropriately sized card template.



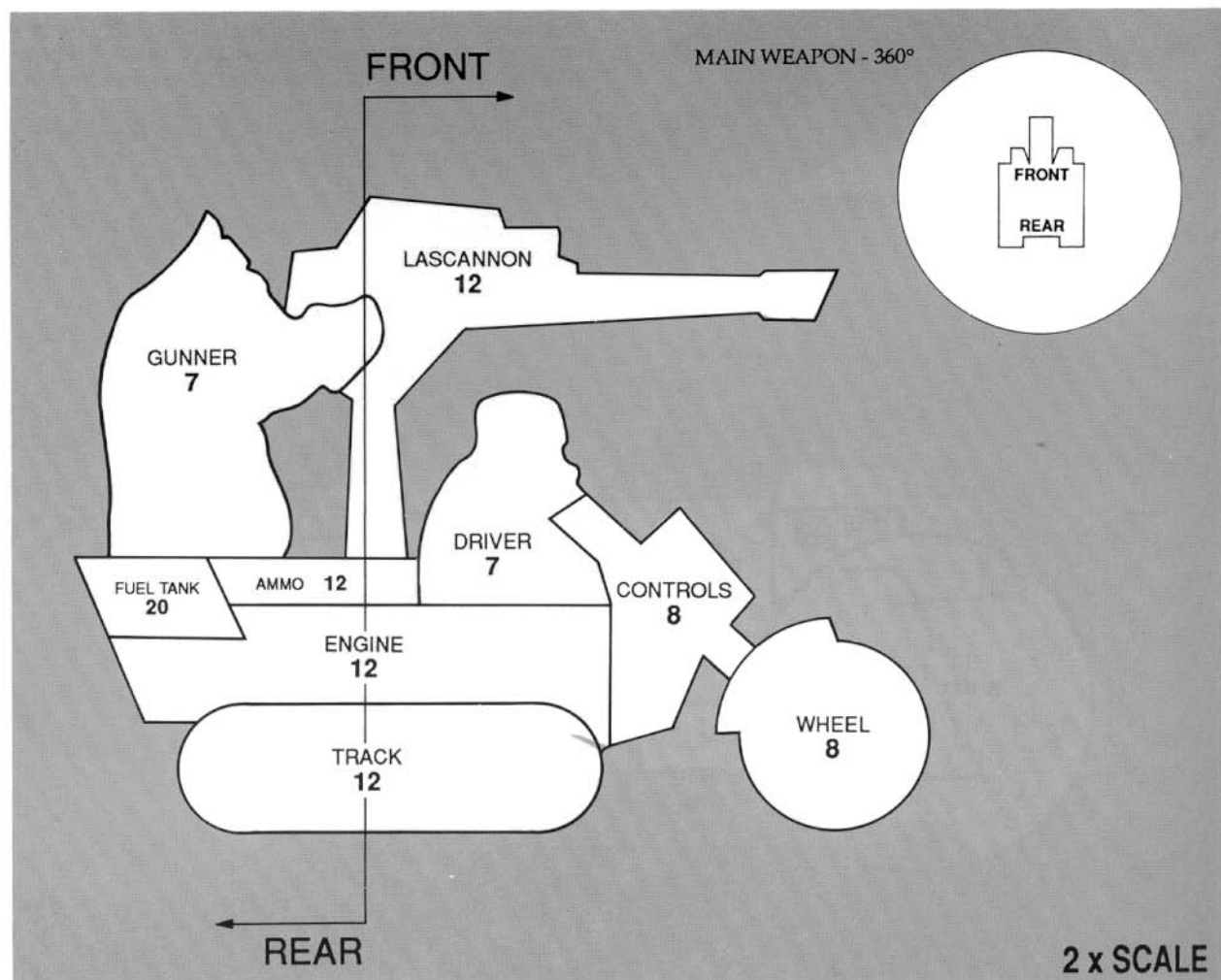
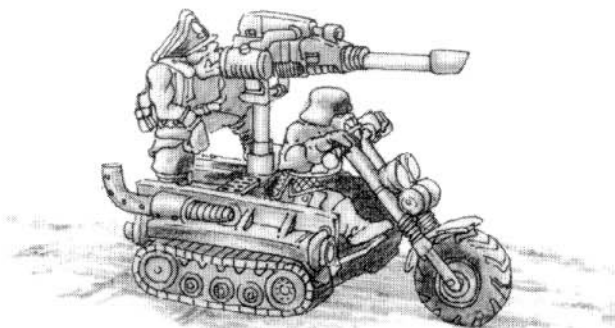
ORK WARTRAK

DATA RECORD: ORK2

The Ork Wartrak is another extremely common type of vehicle built by Ork Mekboyz. In fact Mekboyz will generally favour either War Buggies or Wartraks, depending on whether they prefer wheels (which are faster) or tracks (which don't get bogged down by mud or other sticky terrain so easily).

The Wartrak has two sets of tracks and a bike type of front suspension. The driver and crewman sit in tandem one behind the other, much like the arrangement in the War Buggy. Because it is tracked and can cope with most types of terrain the Wartrak makes a particularly fine tow vehicle and is used, for example, to pull the Ork Hop-Splat Field Gun.

Type	Track
Fast Speed	28
Combat Speed	20
Slow Speed	10
Crew	1 driver and 1 crewman
Transport	None
Weapon	Las-cannon with 360° field of fire
OR	Twin Heavy Bolters with 360° field of fire
OR	Multi-melta with 360° field of fire
OR	Heavy Plasma Gun with 360° field of fire



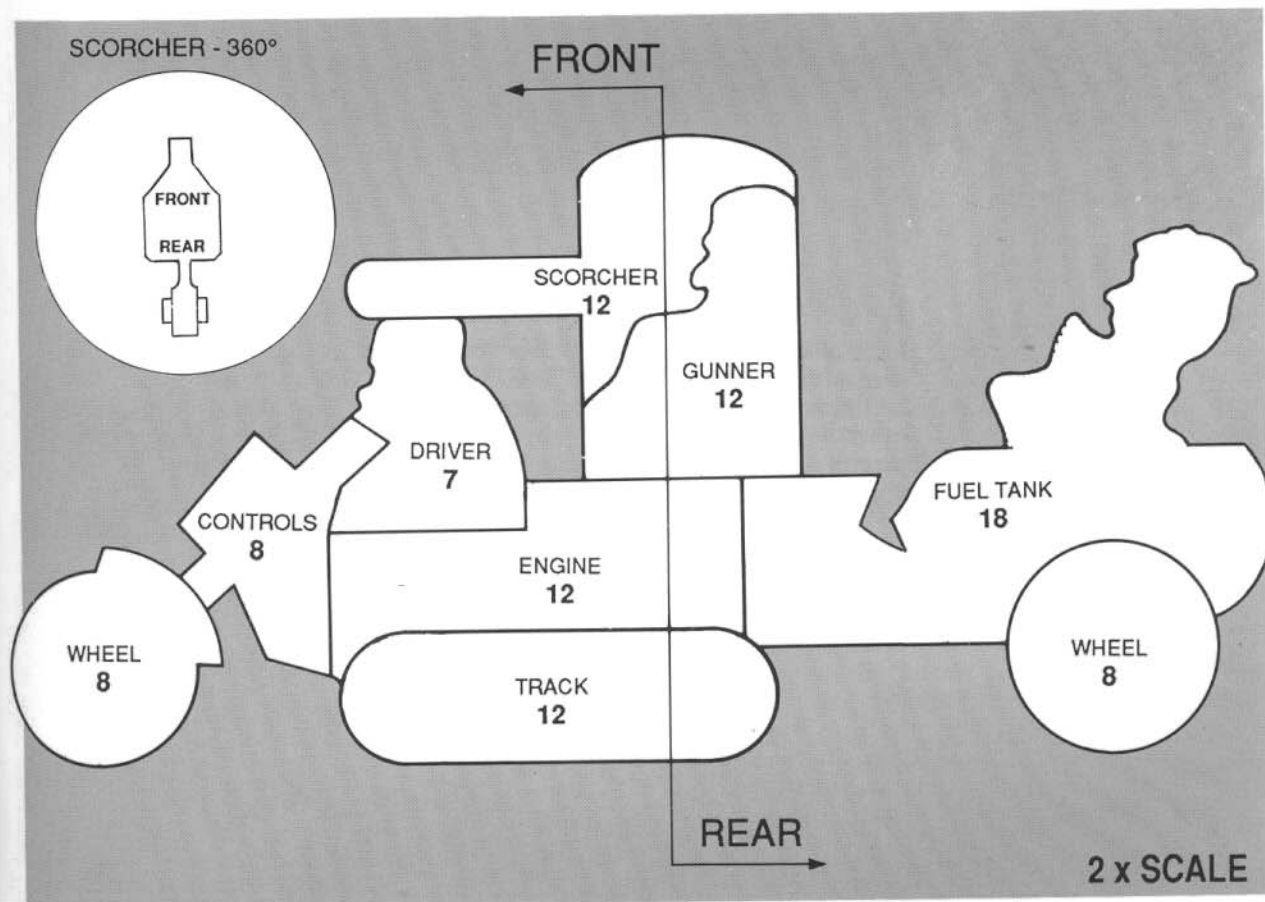
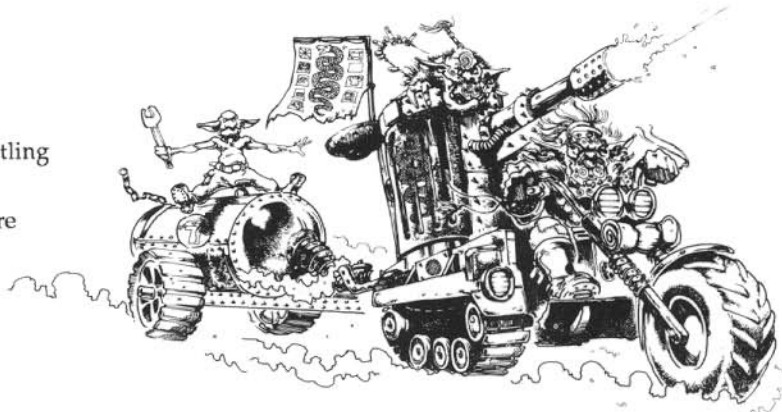
ORK WARTRAK SCORCHER

DATA RECORD: ORK2a

The Scorcher is a highly modified Wartrak with an armoured turret and trailing fuel tank. It takes its name from the Scorch fire thrower weapon with which it is armed. This is a very unusual weapon which runs off the dangerous unstable compound that Orks use for fuel. It works like a huge flame-thrower or blow-lamp: fuel is pumped through to the weapon and ignited to produce a sheet of flame.

The Scorcher has a crew of two Orks plus a Snotling who is chained to the fuel tank and whose duties extend no further than operating the valve pump that supplies fuel to the Scorcher. The weapon has a relatively short range, although to some extent this depends on how hard the Snotling is prepared to pump the mechanism. Runtherds always have an eye for specially talented Snotlings to perform specific roles, and any which show remarkable strength and persistence may be trained as Scorchers crew. Snotlings have a natural dislike of fire, and so have to be trained to tolerate it - such as by making them jump through flaming hoops before they are fed.

Type	Track
Fast Speed	24
Combat Speed	18
Slow Speed	8
Crew	1 driver, 1 gunner plus 1 Snotling
Transport	None
Weapon	Scorch with 360° field of fire



SCORCHER FUEL TANK HITS

D6 Result

1-2 Snotling Killed

The weapon must rely on the pressure already built up in the tank. The next time the Scorchers shoots, its range will be 3D6. The following time it fires its range will be 2D6. After that any shots have a range of D6.

3-4 Fuel Tank Ruptured and Begins to Burn

The weapon can no longer be used, and the vehicle will explode on the D6 roll of a 4, 5 or 6 made at the beginning of its subsequent turns. If the vehicle explodes it will erupt into a ball of fire with a radius of 2" - the vehicle is destroyed and its crew are incinerated. Any other models inside the fire ball will take a single strength 5 hit and D4 wounds with normal saves applying.

D6 Result

5 Fuel Tank Connecting Link Breaks Free

The tank separates from the Wartrak, overtakes it, and leaps forwards at the Wartrak's current speed before exploding (see below). If the Wartrak is stationary see below (you die horribly... serves you right - real Orks stop for no-one).

6 Fuel Tank Explodes

The vehicle is destroyed and its crew crisped. Place a 2" radius area marker over the vehicle. Any models inside the fire ball will take a single strength 5 hit and D4 wounds where appropriate with normal saves applying.

SPECIAL SCORCHER RULES

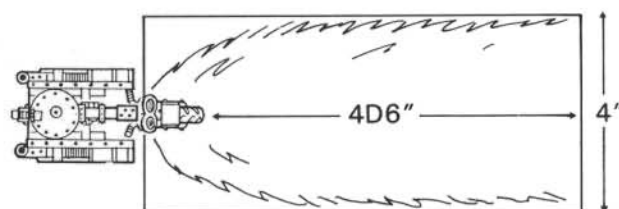
The Scorchers has a 360 degree arc of fire and can be fired directly over the driver's head (most of the flames will miss him so no need to worry).

Range	To Hit	Strength	Damage
Up to 24"	Special	6	D3

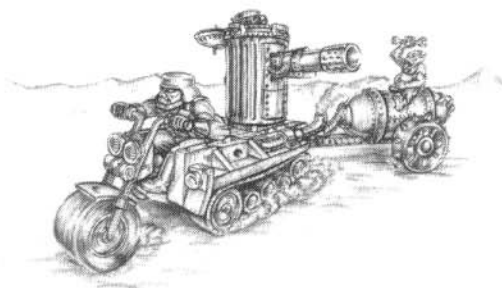
Determine if the Scorchers hits its target as follows.

1. Nominate the direction in which the weapon is fired.
2. Roll 4D6 - this is the length of the flame jet. All models within 2" either side of the line of fire are automatically hit (friend or foe... so watch out!). Any vehicles within this corridor of flame are potential targets - use the gun sight template and targeting diagram to determine if the vehicle is hit and if so where it is hit.

The driver of the Wartrak Scorchers cannot be harmed by the flames as he very sensibly keeps his head down - it is widely supposed that it was the Wartrak drivers who first coined the term 'scorchers' and it is easy to imagine why. The length of flame jet is unpredictable thanks to the somewhat erratic efforts of the Snotling and so its range is rolled every time the weapon is fired.



3. Work out damage on any models which have been hit. Models which survive Scorchers hits are not set on fire like models which are hit by flamers or hand flamers - the Scorchers mixture ignites and burns up all at once.

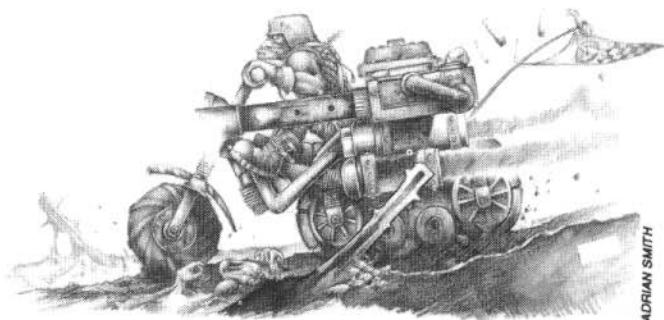


ORK WARBIKE

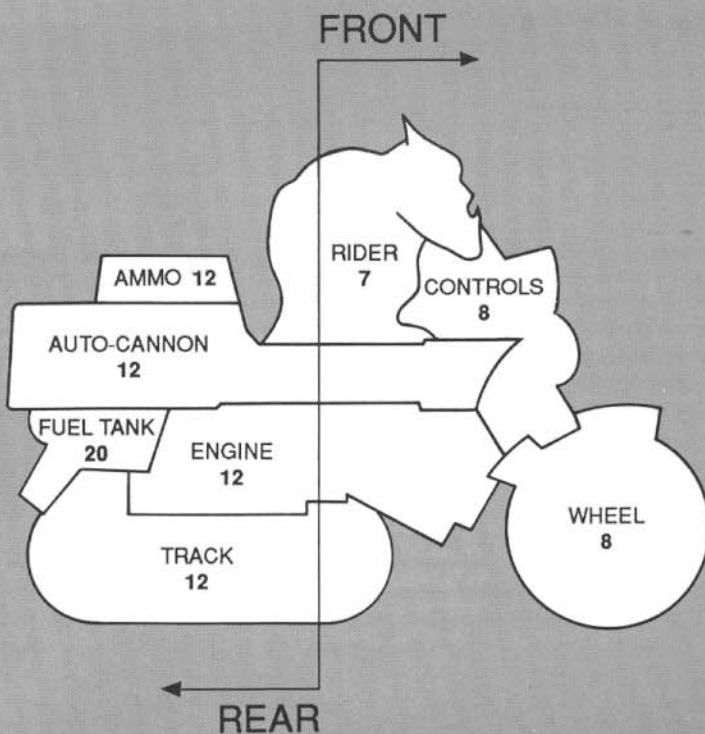
DATA RECORD: ORK3

The Ork Warbike is a single-seater attack bike with twin auto-cannon - an exceptionally heavy armament for a such a small vehicle. Of course, fixing such a lethal combination of weaponry onto a small and relatively light bike poses a few problems - not the least of which is its tendency to spin wildly out of control every time the guns are fired. Fortunately, Orks don't regard petty problems of this kind as any kind of deterrent, rather that they add to the character of the bike and make it more exciting to ride. For this reason the Warbike is especially popular with Orks whose natural inclination to ride fast, dangerous machines has become a whole way of life - namely the members of the Cult of Speed or Speed Freeks. Riding fast and dangerous machines has a naturally exciting effect upon the Ork metabolism: their eyes bulge and their faces become transfixed with a smile of extraordinary ecstasy. Some Orks become completely addicted to this experience. All they want to do is ride faster and more dangerous machines, and, of course, take their bikes speeding into the heart of the fiercest fighting, guns blazing, engines roaring, and foes scattering before them like frightened squiggly beasts.

Type	Bike (see special rules overleaf)
Fast Speed	36
Combat Speed	12
Slow Speed	8
Crew	1 Rider
Weapon	Twin forward firing autocannons with a 2" wide fire corridor directly in front of the model. Special rules apply to this lethally combined weaponry as described overleaf.



↑ Max Range 72"



2 x SCALE

ORK WARBIKE

The Warbike is armed with two autocannons, and the kick-back from these weapons tends to affect the handling of the bike. To help keep the vehicle balanced the two autocannons are always fired together in a salvo - if just one autocannon were to fire the bike would spin on the spot like a top!

When the Warbike fires an autocannon salvo the player first rolls to see if the bike keeps on a even keel. Roll a D6:

- | | |
|-----|------------------------------------|
| 1 | Bike pivots 45° to the left |
| 2-5 | Bike retains its current direction |
| 6 | Bike pivots 45° to the right |

Once this test has been made work out whether the salvo hits as follows. The salvo shoots along a 2" wide corridor directly in front of the vehicle, the target is always the first thing in the fire corridor. Because the bike's direction might change as a result of firing the weapon, it may be that the intended target is no longer in the corridor. In fact, if the bike changes direction there may be no target at all, or a different enemy target, or even a friendly model!

If there is any target at all (even a friendly model) roll once to hit. If the result is a hit then both autocannons hit the target. If the result is a miss then both autocannons miss. Remember, the target is always the first thing in the fire corridor. For example, if there is a Space Marine 12" in front of the bike and a Land Speeder 16" in front, then the Warbike fires at the Space Marine and not the Land Speeder.

If the first salvo hits and kills/destroys its target then the bike can fire immediately at the next target in its fire corridor, ie the Land Speeder in the previous example. Note that the player does not *have* to fire again if he doesn't want to - it's up to the player to decide. If the second target is also destroyed a third may be engaged, if this is destroyed a fourth, and so on until either a target is not destroyed or until there are no targets left. All these extra shots are worked out with the same fire corridor - no additional tests are necessary to establish the bike's position. Note that the Warbike's autocannons do not have the usual area effect - the spread of fire is represented by the salvo fire rules instead.

The Ork Warbike is powered by the same highly efficient and extremely volatile fuel used by all Ork vehicles such as Wartracks, Battle Wagons and Buggies. This is distilled from fungal juices by the Ork Mekboyz. Various compressed gasses derived from gas squigs are also added to the mixture as well as a multitude of secret additives of sometimes doubtful value. Every Mekboy has his own formula, particularly effective brews and their inventors are renowned throughout Orkdom.

As Mekboyz are very cagey (and occasionally uncertain) about the ingredients they use, the potency of any batch of fuel isn't discovered until it is put to the test. Burst fuel tanks are a constant problem for the

Orks. As the compressed gases and fungus juice mix with the the air they become highly unstable and often explode, destroying the vehicle and making life pretty uncomfortable for anyone nearby. To represent this any hits on the fuel tank of the Warbike are resolved using the Ork Fuel Tank Hits Table in the same way as for other Ork vehicles. As this table has already been published several times in earlier White Dwarfs we'll not repeat it needlessly here - see the Wartrak Data Record for example (WD129).

The Warbike is a cross between a bike and a tracked vehicle, so there are special movement rules to represent this. Warbikes can move over any ground without penalty, but can only move through woods at a maximum speed of 8" - if attempting to move into a wood at a faster speed they strike a tree/rock or other object and are immediately brought to a halt having sustained substantial collision damage (see the main vehicle rules in WD128 for detailed rules on Collisions).

Warbikes which are moving 8" or less may also move over linear obstacles less than 2 metres high (ie 1 tabletop inch). This means that a Warbike can move over most walls, hedges and low lying lines of scrub without any penalty or hindrance. Of course, if the Warbike attempts to move over the obstacle at a faster speed it will crash into it and is brought to a halt having sustained damage from the collision in the same way as if speeding through a wood. Otherwise, the Warbike uses the same movement rules as any other bike and may make Skid Turns as described in the main rules.



NOBZ BIKE

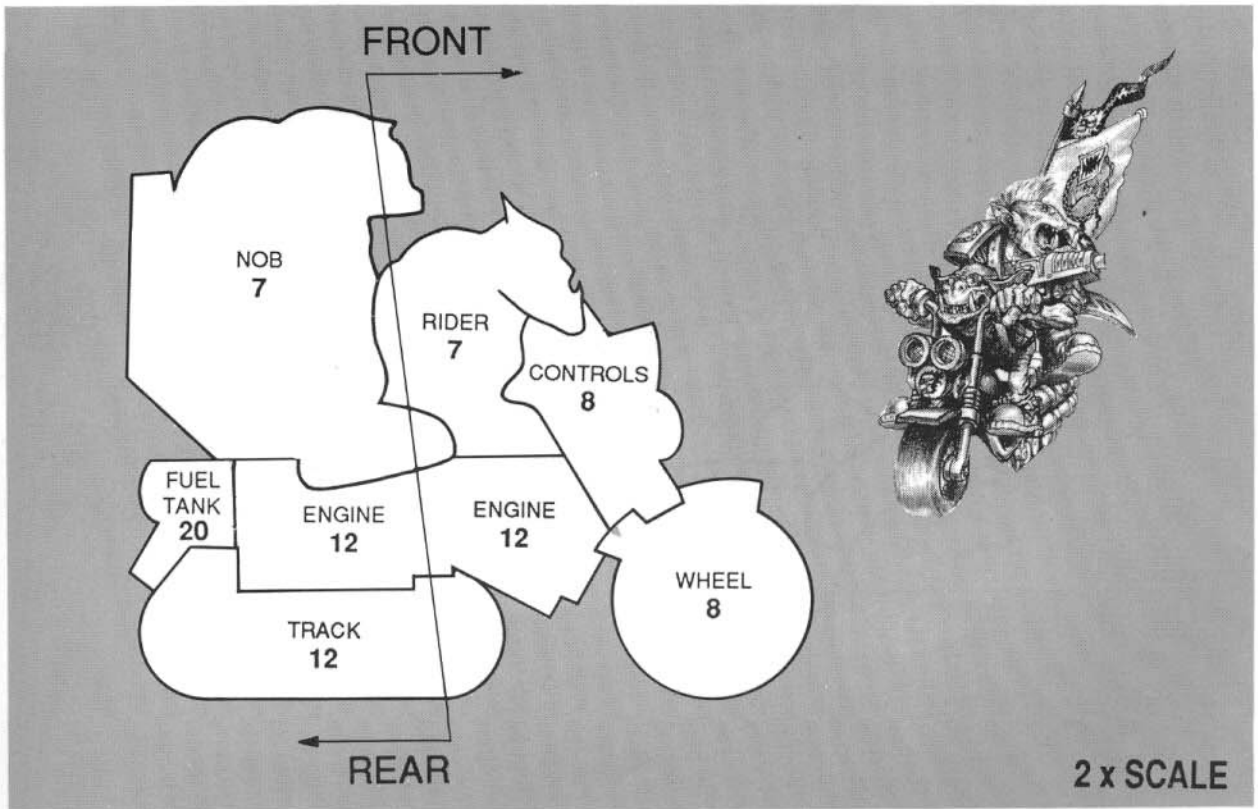
DATA RECORD: ORK3a

The Nobz Bike is the ultimate personal transport for a Nob who wants fast, individual mobility, with no waiting around for the rest of the Boyz. Nobz don't drive the Bikes themselves, that would distract them from the real fun which (as everybody knows) is shooting the biggest, loudest, and most devastating weapon that he can carry. Instead, the Bike is driven by a trusted servant from the Nobz Household, someone he can trust to put his foot down and get to where the action is really fast! The Boyz who drive the Nobz Bikes consider themselves a cut above the average Boy. They perhaps nurture dreams of being Nobz themselves one day - if they live long enough!

Type	Bike
Fast Speed	36
Combat Speed	12
Slow Speed	8
Crew	1 Rider
Transport	1 Nob



Kult of Speed symbol the Flaming Skull, associated with the notorious Ork Speed Freaks.



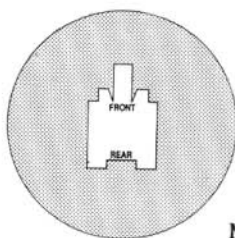
ORK WAR BUGGY

DATA RECORD: ORK4

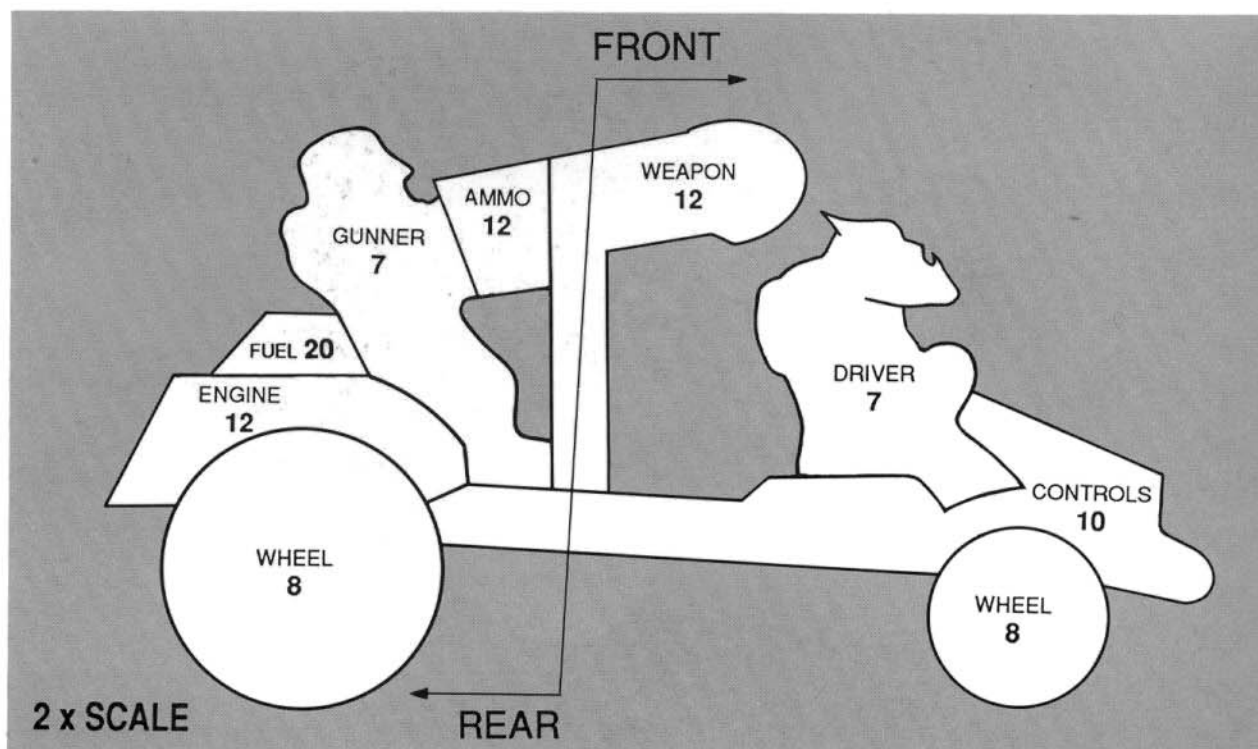
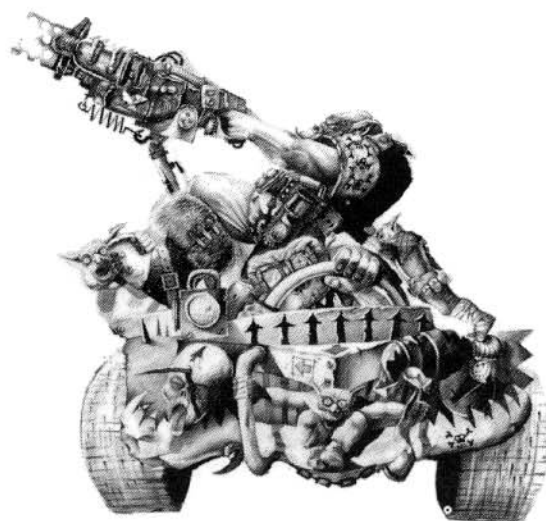
Ork Mekboyz design and construct vehicles of many kinds, but most of the vehicles they build conform to one or other of the universally recognisable and highly traditional types. These designs are passed down from one Mekboy to another and learning how to make them constitutes part of a Mekboy's upbringing.

War Buggies are one of the most popular of all these vehicles. Although individual War Buggies vary greatly in the detail lavished upon them by their creators, the basic design is always the same. The Buggy consists of a sturdy chassis, has four wheels and is driven by an engine at the back. It has a driver who is often a young Ork either hoping to become or training as a Mekboy. The vehicle's other crewman rides behind on a raised seat so that he can see and fire weapons over the driver's head. The War Buggy will cheerfully accept almost any variation of Ork engine, the most favoured type being propelled by compressed squig or fungus gas.

Type	Wheel
Fast Speed	32
Combat Speed	16
Slow Speed	8
Crew	1 driver and 1 crewman
Transport	None
Weapon	Twin Heavy Bolters with 360° field of fire
OR	Multi-melta with 360° field of fire
OR	Heavy Plasma Gun with 360° field of fire



MAIN WEAPON - 360°



RHINO

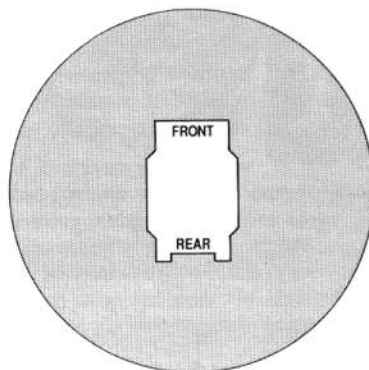
DATA RECORD: IMP1

The Rhino is designed to carry troops into forward fighting zones. It can deploy its troops very quickly, and can continue to offer battlefield support with its turreted bolter armament.

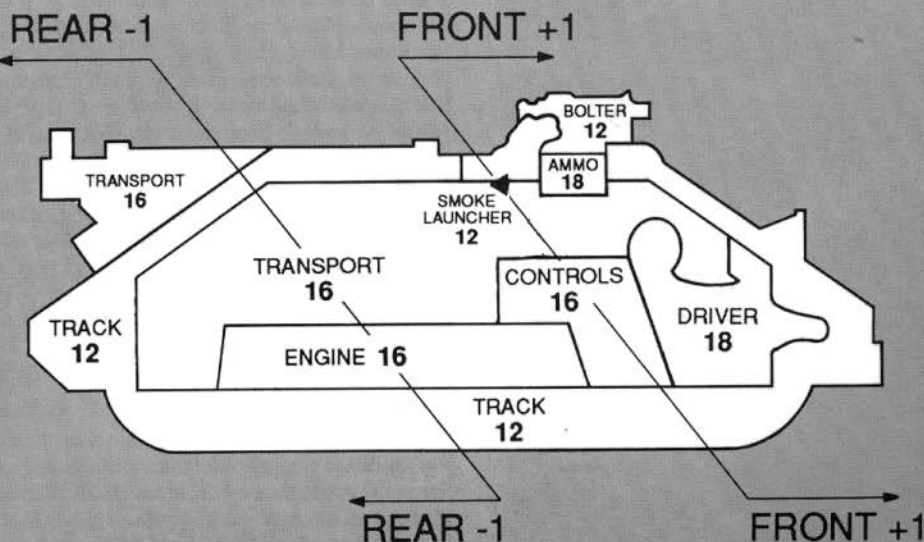
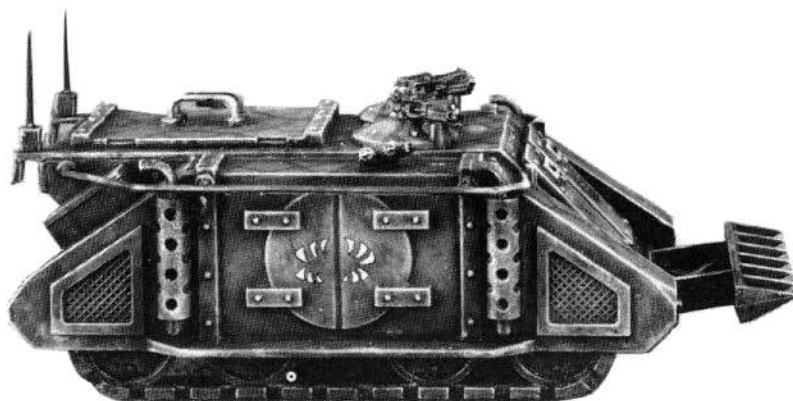
The vehicle forms a standard part of the Imperial Guard's armoury, and has seen wide service throughout the war zones of the Imperium. It shares a common chassis assembly with the Predator but is less heavily armoured and it is not really intended to operate against enemy armoured formations. Possibly its most useful weaponry is its smoke launcher which can be used to lay down covering clouds of smoke so that troops can advance without being seen.

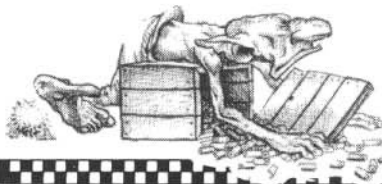
Type	Track
Fast Speed	20
Combat Speed	14
Slow Speed	6
Crew	1 driver
Transport	10
Weapon	Double bolter with 360 degree field of fire
	Smoke Launcher

TWIN BOLTER - 360°

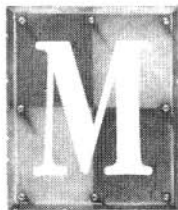
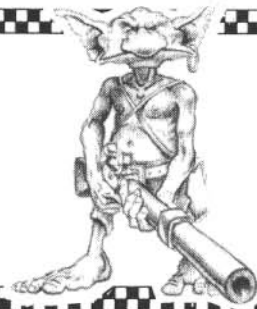


The double bolter is synchronised to fire at the same target. Roll once to hit - either both hit or both miss.





ROBOTZ



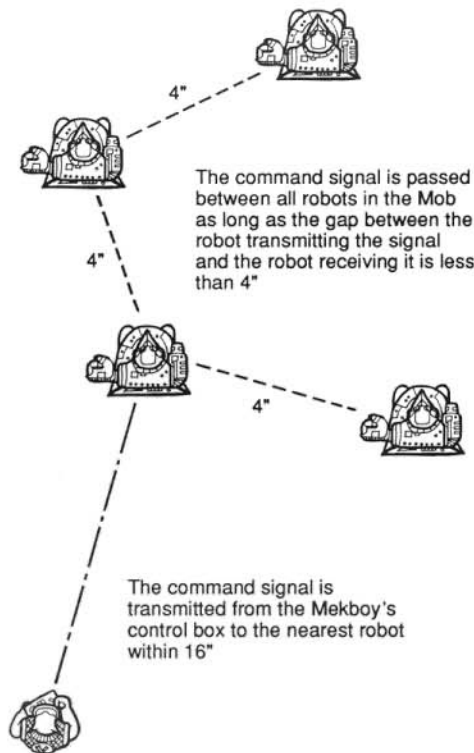
any Mekaniaks have heard about or seen Imperial robots in action and have attempted to copy them. Ork robots operate by radio control rather than complex programming - this is a simpler method of constructing a robot and the controls are easier to understand.

A Mekboy operates his robots from a distance by means of a hefty control box festooned with switches, levers and flashing lights, guiding them into battle and directing their weapons as he wishes. The limited number of controls means that robots can only be given a selection of simple commands, but these are quite enough to enable them to move about and attack.

A Mekaniak can control and direct a single Mob of up to four robots. The only other Orks who will have anything to do with robots are Runtherdz, who sometimes buy a special robot called a Runtbot to protect their herds of Runtz. Not being in the slightest bit mechanically minded, a Runtherd can only cope with controlling one Runtbot at a time.



STEVE HUTTON



Ork robots are organised into small compact groups called Mobz. The nearest robot can receive a signal from the Mekboy's control box, and transmit it to any other robot in the same Mob. This means that all the robots in a Mob receive the same signal, and so always attempt to do the same thing at the same time. Robots must remain within signal range of each other in order to receive the Mekboy's transmissions - this means that all the robots in the mob must be interlinked by gaps of no more than 4". This is exactly like normal unit coherency except that the distance is greater than the normal 2". Should one or more robots become separated by gaps of more than 4" they are cut off and receive no signal. This causes them to obey their previous command in a relentless manner until they receive a new signal again. Should a Mob of robotz become separated into two or more groups then it is the group nearest the controlling Mekboy which is still under control - the other group or groups being the ones cut off.

The Mekboy's transmitter has a range of up to 16", and at least one robot in the Mob must be within this range if the Mob is to be controlled properly. If the Mekboy is more than 16" away from the Mob, or if he has been slain, the robots cannot respond to his signals. The radio signals are not impeded by any intervening objects, cover or terrain.

COMMANDS

Robot commands are transmitted once the Ork player has completed his movement phase but before he has moved his robots. Robots are then activated and all robot functions are resolved before the Ork player's shooting phase. This means that robots always move after other troops but shoot before them. However, Ork robots are a bit slow in processing signals from the control box and so always react to the signals transmitted during the previous turn. This means the Ork player must keep a record of the signal he chooses to transmit so that he can move and shoot his robots accordingly in the following turn.

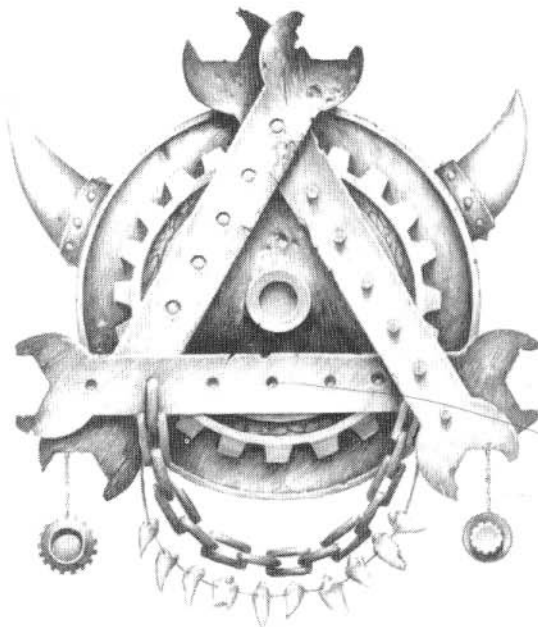
A Mekboy's robot control box has a button, lever, dial or knob which controls each separate function. Commands are given to the robots by pressing one or more buttons, pulling levers, twirling dials, and pushing knobs in various combinations. Up to 3 controls can be activated in a turn to signal the robot to carry out complicated actions or a sequence of actions.

Every turn, after his movement phase and before moving or shooting his robots, the Ork player notes down the commands which he will give to his robots. Remember - these will be the commands that the robots will obey next turn. This turn the robots will obey the commands already written down in the previous turn. The Ork player may issue between 1 and 3 commands chosen from the list of Robot Commands given below. The player is free to choose which commands he wants to transmit, but may only issue one movement and one shooting command during the turn. This list of Robot Commands has been numbered so that all the player has to do is write down the numbers corresponding to each command.



SPIKY SQUIG

This type of squig is covered with spines which it can shoot out at any threatening creature rather like a porcupine. These spines inflict a poisonous sting on anyone struck by them. Squigs of this kind are used in some bionik arms fitted with cages and a quick release system, so they can be used as a close combat weapon. Gretchin are naturally reluctant to be sent looking for spiky squigs, but the effect of the poison on Orkish flesh is not as drastic as it is on other races. These squigs are usually quite safe until agitated, when they shoot spines as an instinctive reaction.



COMMAND

- 1 Activate
- 2 Reverse
- 3 Charge nearest model
- 4 Halt
- 5 Halt and about turn
- 6 Halt and turn 90 degrees to left
- 7 Halt and turn 90 degrees to right
- 8 Move
- 9 Move and turn 90 degrees to left
- 10 Move and turn 90 degrees to right
- 11 Move slowly
- 12 Fire at nearest target that isn't green
- 13 Fire at nearest target
- 14 Fire directly ahead
- 15 Self-destruct
- 16 Fire at nearest vehicle
- 17 Fire at nearest infantry
- 18 Fire at nearest enemy in cover
- 19 Fire at nearest stationary target
- 20 Fire at nearest moving target
- 21 Fire at furthest target
- 22 Make terrifying Waaargh! noise
- 23 Repeat 'Ere we go, 'Ere we go, 'Ere we go!

Each Mob of Robots begins the battle with a set of commands selected before the battle begins.

If a robot is out of range of the signal when the robots are activated, or if the signal has ceased because the controller is slain or unconscious, the robot continues to obey its last command, regardless of the consequence to friend or foe.

ROBOT COMMANDS

Activate. Before it can do anything the robot must be activated. *Activate* will always therefore be the first command given in the battle.

Reverse. The robot edges backwards at exactly one quarter its movement rate.

Charge nearest model. The robot moves towards the nearest model within a 90° forward arc of vision and engages it in hand to hand combat. The robot may move at up to double its normal movement rate to reach its target. Should the robot fail to reach its intended target then it becomes confused and spends the remainder of the turn hacking and slashing away at the empty air.

Halt. The robot halts.

Halt and about turn. The robot halts and turns 180° to face its rear.

Halt and 90° turn to left. The robot halts and turns left.

Halt and 90° turn to right. The robot halts and turns to its right.

Move. The robot moves forward at its full movement rate.

Move and 90° turn to left. The robot moves forward at its full movement rate and turns to its left.

Move and 90° turn to right. The robot moves forward at its full movement rate and turns to its right.

Move slowly. The robot moves forward at half its full movement rate.

Fire at nearest target that isn't green. Ork robots are fitted with colour sensors that enable them to identify and avoid targets that are green - hopefully this prevents them firing upon Orks or Runtz. All Orks and Runtz are green - although Death Skulls who are down on their luck may have painted themselves entirely blue! Vehicles are only green if they are predominantly this colour; Ork vehicles are commonly painted red in order to squeeze the last drop of speed from them. The robot fires all of its weapons at the nearest non-green target within its 90° arc of vision. Targets outside this arc cannot be seen and so are not fired at.

Fire at nearest target. The robot fires all of its weapons at the nearest target within its 90° arc of vision. Targets outside this arc cannot be seen and so cannot be fired at.

Fire directly ahead. The robot fires all of its weapons directly ahead regardless of whether there is a suitable target or not. Should there be a target for the robot to hit, then it will fire at the closest.

Self-Destruct. The Robot sets its internal power source to explode. It completes any outstanding commands and explodes as soon as these are finished. New commands cannot be issued once the self-destruct order has been given. Any models within 3" of the exploding robot automatically suffer a strength D6 hit, damaged models taking D6 wounds.

Fire at nearest vehicle. The robot fires all of its weapons at the nearest vehicle within its 90° arc of vision. Targets outside this area cannot be seen and so cannot be fired at.

Fire at nearest infantry. The robot fires all of its weapons at the nearest infantry target within its 90° arc of vision. Targets outside this area cannot be seen and so cannot be fired at.

Fire at nearest troops in cover. The robot fires all of its weapons at the nearest infantry target that is behind cover. The target must lie within the robot's 90° arc of vision.

Fire at nearest stationary target. The robot fires at the nearest target that did not move in its last turn - remember this includes Orks that did not move in their movement phase. The target must lie within the robot's 90° arc of vision.

Fire at nearest moving target. The robot fires at the nearest target that moved in its last turn - remember this includes Orks that moved in their movement phase. The target must lie within the robot's 90° arc of vision.

Fire at furthest target. The robots fires all of its weapons at the most remote target within its 90° arc of vision.

Make terrifying Waargh! noise. This causes Orks within earshot to whoop and cheer loudly while any enemy troops within 6" must take a rout test against their Leadership.

Repeat 'Ere we go! Ere we go! Ere we go!' The Orks and Runtz soon take-up the chant and are immensely cheered by the echoing calls of orky camaraderie. Any Orks or Runtz within 6" of the robot may add +1 to the hand-to-hand combat 'to hit' rolls this turn.

HAND-TO-HAND COMBAT

Robots don't fight in hand-to-hand combat like units of troops, but in a similar manner to vehicles and Dreadnoughts. If a robot is in base-to-base contact with an enemy model during the close combat phase then the enemy models may strike blows as normal. The robot can only strike the enemy if it has been given a charge order - otherwise it simply ignores its attacker and continues to fulfill its last order. A robot cannot be pushed-back in hand-to-hand combat (and it is of course immune to routing and psychology). A robot's opponents can be pushed-back, and are automatically followed up if the robot has charge orders. Neither the robot or its attackers are prevented from moving away normally in their following turn - models do not become locked in hand-to-hand fighting as do normal units of troops.

ROBOT DAMAGE

When a robot is hit, determine whether damage is caused as normal. The amount of damage it can withstand is recorded and any damage inflicted is deducted from this total. When a robot's damage total is reduced to zero it is out of action.

Every time a robot suffers damage the Ork player rolls a D6. If the score exceeds the remaining amount of damage left it has suffered a Critical Hit. Determine what has happened by rolling D10 and consulting the Critical Damage Chart (opposite).

TINBOYZ

Ork robotz are sometimes called *Tinboyz* - reflecting the fact that they are designed to look like metal versions of living creatures. It is traditional to make Tinboyz which look something like the Space Marines, Eldar, and Squats, but whose exaggerated features and gawky movements imitate and mock these races. The Orks think this is a particularly good joke and take great pleasure in producing clever parodies of their enemies. Although the appearance of individual Tinboyz varies a great deal their internal workings are simple and follow a common pattern. This means that the vast majority of Tinboyz perform in comparable ways on the battlefield. Tinboyz have a profile and armament options as described in the Army List section at the end of this volume.

CRITICAL DAMAGE CHART - Roll a D6

EFFECT OF DAMAGE

- 1 The robot belches out a thick cloud of oily, smelly, black smoke which forms a cloud 3" in diameter directly behind the robot. It is impossible to see through the cloud of smoke, and it disperses at the beginning of the Ork player's following turn.
- 2 One randomly determined weapon is blown or pulled away from the robot and destroyed.
- 3 If the robot has any kind of force field this is destroyed.
- 4 The robot's weapon systems are damaged so that it can no longer shoot with any of its weapons. It can still strike hand-to-hand combat blows with any close combat weapons it may have.
- 5 The robot's receiver is damaged causing it to move erratically. The robot will not obey movement signals, but will respond to such signals by moving D6" in a randomly determined direction.
- 6 The robot's motive system is damaged reducing its movement rate by half.
- 7 The robot is temporarily disoriented and halts in confusion for one complete turn. It does nothing next turn and ignores any commands due to be completed in that turn.

EFFECT OF DAMAGE

- 8 The robot runs amok ignoring any signals transmitted by the Mekboy and instead behaving as indicated on the chart below. Roll D6 each turn to determine what the robot does.

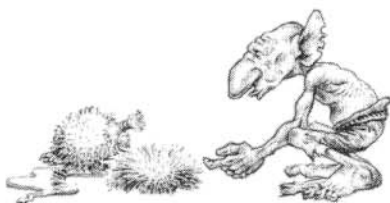
D6 Robot's action

- | | |
|---|---|
| 1 | Halt and do nothing. |
| 2 | Halt and fire on nearest model within 90°. |
| 3 | Turn 90° and fire on nearest model. |
| 4 | Move forward D6" inches and fire on nearest model within 90°. |
| 5 | Move backwards D6" inches. |
| 6 | About turn and fire on nearest model within 90°. |
- 9 The robot topples to the ground and lies on its back. It tries to obey commands given to it, but succeeds only in flailing its arms in the air and shooting into the sky. Any shooting or movement orders given to the robot therefore have no practical effect, although a *Waaargh!*, *Ere We Go*, or *Self Destruct* signal will be obeyed as normal.
 - 10 The robot explodes. Any models within 3" of the exploding robot automatically take a strength D6 hit, any damaged models suffer D6 wounds.

CAPTURED ROBOTZ

Ork Mekboyz really relish the chance to get their hands on a captured Imperial robot. This is because Imperial robotz are crammed with all kinds of complex gubbins which the Mekboy can use for any number of projects. In fact it is a constant source of amazement to the Orks that their human counterparts should waste so many interesting bits on just one robot. The Mekboyz remove bits for weapons and bioniks, and the robotz themselves can be transformed into proper Ork robotz by replacing the more complicated parts with simple radio control receivers.

Captured robots behave in exactly the same way as other Ork robotz and use the same rules. Although their body-shells remain essentially unchanged it is sometimes necessary to hammer on extra plates to bring the armour up to scratch. On the other hand it is often necessary to take armour plating out so that the crude radio receivers can be fitted. Any protective fields the robots might have had will certainly be removed and may be replaced with proper Ork Force Fields. On the whole, captured robots retain the weapons they had in the service of the Imperium. Captured robotz have profiles and armament options as described in the Army List section of this volume.



RUNTBOTZ

Runtbotz are a special type of robot which the Mekboyz build for Runtherdz. They look a bit like miniature Gargants which also embody the Orkish character in their design and decoration. Runtbotz are intended to be operated by the Runtherd, so they are a bit simpler than Tinboyz - you can't expect a Runtherd to properly understand the marvels of Orky-know-wotz! A Runtbot is designed to accompany a herd of Runtz into battle, providing them with battlefield support and protection in the form of a large force field called a Runtbot Force Field. Runtbotz are always fitted with force fields of this kind and never with any other type. The Runtbot Force Field is powerful enough to extend a protective umbrella over a herd of Runtz congregated around the Runtbot. The Runtz move as the Runtbot moves, having been taught to think of the orky featured and congenially whirring machine as a friend and protector.

The Runtbot is controlled by a Runtherd in the same way as other Robotz are controlled by Mekboyz. However, the Runtherd can only cope with giving two commands per turn instead of up to three like Mekboyz.

RUNTBOT FORCE FIELD

The Runtbot Force Field acts like an umbrella which shelters the Runtz. The Force Field is hemi-spherical in shape and extends 6" all the way round the Runtbot. The Runtz must be positioned within this area at the start of the game, and the Runtherd may also be placed inside this area if the player

wishes. While the Runtbot Force Field is turned on no weapon can be fired through the force field - either in or out, nor may any model move through its perimeter. This means that any model encountered by the advancing Runtbot Force Field is automatically moved out of the way. If the model is a vehicle (other than a bike), a Dreadnought, or a robot, the Runtbot will only manage to push it out of the way on the D6 score of a 4+. On the roll of a 1-3 the Runtbot is brought to a halt instead. The Runtz themselves have no choice but to move along with the Runtbot. Should the Runtbot start to move uncomfortable fast the Runtz will be dragged along by the force field irrespective of their own movement rate.

Unfortunately the Runtbot Force Field is especially prone to malfunction, and this is represented by a special dice test. The generators which provide power for the Runtbot Force Field produce energy in a fairly haphazard manner. While much of this is channelled into the force field, sometimes so much is produced that excess has to be vented off. At other times too little power is produced and the generator must be boosted to cope with the demands placed upon it.

All this calls for good judgement because if the generator overloads the Runtbot Force Field will be destroyed. Sometimes it is better for the Runtherd to shut the force field down for one turn rather than allow it to be destroyed in this way. So, at the start of every turn the Ork player rolls 2D6 to establish the power output for that turn - this number is noted down. In the Ork player's following turn the player has three options.

Option 1 Boost the Energy level. To successfully boost the energy the player must roll 2D6 and score higher than last turn's 2D6 score. If the player is unsuccessful the generator overloads, the Runtbot is destroyed, and every model within the force field sustains a strength 3 hit. If the player is successful the force field continues to function normally and the number rolled is noted down as the new power output.

Option 2 Vent Energy. To successfully vent excess energy the player must roll a 2D6 and score less than last turn's 2D6 score. If the player is unsuccessful the generator overloads, the Runtbot is destroyed, and every model within the force field sustains a strength 3 hit. If the player is successful the force field continues to function normally and the number rolled is noted down as the new power output.

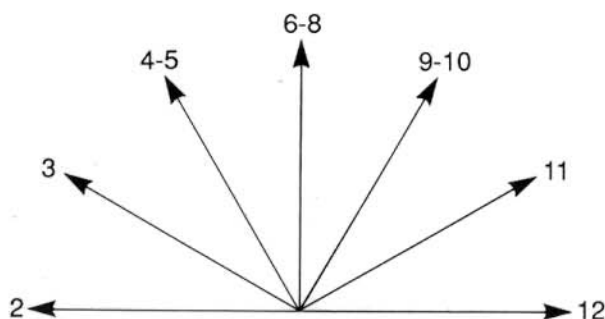
Option 3 Deactivate the Force Field. If the player wishes he can decide to shut down the generator for the turn - this does not require a command and the Runtbot Force Field is immediately deactivated. The player might wish to shut the force field down because he fears it will overload, or he might wish to drop the force field so that the Runtz can leap out and attack their enemy. Once it has been deactivated, the force field generator is safe from overloading, but the Runtz and Runtbot are unprotected. The force field can be reactivated again at the start of any future turn so long as the Runtherd is within his 16" control range. As soon as the Runtbot Force Field is reactivated the player rolls 2D6 to establish the new energy level.

RUNTBOT BOMB LOBBER

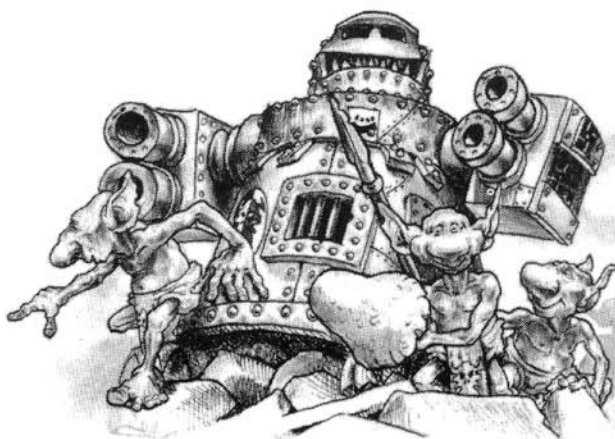
The Runtbot is equipped to lob Ork Smoke Stikkbombz which it carries in armoured boxes on either side of its body. These cannot be used while the force field is in operation, but once the force field is deactivated the Runtbot automatically begins to lob Smoke Stikkbombz in front of itself. This creates a cloud of smoke which hides the Runtz and protects them from enemy fire to some extent. Naturally this isn't as effective as the force field, but it is better than nothing.

Once the force field is deactivated the Runtbot automatically lobbs 2 Smoke Stikkbombz per turn. Runtbotz are built so that they do this without any kind of signal, so it is not necessary to command the Runtbot to lob Stikkbombz. This also means that it is not possible to stop them of course, and the Runtbot will quite happily continue to lob Stikkbombz until its supply runs out.

Grenades are lobbed 3D6" to the Runtbotz from in a random pattern. The diagram below shows how to determine the direction each Stikkbomb takes using 2D6.



Determine where each grenade lands and place a 2" radius smoke marker (or a circle of cotton wool) over the spot. Each smoke marker lasts for 1 turn, dispersing at the beginning of the Ork player's following turn. Foot troopers may move through smoke at half their normal movement rate. Vehicles may move through smoke normally but may not turn while covered by the cloud. Smoke blocks line of sight over level ground, although troops on higher ground may see over smoke and may therefore fire at troops beyond it. Space Marines (including Space Marines in Terminator Armour) have special adapted sensory organs which enable them to use sensors inside their helmets to see through smoke. A Space Marine may therefore draw a line of sight through smoke, but suffers an additional -1 to hit penalty to do so.







WEAPONS AND WARGEAR



Orky Know Wotz is the greatest expression of Ork Kultur, embracing the many great achievements of Ork technology and invention. Ever fearless and always prepared to experiment, Ork Mekboyz have given Ork Kultur all kinds useful weapons and wargear. The greatest among these are the various force fields which provide Orks with their means of

space travel as well as many effective weapons.

Although this technology is not unique to them, only Orks are able to exploit it properly. Only a tough, resilient and easily repaired body like an Ork's can withstand the associated side-effects and stresses. As well as force fields the Mekks also make other unusual weapons which exploit various natural resources common in Ork civilisation. For example the Shokk Attack Gun projects frenzied Snotlings onto the enemy by means of a temporary warp tunnel. Another weapon, the Squig Katapult, throws bundles of deadly Squigs into the midst of the unfortunate enemy.

FORCE FIELD TECHNOLOGY

The principals of force field technology are fairly easy to master, and Ork Mekks have a natural empathy with them. The only reason this technology is not used more by other races is that these lack the ability to withstand the associated stress-causing side-effects which this machinery generates. In fact humans use the same kind of technology in their teleporters, but because human bodies are seriously affected by the dangerous emissions which these devices generate it is necessary to shield the whole machine with protective suppressors and thick metal sheeting. Even with these precautions humans can only use these devices if they are relatively low powered. Orks, on the other hand, think almost nothing of the process, and any damage to their physical structure is soon put right by the remarkable self-repairing Ork metabolism. As a consequence Orks use teleporters far more than humans, and they also exploit the same technological principals in countless other ways.

Personal force fields are small enough to fit onto a belt and are often made in the form of hefty belt-buckles decorated with glyphs, miniature Ork skulls, beast heads or other Orkish totems. These protect the wearer by generating an energy screen which deflects blows or absorbs the power of a blow.

An Ork may carry more than one of these devices but only one may be used at a time. This has the effect of giving the Ork model an extra saving throw against wounds he has suffered. The saving throw varies depending on the type of force field as described later. The saving throw from a force

field is always taken before the saving throw for armour, so the Ork only needs to take a saving throw for armour if the force field fails. Note that force fields are not affected by the armour save modifiers for weapons as ordinary types of armour are. This means that a force field has the same saving throw against all kinds of weapons, from Las pistols to Lascannons. Also note that force fields offer no protection against gas or other atmospheric weapons such as virus, rad and toxin grenades. No force field has any effect on a Vortex grenade - if hit by a Vortex grenade a model's force field cannot save him.

DEFLEKTOR

The Deflektor provides an invisible barrier which deflects damage - incoming shots simply ricochet off of the field. The Deflektor gives a saving throw on a 4, 5 or 6 against all damage sustained from a single shot. Any shot which is successfully deflected will ricochet in a randomly determined direction. The ricocheted shot travels 6" and hits the first target in its path (assuming there is one).



The Deflektor does not prevent the wearer shooting from the protection of the invisible barrier - the barrier only deflects incoming shots not outgoing ones.

REFRAKTOR

Any shots striking this field are caught by the energy barrier and forced into an encircling orbit round and round the Ork. Within a fraction of a second the shot's energy is completely dissipated by this process: shells drop harmlessly to the floor and energy beams fade to nothing.

Sometimes the field is insufficiently strong to absorb all of the shot's energy and the shot may still reach the Ork. If the Ork is lucky enough energy will have been dissipated to render the shot less destructive.

If a model with a Refraktor is hit then test to see how much of the shot's energy is dissipated by the field. Note that with a Refraktor you roll for the field as soon as the model is hit, not once the model has been wounded as with the Deflektor and Konverter. Roll a D6 and deduct the score from the strength of the weapon. If the strength is reduced to 0 or less all of the energy of the shot is absorbed and the hit has no effect at all. If the result is 1 or more then the shot has penetrated the field, but its energy has been reduced so that the weapon's strength is now reduced to the amount indicated.

If a weapon has no strength value, but works in some other way, then the Refraktor cannot affect it. Such weapons automatically penetrate the field and their effect is not reduced. As with the Deflektor, the Ork can shoot out from the field without any restriction.

KONVERTOR

The Konvertor takes the form of an invisible force field which converts the energy of a shot into sound. A successfully converted shot causes an incredibly loud ear-piercing bang which many Orks regard as a desirable thing in itself.

The Konvertor gives a saving throw against all damage sustained from a single shot. The saving throw varies according to the weapon's strength value as shown on the chart below. Damage caused by a weapon which has no strength value may still be saved on a D6 roll of a 4 or more as indicated in the No Strength column of the chart.

	Strength			
	1-4	5-7	8-10	No Strength
Saving Throw	4+	5+	6	4+

KUSTOM FORCE FIELD

Ork Mekboyz are always trying to find new ways of using their force field technology to create new weapons and protective screens. The resulting devices often function in a haphazard and unpredictable way, successfully deflecting some hits but failing to stop others altogether. Kustom force fields are especially popular with their Mekboy inventors whose enthusiasm for their inventions often outstrips their practical value.

When an Ork wearing a Kustom force field is hit roll a D6. Note that the roll is made as soon as the Ork is hit and not when he has suffered damage. Refer to the Kustom force field chart below.

KUSTOM FORCE FIELD CHART

D6	Effect	Description
1	None	The shot penetrates the force field and strikes the Ork. Work out the effect as normal.
2	Overload	The shot is absorbed by the shield but this overloads the mechanism causing it to explode. The Ork suffers a D6 strength hit and 1 wound if damaged. Should the Ork survive he is covered from head to foot in black soot and left without the benefit of his force field.
3	Rebound	The shot rebounds 4D6" directly back towards the firer and has no effect upon the Ork. If the firer is within this distance he is automatically hit and the shot is worked out as if he had been shot with his own weapon.
4	Freeze	The energy of the shot causes the force field to become temporarily rigid. The shot is automatically nullified but the Ork is trapped by his own force field - he can neither move or shoot out from it. This lasts until the Ork player rolls a 4, 5 or 6 on a D6 at the start of any of his following turns. While trapped in this way the Ork automatically saves against any further shots as if he had rolled a 5 or 6 on this chart.
5 or 6	Save	The shot is successfully saved and has no further effect.



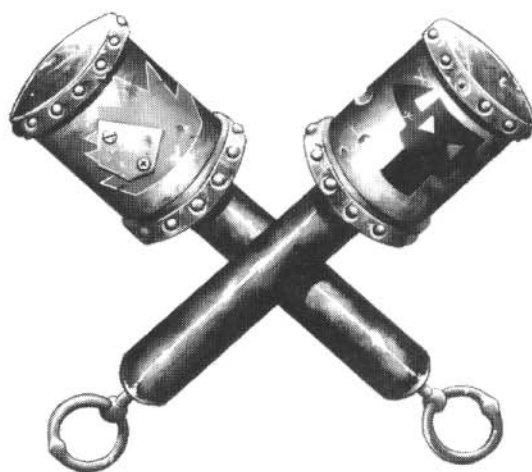
As the entire unit always fires at the same target the effect of the entire unit's fire is worked out at once. Take an area effect template and place it over the target with the centre within the weapon's 6" range. The size of the area template varies depending on the number of Gretchin firing their blunderbusses - this is $\frac{1}{2}$ " radius per Blunderbuss up to a maximum size of 2" radius. All targets within the area template are automatically hit - there is no need to roll to hit as the scatter from a Blunderbuss is so great that something is bound to strike the target. The strength of the hit is tremendously variable due to the uncertain efficiency of the charge and varying quality of the ammunition. The strength of all hits in the template is generated by rolling a D6, but the maximum strength is limited by the number of Blunderbusses fired. So, for example, if 4 Gretchin were firing then a dice result of 5 or 6 automatically counts as 4. Because of the uncertain nature of Gretchin Blunderbusses it is inevitable that occasionally they do really well, more than justifying their inclusion in the Warband.

ORK STIKKBOMBZ

Ork grenades are much larger and heavier than those used by humans and Eldar, but contain cruder explosives and chemicals so their effects are more or less comparable. The most popular type of grenade takes the form of a can-shaped metal casing mounted on a wooden handle, called a Stikkbomb. The stick handle is very useful, allowing the grenade to be easily carried stuffed down a boot or through the belt. The handle also acts as a lever for hurling the grenade, making it possible to throw it from a dugout, trench, around corners or through doorways without exposing much more than the thrower's hand to enemy fire. But the main reason for their popularity among Orks is the brutal design and appropriate sense of size and power. The Orks have four types of Stikkbombz which are equivalent to Smoke, Frag, Krack and Melta bombs used by humans. They also have some special Orkish grenade types of their own which are described below.

FUNGUS GAS BOMB

This gas is made from very old fermented fungus. The gas is not harmful to Orks, Gretchins or Snotlings, since the Ork race as a whole is symbiotic with fungus. However the putrid green gas is lethal to all other living races. The bomb releases a dense cloud of gas which lasts until the end of the turn and then disperses. Orks, Gretchin and Snotlings can pass through it harmlessly but other races risk being poisoned. A strong whiff of the gas has to be inhaled to be effective, but the gas is remarkably penetrative and can seep through even the most air-tight types of armour.



Stikkbomb Type	Strength	Damage	Save Modifier	Area
Fungus Gas	None	1	See Below	1"

Troops exposed to fungus gas have a saving throw as shown on the chart below.

Troops	Saving Throw
Enclosed Vehicles and Dreadnoughts	2+
Fully Enclosed Power Armour, Aspect Armour, and Terminator Armour	3+
Eldar Guardians	4+
Any other Troops	5+

Any troops which fail their saving throw suffer 1 wound as the fungal poisons are absorbed inside their body.

GOO-BOMB

Stikkbomb Type	Strength	Damage	Save Modifier	Area
Goo-Bomb	None	See Below		1"

This bomb contains a sticky green ooze derived from the old fermented leftovers of large and particularly tough edible squigs. The bomb bursts creating a slick of sticky black squig goo. Any model within the template area may be drenched by the goo, and will be completely gummed up and cannot shoot, move or fight for the rest of the game. Eventually the goo dries into a rubbery substance which can be peeled off. Orks, Gretchins and Snotlings are equally vulnerable to this slick. If the Ork attempting to throw this grenade rolls a 1 to hit, it means that it has detonated prematurely spilling goo over him and rooting him to the spot. He cannot then move, shoot or fight, for the rest of the game. Every model within the area is vulnerable, but may attempt to avoid the mess by making the saving throw indicated below. Those which fail to save are rendered inactive for the rest of the game.

Troops exposed to goo	Saving Throw
Dreadnoughts and Robots	4+
Other Troops	5+

If a vehicle is hit by a Goo Bomb it cannot attempt to save as it is nowhere near agile enough to dodge out of the way. Roll on the chart below to determine the effect.

D6 Effect of Goo Bomb on vehicle

- 1-2 None. The gummy mess sticks to the superstructure but causes no harm.
- 3 The goo lodges over the engine intakes and gradually clogs up the motor. Roll a D6 for the vehicle if it wishes to move during any subsequent turn. On a roll of a 6 the engine is clogged up and the vehicle is immobilised for the rest of the game.
- 4 The Squig-bomb strikes the vehicle's main armament and the goo seeps into its workings rendering it completely useless. If the vehicle has no armament see 5 below.
- 5 The foul black liquid strikes the driver if the vehicle is open, or covers the vision slot if it is enclosed. The driver can no longer see where he is going. If the player wishes to move the vehicle in any subsequent turn he must roll a D6 at the start of movement and consult the chart below.

D6 Result

- 1-2 The vehicle turns 45° to the left and moves D6" forward.
- 3-4 The vehicle move D6" forward.
- 5-6 The vehicle turns 45° to the right and moves D6" forward.
- 6 The sticky mess becomes caught up in the wheels, tracks or gravitic thrusters, bringing the vehicle to a halt. If the vehicle is moving (ie if it moved in its last turn) it immediately turns round to face a random direction as wheels/tracks/etc jam and the vehicle is sent into a spin. The crew are so disoriented by their experience that they can do nothing in their following turn.

BUZZ-BOMB

Stikkbomb Type	Strength	Damage	Save Modifier	Area
Buzz-Bomb	None	See Below		1"

The Buzz-bomb contains a swarm of trapped carnivorous Buzzer Squigs. The case is perforated with tiny holes to allow them to breathe and they can be heard buzzing all the time. The grenades are prepared before battle, but they are frequently kept stuffed down an Ork's boot for ages and the squigs become ravenously hungry. The bomb bursts releasing a swarm of buzzing squigs which devour anyone unfortunate enough to be caught in the swarm area. The swarm is represented by a 1" radius area template. It is not removed after the first turn, but is left in play and continues to move randomly in each subsequent Ork turn. Use a D12 to determine the random direction the swarm moves in and roll 2D6 to determine how far the swarm moves. If the swarm causes 1 or more casualties during the turn roll a D6 and consult the chart below.

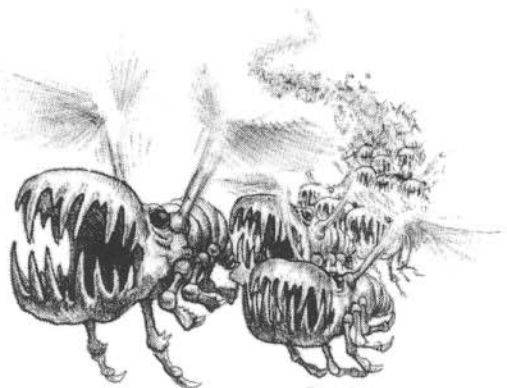
D6 Result

- 1-3 The squigs are sated and become docile.
- 4-6 The squigs are still hungry and continue to move in the following turn.

The squigs cannot eat Ork, Gretchin or Snotling flesh and these models remain unharmed. All other races are vulnerable. Any troops or vehicles contacted by the swarm template may attempt to save by making the D6 saving throw indicated below. Those which fail to save are eaten alive and removed as casualties. If a vehicle fails to save its crew are all slain but the vehicle itself is unharmed. A Robot or Dreadnought which fails to save has its circuitry consumed, and is rendered completely useless.

Target	D6 saving Throw
Enclosed Vehicles,	2+
Robots and Dreadnoughts	
Fully Enclosed Power Armour, Aspect Armour, and Terminator Armour	3+
Any other Troops	5+

The sight and eerie drone of an approaching swarm of Buzzer Squigs has another useful effect in battle. Except for vehicles, any models which successfully save against an attack must immediately move 4" away from the swarm towards their own side's table-edge. Obviously this effect completely disrupts unit formations and causes great consternation among troops massing for an attack or crammed together defending a confined space. The swarm cannot be destroyed by shooting or by any other means. If the swarm leaves the tabletop as a result of random movement it will not return.



BUZZER SQUIGS

Buzzer squigs are found among the fungus groves around the drops and trapped in pots by Gretchin. The special pots are made from sun-baked mud from the bottom of the drop, drilled with tiny holes to allow the squigs inside to breathe. The top of the vessel is corked shut and sealed with more mud once a good number of squigs has been put inside. Normally the squigs feed by burrowing into other larger squigs or small animals such as rats, so when they are captured they soon begin to get very hungry. They can be kept without food in the pot for many weeks, getting angrier and more savage all the time. Gretchin can tell which pots contain the angriest squigs from the high pitch of the droning and the vibrations of the pot as the squigs try to burrow out (the walls of the pot must be made thick and hard). These pots, each containing a small swarm of enraged Buzzer Squigs are the missiles fired by the Squig Katapult. The pots crack open on impact, releasing the swarm which attacks anyone nearby.

SQUIG KATAPULT

Squig Katapults are made from box girders and scrap metal scavenged by the Orks from crashed and wrecked vehicles. The metal is fashioned into girder-like sections, perforated with large holes to reduce the weight and bulk. These sections are bolted together before the battle, and can be carried about at other times by Runt servants. The Katapult operates by a simple mechanism. The ammunition (a pot full of dangerous Buzzer Squigs) is loaded into a holder mounted on a long arm which is held under tension by powerful springs. The arm is wound back by a handle and fastened with a catch operated by a lever. When it is loaded, the lever is pulled releasing the arm which flings the pot of squigs towards its target.

The crew of the Squig Katapult consists of 2 Gretchin plus an unspecified number of Snotlings. The Snotlings are there to help carry the Katapult into battle, to pass the squig pots, and to get in the way (their presence is not necessary to the Katapult's operation.) The normal Runt Crew rules apply - the crew will only work so long as there is a Runtherd or a Nob within 6". If there is neither a Runtherd nor a Nob within 6" the Gretchin will take a breather and the weapon won't fire. The crew can move the Squig Katapult up to 2" during the turn or they can redirect it to face a another direction, but the weapon may not be moved and fired during the same turn. If the crew is reduced to a single Gretchin then the weapon can only be fired on the D6 roll of a 4, 5 or 6. If both crew are slain the weapon cannot fire at all.

To shoot the Squig Katapult nominate a target point that is visible to the crew. The maximum range of the Squig Katapult is 48". When you have nominated a target point roll a D6.

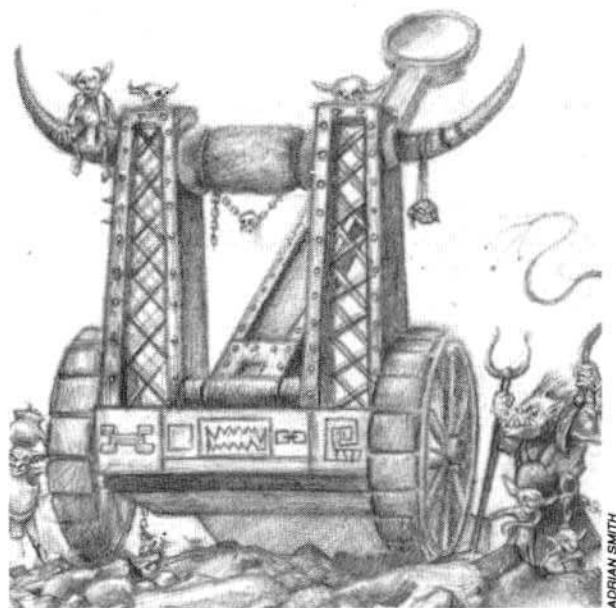
SQUIG KATAPULT HIT CHART

D6 Result

- 1 Miss! The squig pot bursts in the air and the squigs are carried off the battlefield by the wind.
- 2 Undershoot. The Squig pot lands 2D6" short of its target.
- 3 Overshoot. The Squig pot lands 2D6" beyond its target - this may take the shot beyond its normal range.
- 4 Left. The Squig pots lands 2D6" to the left of the target.
- 5 Right. The Squig pot lands 2D6" to the right of the target.
- 6 Gotcha! The Squig pot lands bang on target.

Although the Squig Katapult is a fairly inaccurate weapon this doesn't matter very much because once the Buzzer squigs are released they are quite capable of finding their own target. When the pot lands it bursts open and a swarm of enraged squigs pours from it. Buzzer Swigs won't eat Orks, Gretchin or Snotlings as they dislike the taste of the symbiotic algae which flows through the bloodstreams of these creatures. However, any other creature is instantly attacked. Place a 1" radius template on the landing point to represent the swarm.

Any troops or vehicles touching the swarm template may attempt to save by making the D6 saving throw indicated below. Those which fail to save are eaten alive and removed



as casualties. If a vehicle fails to save its crew are all slain but the vehicle itself is unharmed. A Robot or Dreadnought which fails to save has its circuitry consumed, and is rendered completely useless.

Target	D6 saving Throw
Enclosed vehicles, Robots and Dreadnoughts	2+
Fully Enclosed Power Armour, Aspect Armour, and Terminator Armour	3+
Any other Troops	5+

The swarm template is not automatically removed after the first turn. If the swarm has caused one or more casualties roll a D6 on the table below to determine if the Buzzer Squigs remain. If the Buzzer Squigs are still hungry they remain in play and continue to move randomly in each subsequent Ork turn. Use a D12 to determine the random direction the swarm moves in and roll 2D6 to determine how far the swarm moves. The swarm automatically attacks all the targets it moves over (except for Orks, Gretchin and Snotlings of course). If the swarm causes one or more casualties during a turn then test again to see if the Buzzer Squigs are still hungry.

D6 Result

- 1-3 The squigs are sated and become docile (the squigs bore into the ground to breed).
- 4-6 The squigs are still hungry and continue to move in the following turn.

The sight and eerie drone of an approaching Buzzer Squig swarm has another useful effect: except for vehicles, any models who successfully save against an attack must immediately move 4" away from the swarm towards their own side's table-edge. Obviously this effect completely disrupts unit formations and causes great consternation among troops massing for an attack or crammed together defending a confined space. The swarm cannot be destroyed by shooting or by any other means. If the swarm leaves the tabletop as a result of random movement it will not return.

STORMBOYZ JUMP-PACKS

Jump-packs allow the wearer to make a long powered jump instead of a normal move. This appeals to Stormboyz because it means they can jump directly into close combat very quickly. Normally, flying in any form is shunned by Orks. Only Mekaniaks build and commonly use flying machines, but they are eccentrics after all! Indeed, Meks are Oddboyz, and Oddboyz are special because they are capable of things which ordinary Boyz wouldn't dream of. Stormboyz are also an aberration from normal Ork society and are noted for their un-Orkish tendencies. They use jump-packs because they are determined to be efficient shock troops and they consider the traditional Ork dislike of these devices to be irrational. They hold that disciplined Ork 'soldiers', should be prepared to use any effective weapon, especially if it is noisy. Unfortunately, Ork jump-packs made by those rare Mekboyz prepared to indulge a Stormboyz fantasies are not very reliable. The jet or rocket motors are unsynchronised and unbalanced causing rather erratic jump trajectories. Its very much a case of pull the lever, shout 'ere we go' and hope for the best.

When a unit of Stormboyz decides to make a jump, determine the outcome in the following way. A Stormboy may jump to a position within 18". Mark the intended landing point for each jumping Ork with a counter, then roll D6 for each Ork:

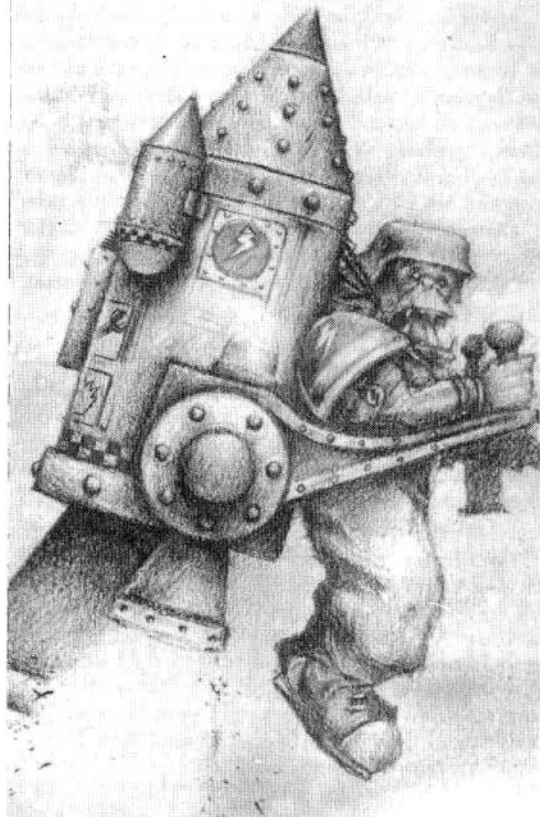
D6 RESULT OF JUMP

- | | | |
|-----|-------------------------------------|--|
| 1 | Land on head | The Stormboy is stunned and may do nothing during the rest of the turn. On the D6 roll of a 6 he breaks his skull and takes no further part in the battle. |
| 2-4 | Land off target | The Stormboy has landed slightly off target. Roll a D6: |
| 1-2 | Land 2" short. | |
| 3-4 | Land 2" beyond intended point. | |
| 5 | Land 2" to right of intended point. | |
| 6 | Land 2" to left of intended point. | |
| 5-6 | Land on target | The Stormboy lands bang on target (more by luck than judgement). |

A jump-pack has sufficient control to allow the user to avoid vehicles, walls and boulders and such things with even minimal concentration. However, landing on top of an enemy is actually a very effective way of delivering an airborne attack. If a Stormboy lands directly on top of an enemy model, it counts as an extra stomp attack at a strength of 3. If the target model survives, both models are placed beside each other and are assumed to be in close-combat.



STEPHEN TAPPIN



ADRIAN SMITH

GRETCHIN BLUNDERBUSS

Mekaniaks make a variety of primitive firearms especially for Gretchin entrepreneurs. These are crude and cheap and provide the Meks with yet another opportunity to indulge their ingenuity. Most of these weapons take the form of a flare-barrelled blunderbuss, though bizarre inventions such as double-barrelled jezzails are sometimes sold to gullible Gretchin for exorbitant quantities of hard earned teeth. In battle all these weapons have much about the same effect. They fire a charge of scatter-shot: balls, pebbles, nuts and bolts, anything will do as long as it is something a Gretchin can easily scavenge as ammunition.

These weapons, although crude, are made more effective by the typically sneaky Gretchin tactic of ganging up on a single target. When the Gretchin Mob comes within blunderbuss range of the enemy, one of the Gretchin, usually the nominal leader, or just the one with the loudest and most piercing voice, picks on an enemy individual and directs the mob to aim at him. The leader will shriek something like "get da big 'un in da front", or "blast da one wiv da biggest shooter", or even "wipe da smile of dat one's face, ladz!" All the Gretchins in the mob point their firearms at the unfortunate target (chosen by the player) and blast away. This means that the target is pretty certain to be hit and also any comrades near to him are likely to be caught in the hail of shot.

Short Range	Long Range	To Hit S L	S	Dam.	Save mod.	Type C H S F	Area
6"	None	None	D6	1			Up to 2"

HOP SPLAT FIELD GUN

The Hop Splat Field Gun is an ingenious artillery piece which fires a special hop-splat shell, named after the irregular way it moves across the battlefield. This shell consists of a rocket to which is attached a length of chain at the end of which is a large metal ball. Once the rocket shell is fired the ball and chain becomes a whirling menace to anything in its path. When the shell hits the ground the metal ball is catapulted in a new direction, pulling the shell into the air once more and sending the whirling hop-splat in a new direction. Depending upon the haphazard way in which the shell strikes the ground the hop-splat proceeds across the battlefield like a fire-cracker, jumping this way and that, scattering troops in its erratic path.

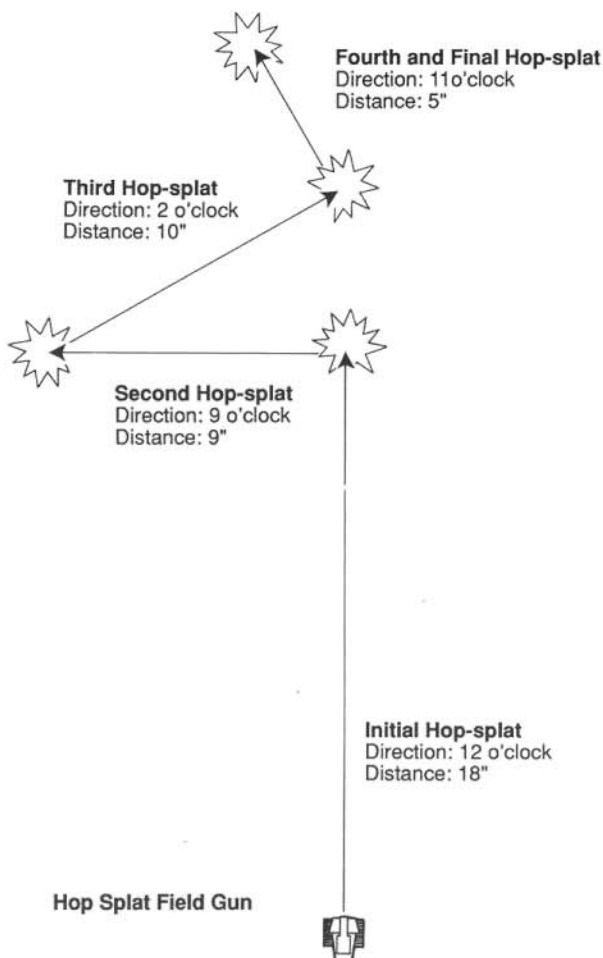
The crew of the Hop Splat Gun consists of 2 Gretchin plus an unspecified number of Snotlings. The Snotlings are there to help pass the gun's hop-splat shells and to crawl into the barrel to unjam any shells that get stuck. Although a great comfort and source of amusement to the Gretchin crew the Snotlings are not essential to the gun's operation. The normal Runt Crew rules apply - the crew will only work so long as there is a Runtherd or a Nob within 6". If there is neither a Runtherd nor a Nob within 6" the Gretchin will take a breather and the weapon won't fire. The crew can move the Hop Splat Field Gun up to 2" during the turn or they can redirect it to face a another direction, but the weapon may not be moved and fired (or redirected and fired) during the same turn. If the crew is reduced to a single Gretchin then the weapon can only be fired on the D6 roll of a 4, 5 or 6. If both crew are slain the weapon cannot fire at all.

The Hop Splat Field Gun always shoots directly ahead - it has no arc of fire. However, because the hop-splat shell whirls around, any target within 1" of the shell's path is struck. The effect is that the shell creates a 2" wide 'fire-corridor' as shown below.



To fire the Hop Splat Field Gun, first roll 6D6. This determines how far the hop-splat travels before one end strikes the ground. The shot travels directly forward the distance indicated or until it strikes a target (whichever comes first). A target in the hop-splat's path is automatically hit and sustains a S6 hit, D4 wounds if damaged, and saving throws are reduced by -2. Once the hop-splat has hit a target or struck the ground it crazily changes direction. Randomly determine the direction the shot takes. The ??? Hop Splat now moves 3D6" in the indicated direction or until it hits another target. Resolve any hit as before. Once the hop-splat has hit a target or struck the ground once more it changes direction again. The shot continues to hop-splat across the battlefield in this way until it either leaves the table edge or until the 3D6 roll results in a score of 6 or less. A 3D6 score of 6 or less indicates that this will be the final hop-splat. Once it has been resolved the rocket has run out of fuel and the hop-splat comes to a rest.

Example. In the diagram below the Hop Splat shell hits the first target 18" in front of the gun and then changes direction and moves 9" to 9 o'clock, then 10" to 2 o'clock, and finally 5" to 11 o'clock.

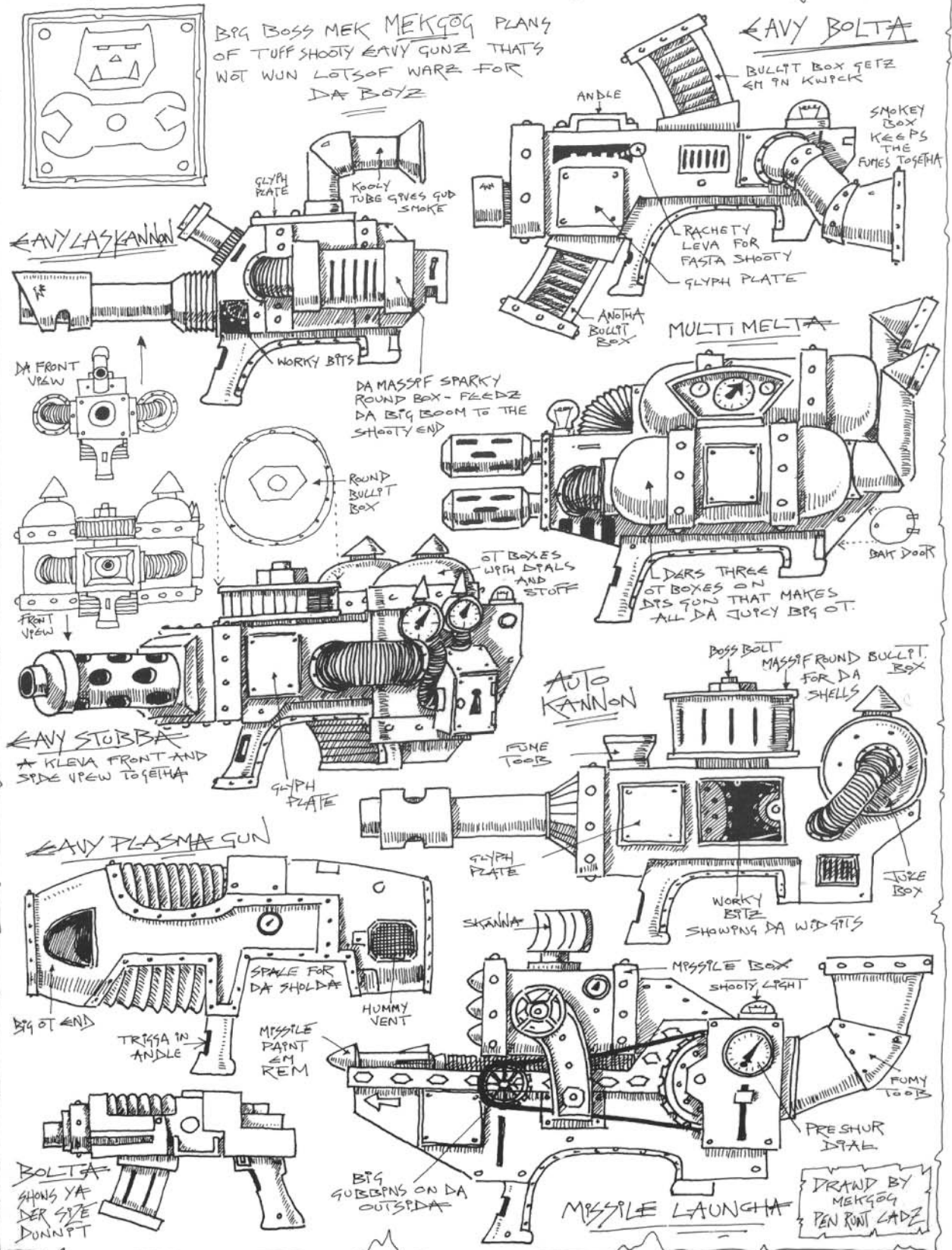


Towing the Hop Splat Field Gun

The Hop Splat Field Gun may be towed into action behind any Ork vehicle other than a Bike or Warbike. It is commonly towed behind a Wartrack, the Gretchin crew hanging onto the artillery piece itself. A towing vehicle may not travel at fast speed, but can travel at up to its maximum combat speed without penalty. The weapon may be unlimbered and the crew disembarked at any point during the vehicle's movement. If the vehicle remains stationary during the turn the gun and crew may be set-up as desired within 2" of the vehicle. The weapon may not be fired in the turn it is set-up.

If the vehicle is moving while the gun is unlimbered then it is positioned as follows: first the player positions the gun where he wants it along the vehicle's movement path, then the gun is moved D6" in a random direction, finally the gun is pointed in a random direction. As before, the gun cannot be fired in the turn it is deployed.

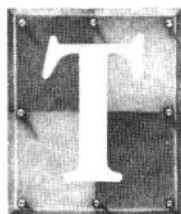
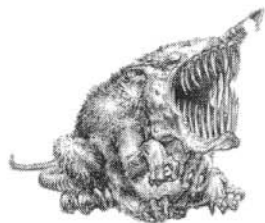
Deploying a gun while the vehicle is still moving is a daring but haphazard operation in which the gun bounces about and spins round before it comes to rest. A Hop Splat Field Gun may be hooked up to the towing bar of a stationary vehicle within 2" and then towed to a new position should the player wish. In fact the chances are you won't want to move a Hop Splat Gun once it has been deployed, but the option remains.



Mek concept drawings for Heavy Weapons



SHOKK ATTACK GUN



he Ork Shokk Attack Gun must be one of the most bizarre weapons the Mekboyz have ever invented.

In appearance, the Shokk Attack Gun is a large, heavy piece of machinery with huge spinning blades at the front and numerous whirring, grinding cogs and chains sticking out from the casing.

When used the gun shakes and rattles in an alarming fashion, its cogs whirr furiously and oily smoke pours from inside while the Mekboyz operator hangs on as tight as he can.

The Shokk Attack Gun is one of the many Ork inventions which usefully combines force field and teleporter technology. The exact origins of these techniques are uncertain, but they were probably invented long ago by the now extinct Brain Boyz. Once Orks understand the basic principles of a technology they find it relatively easy to produce all kinds of weapons and other associated devices. Other races also use similar technology to a certain extent, but their fragile nervous systems and feeble bodies are unable to withstand the stresses generated by these powerful machines. Even with heavy shielding and complex suppressing systems, a human or Eldar can only withstand low levels of exposure. However Orks are remarkably resilient creatures who feel very little pain and whose powers of recuperation are quite phenomenal. They can walk safely into and out of teleporter beams which would tear the nervous system of a human into shreds.

Ork civilisation is highly dependent on force field and teleporter technology, without which they would not be able

to travel through space. The hulls of their space hulks are leaky, and the Orks retain a breathable atmosphere on the ship by use of massive force fields.

The Shokk Attack Gun projects a force field tunnel through a small portion of the warp - the entrance to this tunnel opens up in front of the gun and the exit point is created wherever the operator directs his aim. Both the entrance and exit look like small spinning black holes in the air. The two holes are connected by a tunnel through warp space, and it is possible for living creatures to travel down the tunnel from the entrance hole and leave it at the exit point.

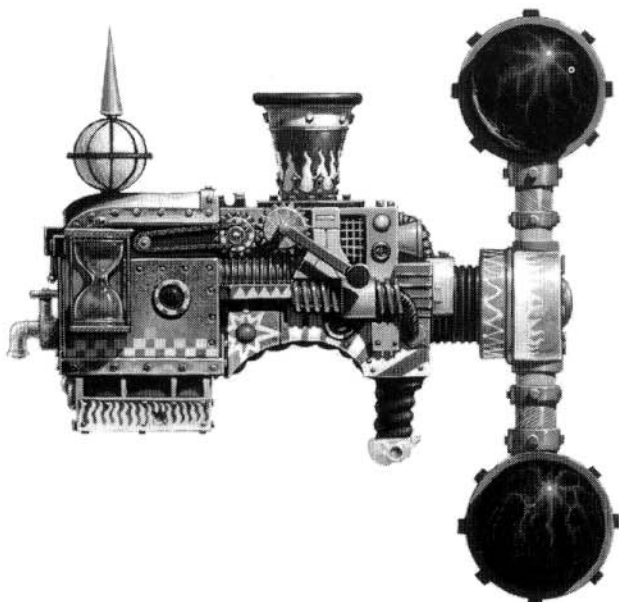
The tunnel is maintained by a force field, so the warp cannot leak out, and the warp creatures are prevented from entering the tunnel or escaping into the real world itself. Curious warp creatures are attracted by the resonance of the force field, and cluster about the tunnel, trying get at anyone foolish enough to be travelling through it. As the force field walls are quite effective, the creatures are not usually able to penetrate them, and have to resort to intimidation: staging mock attacks, pulling horrific faces and making obscene gestures.

It is not unknown for the field to fail resulting in the unpleasant death of those inside as the tunnel collapses and the warp rushes in. Orks are not exactly afraid of daemons (at least they wouldn't admit to it) but find them disgusting, repellent and definitely un-orky in the nastiest possible way. No Ork in his right mind would go into a Shokk Attack Gun tunnel - and even Madboyz instinctively avoid them. Gretchin, being brighter and more interested in their personal safety than Orks, are even less likely to entertain the notion. This only leaves Snotlings who have only an animal level of intelligence and aren't frightened of anything until they are exposed to it - by which time it is far too late.

SNOTLING ATTACK!

The purpose of the Shokk Attack Gun is to project a number of Snotlings through the warp to land right on top of the enemy. By the time the Snotlings reach the tunnel's exit hole they are so frenzied with terror that they shoot out like a pack of frightened wild-cats, scratching, biting, and clawing at everything around them. They are often so petrified that they go white and begin to defecate uncontrollably. The effect of this sudden rain of maddened Snotlings on the foe is devastating, especially if the Shokk Attack Gun operator manages to aim the exit hole inside a vehicle or into the tiny crew compartment of a Dreadnought or a Terminator suit.

Snotlings have no natural inclination to jump into small dark holes, so before they can be used in the Snotling Shokk Attack Teams they have to be specially trained to overcome their natural timidity. This is accomplished by those masters of Snotling training techniques the Runtherdz.



Runtherdz take great pride in their small charges and go to great lengths to breed them for good colour, markings and desirable character traits. A good Runt strain will be carefully developed and jealously guarded by the Runtherd.

Only the most aggressive and pushy Snotlings can be used for the Shokk Attack Teams, but before they are ready for battle they have to be painstakingly trained. Initially, the young Snotling pups are encouraged to jump through hoops and rewarded with juicy morsels of fungus and squig for showing the right kind of enthusiasm, obedience and recklessness. This training continues until the Snotlings show a tendency to jump into anything round and tunnel-like, such as barrels, holes in the ground, drainpipes, chimneys (even the drops) as an instinctive reaction.

As the Snotlings grow older and more obedient they are encouraged to jump into animal burrows and run along them until they come out on the surface. The burrows are specially seeded with tasty wild squigs and fat insects, and there are usually some other tidbits waiting for the first ones out at the other end. As a result of these techniques, the Snotlings learn to associate round, dark tunnels with food, and think the training is great fun.

This process continues until the Snotlings have lost their fear of leaping into dark holes, and even grow to look forward to and enjoy the experience. Some Runtherdz use special herd squigs to chase the Snotlings along the burrow (the same squigs they use to round up the herd by snapping at the runtz). By this time the Snotlings are willing to jump into tunnels simply to impress the Runtherd, whom they trust implicitly and look up to as a sort of 'big brother' who looks after them. The Snotlings are kept blissfully unaware of the true purpose of their training - having to leap into a warp tunnel far worse than any kind of animal burrow (and there's no tasty squig or toadstool at the other end either).

When a battle begins the Runtherdz marshal their trained Shokk Attack Teams into position behind the Mekboys and their Shokk Attack Guns. They must be careful not to let the Snotlings get too excited as they'll tire themselves out before the attack. The Runtherd's herd squigs help keep the Snotlings in check, and will retrieve any individuals who impulsively jump down animal burrows, shell holes or into the barrels of large calibre Ork Artillery guns.

As the time of the attack approaches the Runtherd begins to energetically stamp his feet and make loud 'whoop whoop' calls to work the Snotlings into such a state of anticipation and aggression that they will fling themselves into the mouth of the warp tunnel without hesitation (though they find out their mistake immediately afterwards!). Soon the excited Snotlings are straining to be let loose like enthusiastic dogs, and have to be held back by the Runtherd with the help of his herd squigs.

While the Runtherd is enthusing his Snotlings the Mekboy fires up the main photon-boiler and eases the trigger on the Shokk Attack Gun. As the mechanisms engage, flywheels and drive belts start to feed power through to the tunnel force field generator, and the Shokk Attack Gun begins to kick and judder. It is very hard to aim a Shokk Attack Gun because even the strongest Orks can hardly hold it still.

As soon as the warp tunnel is opened the Snotlings start to pant and yelp excitedly. When the Runtherd is unable to restrain them any longer he releases them and shouts GO! GO! GO! as loudly as he can to make himself heard over the clanking, grinding noise from the Shokk Attack Gun. Free at last the Snotlings dive head first into the warp full of

Making a Shokk Attack Gun Template

Before you can use a Shokk Attack Gun you will have to make two special Shokk Attack templates - an entrance hole template and an exit hole template.

Both templates are circular and can be carefully cut from suitable card and painted or otherwise coloured in black. The entrance template can be any size (its size doesn't affect the numbers of Snotlings that can use it) but we suggest a small 1" radius circle. Of course, you can use any of the 1" radius effect templates provided in the Warhammer 40,000 book if you like.

The exit hole is a 2" radius circular template. This may also be one of the standard templates from the Warhammer 40,000 book if you don't wish to make a new one. Make sure you have at least one of each size template before your game begins.

enthusiasm and confidence, their shrill voices squealing and echoing down the tunnel, increasing in pitch as they go further along until they become a distant terrified gibber.

Instead of the familiar dark animal burrow, the poor Snotlings find themselves scurrying along a seemingly transparent tunnel through the horrific landscape of the warp with daemons and other unspeakable terrors leering and pawing at them from the other side of the tunnel wall. Soon they are running as fast as they can towards the exit in terror for their lives, and emerge at their destination in a state of uncontrollable hysteria. The Snotlings are terrified by their experience - some turn white with fear, and others lose control of their bodily functions. A few are reduced to a state of passive catatonia or gibbering lunacy, but most become irrational and savage and will claw and bite at everything in reach.

In this state the Snotlings will shred any unfortunate enemy they encounter. If they emerge inside a vehicle, the havoc caused by their demented rampage around the confined crew space will inflict untold damage. Similarly an enemy who suddenly finds himself sharing his Terminator armour with a panic-ridden enmaddened Snotling will be thoroughly disconcerted by the experience.

THE SHOKK ATTACK GUN IN BATTLE

The Shokk Attack Gun is carried by a Mekboy model accompanied by a Runtherd and a herd of Snotlings consisting of several bases of Snotling models. The Runtherd, Mekboy and Snotling herd form a single unit and normal coherency rules apply - models must be arranged in an interlinking line or mass with gaps of no more than 2" between. The Snotlings will only jump into the warp tunnel entrance if the Runtherd is close by, so the Runtherd and at least 1 Snotling base must be within 2" of the gun when Snotlings are to enter the tunnel.

The Shokk Attack Gun can only be fired if the operator remains stationary during the turn (the Runtherd and Snotlings are allowed to move into position as required). During the shooting phase the operator can shoot the first blast, which opens up the tunnel entrance. Place a tunnel entrance template immediately in front of the first awaiting

Snotling base (note that the template does not need to be directly in front of the gun and might in fact be slightly behind the operator). As soon as the tunnel opens the Snotling base immediately rushes through - at this point remove it from the tabletop. The player may now allow any number of additional Snotling bases into the tunnel - there is no limit to the number that can enter and the entire herd can leap inside if you want. If several bases are allowed into the tunnel some will have to move quite a long way before they reach the entrance - their burst of speed may be ascribed to their unfettered enthusiasm to reach the inviting dark hole.

Once the player has allowed as many Snotlings as he wants into the tunnel he may elect to either immediately open the exit tunnel or he can wait for another turn before opening it and releasing the Snotlings inside. Should the player decide to delay opening the tunnel exit the Mekboy must remain stationary until he opens the tunnel exit. If the Mekboy moves or if the model is removed then the tunnel collapses and the Snotlings inside are gobbled up by the fearsome warp daemons.

A tunnel exit may be opened either as soon as the entrance appears or during the shooting phase of a subsequent turn. When the gun is fired a second time, the tunnel breaks through into the real universe creating an exit hole and releasing the Snotlings inside. To position the exit hole take a tunnel exit template and place it directly over the intended target. Shokk Attack Guns have an unlimited tabletop range, but the exit hole must be aimed at a point that the operator can see and which lies within the normal 90° arc for weapon fire. Once the template has been positioned the Ork player rolls a D6 and refers to the Exit Hole Chart to determine the shot's accuracy.

EXIT HOLE CHART

D6 Result

- 1 **Undershot by 3D6".**
Roll 3D6 and move the template directly back towards the Shokk Attack Gun by the number of inches indicated.
- 2 **Overshot by 3D6".**
Roll 3D6 and move the template directly away from the Shock Attack Gun by the indicated number of inches. Note that this may take the template beyond the sight and firing arc of the operator - such is the unpredictable nature of anything to do with the warp.
- 3 **Left 3D6".**
Roll 3D6" and move the template directly to the left of the target by the number of inches indicated. As with overshots this may take the template beyond the sight of the operator.
- 4 **Right 3D6".**
Roll 3D6" and move the template directly to the right of the target by the number of inches indicated. As with overshots this may take the template beyond the sight of the operator.
- 5-6 **Bang on Target!**
The Mekboy has successfully landed the exit hole exactly on its aiming point.

Once the exit hole is opened the Snotlings inside shoot out of the tunnel onto the target. Due to an extraordinary (and quite fortuitous) condensing effect the Snotlings will reappear inside vehicles, buildings, Dreadnoughts, and Terminator suits rather than around them, causing the maximum surprise to those affected. In the case of other troops the Snotlings just drop out of the sky, attach themselves to the nearest object, clawing and howling for all their worth. The effect of demented Snotlings suddenly dropping onto their target is represented by the Shokk Attack Charts. Refer to the chart for the target and roll as indicated to determine the effect.

Once an exit hole has been established the Mekboy operator can instantly shut off the tunnel forcefield so that both the entrance and the exit hole collapse and the templates are removed from the table leaving the Shokk Attack Gun ready to fire next turn. Alternatively, the Mekboy can keep the Shokk Attack Gun running, in which case the tunnel remains open and the tunnel entrance and exits remain in position. Note that the exit hole remains in position over its target, and will move if the target moves. It is therefore possible to hit a vehicle and to keep sending Snotlings through the tunnel over several turns, even though the vehicle is moving.

RANGING SHOTS

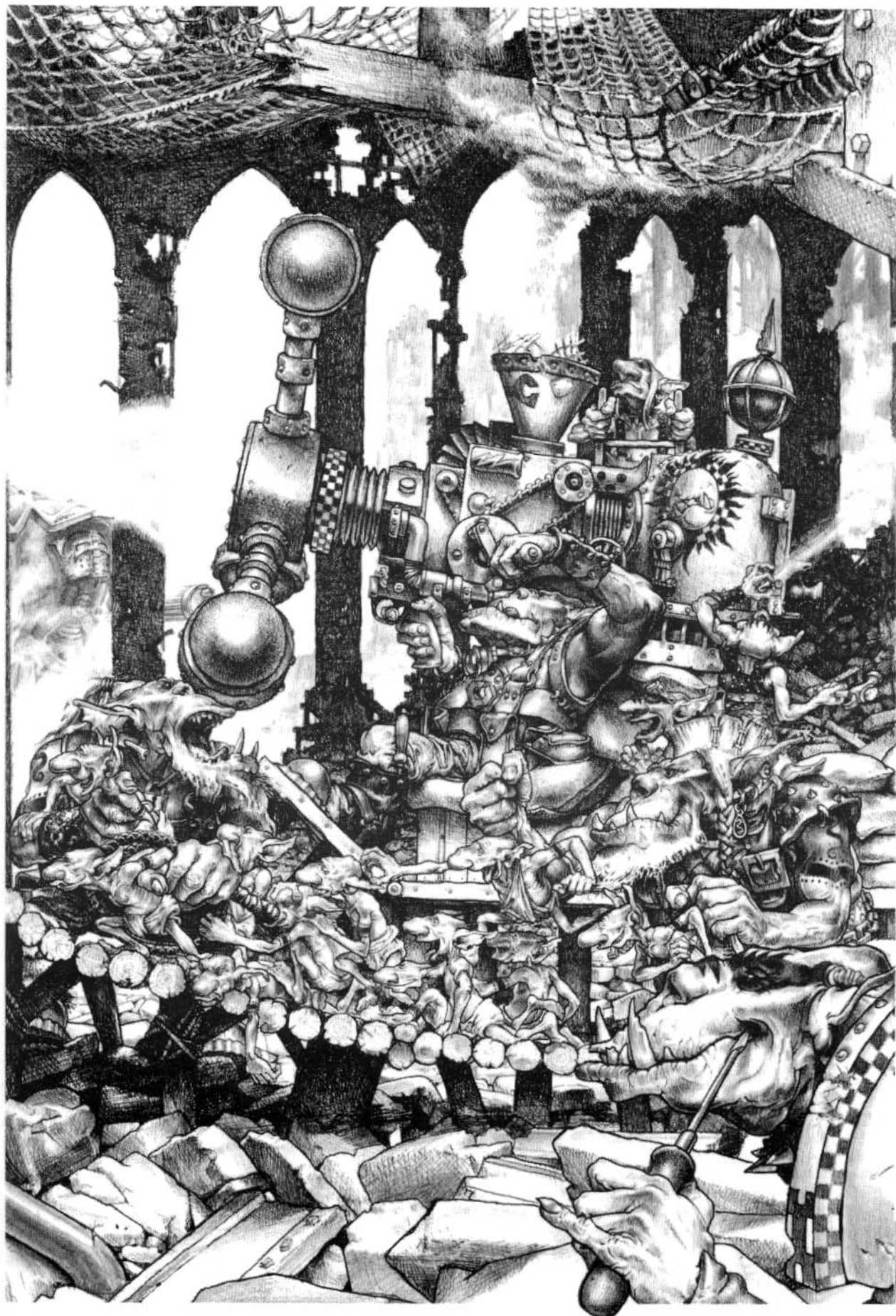
Aware of the wildly inaccurate nature of their Shokk Attack Guns, Mekboyz have evolved a method of improving accuracy by sending a single Snotling into the tunnel in order to establish the exit point. It would be a shame to waste a whole party of Snotlings on a possibly inaccurate shot ("dey iz wurf free teef each") and this idea also appeals to the Runtherdz who hate to see their carefully trained charges wasted. The Runtherd selects one of his many Snotling servants for this important task. The Snotling is equally as ignorant of the terrors of the warp tunnel as the carefully trained Shokk Attack Teams, but immediately swells his chest with pride at being chosen for special duties. The Runtherd shoves a marker pennant in his hands telling him "Wot'ever you do don't let go of dis 'ere flag" then sends him into the warp hole with a cheerful pat on the back.

The terror-stricken Snotling emerges at the tunnel exit waving his flag frantically enabling the Mekboy to easily see the exit hole and decide whether to try again before sending through the Shokk Attack Teams.

A player may make a ranging shot once he has opened the tunnel entrance but before he has committed any Snotlings into the tunnel. He declares that he is making a ranging shot and the exit hole is located and positioned as normal. The Snotling servant chosen for this task is assumed to be one of the many that accompanies the Runtherd into battle. The ranging Snotling need not be represented by a model, although players who wish to take advantage of this rule may like to include a few specially prepared Snotling servants in the Runtherd's non-combatant entourage.

SURVIVING SNOTLINGS

Snotlings rarely survive their frantic, panic-stricken dash through the warp followed by the few moments of hysterical mayhem which follows when they emerge. Many are so petrified by their experience that their little hearts give out or they withdraw into a state of catatonic shock and eventually die. Others reach their target in a fear-inspired frenzy but are either killed by their victims, squashed in the general confusion, or killed by the explosions and crashes resulting



PAUL BONNER

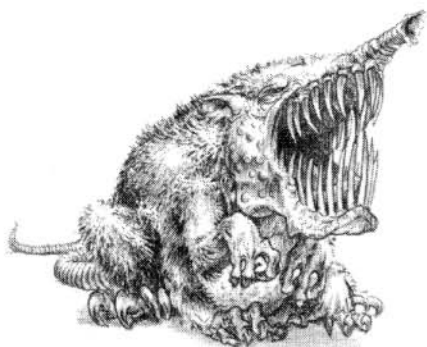
from their appearance. Those that do survive are so affected by their horrible experiences that they want nothing other than to crawl off and hide somewhere where they can 'get away from da nasty fingz' which haunt their tiny imaginations. Eventually the terror fades from their memories but their little minds are never quite the same again. A surprising number manage to make their way back to the Ork encampment where they are often adopted by Madboyz as their pets and help-mates. These cracked Snotlings are often seen capering among the Madboyz around the battlefield and the camp.

On rare occasions Snotlings which survive a Shokk Attack are found to be possessed by minor daemons from the warp. Just as Weirdboyz are too Orky to be possessed by a daemon, even Snotlings cannot be fully dominated by a possessing daemon. The daemon is effectively trapped inside a body he

can only partially and occasionally control, causing both parties some distress. These Snotlings behave in a very schizophrenic and peevish manner, muttering little squeaky conversations with themselves, and sometimes (when under the influence of the daemon) picking arguments with face-eater squigs or other deadly opponents. Of course, the frustrated daemon would like nothing better than for the Snotling to be killed and gobbled up so that it can escape back to warp space - unfortunately for the daemons Snotlings have too much good ork-sense to get themselves killed that easily. Possessed Snotlings are sought out and adopted by Weirdboyz who keep them as familiars. The possessed Snotling can help drain off psychic overload causing the Snotling's head to explode before the Weirdboy's.

Snotlings which emerge inside large constructions or spacecraft may end up in some functional compartment unable to have any serious or immediate effect on the battle, but they can still have a drastic long-term effect. The Snotlings can eventually recover sufficiently to form a breeding colony aboard the vessel. If they find their way into the sewage system, the holds, or the sumps, they will automatically start growing fungus and squigs from spores attached to their own bodies. This is how rogue colonies of Snotlings have spread through the universe, leading to infestations of Imperium foundry worlds and military installations.

Snotling infestations may explain why vessels have mysteriously disappeared or suddenly exploded, or arrived with an empty hold instead of being full of vital food supplies. The hazards include a massive build up of squig gas or fungoid corrosion, or maybe the crew succumbed to a ravenous plague of overgrown and exceptionally hungry face-eater squigs whose ancestors were caught up with a Shokk Attack Team. When a space ship engineer, mystified by the malfunctioning of his ship, reports 'gremlins' in the works - this is often literally the case - although its not gremlins, but snotlings and squigs.



HERD SQUIGS

Herd squigs have been specially bred and developed by Runtherds for the purpose of herding and controlling the herds of runtz. They are related to the many varieties of pet squigs, but have been selectively bred for their speed, intelligence, ferocity and endurance. Their long, sensitive snouts and keen ears enable them to track down errant Snotlings and Gretchin wherever they might hide. Herd squigs are excellent tracking beasts, and can follow trails which are days old. Runtherds who own good herd squigs are often hired by local Nobs to track down missing or lost items of equipment, though it is virtually a foregone conclusion that the trail leads to the nearest mob of Deathskulls.

Their powerful legs and low-slung body enable the herd squig to move fast and surely over the roughest terrain. They are tireless workers, constantly running in circles round the runtzs, nipping the heels of the ones that drop behind, and chasing the ones that stray back to the herd.

Runtherds control their herd squigs with a combination of calls and whistles. A herd squig's training starts early in its life, and the repertoire of commands it can understand and obey increase as it matures. The relation between a herd squig and its master is very close, and at times their communication seems almost empathic. The command system used by each Runtherd is unique, and it would be impossible for one Runtherd to command the herd squigs trained by another Ork.

SQUIGS AND SNOTLINGS

Squigs, of every shape and form accompany the Ork Hordes and are especially attracted to Snotlings. Snotlings like their little pets, which as well as being a source of amusement, give them great psychological comfort when the guns are firing all around. Runtherdz understand this and encourage it. Consequently it is inevitable that some squigs end up getting fired through the warp among the Snotling Shokk Attack Teams. This makes very little real difference to the effect of the weapon, and can even enhance the attack in the case of a face-eater squig which gets catapulted through the warp.

SHOKK ATTACK GUN

Short Range	Long Range	Shooting to Hit		Save	
		Short	Long	Str	Dam Modifier
Range extends to table edge		Special rules as described in text			
Special Rules:		Heavy weapon 2" penalty.			
		Slow weapon may move or fire			
		2" radius area template exit hole			

The effect of the Snotling Shokk Attack Team is worked out from the charts that follow. Find the chart appropriate for the target and roll the dice indicated.

VEHICLES

If the target is a vehicle then the Snotlings emerge from the warp inside the vehicle itself where they immediately fasten themselves to the crew and controls, biting and clawing at everything in their reach, plunging the crew into a blind panic. There is no need to place the Snotling

bases on the table - the Snotlings who survive the attack will hide or run away and take no further part in the game. Roll D6 and add +3 to the score for each additional Snotling base committed to the Shokk Attack (ie 1 base roll a D6, 2 bases roll a D6+3, 3 bases roll D6+6).

SCORE EFFECT ON VEHICLE

- 1 The steering is jammed with hysterical Snotlings grabbing the wheel and preventing it from being turned. If stationary when hit the vehicle remains halted for the rest of the game. If moving then it will move out of control for the remainder of the game, until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table. Once halted the vehicle cannot move for the remainder of the game.
- 2 Snotlings are stuffed into the ammo feed or power supply of one randomly determined weapon. Every time the weapon is fired from now on roll a D6. On a roll of a 4, 5 or 6 the weapon explodes, causing 1 randomly located hit on the vehicle. Use the vehicle's targeting diagram and re-roll any result which indicates a miss. Because the weapon explodes inside the vehicle there is no need to roll for penetration, simply roll for damage on the area affected.
- 3 If the vehicle has a turret Snotlings have lodged inside it, scratching and biting anyone foolish enough to stay inside or stick their head into it. The turret cannot be used for the rest of the game and any turret armament is now out of action. Re-roll this result if the target has no turret.
- 4 A gunner finds Snotlings swarming around his weapon spitefully scratching and nipping his arms and face. The gunner must make his basic saving throw to survive. The weapon may not fire again during the game as Snotlings have jammed themselves in the barrel of the mechanism. If the gunner was operating several weapons (as in a Battleblade side sponson) all weapons in that sponson are affected. If there are several gunners in the vehicle randomly determine which one is affected. If the vehicle has no gunners re-roll the result.
- 5 The driver is distracted, scratched and severely mauled by demented Snotlings invading the driving compartment and swarming all over him. If the vehicle is stationary when hit by the Shokk Attack it remains stationary for the rest of the game. If moving then it will move out of control for the remainder of the game, until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. Once halted the vehicle cannot move for the remainder of the game.
- 6 The vehicle's fuel or power supply is suddenly interrupted by the antics of frantic Snotlings and the vehicle immediately bursts into flames. The vehicle will explode at the end of any of its turns on a D6 score of 6, causing 1 strength 10 hit on all models within a 6" radius and D6 wounds on any models affected by the blast.

SCORE EFFECT ON VEHICLE

- 7 Snotlings are jamming the exhausts and the crew compartment is suddenly filled with choking fumes. The crew automatically bring the vehicle to a halt and evacuate it in their following turn. The vehicle remains useless for the rest of the game.
- 8 Frenzied Snotlings rampage inside the crew compartment, clawing and biting everything in sight. Each crew member must make his basic saving throw or he is slain.
- 9 The crew compartment is suddenly swarming with terrified Snotlings in a state of gibbering shock, having lost all control of their bodily functions. The flatulence resulting from a Snotling's fungus diet is beyond endurance. The crew automatically bring the vehicle to a halt and evacuate it in their following turn before the Snotlings turn vicious. The vehicle remains useless for the rest of the game. The resultant build up of gas will cause the vehicle to explode on the D6 roll of a 6 made at the end of each turn. A vehicle explodes causing 1 strength 10 hit on all targets within 6" and inflicts D6 wounds on any models affected by the blast.
- 10 Snotlings suddenly appear infesting every corner of the vehicle, roll again 3 times on the chart. If you roll 10 again then re-roll the result.
- 11 In a moment of wicked Orkish malintent, the Snotling Shokk Attack Teams were fed a battle-breakfast of fungus gruel and toasted squig washed down with spore juice. The effect of this on the Snotling digestive system would be bad enough, but the distracting journey through the warp has made things worse. The emerging Snotlings are suffering from dire and uncontrollable flatulence.

In the confined compartments of a vehicle this fills the space with fetid green vapour and renders the crew utterly helpless. All hatches are thrown open and they hang out gasping their last breaths. The vehicle grinds to a halt, streaming green gas from every opening and seething with frenzied Snotlings. No foot troopers who are not wearing Power or Terminator Armour may approach within 6" of the vehicle for the rest of the game (including Orks!). Models already within 6" must move away in their next turn.
- 12+ A wretched little Snotling, gibbering in abject terror, defecates in the driver's left ear. The vehicle immediately lurches forward D10" and overturns. The vehicle is now useless for the rest of the game. Terrified crew and frenzied Snotlings are tossed about inside or thrown off and stunned. While the crew are prone, the Snotlings savage them mercilessly.

DREADNOUGHTS AND TERMINATORS

If the target is a Dreadnought or a Terminator then the Snotlings emerge from the warp inside their victims' armoured suits. Each model in the template area is affected automatically. Any models only partially within the template are affected on the D6 roll of a 4, 5 or 6.

Once you have established which models are affected roll on the chart below for each victim separately. In the confined space the Snotlings suddenly find themselves jammed against the wearer's face, or hanging from his thigh, biting and clawing at everything in their reach and plunging the crew into a blind panic. There is no need to

place the Snotling bases on the table - the Snotlings who survive the attack will hide or run away and take no further part in the game.

Terminators or Dreadnoughts rendered stationary or obliged to move randomly by a Snotling Shokk Attack are not bound by the normal coherency rules and any unaffected members of their unit may move away continue to fight. Roll a D6 and add +3 to the score for each additional Snotling base committed to the Shokk Attack (ie 1 base roll a D6, 2 bases roll a D6+3, 3 bases roll D6+6).

SCORE EFFECT

- | | |
|---|--|
| 1 | The leg of the armoured suit is jammed with squirming Snotlings reducing movement to half normal rate. |
| 2 | One randomly determined arm is stuffed with Snotlings rendering it useless. Any weapons carried by this arm will no longer function. |
| 3 | One randomly determined weapon is now infested with Snotlings and rendered completely useless. |
| 4 | Snotlings are ripping and biting the legs of the occupant. He cannot move or fire effectively and risks toppling over each turn on a D6 score of 5 or 6. Once down, the model is at the mercy of the Snotlings and takes no further part in the game. |
| 5 | Snotlings in the helmet. The occupant is blinded and may not make any hand-to-hand attacks. The model can only move or fire in a random direction. |
| 6 | Terror-stricken Snotlings seething inside the suit cause the model to run amok. At the beginning of each subsequent turn roll a D6. On a score of 4, 5 or 6 the model moves its maximum distance in a random direction. On a 1-3 the model still moves in a random direction but the player can determine the distance as normal. |
| 7 | Face to face with a demented Snotling. The occupant is doomed but before the Snotling savages his face, he takes a test on his cool. If he fails he shrieks a blood-curdling death cry which will be heard by every model within 6" of him. Any models within this distance will be utterly unnerved by the event and a rout test must be taken by each unit or character model exactly as if it has been defeated in hand-to-hand combat. |
| 8 | The occupant is rapidly shredded to tatters by the invading Snotlings who are trapped inside the suit. As they struggle they kick the suit's controls, causing it to go out of control. The model moves at half its maximum speed in a random direction and fires directly ahead each turn until it is either destroyed, collides with something it cannot cross or leaves the game table altogether. |
| 9 | Snotlings materialise inside the body of the unfortunate occupant of the suit... a horrible way to perish. The model halts, standing ominously upright and silent, and does nothing for the remainder of the game. |

SCORE EFFECT

- | | |
|----|---|
| 10 | Snotlings infest the entire suit, roll again three times on the chart. If you roll 10 again ignore re-roll. |
| 11 | A terrified Snotling emerges crammed into the suit next to the pilot's head and immediately evacuates its digestive tract into his right ear. Roll for the effect of this disconcerting experience: |

D6 Effect

- | | |
|-----|--|
| 1 | The model moves around in a 3" diameter circle for the rest of the game while the occupant tries to empty his ear. The model may do nothing else. |
| 2 | The model comes to an immediate halt and drops face down on the ground with a crash. The driver is suffocated to death by the Snotling's bodily fluids. |
| 3 | Overcome by the disgusting odour the occupant instinctively flicks the emergency destruct switch. The machine goes up with a 2" radius circle causing a strength 5 hit on any model within the blast area. |
| 4 | The target manically sways its upper body to and fro as the pilot wrestles with the demented Snotling inside. At the start of each turn roll of D6. If the result is 1-3 nothing happens and the model remains stationary for that turn. If 4-6 the model fires its main armament in a random direction. |
| 5 | The occupant is so unnerved that he immediately opens fire with all armament in a random direction and continues to shoot in this way every turn until the battle is over. He does not move other than to turn on the spot to face the direction he fires in. |
| 6 | The occupant has fought Orks before and knows how to deal with situations like this. He ignores the malodorous sticky goo running out of his ear and coolly turns his face to bite the Snotling's head off. The target is therefore unaffected by the Shokk Attack and may continue to fight normally. |
| 12+ | Snotlings accompanied by puffballs and bloated gas squigs are squashed within the suit. The pilot is gassed to death by the copious gases produced by the terrified squigs and poisoned by erupting spores from the puffballs. |

ENEMY TROOPS

Should the Shokk Attack team emerge amongst a unit of enemy troops or inside a building occupied by enemy troops then the result is worked out like a normal hand-to-hand combat. The Snotling bases are positioned on the game table, within the exit hole template area, and in base-to-base contact with the enemy troops.

If the enemy are inside a building it may be impossible to get the Snotling base onto the table, but the Snotlings are there none-the-less! The Snotling bases that emerge from the warp tunnel together are now considered to be a single separate unit. In the first round of hand-to-hand combat the Snotlings count as charging, but note that this doesn't mean that the enemy can react by running away or standing and firing; the Shokk Attack is so sudden that the enemy get no chance to react at all. Because their minds are still haunted by the horrors they have witnessed in the warp, the little creatures are completely irrational and quite frantic with terror. The following special rules therefore apply.

The Snotlings are subject to the rules for frenzy and remain frenzied for the rest of the game. This means that:

- a) they add +2 to all their hand-to-hand 'to hit' dice rolls.
- b) they must move at double pace towards the nearest enemy and charge any that they can reach.

c) they must follow-up beaten hand-to-hand combat opponents and must pursue routed enemy.

d) they ignore all further rout and psychology tests and cannot therefore be routed.

A base of Snotlings has a game profile as shown below. Remember that because they are frenzied the Snotlings add +2 to their 'to hit' dice and, of course, they move at double pace (8" rather than 4"). Remember also that they ignore psychology and rout tests, so the Ld and CI characteristics are not used.

Snotlings are usually unarmed, their fighting prowess comes from their sharp little teeth and claws. Their BS is included only to show their ability to throw improvised missiles, but when frenzied they are far too distraught to consider anything so clever. The number of wounds reflects an entire base of Snotlings - the base is treated as if it were a single creature regardless of how many individual Snotlings are on it. Once the base has lost all of its wounds the entire base is removed. Until removed the base continues to fight at full effect.

M	WS	BS	S	T	W	I	A	Ld	CI	Int	WP
4	2	2	1	1	3	3	3	4	4	4	4

MISS!

Inevitably the Shokk Attack Gun will occasionally miss its intended target opening up a warp tunnel exit in the middle of nowhere or even (Mork forbid!) on top of one of the Orks' own units. Should the warp tunnel exit template not encompass any suitable target the Snotlings huddle into a compact gibbering mass. Arrange the bases into a single compact unit. They remain in a frightened huddle, quivering with terror, ignoring everything around them until they find an enemy or friendly model within 8" at the beginning of an Ork turn. If enemy models are within charge reach at the start of the Ork turn, the Snotlings will immediately charge them and fight hand-to-hand combat. The rules already described above under Enemy Troops apply, except that the charged unit may stand-and-fire or run away because they can see the Snotlings coming.

If the only other models within 8" of the Snotlings are Orks (ie there are other Orks within 8" but no enemy models) then the Snotlings run towards them at charge speed and immediately seek reassurance by throwing themselves upon the Orks and clinging to them as tightly as they can. The Snotlings are so desperate for their big friends to comfort and pet them that the Orks find it completely impossible to dislodge the frantic creatures. Orks covered in frightened Snotlings are unable to see, move or fire their weapons properly, and so cannot move or fire at all. They remain immobilised in this way until enemy appear within 8" when the Snotlings attack as described above. A Shokk Attack Team of 1 or more bases may immobilise an entire Ork unit regardless of its size. The Snotling bases are placed in base-to-base contact with the Orks where they remain for the rest of the game or until enemy appear within 8".



WARP-CRAZED SNOTLINGS

Once Snotlings have dived into the warp their sanity is permanently affected, and most survivors of the Shokk Attack Teams turn into quivering, nervous creatures prone to hysterical outbursts at the very sight of an even slightly dark hole. Very occasionally a Snotling is affected in quite a different way - during his terrifying journey through the warp all sense of fear is destroyed, leaving him utterly fearless and completely crazy. The Snotling has become warp crazed by his exposure to the warp! This makes them dangerous, but also very useful as Rangefinders: Snotlings fired through the warp holding a pennant so the Mekboy can see where his shot has landed.



KUSTOM WEAPONS



Orks make use of all kinds of weapons including types also used by Imperial forces and the Eldar. This means that Orks have their own designs of Boltguns, Plasma weapons, Flamers, Missile Launchers, and so forth. Although Orks understand and exploit laser technology, they don't really care very much for Lasguns and Laspistols, preferring bulkier and noisier weapons such as Bolters.

The Army List section of this volume defines exactly which weapons the various Clans of Ork Boyz and Nobz can have. Ork weapons are sometimes built by human slaves, but they are more likely to be manufactured by a Mekboy. Naturally this means that the shape, size and performance of a weapon will vary depending on which Mekboy made it and what was going on in his head at the time. Generally speaking, Ork weapons perform pretty much like human or Eldar equivalents - except they are prone to malfunction occasionally (as described in the Malfunction Rules).

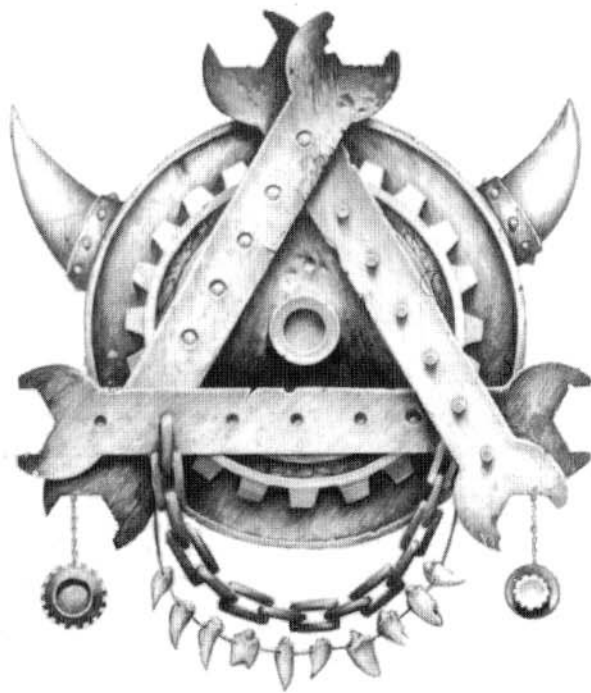
Sometimes (quite often in fact) a Mekboy will have a good idea which he happily imagines will vastly improve an ordinary weapon, giving it extra range, extra power, an

unusual spread of fire, or several shots at a time instead of just one. The enthused Mekboy will disappear into his workshop for hours or even several days, only re-emerging when he has completed his magnificent new invention. Occasionally this process results in a Mekboy producing an incredibly effective weapon which out-performs any ordinary gun. More often he will manage to introduce a minor modification which slightly improves some aspect of the weapon's performance but at the detriment of another: for example it might fire faster than normal but have a shorter range, or it might have a longer range but a slower rate of fire. Occasionally his invention will fail on all counts, being substantially worse than the original version it was based on.

Regardless of the actual effectiveness of the weapon, a Mekboy will be so enthusiastic about his new creation that he is quite unable to admit to any shortcomings it might have. A Mekboy is only too pleased to sell his weapon once it is finished. These special Kustom Weapons, as they are called, are much sought after by Ork Nobz who are always eager to obtain the best and newest examples of Orky workmanship. Even though these Kustom Weapons may malfunction at any moment, especially in the heat of battle, many Orks consider it well worth taking the risk. After all, if the weapon functions all right on the day it may do incredible damage to the great satisfaction of the owner. Of course, now and again a weapon of awesome power is produced, and its owner is sufficiently lucky to exploit its potential to the full, causing considerable devastation to the enemy's forces and winning the day for the Orks. Such an event, whilst largely fortuitous, vastly increases the demand amongst other Ork Nobz for Kustom Weapons.

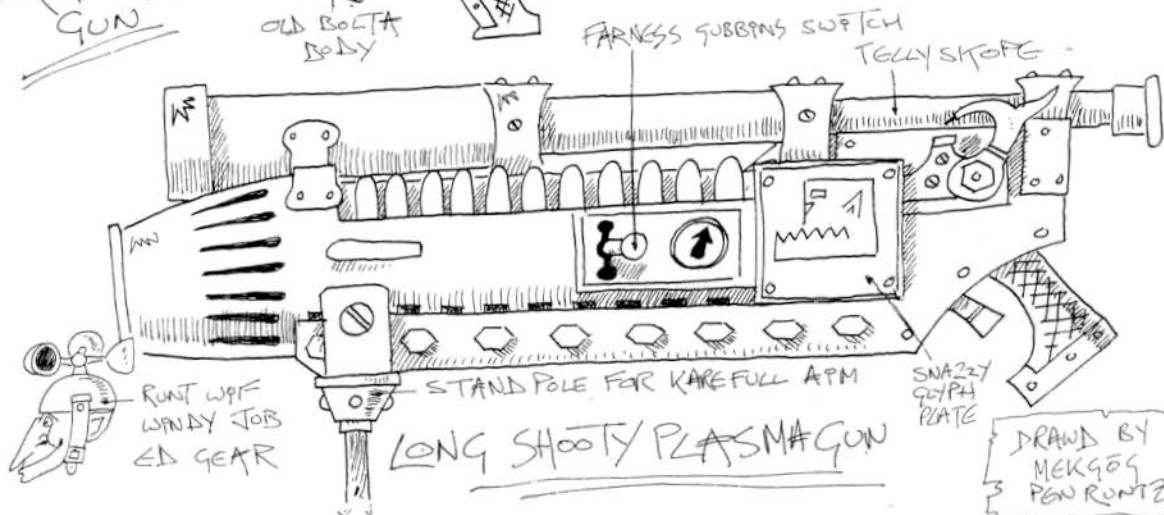
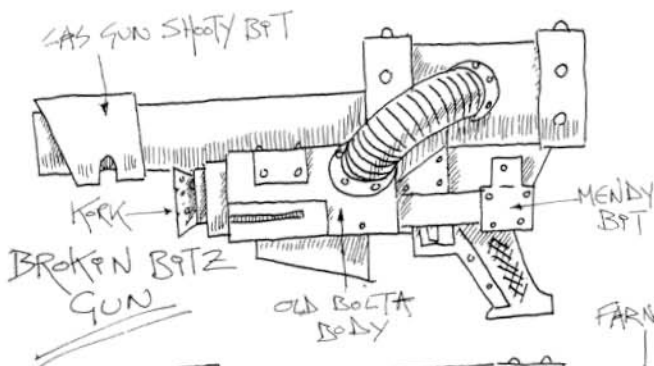
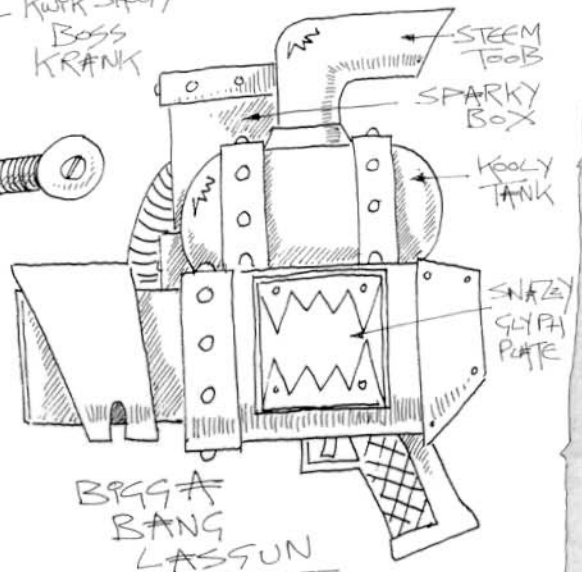
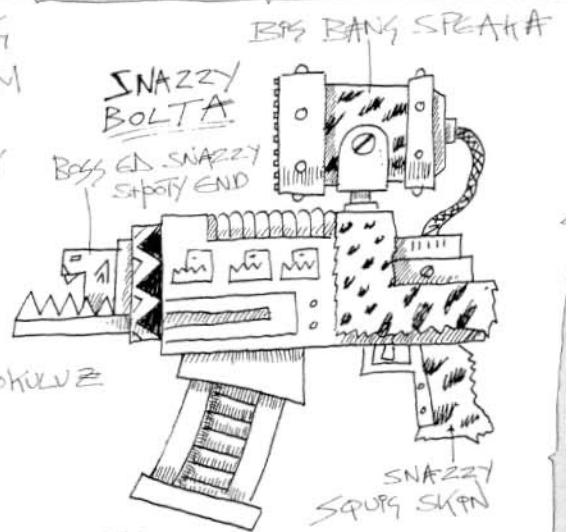
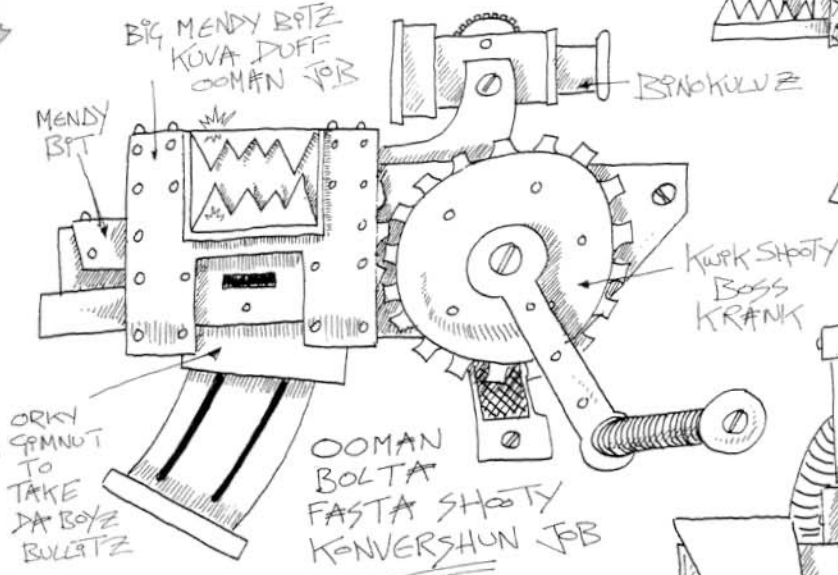
There are two different types of Kustom Weapons: Kombi Weapons and Kustom Specials. Kombi Weapons consist of several weapons combined together in a cunning fashion. Kustom Specials, on the other hand, are standard Orky weapons, tribute gear or captured weapons which have been tinkered with by Meks to 'improve' them (hopefully). Kombi Weapons are sometimes themselves modified or made up of modified components.

The Army Lists indicate which particular Orks may be equipped with a Kustom Weapon. In some cases the Army List specifies which types of Kustom Weapon may be chosen, but in most instances the weapon is randomly generated. The Kustom Weapons Charts are used to randomly determine the type of Kustom Weapon, whether it is a Kombi Weapon or Kustom Special and what sort of weapon it is based on. These charts are given in the Army Lists along with the other random generation charts, but they are repeated here so that you can refer to them as you read about the different modifications and their effects.

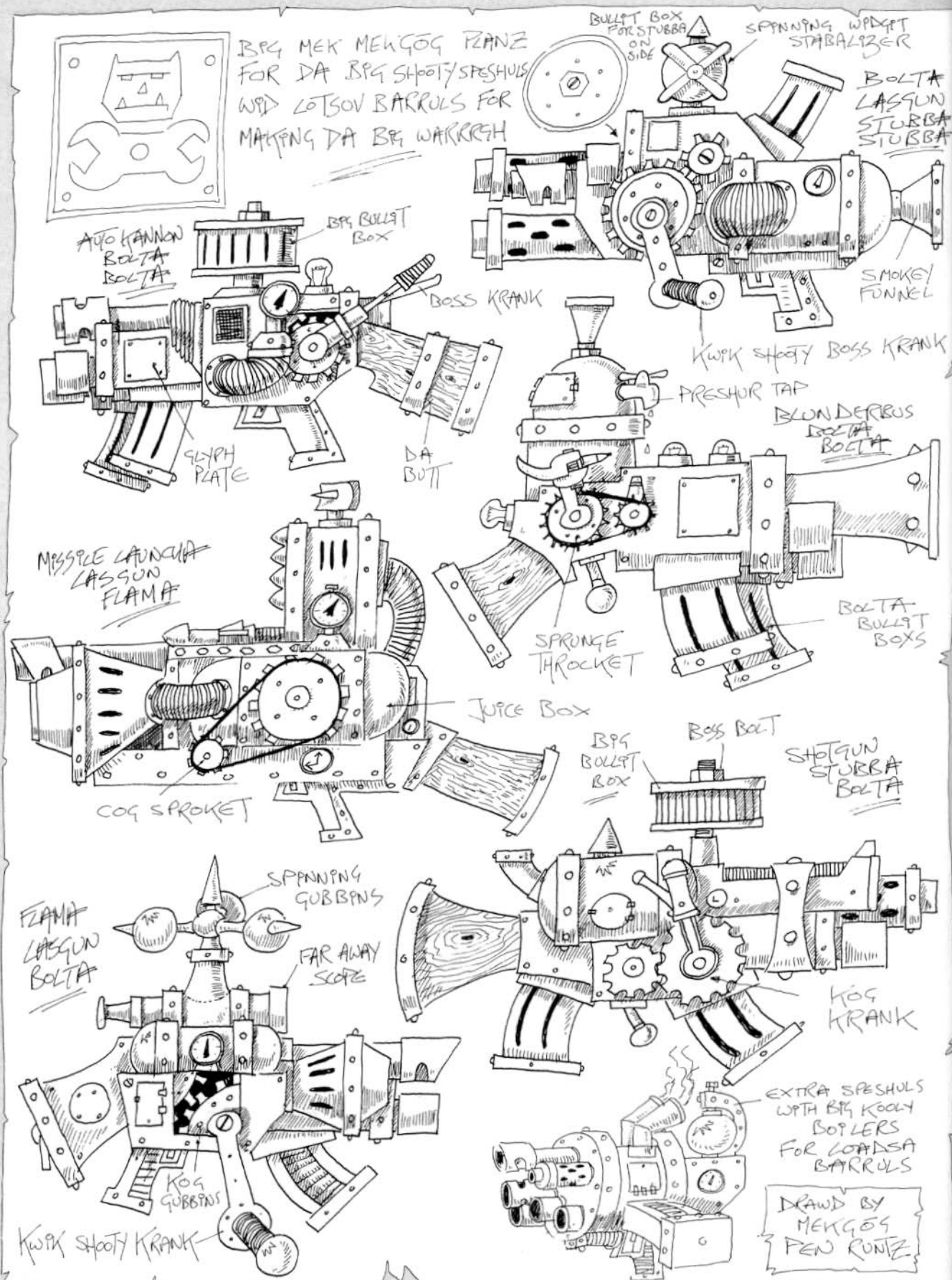




BIG BOSS MEK MEKGOS
PLANS FOR DA KUSTOM
SPESHULLS WOTZ
MADE IM LOADS OV
TEEF



Mek concept drawings for Kustom Weapons



Mek concept drawings for Kombi Weapons

KUSTOM WEAPON CHART

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	Type
1-2	Kombi Weapon
3-6	Kustom Special

KOMBI WEAPON

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	Number of Barrels
1-2	2 Barrels
3-4	3 Barrels
5-6	D4+1 Barrels

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

D100	Barrel Type	D100	Barrel Type
01-10	Auto cannon	65	Las pistol
11-12	Auto gun	66-67	Lasgun
13	Auto pistol	68-70	Melta gun
14	Blunderbuss	71-81	Missile launcher
15-31	Bolt gun	82-84	Multi laser
32-35	Bolt pistol	85-88	Multi melta
36	Conversion beamer	89	Needle gun
37-38	Flamer	90	Needle pistol
39	Graviton gun	91-92	Plasma gun
40-42	Grenade launcher	93-94	Plasma pistol
43-44	Hand flamer	95	Shotgun
45-50	Heavy bolter	96	Shuriken catapult
51-54	Heavy plasma gun	97	Shuriken pistol
55-58	Heavy stub	98-99	Stub gun
59	Heavy webber	100	Web gun
60-64	Las cannon		

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.



KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	Chart
1-3	Standard Weapon
4-6	Heavy Weapons

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	Weapon	D100	Weapon
01-10	Auto gun	76	Needle gun
11-16	Auto pistol	77	Needle pistol
17	Blunderbuss	78-84	Plasma gun
18-34	Bolt gun	85-92	Plasma pistol
35-49	Bolt pistol	93	Shotgun
50-58	Flamer	94	Sawn off shotgun
59	Graviton gun	95	Shuriken catapult
60-66	Hand flamer	96	Shuriken pistol
67-68	Lasgun	99	Stub gun
69-70	Las pistol	100	Web gun
71-75	Melta gun		

HEAVY WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	Modified Heavy Weapons
1-18	Auto cannon
19	Conversion beamer
20	Distortion cannon
21-23	Grenade launcher
24-40	Heavy bolter
41-55	Heavy plasma gun
56-60	Heavy stub
61	Heavy webber
62-70	Las cannon
71-85	Missile launcher
86-90	Multi laser
91-100	Multi melta

KUSTOM SPECIALS

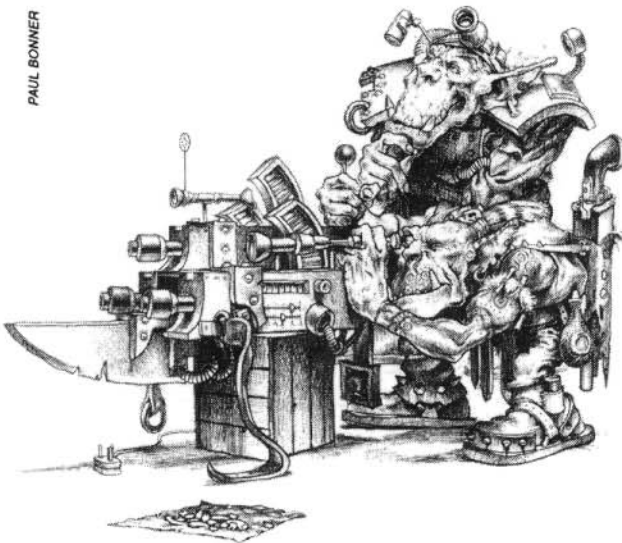
A Kustom Special has been modified by a Mekboy to 'improve' its performance in some way. All sorts of weapons are modified by the Mekboys: standard Orkish designs, tribute weaponry and captured enemy weaponry. Modifications take the form of a wide range of Mekaniak tinkering; anything from 'mending' broken weapons, to complete rebuilding using parts stripped from several others.

A Kustom Special has at least one modified characteristic and can have up to three. Roll a D6 to determine the number of modified characteristics on Da Kustomizin Chart, below.

D6	Number of rolls on Da Kustomizin Chart
1	1
2-3	2
4-5	3
6	D6

Roll on the Kustomizin Chart to determine the results of the Mekboy's efforts. First roll a D6 to discover which aspect of the weapon has been changed (this may be its range, 'to hit' modifier, strength value, damage, rate of fire, or its area effect). Then roll a further D6 to see what effect the Mekboy's endeavours have had.

PAUL BONNER



Range The maximum range of the weapon is reduced or increased by the amount shown. The short range is reduced or increased by half this amount - eg a Bolter with short range of 12" and long range of 24" will, on the roll of a 4, have a long range of 28" and short range of 14". A weapon's range cannot be reduced to less than 1".

To Hit The score indicated is added to the usual To Hit modifier. For example, a Bolter normally has +1 at short range and no modifier at long range; on the score of a 3 the modifier becomes +2 at short range and +1 at long range.

Strength The score indicated is added to the weapon's strength value. Strengths cannot be reduced below 1 or increased to more than 10 as a result of a modification.

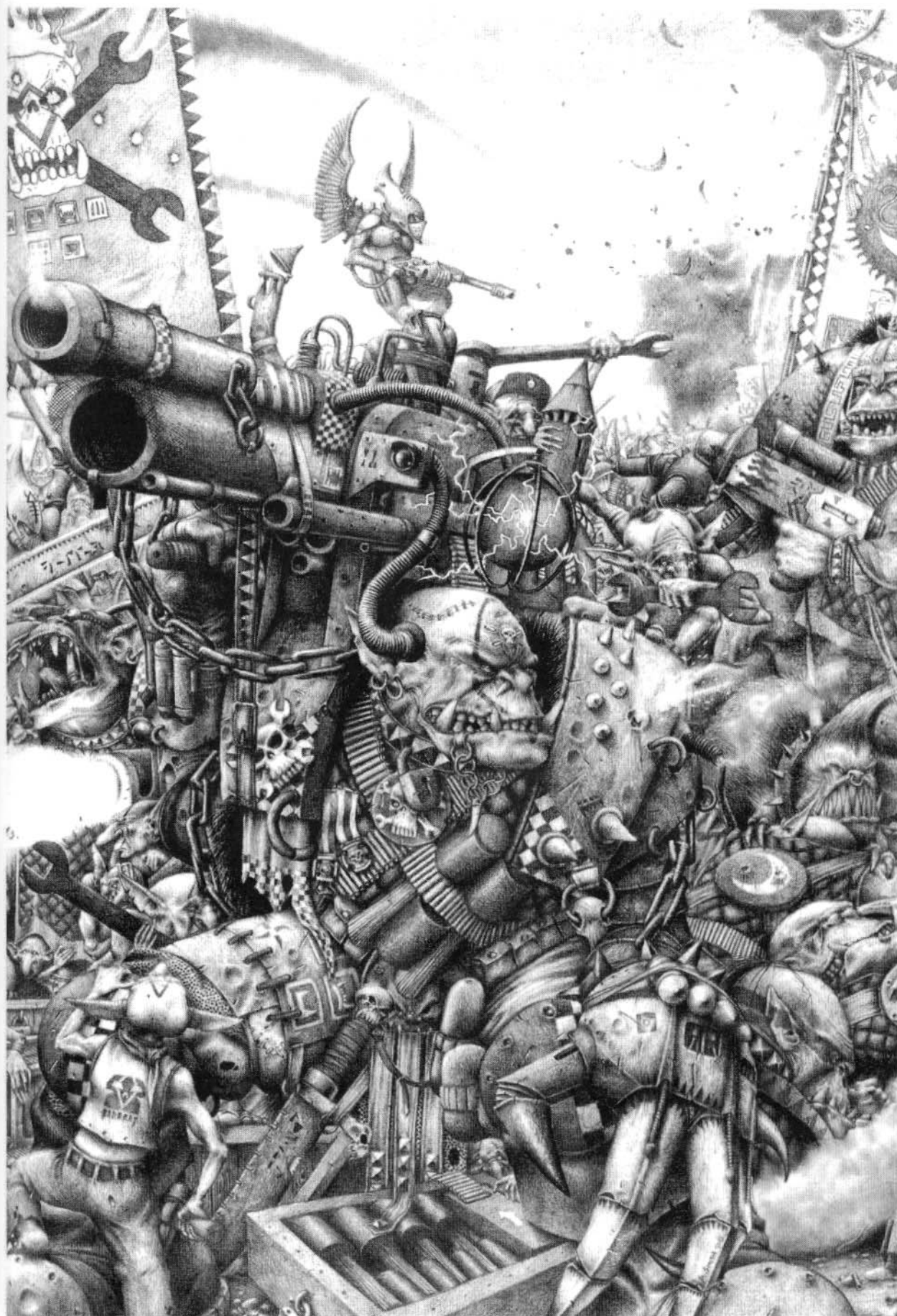
Damage The weapon's usual damage value is ignored and the value indicated is substituted instead. Although the range of results is quite high the actual values are random (eg the best result of D12 gives a range of from 1 to 12 points of damage). This is quite fitting for a Kustom Weapon!

Rate of Fire If the weapon is usually Slow, or has Following Fire, both of these characteristics are ignored. The weapon's rate of fire is now as indicated on the chart. Slow weapons cannot be moved and fired in the same turn. A result of 2 or 3 shots means the model may fire twice or three times in the shooting phase - all targets must lie within the model's arc of fire without moving model inbetween shots. A result of FF indicates that the weapon now has Following Fire. A result of normal means just that - the weapon may move and fire like a normal weapon but derives no additional benefit.

Area Effect Regardless of whether the weapon normally has an area effect or not it now has an area effect with a template of the radius indicated on the chart.

DA KUSTOMIZIN CHART

D6 First Roll		D6 Second Roll					
		1	2	3	4	5	6
1	Range	-12"	-8"	-4"	+4"	+8"	+12"
2	To Hit	-2	-1	+1	+1	+2	+3
3	Strength	-3	-2	-1	+1	+2	+3
4	Damage	1	D3	D4	D6	D10	D12
5	Rate of Fire	Slow	Slow	Normal	2 Shots	3 Shots	FF
6	Area Effect	None	1" Radius	1" Radius	1" Radius	2" Radius	3" Radius



ADRIAN SMITH

SNAZZY BITZ

A player may decide that rather than roll on the Kustomizin Chart he will roll on the Snazzy Bitz Chart instead. He may decide to roll none, one, any number or all of his modification of this chart if he wishes - it is totally up to the player.

Snazzy Bitz rarely have any actually battlefield effect, but have considerable prestige value (especially among Evil Sunz who have 'More teef dan dey knows wot ter do wiv').

SIDE EFFECTS OF KUSTOMIZIN'

A Mekboys tinkering often result in altogether unexpected side effects which usually only come to light in the heat of battle, when the Kustom weapon is being put to the test in combat conditions. The first time the weapon is fired roll a D6 to determine how many side effects have been unknowingly incorporated into its design.

D6	Number of Side Effects
1-3	None
4	1
5	2
6	D6

Determine what these side effects are on the Side Effects Chart, over the page.

SNAZZY BITZ CHART- Roll a D10

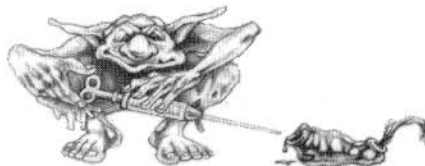
- 1 The barrel is decorated with the gaping mouth of a ferocious beast (wiv real teef!)
- 2 The weapon is plated in gold or another exotic precious metal.
- 3 The weapon is fitted with loudspeakers which amplifies the blast whenever the Ork pulls the trigger
- 4 The weapon is fitted with an enormous blade or axe - this enables the Ork to attack in hand-to-hand combat with a +1 strength.
- 5 The weapon is decorated with sculpted Orkish glyphs and runes.
- 6 The weapon is fitted with a flared barrel to increase the flash and noise every time it fires. Unfortunately this reduces the maximum range by 6".
- 7 A sheet steel shield has been fitted to the weapon. This adds +1 to the Ork's saving throw if he is shot at from the front.
- 8 The weapon has an infra red searchlight fitted to it. The user can see targets through smoke, mist, at night and through all kinds of gas clouds except for Blind.
- 9 The weapon has a spotted squigskin handle and carrying case engraved with the owner's Clan Badge and personal identifying glyphs and badge - very snazzy!
- 10 The weapon has a built-in device which projects a brightly coloured beam or which makes shells glow brightly when they are fired. This attracts attention to the owner and also makes it easier for him to hit as he can see where his shots are going - add +1 to the firer's To Hit score.



PAUL BONNER

DA SIDE EFFECTS CHART - Roll a D10

- 1 **Powerful Recoil.** Massive recoil knocks the Ork off his feet. If the Ork can roll equal to or less than his Strength on a D6 he may immediately get up again. Otherwise he must get up in his following movement phase and he may not then move or shoot that turn.
- 2 **Jams.** The weapon jams constantly causing grief and frustration to its owner. On a To Hit dice roll of a 1 the weapon jams and the shot is not fired. Roll a D6 to determine the effect.
- 1 In his attempts to unjam the weapon the Ork shoots himself! Resolve the hit against the Ork in the normal way. If the Ork survives the weapon is now free for normal use.
- 2 The Ork's attempts to unjam the weapon by bashing it hard against a rock only succeed in bending it into a right angle. The weapon is now useless.
- 3 The Ork fails to unjam the weapon. The weapon can be abandoned or the Ork can try to unjam it in his next turn by rolling on this chart again. Should the Ork decide to continue to try and unjam the weapon he may neither move nor shoot in the turn.
- 4-6 The Ork clears the fouled weapon so that it is ready for normal use next turn.
- 3 **Overheats.** The weapon is prone to overheat with continuous use - the more it is fired the hotter and hotter it gets. The first time the weapon is fired there is no risk, thereafter any To Hit roll of a 1 means that the weapon has overheated and does not fire. Roll a D6 to determine the effect.
- 1 The weapon explodes causing a strength 5 hit on the Ork. Even if the Ork survives the weapon is so badly damaged that it is useless.
- 2 The weapon shatters with a flash and a great deal of oily smoke. The owner is left scorched, soot-smudged, with his clothes reduced to tatters and an embarrassed look on his face. Other than feeling crest-fallen and surprised the Ork is not harmed - the weapon is reduced to a useless lump of metal.
- 3 Some internal components melt and dribble out of the barrel rendering the weapon completely useless.
- 4-6 The weapon fails to fire as some metal components have expanded and jammed the mechanism. However, the weapon can be fired next turn as it will have cooled sufficiently by then to allow the parts to move freely once more.
- 5 **Cloud of Smoke.** A huge cloud of smoke is released every time the weapon is fired. This covers an area 2" in radius around the model. This completely obscures visibility until the beginning of the Ork player's next turn. No model may see into or out of the smoky cloud - even if equipped with special sights or infra-vision. Models wishing to move or shoot out of the cloud must move/shoot in a randomly determined direction.
- 6 **Armour Buster!** The weapon's armour penetrating capabilities are unexpectedly enhanced beyond all reason! The Mekboy is naturally very proud of his invention - although somewhat unsure about how he achieved such spectacular results. Any model hit by the weapon suffers an extra -4 modifier on their armour saving throw. If a vehicle is hit by the weapon an extra D6 is added to the penetration score (ie a Boltgun's penetration is normally 4+D6, but now it is 4+2D6).
- 7 **Incredible Noise.** When the weapon is fired it makes an altogether unexpected and extremely alarming noise. The first time the Ork fires the weapon the surprise is so great that he automatically spoils his aim and misses. Thereafter he gets accustomed to the huge boom or sudden volcanic gurgling and takes considerable pride in his weapon's unusual attribute.
- 8-10 **Wild Shot.** The Mekboy's efforts to improve the weapon have seriously affected barrel alignment and balance. The weapon is extremely difficult to aim properly and sometimes it will launch a shot that is way off target. Every time the weapon is fired first roll a D6. On the score of 1-5 the shot is fired as normal. On the score of a 6 the shot has veered off target in some unpredictable manner. Roll a D6 to establish where the shot lands.
- | D6 | Wild Shot |
|----|--|
| 1 | D6" to right of intended target |
| 2 | D6" to left of intended target |
| 3 | D6" behind intended target |
| 4 | D6" in front of intended target |
| 5 | D6" in front of the weapon itself |
| 6 | 3D6" in front of the weapon (even if this takes the shot beyond the normal range of the weapon). |





“Ehem” came a polite cough.

Nuzzgrond was riding at the head of the Goff army on his brilliant red war buggy (latest model, wiv extra gunz). Behind him, the massed forces of the Waa-Nuzzgrond stretched back as far as the eye could see. Ranks upon ranks of Boyz strode boldly forward, weapons ready, banners flapping in the wind. Buggies and war wagons revved loudly and belched out black exhaust fumes. Cyboars pranced and snorted, choirs chanted...

“EHHEM!” This time the cough was more insistent, intruding over the glorious sound of an Ork army in full sway. Nuzzgrond’s great imaginary warband slowly faded away, to be replaced by the unwelcome sight of his Gretchin servant Smirkin. Angry at being woken up, Nuzzgrond reached to box the Gretchin’s ears but leaned forward too far, overbalanced, and fell face down into an empty squig bowl. Smirkin, who always stood just out of arm’s reach, eagerly leaped to help the Goff Nob up.

“Wozza matter?” said Nuzzgrond, spitting out a mouthful of dirt.

“As remembered sir’s invitashun ter go an’ see Snazbod’s latest Shokk Attack Team in trainin?”

Nuzzgrond couldn’t remember anything of the sort. He trusted the Death Skull Runtherd Snazbod and his scrounging mates Bograd and the Mek Gunrag as far as he could see them, if that. Still, after last night’s head-butting contest and all-night drinking session down at Bighedd’s place, anything was possible. His aching head suggested it had been a good party.

“No, of course I ’aven’t fergotten, yer stoopid grot, an’ don’ speak so loud. Polish me second-best ’elmet an’ we’ll be off after I’ve ’ad a little bite ter eat.”

Nuzzgrond had learnt the hard way never to take anything valuable anywhere near the Death skull Orks. They just couldn’t help themselves - things were borrowed and never returned, or simply vanished into thin air. While Smirkin polished up the second-best helmet (with the broken horn), Nuzzgrond rushed down a quick breakfast of fried squigs and fungus strips, some ale, and a lump of cold squig curry he was lucky enough to find in his pocket from last night.

“Ready den? Right, off we go!” Nuzzgrond gingerly adjusted the helmet onto his tender head and strode outside his house, Smirkin scuttling after him. Funny how his head hurt when he moved suddenly.

“Dis way, sir.” Smirkin pointed down the hill towards the Death Skull households. Nuzzgrond looked round for his buggy, but couldn’t see it anywhere.

“I’m not goin’ ter walk all the way. Where’s da buggy?” he asked Smirkin. Was it just his imagination, or did the Gretchin look smug?

“I don’t know sir, wherever yer left it last night. Yer drove it ter Bighedd’s place, but didn’t bring it back.”

Yes, Nuzzgrond remembered parking it (rather badly) outside the Goff Nob’s house last night, but after that, everything became a bit confused.

“Dere woz a buggy race round da camp after da drinking competishun last night,” supplied Smirkin, who was a mine of useful information. “Da Boyz got a bit out of control an’ dere were a few unfortunate aksidents...”

It was starting to come back to Nuzzgrond, along with the beginning of a monster headache. After he’d won the head-butting contest, he’d made a bet with Bighedd. Something that involved a buggy race, three barrels of fungus wine, and balancing a Snotling on his right foot. He tried to remember where he’d left the buggy, but without much success.

They walked down the hill to Snazbod’s place. The Ork settlement was unusually quiet for the time of day, and looked, if anything, even more scruffy than usual. Gangs of Gretchin and Snotlings hurried about re-erecting buggy sheds that had been knocked over or flattened by the previous night’s revellers. They stood respectfully aside and saluted as the Goff walked by. Two buggies had crashed head on in the middle of the road. In the distance, a couple of Gretchin laden with scavenged bits could be seen staggering down the road to the Death Skull quarter. Nuzzgrond paused to examine the mangled wreckage.

“Isn’t this Gafnag’s buggy?” he asked.

“Yes,” replied the Gretchin, clambering up the twisted metal for a closer look. “An’ I fink ’e’s still in it.”

Nuzzgrond applied his ear to the squashed driver’s cab and heard weak singing coming from inside.

“Nuffin much wrong wiv ’im. Come along Smirkin,

the sooner we stop dawdling the sooner we git there, an' the sooner we git there the sooner we git back."

By express order of the Goff Warboss Bugrat Skumdreg, the Death Skulls' quarter was located at the bottom of the hill, away from the other clans' households. There was no official reason for this segregation, but most of the Nobs knew that the Warboss' personal vehicle pool had suffered from the attentions of the Death Skulls in the past, and as he'd just spent a fortune in teef on a gleaming new red war buggy, he wasn't willing to take any chances.

It was actually quite convenient for the Death Skulls' many Runtherds to be located at the bottom of the hill, by the edge of a wide, fertile plain. The herds of runts were taken out to forage during the day, and brought back at night to a large central compound. Normally, by this time in the morning, the herdz would all have left, but the routine had evidently been disrupted. Two buggy-shaped holes had been driven through the compound fence, allowing the runts to escape and wander about. There was no sign of the vehicle or vehicles which had crashed into the fence - the Death Skulls were fast workers.

The herd squigs were doing their best to round the loose runts up, but there were too many. Nuzzgrond and Smirkin were greeted by a whole crowd of them, young ones judging by their size and colour, all jumping up and down and clamouring for attention. Smirkin, who remembered his youth with a certain nostalgic fondness, patted them on the head and tossed them bits of dried fungus. This only made the situation worse, and the Snotlings started jumping into the air to catch the food.

"Git them orf me!" bellowed Nuzzgrond, as he was dragged down by the weight of over-affectionate Snotlings clambering up his body.

"Cooo-op, cooo-op, whoop whoop whoop!"

The Snotlings stopped yibbering and swivelled their ears round to the source of the call: a large, heavily bearded Runtherd with a peg leg walking towards them carrying a two-pronged runt pole. His clothes were a patchwork of different colours and materials - Nuzzgrond noticed a length of chequered black and white Goff braid on the Death Skull's sleeve - all juxtaposed in the best possible Orky taste, and which contrasted nicely with the bold blue stripe up the centre of his head. Snazbod waved to Nuzzgrond and resumed calling the Snotlings, who scampered eagerly up to him. With the aid of the herd squigs and judicious use of his steel-capped boot, Snazbod rounded the escapees into a metal pen and padlocked them in.

"Well, Nuzzgrond me old mate," sniggered the Runtherd. "Glad to see yer, fort you wouldn't make it. I heard about yer buggy, ha-ha. - How's da head?"

"Nuffin a little hair of the squig wouldn't cure," replied Nuzzgrond tetchily. "About da buggy..."

"Let's 'ave a look at yer, young Smirkin." The Runtherd beckoned the Gretchin over and inspected

him, opening his mouth and checking his teeth, running his hands down his legs to check for spavins, and looking down his ears for mites.

"Nuffin wrong wiv yer little fella. Sit up an' beg fer a squig treat."

They never realise you've grown up, thought Smirkin, baring his teeth in an approximation of a grin.

"So," continued Snazbod, "Come ter see da Shokk Attack Team 'ave yer?"

"Er," said Nuzzgrond, who was mentally miles away trying to remember what he'd done with the buggy.

"Dat's right," piped up Smirkin. "Yer invited us."

"Yer are a clever little fella, Smirkin. Stand on yer head fer a squig. Dis way gentleorks please."

Unlike the ordered, well-fortified Goff households, those of the Death Skulls were haphazardly laid out, and decidedly ramshackle. The Orks threaded their way between the households, past tottering piles of scavenged bits. Smirkin reached into one of the piles of junk and pulled out a battered red mudflap.

"Isn't dis da Warboss's glyph? See, it sez 'dis buggy belongs ter Bugrat Skumdreg, warboss of da...' Ow!"

Snazbod snatched the mudflap away and hit the Gretchin soundly on the head with it.

"Keep yer 'ands off wot don't belong ter yer, Smirkin. I fort I trained yer better. Da glyphs sez 'property of da Death Skulls, 'ands off yer thievin' git.' Unnerstand?" The Runtherd punctuated his instruction with repeated blows to the Gretchin's head with the mudflap, then threw the offending piece of metal to the top of the pile and hurried his two guests on to a well-built (by Death Skull standards) household, with a high spiked wall, and look-out posts.

Smirkin read the glyphs on the left side of the main gate: "Snazbod, Runtherd of da Death Skulls clan. Real good runtz fer sale. Trainin' while yer wait. Diskount fer quantity. Fergit da rest, buy da best!" And in very small glyphs right at the bottom: "No refunds."

More glyphs on the right side of the gate read: "Gunrag, Mekboy ter da Nobs. Kum ter 'onest Gunrag fer all yer needs. Shokk Attack Gunz a speshiality. Dis week's speshul offer - buy six gubbins an' git one widgit free!" And in very small glyphs at the bottom: "Definitely no refunds."

Snazbod pushed open the gate and ushered his two guests in. The inner side of the household was mostly lined with runt pens, and Snazbod's helpers moved among them, tending the clamouring runtz. In the centre of the yard was a large circular corral, bordered by a low fence, in which milled a group of half-grown Snotlings, marked with the Runtherd's own brand, a stylised pair of crossed runt poles. When they saw Snazbod coming they yipped enthusiastically and tried to run towards him, but were kept back by ferocious-looking herd squigs. At the far side of the corral sprawled a huge open-sided Mek workshop. Busy sounds of hammering and whistling, punctuated by the occasional OW!, came from behind a strange-looking

machine covered in scaffolding.

"Wot's dat strange lookin' machine?" asked Nuzzgrond, who was always interested in things like that, in case it was a super-fast new buggy, or a great new heavy weapon. "Is it a great new 'evvy weppun?"

"Oi, Gunrag" yelled Snazbod at the workshop.

"Shuddup, I'm busy," came a gruff voice from behind the scaffolding. "'As Bograd got back wiv me new bitz yet? I want ter git dis left-handed crankin' spinner fixed by the end of terday. Ave yer 'eard dat stoopid Goff Nuzzgrond drove 'is buggy inter da drops last night? Laugh, I could 'ave died. Do yer know wot Bighedd's Boyz are callin' 'im... Eh, wozzat Wetlikk?"

Gunrag the Mekaniak emerged from the workshop, wiping his hands on his greasy tool apron. He was a large Ork, and, like the Runtherd, had a thick blue stripe painted up the middle of his head. The style of his clothing led Nuzzgrond to suspect he frequented the same textile scrap heap as Snazbod, though the hotch-potch of colours was muted by a thick layer of grease and grime. Gunrag's Gretchin foreman Wetlikk peered nervously at the visitors from behind his master's legs.

"'Ello Nuzzgrond. How's da head, hur hur."

Nuzzgrond cradled his aching head and groaned. The drops! How was he ever going to live it down. Bighedd would never let him forget it, he'd be the laughing stock of the camp. No wonder the Gretchin had been sniggering behind his back all morning.

"So dis is a Shokk Attack Gun is it?" he asked, trying to change the subject. Being a Goff, he was naturally interested in all weapons, though you couldn't beat a good bolt pistol. He'd never actually seen a Shokk Attack Gun close up before, but it did look familiar, especially the whirly bits at the front.

Gunrag's chest swelled with pride as he looked lovingly at his creation. "Dis is da latest model Shokk Attack Gun, a vast improvement over da last wun wiv increased range, enlarged regulator vanes wot give less chance of force field collapse, enhanced armour plating, improved road handling and an extra set of size 10 gubbins in case da other wunz git broken. In da interests of operator-effishunsy an' optermizin' da ammo-supply ratio."

"Yer wot?" asked Nuzzgrond, who was still vainly trying to work out what a regulator vane was.

"Wot 'e means," explained Snazbod, "Is dat we are building it 'ere so da Snotlings git used ter it an' don't git frightened on da battlefield. This team of speshully bred an' trained Snotlings 'ere..."

"But I 'aven't finished explainin' how da innervative new perzishun and range finder works yet," moaned Gunrag.

Nuzzgrond wondered whether the two Oddboyz might come to blows over who would show him their pet project first, but Gunrag backed down and sloped off to the workshop, muttering under his breath. Wetlikk followed him, after a badly-concealed snigger in

Nuzzgrond's direction.

While the Mekboy was explaining about the Shokk Attack Gun, the Snotlings had been staring blankly into space, but at the sound of Snazbod's voice they leapt to attention, jiggling from one foot to another. The herd squigs snarled menacingly, and they shrank back together in a tight circle.

"Dese Snotlings 'ave been speshully bred fer courage, intelligence and obedience. Da first step in training da Shokk Attack Team is ter teach da snots ter recognise an' leap through 'oles. Dese wunz 'ere are at da end of da basic trainin' phase as I shall now demonstrate."

The Runtherd picked up a black metal hoop and climbed over the fence into the corral. At the sight of the hoop the Snotlings became excited, and started to jump and and down crying out Me! Me! Me! in their shrill little voices. Snazbod stood before them and raised the hoop in the air, then whistled to the squigs, who herded the Snotlings into a rough line. The Snotlings, encouraged by the sight of the Runtherd, and wary of the presence of the herd squigs, filed quietly underneath the hoop. Snazbod glared at them.

"Aren't they supposed to... OW!" Nuzzgrond kicked Smirkin before he could finish.

"I fink we'll try dat again," said Snazbod stonily, and lowered the hoop closer to the ground. This time he took a squig out of his pocket, waved it in front of the Snotlings till they started slavering at the mouth, then dangled it at the top of the hoop.

"And... HEP!"

The second attempt was much more successful now that the Snotlings had remembered what to do. They ran up to the hoop, and most of them managed to jump through it. One or two didn't pick up their feet properly, and fell head-first onto the ground. Smirkin sniggered, and Nuzzgrond was forced to accidentally step on his foot to keep him quiet.

By the third run, the Snotlings were really getting the hang of things, and bounded through with great enthusiasm. One got a little carried away, and wouldn't stop jumping backwards and forwards through the hoop, punching the others out of the way in his keenness. Eventually the little creature collapsed in a panting heap. Snazbod picked it up and fed it a treat.

"I call dis wun Fearless Fred," said the Runtherd proudly, patting it on the head. "I've got great 'opes fer 'im. 'E's goin' ter git a little flag soon, aren't yer?"

From the calculating glitter in Snazbod's eyes, Smirkin had a fair idea what Fearless Fred would be expected to do, and didn't fancy his chances much. Snazbod tossed some dried fungus treats to the other Snotlings as a reward, then walked back to where Nuzzgrond and Smirkin were standing.

"Da next phase is trainin' da Snotlings ter jump inter tunnels. Dey don't like da dark much, so's yer 'ave to encourage dem wiv unnerstanding, kindness, and rewards... an' of course da herd squigs. 'Ere boy!"

He whistled to one of the herd squigs, which scurried

across the ground to him, twitching its nose.

"Dis is Slasher," introduced Snazbod. "I've 'ad 'im since 'e was just a little ball of teef. 'E's da best herd squig wot I got. 'Im an' da others are speshully trained ter obey my commands. Dey can outrun any Snotlings, an' use their teef to retrieve dem if dey get stuck or need pulling out of trouble."

Nuzzgrond bent down for a close look at the herd squig. It seemed to be mostly teeth and legs, with a short, powerful tail and beady black eyes. His head throbbed being so close to the ground, and he gingerly straightened up.

"Good teef," he commented. Now he understood why the odd Snotling was missing a hand or a foot. This visit was turning out to be more interesting than he had expected. He noticed that Smirkin was sitting on top of the fence, trying to keep his feet out of sight.

"Wot's da next stage of trainin'?"

"Well, we start tunnel-trainin' dem wiv short pipes, den use da herd squigs ter chase dem through underground tunnels. We always give dem lotz of treats when dey come out, an' soon yer can't stop 'em jumpin' inter 'oles."

"'Ere, Snazbod, wot's it doin' on me leg!" said Nuzzgrond, trying to shake the squig off his ankle.

"Keen sense of smell, yer herd squig. It's probably caught a scent of squig up yer trousers. 'Old still, Nuzzgrond, it won't 'urt yer."

Snazbod restrained the frantically snuffing herd squig with one hand, and plucked a struggling squig from the bottom of Nuzzgrond's trousers with the other. He held it up and looked at it with a practised eye.

"Dat's funny, yer normally only find dese in da drops. I'd change yer trousers more often if I woz yoo, Nuzzgrond." He tossed the tiny squig in the air and Slasher leaped after it, catching and swallowing it in mid-flight.

"So, when are da Snotlings ready ter jump inter da war..."

"...warm extra speshully nice tunnel wiv lots an' lots of squigs at da end of it," hurriedly interrupted Snazbod, looking at the smiling, trusting faces of the Snotlings in the corral. "Dis lot will be ready in a few months' time. Yer can't wait, can yer?"

At the sound of their mentor's voice, the Snotlings perked their ears up and yipped happily.

"I sometimes fink it's a shame, but when yer've got a job ter do... Yer want ter see da gun in action? I'm not goin' ter waste a whole Team on a demunstrashun, but I serpose I could send wun or two through ter test da range finder of Gunrag's new gun. Oi, Gunrag," the Runtherd yelled to the workshop.

"Wot?" came the reply. "'As me new bitz come? 'Ang on a moment, I'll send Wetlikk out ter git dem. Stroke of luck about Nuzzgrond's buggy, I needed a new widget compressor valve."

"Wot's dat about my buggy?" snarled Nuzzgrond.

"'Er, nuffin, nuffin, Nuzzgrond. I'm sure Gunrag wasn't talkin' about your buggy. 'E woz talkin' about - er - Nazgrub's buggy, wot 'e is - er - sellin' us."

"'Er, yes, Nazgrub's buggy, of course," lied the Mekboy glibly. "Time ter test da new Shokk Attack Gun den. Cum over ter da workshop an' 'ave a proper look at it. Wetlikk, Filch, take da scaffolding down."

Nuzzgrond walked over to the workshop, which, on close inspection, looked perilously close to collapse. "Is it safe?" he asked the Mekboy, looking worriedly up at the roof, which swayed and creaked alarmingly in the breeze. Snazbod was momentarily nonplussed by the question. "Depends who for," he answered, thoughtfully pulling a wriggling parasite squig out from his beard and popping it in his mouth. "It's got a zoggin' great kickback, an' shakes around a lot, but nuffin I can't 'andle. As fer da Snotlings, well..."

"Can I take yer 'elmet, Goff sir Nuzzgrond sir?" chirped Filch, bowing ingratiatingly. "Wouldn't want ter git it covered wiv dust an' oil would we." From previous experience, Nuzzgrond knew it wasn't worth arguing, and silently handed over the helmet, knowing he'd never see it again. Filch grabbed the helmet and ran off with it into the depths of the workshop.

Nuzzgrond watched the Mekboy's Gretchin dismantle the scaffolding. Despite Gunrag's directions, they worked skilfully and confidently, quickly breaking down the framework of metal poles that cradled the gun. The Shokk Attack Gun was an impressive machine, welded and nailed together from sheets of metal, its outer surface largely covered with tubes, cranking handles, drive belts and thrunge sprockets.

"Of course, it needs painting," said Gunrag, surreptitiously rubbing off a stray Bad Moon glyph with a sheet of sandpaper. "Some arrers, some nice blue paint, a big 'Z' fer Snazbod."

"'S' fer Snazbod," corrected Wetlikk. Gunrag bopped him on the head with a hammer.

"Wot's dis bit do?" asked Nuzzgrond, pulling a particularly inviting looking lever with a big red knob on the top of it. "Oh, sorry Snazbod, it came off in me 'and." He handed the lever back to the Mekboy with an apologetic grin.

"Wetlikk, fetch da numba 2 'ammer an' fix dis lever back, will yer?" said the Mekboy, handing his assistant the lever. "Dis is a sensitive piece of machinery, Nuzzgrond, wot only Meks can understand, so keep yer 'ands off it."

Nuzzgrond wasn't going to be put off so easily, and started to sidle round to the other side of the gun so Snazbod couldn't see him fiddling with it. "'Ow does it work den?" he asked, stretching a finger towards one of the thrunge sprockets. "Ow!" he snatched his hand back, and looked up to see Filch squatting on top of the gun next to the photon exhaust funnel.

"Sorry Goff sir Nuzzgrond sir. I must 'ave aksidenterly dropped me 'ot weldin' iron on yer finger."

I'll get yer later, thought Nuzzgrond, evilly.

"Iz da photon boiler stoked, Filch?" asked Gunrag. "It is? Right, let's take it outside an' see if it works - er, 'ow well it works. Snazbod, I'll need a volunteer ter test da range."

"Yer on," replied Snazbod, and sauntered back into the corral to select a Snotling. Wetlikk, Smirkin and Nuzzgrond all had to help lift and position the heavy, awkward gun on Gunrag's shoulders. His knees buckled under the weight, but he managed to stagger out of the workshop's back door. Filch was clinging precariously to the photon exhaust funnel. Nuzzgrond couldn't work out whether he was actually doing something useful up there, or whether he'd just forgotten to get off. Gunrag stopped on a flat piece of land, safely clear of the Oddboys' household, and settled the gun more comfortably on his broad shoulders.

"Hit da on button, Filch!" he ordered. The Gretchin scrambled forward and pressed a large green button on the top of the gun, which made the weapon start to hum and vibrate.

"Yer 'ave ter wait a few minits fer da boiler ter warm up," he explained to Nuzzgrond. The humming grew louder, and became accompanied by a whirring, clanking noise from somewhere inside the machine. Steam started to drift from the exhaust funnel.

"But I 'aven't fixed da lever wiv da red knob back on yet, Boss!" cried Wetlikk.

"Well, I serpose we'll 'ave ter do without it den. I can't remember wot it does anyway. Fix it on later," replied the straining Mekboy. The machine was making more noise now, and beginning to shake and judder. Steam was coming out in large puffs, and the interesting whirring clanking noises were getting louder. Nuzzgrond was just going to ask what the metallic pinging noise was when a large nail shot out from the exhaust funnel and hit Smirkin in the face.

"Nearly ready!" shouted Gunrag over the belching, shaking machine, now fighting to hold it steady. He was trying to direct the gun with his right hand, and was winding a crank handle round with his left. On top of the gun, Filch had wrapped his arms and legs round the gyroscope and was hanging on for dear life. Snazbod rejoined them, Fearless Fred scampering beside him. "'Ow's it goin'!" he yelled over the noise to Gunrag. The Mek shouted a reply but no-one could hear what through the din of the gun.

"I fink 'e said it's nearly ready!" shouted Snazbod to Nuzzgrond. "The entrance 'ole should appear soon!"

Gunrag was winding the crank furiously now, and the intense hum was almost painful. Smirkin and Wetlikk had their hands over their ears. A black dot appeared about a yard in front of the gun, hanging in mid air. As the Orks watched, it started to grow, a circle of absolute blackness. Snazbod crouched down to encourage Fearless Fred, and the keen little Snotling jiggled excitedly, eager to leap into the hole. After a minute or so, the hole stabilised into a black circle about two feet in diameter. Fearless Fred was now well and truly worked up, foaming at the chops, yibbering,

and jumping and and down. Snazbod escorted him to just in front of the hole, bounced him up and down a few times to make sure he could reach the height, patted him on the head, then released him. With a squeal of delight, the Snotling pogoed into the hole and disappeared from sight. Tiny screams of terror echoed from the tunnel mouth.

"Ah, bless 'is little cotton socks," said Snazbod affectionately, wiping an imaginary tear from his eye.

"Doesn't it make a bang?" Nuzzgrond asked Snazbod, vaguely disappointed there wasn't more noise.

"On da battlefield, fer example" explained Snazbod as Gunrag staggered round to point the gun up to the top of the hill, "da Gun is aimed at da enemy vehicles or Terminator suits, an' da Snotlings pop out da tunnel right into dem. Wot a larf, eh!"

"Where's da exit hole?" asked Nuzzgrond.

"Erm..." Snazbod looked up the hill in the direction Gunrag had aimed the gun. "It's not always easy ter tell, which is why we sometimes send da range-finder Snotling through da tunnel first. We gives 'em a flag so we can spot 'em better." He looked at the little flag he was holding in his hand. "I serpose I should 'ave given dis ter Fearless Fred before 'e left."

The Shokk Attack Gun was bucking up and down making awesome grinding and clanking noises. Gunrag looked as if he couldn't hold out much longer. Oily smoked belched out of the thrunge sprockets, and Filch looked distinctly seasick.

"Hit da button fer da exit point!" yelled Gunrag. Filch looked round wildly, and started hitting buttons at random with his hammer. They heard excited shouts from the hill above them. "Look. Da exit point's up dere!" Snazbod pointed up the hill to where the totem pole of the Goff drops was silhouetted against the sky. There seemed to be some sort of commotion up there.

The gun was rocking dangerously from side to side, Gunrag was fighting to hold it steady. "Turn it orf!" he yelled. "Pull da lever, Filch!"

"Wot lever?" shrieked Filch, busy hammering.

"Da wun wiv da red knob on it!"

"Try da other side!" shouted Snazbod helpfully, jumping sideways to avoid a section of piping which had just torn itself loose. Smirkin nudged Nuzzgrond and pointed to Wetlikk, who was busy burying something in the sand.

"I fink we orter go now, Snazbod. Fanks fer showin' us da Shokk Attack Gun, it woz really - er - interestin'. Say good bye to Gunrag fer me."

"No, yer can't go yet!" pleaded Snazbod ducking a low-flying thrunge sprocket. "Da Gretchin aren't back wiv da buggy yet!"

Understanding hit Nuzzgrond like a very heavy brick. "My buggy! It's my buggy innit, yer thievin' Death Skull. Yer distraktin' me while yer scroungin' Gretchin nick me buggy fer bitz!"

"Ner, ner! I swear ter yer, Death Skulls' 'onour! Would I lie ter yer, Nuzzgrond!" Wetlikk hid behind the

Runtherd and made a great show of shaking his head.

"Yes, yer zoggin' would! Smirkin, foller me. We're gonna go an' git me buggy back!" Pushing the Runtherd aside, and ignoring the plaintive cries of the Death Skull Gretchin, Nuzzgrond stormed back up the hill, determined to rescue his precious red buggy. As they toiled up the hill, they could hear the Mekboy's frantic cries for help as he struggled with the badly out of control Shokk Attack Gun.

Nuzzgrond was furious at the Death Skulls' duplicity, and kicked Smirkin all the way up the hill. It didn't do the Gretchin's temper any good, but it made Nuzzgrond feel a lot better. As they had to pass his house on the way to the drops, they stopped off to pick up his best helmet (with extra long horns) and some extra ammo. Nuzzgrond also took the opportunity to make a quick snack of some dried squig pancakes and fungus-cake biscuits - all there was left in the pantry.

Burping appreciatively, he jogged off up the hill again, Smirkin struggling after him carrying his banner. It was his favourite banner (and biggest) and detailed his combat achievements in typically modest Orky terms: 'Nuzzgrond is der bestest Goff Nob... Nuzzgrond 'as killed an 'undred Marines... Nuzzgrond is der best shot wiv da bolt pistol... Nuzzgrond's Gretchins are da best in da camp.' He suspected Smirkin and Rakkit (RIP) had added the last legend on their own initiative.

Nuzzgrond was panting heavily by the time he reached the top of the hill, but the food and the exercise had had some recuperative effect, and his headache was clearing. The communal Goff drop was a large square pit dug into the earth behind Bighedd's household. A tree trunk topped with a horned animal skull had been driven into the ground beside it to mark the drop as Goff property.

A team of Gretchin were straining at ropes attached to a buggy, slowly pulling it out of the drops. They were being encouraged by the Death Skull Nob Bograd, energetically waving a squig-hide whip. A mad-looking filthy Snotling was hanging onto the buggy's banner pole - Nuzzgrond recognised it as Fearless Fred, who'd obviously had the misfortune to pop out of the tunnel's exit hole right over the Goff drop. The experience didn't seem to have done him much good - his eyes were bulging, he was dribbling uncontrollably, and wailing hysterically in a high-pitched voice. An amused crowd of Goff Gretchin and Snotlings had gathered at the edge of the drop to watch the fun, jeering at the Death Skulls, and pelting them with bits of rubbish and stones.

The buggy was nearly out; one more effort and it would be over the side and on level ground. Even beneath the layer of foul-smelling goo which covered the red paintwork Nuzzgrond instantly recognised the familiar shape of his faithful war buggy.

"Dat's my buggy!" he yelled, and fired his bolt pistol meaningfully into the air. The spectating Snotlings and Gretchin cheered the Goff enthusiastically, and jumped up and down waving their arms. Startled, the Death Skull Gretchin relaxed their hold on the ropes

and the buggy rolled back. Bograd cracked his whip and they struggled to take up the slack again. "Dis buggy is da property of da Death Skulls," called Bograd. "We's got rights of salvage. See, that's our Snotling on da pole."

"But it's me buggy," shouted Nuzzgrond. "Give it back!"

Undeterred, Bograd cracked the whip over the sweating Gretchin and the buggy crawled up the side of the drop again. "If yer want it, come and git it, yer battle-crazy Goff git!" taunted the Death Skull Nob, over the boos and hisses of the Goff servants.

Nuzzgrond was dangerously close to losing control and rushing off to attack the Death Skulls single-handed. Battle-rage buzzed through his head, and he barely felt Smirkin tugging at his trousers.

"Sir, sir! Let's go an' git Bighedd and da Boyz, deir tent's just round da corner. If yer attacks dem now dey might drop da buggy inter da drops again."

Nuzzgrond shook his head violently, trying resist the urge to go and smash up Bograd there and then.

"If yer git Bighedd an' da Boyz, fink wot a brilliant fight it'll be!" continued the Gretchin desperately.

Smirkin's sound advice penetrated Nuzzgrond's brain like stones falling through porridge. "Let's go an' get da Boyz den," he said slowly, turning his back on the Death Skull salvage team with difficulty. As Nuzzgrond and Smirkin left, Bograd and his Gretchin jeered and hooted insults after them. The watching Snotlings and Gretchin sighed in disappointment; they had been hoping for a good scrap.

Bighedd's house was the one with a stack of empty wine barrels piled outside it. Nuzzgrond lifted up the door flap and peered into the gloomy interior.

"Oi, close da door!" called out someone weakly from inside. "An' go away!" added another voice.

Nuzzgrond ripped aside the flap and threw it on the ground. A sorry sight met him inside the house: Bighedd and the Boyz lay jostled on top of each other, broken glasses and empty squig bowls testifying to a mammoth night's partying. Bighedd lay upside down on top of the heap, looking decidedly the worse for wear. He blinked in the sunlight.

"Who's dat? Oh, it's you Nuzzgrond. Go away an' leave us in peace will yer. Oooo me 'ead. Get yer bionik arm off me urtybits Badbak. Oooh, dat's better." The badly hungover Nob gingerly rearranged himself into a sitting position. "Good party or wot," he said to no-one in particular.

"Da thievin' Death Skulls are nickin' me buggy!" shouted Nuzzgrond.

"Aaargh! Don't shout!" moaned Bighedd, echoed by grunts of pain from the Boyz, who were trying disentangle themselves from each other and the leftovers of the squig curry.

"Come back an' tell me about it tomorrer, Nuzzgrond, an' shut da door after yer. Bye."

"I do not believe dis!? Da thievin' Death Skulls are nickin' me buggy, an' da Boyz won't help me git it back!" roared Nuzzgrond, ignoring the moans of pain. "We are da Goffs! Da bestest fighters in da camp!"

"Fight...?" echoed Bighedd, showing some interest.

"Yer, a good fight, wiv lotz of 'ittin' an' bargin' and shootin'..." encouraged Nuzzgrond.

"An' 'ittin'!" reiterated Smirkin, from outside the tent, waving the banner up and down.

"I sed 'ittin' already, Smirkin! Wot about it, Boyz? Are we not da Goffs? Are we not da bestest fighters in da warband? Can we not 'eadbutt da thievin' Death Skulls inter da ground and pulverise 'em good?"

"Stuff da theivin' gits, dat's wot I say!" came a muffled cry from the bottom of the pile.

"Did somwun say fight?" asked Badbak, who was dim even by Ork standards, but otherwise big and tough and good with a boltgun, which was probably more important. "I like a good fight!"

"Fight! Fight! Fight! FIGHT!" The Boyz lurched to their feet, and staggered off to their own houses to fetch their guns and helmets. A couple of Bighedd's Gretchin servants dressed their master in his best long coat, embroidered in black thread with stylised pictures of guns and horned helmets. There was a chorus of groans as the Orks placed their helmets on their throbbing heads. Badbak flexed his bionik arm, and fished a stray squig out of its workings.

"Foller me!" yelled Nuzzgrond, waving his bolt pistol in the air, accidentally shooting a hole in Bighedd's house banner. "To da drops! Ter death an' glory!"

Bighedd, Nuzzgrond and the Boyz, followed by their banner bearers, squig bowl holders, gun-polishers, and a rabble of assorted Gretchin and Snotling servants stormed towards the drops, chanting "Ere we go, Ere we go, Ere we go!" at the top of their voices. When they arrived they were greeted with wild cheers by the Goff runts, pleased to see the fight wasn't off.

"Zoggin' 'eck!" expostulated Bograd, his jaw dropping at the sight of the massed Goff Boyz and their entourage. In the time it had taken for Nuzzgrond to rouse the other Goffs, the Death Skull salvage team had nearly managed to pull the buggy out of the drops. Only its back wheels now dangled over the edge of the pit. Fearless Fred still dangled from the banner pole.

The Death Skull Nob grabbed two of the Gretchin from the rope-pulling team. "Slakbot an' Nozepikk, go an' git da Boyz. Quick! An' 'urry!" The two Gretchin sped off down the hill, clouds of dust in their wake. Goffs and Death Skulls faced each other off over the drop.

"Ere you, squig-face!" yelled Bighedd to the Death Skull Nob.

"Wot me!" retorted Bograd, jutting out his lower jaw and puffing out his chest.

"Yer, you. Da ugly wun!"

"Ugly!" replied the Death Skull, looking shocked.

"Yer da ugly wun. Yer look like a pansy in dat silly coat."

"A pansy!" yelled Bighedd, managing to look deeply offended. "Yer can talk, yer face is all blue. Wot 'appened? Spill a paint squig on it did yer?"

"Just wotch it, yer flat-skulled Goff. All dat 'ead buttin' 'as made yer stoopid." Some of the Death Skull Gretchin climbed on top of the teetering buggy to get a better view, and stuck two fingers up at the Goffs in mocking imitation of their horned helmets. One of them lost its footing and slid off the buggy into the drop, to the great amusement of the Goff Snotlings, who pelted it with fungus.

"Stoopid? 'Oo yer callin' stoopid, yer blueface git!" The Goff Gretchin whooped and whistled. A well-aimed paint squig caught Bograd on the chin and burst apart in a little explosion of orange body fluids.

"Yer asked fer it now, yer stoopid Goff gits!" screamed Bograd, enraged, wiping his face with a handy Snotling. "We're gonna git yer!"

One of Bighedd's Gretchin had climbed up to the top of the totem pole and was keeping a lookout. "Bighedd sir," he shouted to the Goffs. "Da Deffskull Boyz is comin' up da 'ill!"

"Yer gonna git it now!" shouted Bograd, as the heavy sound of running Ork boots pounded up the hill.

"At 'em Boyz!" yelled Nuzzgrond, motioning the Goffs forward with his arm. Badbak bounded straight forward, tripped over a carelessly discarded spent ammo cartridge and catapulted head first into the drop, splashing the Orks with foul-smelling effluent. The Death Skull Gretchin hooted with laughter, and clapped their hands in delight.

"Yuuergh!" exclaimed Bighedd, wiping the stuff out of his eyes and off his coat. "Be careful where yer point yer arm, Nuzzgrond, Badbak's a bit literal when it comes ter following orders. Yer takes some of da Boyz round dat way, an' I'll take da rest dis way, an' we'll attack dem from both sides at once."

Nuzzgrond headed off to the left, and Bighedd ran off to the right, leaving the Boyz standing confused at the side of the pit, looking right and left, trying to decide which Nob to follow.

"Oi!" shouted Bighedd, "Dis way!" The terrible burden of decision taken from them, the Boyz all stampeded after Bighedd.

"Foller me Boyz!" Nuzzgrond ran round the edge of the drop towards the rearguard of Death Skull Gretchin who were clustered round the stolen buggy. Full of the thrill of battle, he hadn't noticed that none of the Boyz had followed him.

Running round the right hand side of the drop, Bighedd and the Boyz ran into the reinforcement mob of Death Skulls that Slakbot and Nosepikk had summoned from the bottom of the hill. The Goffs had their heads down, and got the better of the first assault, smashing the Death Skulls back with their horned helmets. Unfortunately, the impetus of their charge

carried many of them clear through the Death Skulls and on down the hill before they could stop their headlong dash. Not ones to miss a good opportunity, the Death Skulls ran after the Goffs and leaped on top of them, pummelling them with their fists.

Nuzzgrond skidded to a halt in front of the buggy, turned round to martial the Boyz, and was appalled to only see Smirkin, panting but still holding his banner, and half a dozen miscellaneous Gretchin who were pretending to be Ork Boyz. Crying "Up Nuzzgrond!" (his own battle cry) he charged into the Death Skull Gretchin, and started booting and punching them away from the buggy.

"Sir, sir! Look up dere!" cried out Smirkin, neatly swiping a Gretchin into the drops with the end of the banner. He pointed over the drops, where a Shokk Attack Gun exit hole had suddenly appeared, with a muted pop of escaping air. "Gunrag's Shokk Attack Gun must still be workin'."

Nuzzgrond jumped back as a tangled mass of frantic Snotlings exploded out of the hole over the buggy. The noise of the warp-crazed Snotlings was incredible. Lacking any other immediate target, they attacked the Death Skull Gretchin with fury, clawing and biting them. The Gretchin were totally unprepared to deal with the fury of the Snotlings' attack. Some tried to fight, others tried to run away, a few leaped into the drop to escape. One Snotling fell directly on top of Bograd's head. The Nob tried to pull it off but couldn't disengage the panic-ridden little creature, which had been so frightened by its trip through the warp tunnel that it voided its bowels all down the back of his neck.

Meanwhile, the fist fight between the Death Skulls and the Goffs had travelled back up the hill. Insults were exchanged; heads were kicked; fists, Snotlings and squig pots flew overhead. It was weeks since the Orks had wiped out the last resistance from the humie colonists of this planet, and they had plenty of pent-up energy to expend.

"Oi, wot's goin' on?" enquired a sleepy Evil Sun, poking his head out of his house, and was immediately smashed in the face by a passing Death Skull Boy. "It's a fight!" the Evil Sun called to his Gretchin servants, "Git da Boyz!"

A knot of scrapping Death Skulls and Goffs hurtled against the buggy, and knocked it perilously close to the edge of the drop.

"Me buggy!" yelled Nuzzgrond, running forward to save it, but it was too late. The fighting Orks had unbalanced the buggy. It seesawed over the edge of the pit, fell back into the drop, and sank back into the filthy effluent.

"Waaaargh!" wailed Nuzzgrond, grief-stricken. He was now very, very upset. An enterprising Gretchin food vendor tapped him on the shoulder. "Wanter buy a squig?" he asked, holding out a plump, wiggling creature. "Nice an' fresh - four fer a toof?" Nuzzgrond picked the Gretchin up by the scruff of the neck and hurled him at the nearest Death Skull mob, and was satisfied to see the creature disappear under a forest of

flailing Ork arms.

Looking round he saw the fight had spread further down the hill. Over on the right, Bighedd had got hold of a Snake-Bite Boy and was repeatedly banging his head against the Goff totem pole. Down the hill, five huge fat Bad Moons were jumping up and down on the prostrate body of a Death Skull. Badbak had managed to haul himself out of the drop, but his bionik arm had suffered from the wet and whirled round out of control, hitting friend and foe alike. It finally embedded itself into the back of an Evil Sunz' bike, and Badbak was dragged off out of sight down the road. Bands of Gretchin jumped up and down on the roof tops, shouting encouragement to their masters, and hitting imaginary foes with their fists.

Nuzzgrond hesitated, uncertain what to do next. Should he charge over to the struggling clot of Goffs and Snake-Bites by the Warboss's household (straterjy) or finish off the demoralised Death Skull Gretchin salvage team by the drop (taktiks)? His tummy rumbled, so he bent down to pick a Squig from the tray the squig-vendor had dropped. A bolter shell whizzed over his head and exploded in the ammo shed he had been standing next to.

The resulting firework display was quite spectacular: shells exploded into the sky and burst apart in a magnificent firework display of yellow, red and white light. Smoke grenades blossomed into clouds of ochre dust, a stray grenade whizzed horizontally across the ground straight into the door of the Warboss's house.

Bugrat Skumdreg, mighty Goff Warboss and leader of the world-conquering Waa-Skumdreg tribe, stepped onto the remains of his front door and surveyed the confusion. Through the fumes of the steaming Goff drop, the Warboss recognised Bighedd, his splendid long coat now in tatters, still banging his captive's head against the totem pole. Panicking Snotlings ran past looking for somewhere to hide, hugging armfuls of squigs. Whichever direction he looked in, he saw little knots of Orks, shouting and scrapping. What was going on?

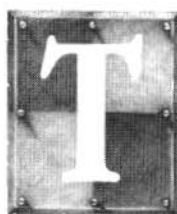
The door shifted under his feet, and a charred-looking Nuzzgrond crawled out from underneath it, followed by the faithful Smirkin, the remains of the banner still clenched in his teeth. Skumdreg assessed the situation and reacted with all the diplomacy and perception of a born Ork leader. "WOSS GOIN' ON!" he shouted loudly at the abashed Nuzzgrond, who was trying to straighten out the horns on his helmet. The Goff Nob shuffled his feet and inspected the ground. Smirkin stared at a point in space approximately where the doorknob of Skumdreg's house used to be.

"Dere woz a fight..." muttered Nuzzgrond. "...but it wasn't me wot started it, it was da..."

"A fight!" roared the Warboss delightedly. "Well, why didn't yer say so! 'Ang on a moment while I git me bolter, den lead me to it!"



HOW TO CHOOSE AN ORK WARBOSS



he six Army Lists, one for each of the six Clans, allow you to design your own Warband led by your own Ork Warboss. Each Army List begins by defining the number and types of units and characters available to the Warband. For example, each Warband includes a Warboss, a Retinue, a Big Mob, plus a choice of other Mobz and characters. Following

each list is a description of these categories plus further options for increasing their size, number and armament. Before you begin you will need a note pad or large sheet of paper and a pen or pencil. Write down which troops you choose as you go along and keep a running total of the points paid. Remember you will probably wish to change things later so don't worry about being neat at this stage. You can always write the Warband up neatly once you have finished.

1. Decide Points Value.

Decide on the points value of your Warband: 1000 points is a fairly typical size and will provide enough troops for an evening's game. You can always choose 1000 points to begin with and expand the Warband later.

2. Choose Warboss's Clan

The first step in putting together your Warband is to decide which Clan the Warboss belongs to. The Warboss's Clan will dictate the overall character of the Warband as well as

defining the Clan for the Retinue and Big Mob. Whichever Clan you decide to adopt, you will be able to include Boyz Mobz and Nobz from other Clans unless you choose a Blood Axe Warboss. While most Ork tribes are happy to fight under a Warboss from another Clan, only Blood Axe Orks will fight under a Blood Axe Warboss. To make up for this the treacherous Blood Axes are permitted various Imperial and other human troops as described in the Blood Axe list.

3. Choose Warboss

All Warbands must include a Warboss. Refer to the description of the Warboss for your Clan and decide whether you want a Warboss (45 points) or a Warlord (90 points). If you want to give him any of the extra weapons or equipment permitted in the description then note this down together with the points cost. You don't need to decide immediately what extra equipment you want - you can always come back later and add more equipment if you have points spare at the end.

4. Choose Retinue

Every Warboss is accompanied by his best mates and drinking buddies as well as Runt servants from his own Household. Naturally these belong to the same Clan as the Warboss and their banners and back plates display the Warboss's own Household Badge or variants of it. Refer to the description of the Retinue for your chosen Clan.

The Retinue always consists of 5 Nobz and may include other Nobz and Oddboyz if you want. Begin by choosing your compulsory 5 Nobz and selecting any extra equipment for them. Obviously, you can go back later and add more equipment or take some away if you like. Then decide if you want to spend any points on additional Nobz for the Retinue. Once you have done this decide if you want to include any Oddboyz in the Retinue and if so how many and what kind. This is a very important decision because the Oddboyz you choose (Runtherdz, Painboyz, Weirboyz, or Mekboyz) will limit the choices you are allowed to make later. For example, in order to buy a Mob of Tinboyz you must have a Mekboy, and in order to buy a Hop Splat Field Gun you must have a Runtherd. The number of Oddboyz of each kind will restrict the number and type of these extra weapons and troop types that you can have in your Warband. As you will see later, it is possible to recruit extra Oddboyz from other Clans if your Warband includes a Boyz Mob from that Clan. At this stage decide how many of each Oddboy you are going to buy. Many Oddboyz can be provided with additional equipment so check the description of each Oddboy type and buy any extra equipment you want.



The Retinue and Warboss form a single unit on the wargames table. The only exception to this is that one Nob may be assigned to lead the Big Mob (see below). All the Nobz in the Retinue (apart from the Big Mob's leader) must fight alongside the Warboss but the Oddboyz may either fight in the Retinue or as individuals on their own. You don't have to decide whether the Oddboyz fight on their own or as part of the Retinue until the game begins.

5. Choose Big Mob

Refer to the Big Mob description for your Clan. The Big Mob consists of Ork Boyz from your Warboss's Household - their back plates show that they are his Boyz and, if they wear back banners, these display the Warboss's own badge. A Big Mob always consists of at least 10 Boyz but may contain more if you want. The Big Mob may be led by one of the Nobz from the Retinue detached for that purpose. The Big Mob and the Retinue of Nobz all come from the Warboss's own Household.

Decide how many Boyz you want and how they are equipped and note down the points paid. The Big Mob is the Warboss's own Household Mob and it is naturally bigger than the other Boyz Mobz. The Big Mob must always be at least twice as big as the biggest Boyz Mob - so bear this in mind when deciding if you want extra Boyz. This size restriction only applies to Boyz Mobz, not to Mad Mobz, Gretchin Mobz, or other types of unit.

Once you have chosen the Big Mob you will have selected all the compulsory troops in your Warband. All the following troops are optional and you can decide to have them or not. It is conceivable, although very unlikely, that you might want to spend all your points on the Warboss, Retinue and Big Mob!

6. Choose Boyz Mobz

Your Warband may include as many Boyz Mobz as you want and can afford to pay points for. Unless you have a Blood Axe Warboss you can choose to buy Boyz Mobz from any of the Ork Clans including the Clan your Warboss belongs to. A Blood Axe Warboss, however, can only have Blood Axe Boyz Mobz in his Warband - no Ork other than a Blood Axe would fight for one of these humie lovers!

Decide how many Mobz you want and which Clan each belongs too. The descriptions of the Boyz Mobz follow the Army List for each Clan. Before deciding which Clans' Boyz Mobz you want to include it is a good idea to look through each of the descriptions and see how they differ. Each Clan is slightly different; some offer a better choice of equipment, others offer excellent close-combat troops, or (in the case of Blood Axes) they are cheaper. Another consideration is that each Boyz Mob gives you the option of buying another Nob or Oddboy. As different Clans enable you to buy different sorts of Oddboyz you should bear this in mind when selecting Boyz Mobz.

7. Choose Nobz

Your Warband already includes some Nobz in the Retinue - these always fight with the Warboss. You may also buy other Nobz if you wish. These Nobz come from the Households represented by the Boyz Mobz, having come along to keep an eye on their Boyz (and so as not to miss the fun!).

Firstly you must establish how many Nobz you are allowed to buy - begin by referring to the description of each Boyz Mob. As you will see this specifies that you are entitled to buy a character (either Nobz or a type of Oddboy). It is up to you whether you want to take this option or not. If you decide to buy a Nob choose and equip him, and note down the points value. Remember that a Nob bought to represent a Mob is always from the same Clan and Household as the Mob itself, so a Goff Mob entitles you to buy a Goff Nob, a Bad Moons Mob entitles you to a Bad Moon Nob, and so on. The Nob's back banner and back plate will have either the same badges as the Mob or some variant of it as they are from the same Household.

Nobz may be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it - he becomes part of the unit. Secondly, the Nob may be provided with a vehicle and a driver as indicated in the description of the Nob - he is then free to fight from the vehicle, operating as an independent model. Thirdly, all the Nobz who don't undertake one of the first two options automatically fight together as a single unit known as the Nobz Mob. If your Warband includes Mobz from different Clans then your Nobz Mob can contain Orks from different Clans all fighting together as brother Nobz.





8. Choose Oddboyz

Your Warband may already include some Oddboyz in the Retinue (these Oddboyz can fight as individuals if you wish, they do not have to form part of the Retinue unit unless you want them to). You may also buy other Oddboyz. These come from the Households represented by the Boyz Mobz, having come along with their Boyz to participate in the battle.

Firstly you must establish how many of each type of Oddboy you are allowed to buy - begin by referring to the description of each Mob. As you will see the description specifies that you are entitled to buy a character (either a Nob or an Oddboy) to represent the Mob. In some cases you may have already used up your full character allowance from a Mob by buying a Nob - in which case you will be unable to buy the Oddboy. Choose and equip any Oddboy you want from the options remaining to you, and note down the cost with your running total. Remember - an Oddboy bought to represent a Mob is always from the same Clan and Household as the Mob itself, so an Evil Sunz Mob entitles you to buy an Evil Sunz Mekboy, a Snakebite Mob entitles you to a Snakebite Weirdboy or Runtherd, and so on. The Oddboy's banner and back plate will have either the same badges as the Mob or some variant of it as they are from the same Household.

Oddboyz fight as independent models although they may join units to lead them if you wish. A Weirdboy will be accompanied by his two Minderz - this little group of three models fights as a single small unit. All Oddboyz may be equipped with transport or additional followers as specified in the descriptions of each type - choose any options you want and pay the appropriate points.

9. Choose Stormboyz Korps

Your Warband may be allowed one or more Stormboyz Korps as indicated on your Army List. If the list indicates 0-1 Korps you may buy a single Korps if you want. If the list indicates 0+ you can buy as many as you want and can afford

to pay for. The Snakebites do not have Stormboyz and they are therefore not included on the Snakebite Army List. Refer to the description of the Stormboyz Korps for your Clan. If you decide to include a Stormboy Korps choose any optional extra equipment you want and pay the points indicated. Each Korps fights as a unit under its Drillboss.

10. Choose Mad Mob

Your Warband may be allowed one or more Mad Mobz as indicated on your Army List. If the list indicates 0-1 Mobz you may buy a single Mad Mob if you want. If the list indicates 0+ you can buy as many as you want and can afford to pay for. Refer to the description of the Mad Mob for your Clan. If you decide to include a Mad Mob pay the points indicated. Each Mad Mob fights as a unit.

11. Choose Wild Mob

Your Warband may be allowed one or more Wild Mobz as indicated on your Army List. If the list indicates 0-1 Mobz you may buy a single Wild Mob if you want. If the list indicates 0+ you can buy as many as you want and can afford to pay for. Refer to the description of the Wild Mob for your Clan. If you decide to include a Wild Mob choose any optional equipment you want and pay the points indicated. Each Wild Mob fights as a unit under its Drillboss.

12. Choose Gretchin Mob

Your Warband may be allowed one or more Gretchin Mobz as indicated on your Army List. If the list indicates 0-1 Mobz you may buy a single Gretchin Mob if you want. If the list indicates 0+ you can buy as many as you want and can afford to pay for. Refer to the description of the Gretchin Mob for your Clan. If you decide to include a Gretchin Mob pay the points indicated. Each Gretchin Mob fights as a unit.

13. Choose Ogryn Mob

Your Warband may be allowed one or more Ogryn Mobz as indicated on your Army List. If the list indicates 0-1 Mobz you can buy a single Ogryn Mob if you want. If the list indicates 0+ you can buy as many as you want and can afford to pay for. Refer to the description of the Ogryn Mob for your Clan. If you decide to include an Ogryn Mob pay the points indicated. Each Ogryn Mob fights as a unit.

14. Choose Imperial Guard (if Blood Axe Warboss)

If your Warboss is a Blood Axe your Warband may include Imperial Guard units in the guise of mercenaries. Refer to the description of Imperial Guard in the Blood Axe Army List and choose any units you wish to include. Each squad fights as a unit.

15. Choose Human Adventurers (if Blood Axe Warboss)

If your Warboss is a Blood Axe your Warband may include human mercenary adventurers. Refer to the description of Human Adventurers in the Blood Axe Army List and choose any units you wish. Each squad fights as a unit.

16. Choose Freebooterz

Your Warband can include one or more Freebooter Mobz if you want as indicated on your Army List. Refer to the Freebooterz descriptions and choose your Mob paying the points indicated. A Freebooter Mob makes a very colourful addition to any Warband. Each Mob fights as a self-contained unit under its Kaptin.

17. Oddbitz

You have now worked out your Warband with the exception of heavy support weapons, Dreadnoughts and other Oddbitz. You may have already provided characters or units with vehicles as equipment options, but you can also buy further vehicles as Oddbitz if you wish. The number of Oddbitz you are allowed to buy depends on the number and type of Oddboyz you have (Runtherdz, Painboyz, and Mekboyz). This is indicated in your Army List. The Oddboyz from some Clans entitle you to buy more items than others, or at a cheaper price - this is indicated in the descriptions of the Oddboy. This is important because your Oddboyz may well include characters from several Clans. It is best to begin by listing the Oddboyz you have bought or by lining the models up in front of you. As you buy items which an Oddboy entitles you to, either cross it off your list or remove the model. In this way you can keep track of your spending.

If you find that you have insufficient points to buy the Oddbitz you want, then you can go back and reduce your spending by cutting down on weapon options, extra Boyz and Nobz. Remember, if you remove a Boyz Mob then you lose any Nobz or Oddboyz brought along by that Mob as well. The choice is yours and will inevitably involve a degree of compromise.

The types of Oddbitz you can buy are indicated in your Army List and repeated here for clarity. As all Warbands can include Oddboyz from several Clans (except Blood Axes) the list of entitlements is the same in each Army List.



For
Every
Runtherd

The Warband may include 1 of the following:

One large weapon with Runt Crew, Eg:
Hop Splat Field Gun with Runt crew
Squig Katapult with Runt crew
Traktor Kannon with Runt crew
Lifta-Droppa with Runt crew
Pulsa Missile with Runt crew
A captured Imperium Thudd Gun/Rapier/etc

Painboy

Dreadnought

Mekboy

A Mob of up to 4 Tinboyz
A vehicle with crew of Boyz

The following special entitlements and restrictions are discussed in more detail in the descriptions for each Oddboy.

Snakebite Runtherdz pay double points for any large support weapons - Snakebites are less likely to train their Runtz to operate equipment. Instead they are allowed to have cheaper Runtherdz as indicated under their description following the Snakebite Army List.

Blood Axe and Death Skulls Runtherdz pay half price for any captured Imperial large support weapons such as Thudd Guns.

Bad Moon Runtherdz may buy two large support weapons instead of one.

Bad Moon Painboyz may buy two Dreadnoughts instead of one.

Death Skull and Evil Sunz Mekboyz may buy two Oddbitz instead of one.

Blood Axe Mekboy may buy an extra ex-Imperium vehicle.

Once you have decided how to spend your remaining points note down the Oddbitz you have chosen. Check the rules for each item you have bought - some items can operate independently (such as vehicles) others operate in co-operation with the Oddboy you have bought them for (such as Tinboyz). Large support weapons with Runt crews need either a Runtherd or a Nob nearby to shout at them and keep them working, but this does not have to be the Runtherd that brought them.

FINISHING TOUCHES

Once you have chosen your Warband check over the points values again and make any necessary adjustments. If you have a few points left over now is the time to upgrade a Nob or buy some extra equipment for a Nob or an Oddboy.

The Army Lists present many different options, and so appear to be rather complex, but in fact your choice will be quite severely limited by the number of points available. The system of entitlement by which Nobz and Oddboyz can only be bought to accompany a Mob will also restrict your choice considerably. If you are choosing a 1000 point Warband you will find that your compulsory troops take up a large proportion of your total, and the remaining points will be best spend on a few Boyz Mobz plus their accompanying Nobz or Oddboyz. If you are lucky this will leave enough points left over to buy a few Oddbitz such a support weapons, a dreadnought or a vehicle.

ARMY LISTS

The following pages contain full army lists for three of the six Ork Clans (the remaining three plus the full Freebooterz list and rules will be included in the next volume about Orks). The three Clans covered in this volume are the Goffs, the Snakebites, and the Blood Axes. Also included is a single entry for Ork Freebooterz - this is so that you can choose Freebooterz for your Goff, Snakebite, or Blood Axe Warband without having to wait until you have both sets of lists. Freebooterz are covered in much greater detail in the next volume and will provide further information on such spectacular Freebooterz as the Renegade Mekaniaks, Bad Doks, Flash Gitz, Stormboyz of Khorne, Gretchin Bandits, and others besides.

GOFF ARMY LIST

GOFF ARMY LIST.....	133	GOFF WEIRDBOYZ.....	141	ODDBITZ.....	148
GOFF WARBOSS.....	134	GOFF RUNTHERDZ.....	142	GOFF EQUIPMENT.....	150
WARBOSS'S RETINUE.....	135	GOFF BOYZ MOBZ.....	143	SAMPLE	
GOFF BIG MOB.....	137	STORMBOYZ KORPS.....	144	GOFF WARBAND.....	153
GOFF NOBZ.....	138	MAD MOB.....	145	SNAKEBITE ARMY LIST.....	159
GOFF MEKANIAKS.....	139	WILD MOB.....	146	SNAKEBITE WARBOSS.....	160
GOFF PAINBOYZ.....	140	OGRYN MOB.....	147	WARBOSS'S RETINUE.....	161

SNAKEBITE ARMY LIST

SNAKEBITE BIG MOB.....	163	SNAKEBITE RUNTHERDZ.....	168	OGRYN MOB.....	173
SNAKEBITE NOBZ.....	164	SNAKEBITE BOYZ MOBZ.....	169	ODDBITZ.....	174
SNAKEBITE MEKANIAKS.....	165	GRETCHIN MOB.....	170	SNAKEBITE EQUIPMENT.....	176
SNAKEBITE PAINBOYZ.....	166	MAD MOB.....	171	SAMPLE	
SNAKEBITE WEIRDBOYZ.....	167	WILD MOB.....	172	SNAKEBITE WARBAND.....	178

BLOOD AXE ARMY LIST

BLOOD AXE ARMY LIST.....	181	BLOOD AXE WEIRDBOYZ.....	189	OGRYN MOB.....	195
BLOOD AXE WARBOSS.....	182	BLOOD AXE RUNTHERDZ.....	190	IMPERIAL GUARD.....	196
WARBOSS'S RETINUE.....	183	BLOOD AXE BOYZ MOBZ.....	191	HUMAN ADVENTURERS.....	197
BLOOD AXE BIG MOB.....	185	GRETCHIN MOB.....	192	ODDBITZ.....	198
BLOOD AXE NOBZ.....	186	WILD MOB.....	192	BLOOD AXE EQUIPMENT.....	200
BLOOD AXE MEKANIAKS.....	187	STORMBOYZ KORPS.....	193	SAMPLE	
BLOOD AXE PAINBOYZ.....	188	MAD MOB.....	194	BLOOD AXE WARBAND.....	202

FREEBOOTER ARMY LIST

FREEBOOTERZ.....	206
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GOFF ARMY LIST



1 WARBOSS

The leader of the Ork Warband is known as a Warboss or, if he is particularly powerful, as a Warlord.

1 WARBOSS'S RETINUE

The Warboss is accompanied by favoured companions from his Household. They are known as the Warboss's Retinue and consist of 5 Nobz plus other troops the Warboss wishes to take along such as more Nobz, Oddboyz, or an accompanying band of Goffik Rok musicians!

1 BIG MOB

Because the Warboss is the most important Ork in the whole Warband his Household provides the biggest unit of Ork Boyz - this is the Big Mob consisting of 10 or more Goff Boyz.

0+ BOYZ MOBZ

The Warband may include any number of Boyz Mobz from other Households in the tribe - these may be Goff Households or they can be from other Clans. Each Mob consists of 5 or more Boyz.

0+ NOBZ

Each Household that sends a Mob to fight in the Warband can provide a Nob - or in the case of Goff Households 2 Nobz. Any of these Nobz may join their own Household's Mob and lead it into battle. Alternatively, any of the Nobz can bring along a vehicle to ride into battle. Nobz not fighting with units or vehicles join together into a single unit of Nobz and form a separate Nobz Mob.

0+ ODDBOYZ

Each Household that sends a Mob to fight in the Warband can provide an Oddboy - except in the case of Goff Households who never send Oddboyz but can send an extra Nob as described above. These Oddboyz fight as independent models on the battlefield.

0+ STORMBOYZ KORPZ

The Warband may include any number of Stormboyz Korps. Each Stormboyz Korpz consists of 5 or more Stormboyz.

0-1 MAD MOB

The Warband may include a single Mad Mob of 10 or more Madboyz.

0-1 WILD MOB

The Warband may include a single Wild Mob of 5 or more Wild Boyz.

0-1 OGRYN MOB

The Warband may include a single Ogryn Mob.

0+ FREEBOOTER MOBZ

The Warband may include any number of Freebooter Mobz. Each Freebooter Mob consists of 5 or more Freebooterz led by a Freebooter Kaptin.

0+ ODDBITZ

The Warband may include large weapons crewed by Runtz, Robotz, Dreadnoughts, and extra vehicles. The availability of these depends on the number of Runtherds, Painboyz, and Mekboyz in the Warband.

THE GOFF WARBOSS

The Warboss is the leader of the tribe and commander of the entire Warband. The commander of an especially large or successful Warband is known as a Warlord. Choose either a Goff Warboss or Warlord to lead the Warband.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS – choose which combination you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

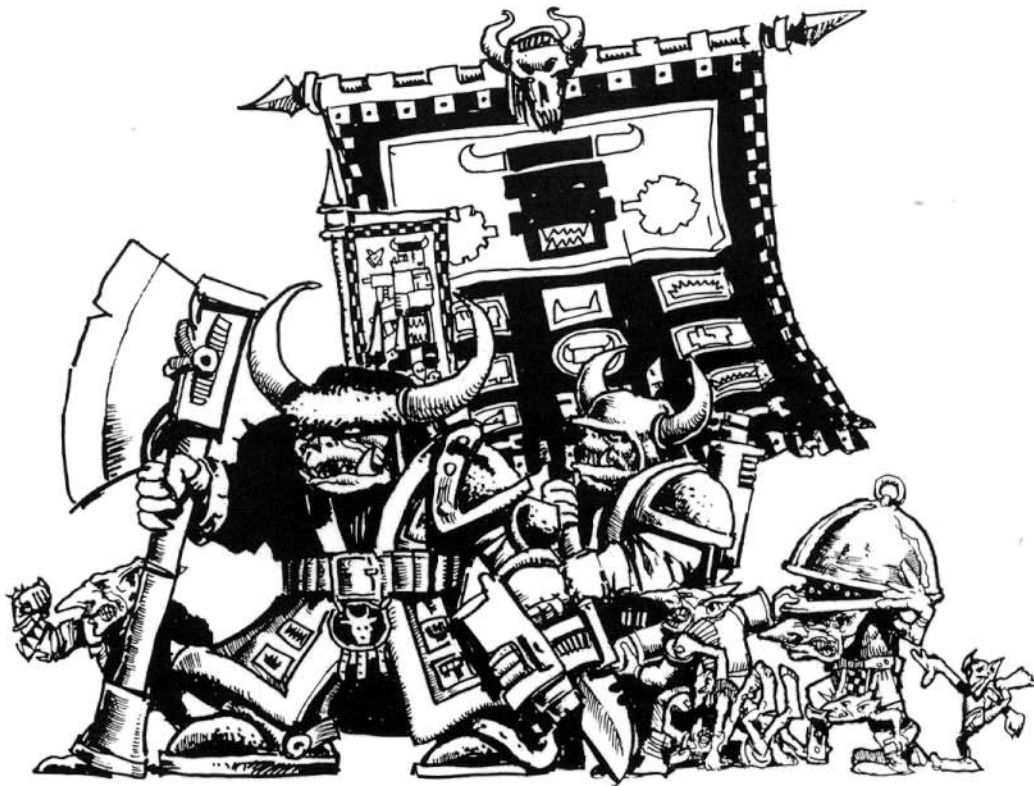
OPTIONAL WARGEAR: Goff Warbosses can have the following extra gear for the points shown.

POWER ARMOUR

6

As the absolute top Ork in the Warband, the Warboss gets the pick of all the loudest and most destructive gear from his Household armoury. To represent this, the Goff Warboss can have any gear from the special charts listed below. Refer to the charts at the end of the Army Lists to see what each contains. Choose any chart, pay the points indicated below, and randomly generate a bit of equipment. You can roll as many times on as many charts as you want, and the Warboss can use whatever equipment you generate. Any equipment the Warboss does not want can be passed down to any other Nob in the Warband – the Warboss is a generous leader! If you don't want to use the equipment you've generated at all then it is simply ignored (left at home) but the points are still deducted as normal.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	10
HEAVY WEAPONS	50	BIONIK BITZ	10
STIKKBOMZ	5	KUSTOM WEAPON	15



WARBOSS'S RETINUE

The Retinue consists of the Warboss's closest mates and drinking buddies. They are some of the Goff Ork Nobz who live in the Warboss's large and heavily fortified Household - really a small fortress which towers above the surrounding Ork town. Depending on how rich and influential he is the Warboss may favour more Nobz by allowing them to fight alongside him as part of the Retinue. The Warboss may also include various Oddboyz in his retinue - although Goff Warbosses distrust these eccentric and sometimes dangerous Orks and so tend to have fewer in their Retinue than other Warbosses. The Retinue consists of the following:

	5 Goff Nobz	These are compulsory. Choose which sort of Nobz you want from the list below. You can choose all the same or a mixture of types - it is totally up to you.
Plus	More Goff Nobz	You may increase the number of Nobz in the Retinue to as many as you want - these can be any of the types listed below. This means the Retinue can be very large if you wish, although a very large Retinue may prove rather cumbersome in play.
Plus	1 Goff Mekboy	You do not have to include a Mekboy in the Retinue but you can do so if you want. Refer to the Mekboy entry to determine points values and further options.
Plus	1 Goff Painboy	You do not have to include a Painboy in the Retinue but you can do so if you want. Refer to the Painboy entry to determine points values and further options.
Plus	1 Goff Runtherd	You do not have to include a Runtherd in the Retinue but you can do so if you want. Refer to the Runtherd entry to determine points values and further options.
Plus	1 Goff Weirdboy	You do not have to include a Weirdboy in the Retinue but you can do so if you wish. If you decide to include a Weirdboy he is automatically accompanied by 2 Minderz. Refer to the Weirdboy entry to determine points values and further options.
Plus	Goffik Rok Band	The Retinue may include a Goffik Rok Band - this is free.
Plus	Attendants	The Retinue may include any number of non-combatant attendants - these are free.

NOBZ: Every Goff Retinue contains 5 Goff Nobz from the Warboss's Household. The Retinue may include more Goff Nobz if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the different Nobz listed below. The Goff Clan has a higher proportion of Nobz than other Clans, and this is reflected by the points values which are a little lower than other Clans. This means that Goffs can buy more and better Nobz - on the other hand Goffs have fewer Oddboyz and those they have cost more points than other Clans.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 30 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 20 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 15 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 10 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Goff Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

As the Warboss's old buddies, the Nobz in the Retinue tend to get the best gear that's going. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between the Nobz in the Retinue as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	10
HEAVY WEAPONS	50	BIONIK BITZ	10
STIKKBOMZ	5	KUSTOM WEAPON	25

One of the Nobz in the Retinue always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a promising youngster from the Warboss's Household.

ODDBOYZ: The Retinue may include up to 1 Mekboy, 1 Painboy, 1 Runtherd and 1 Weirdboy with his 2 Minderz. These Oddboyz are Goffs from the Warboss's own Household brought along to help their Boss out on the battlefield. Refer to the descriptions of each of these types for details of points values and further options.

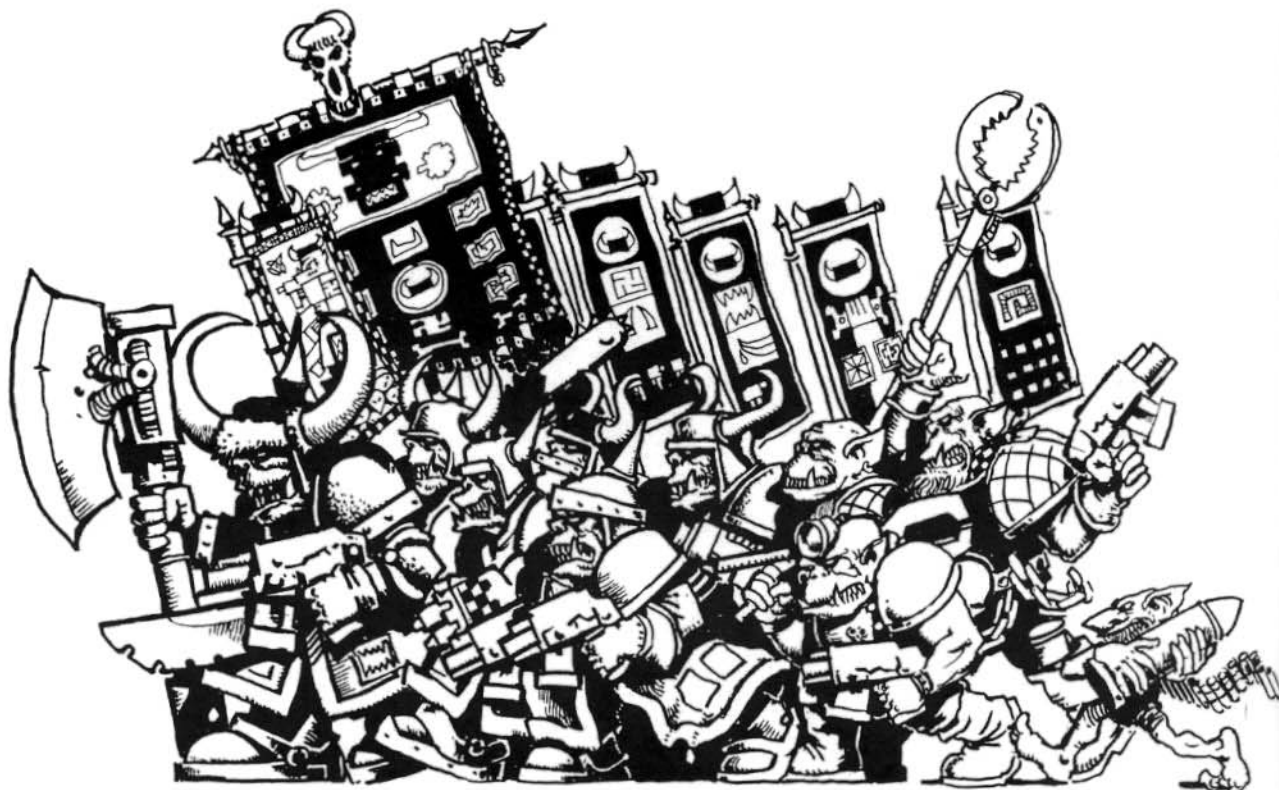
ATTENDANTS: The Retinue may be attended by as many servant Gretchin and Snotling servants as the player wants. These include Snotlings to carry boxes of ammo, jars of food and fungus ale; Gretchin porters with spare weapons and essential supplies; and any number of assorted hangers-on who are there to jump-up-and-down, cheer, and yell at the top of their voices every time their side does something impressively loud and destructive. These models do not fight and take no part in the game - but they make the Retinue look complete. The attendants may also include musicians beating skulldrums and playing squigpipes, but these may be eclipsed by the awesomely loud Goffik Rok Band.

GOFFIK ROK BAND: All Orks enjoy loud noises - loud bangs and crashes stimulate the Ork's brain causing great exhilaration and excitement. Goffs are especially keen on loud noise - perhaps the constant head-butting contests affect their minds and give them an uncontrollable appetite for noise. The Goffik Rok Band consists of three Orks who carry threateningly loud Rok Guitars which they play to accompany the march of the Retinue. Their loud music gets any Goffs nearby really excited and worked-up. Any Goff within 12" of a Goffik Rok Band can fire twice in its turn if you want, although their accuracy is impaired by their manic enthusiasm if they do this - so deduct -1 from each dice roll to hit.

VEHICLES: A Goff Retinue may ride into battle in a Battle Wagon. All the Retinue, the Warboss, and any non-combatant models ride inside or on top of the Battle Wagon, hanging on as best they can. Any weapons generated for the Nobz or the Warlord may be mounted on the Battlewagon if you want. The Battle Wagon is free of charge. An additional Battle Wagon may be bought for the Retinue if the player wishes, and this and/or the original Battle Wagon may be uparmed as indicated below.

VEHICLE	POINTS COST
A single Battlewagon	FREE
A second Battlewagon	50
Extra to upgrade a Battle Wagon to Blitzcannon	+50

ON THE BATTLEFIELD: The entire Retinue and the Warboss can fight as a single unit on the Battlefield. Optionally, any Oddboyz in the Retinue can be detached from the rest of the Retinue and may fight independently. A single Nob may also be detached in order to lead the Big Mob. The player must decide before the battle whether he wants to detach Oddboyz/a Nob - it is not possible to detach Oddboyz from the Retinue once the game is underway. If the player decides to buy two Battle Wagons for the Retinue then the unit must be divided as near as equally into two. Each half fights from one Battle Wagon - the two vehicles are not bound by unit coherency but fight independently of each other. Having one or both Battle Wagons does not prevent the player detaching either Oddboyz or a Nob as described.



GOFF BIG MOB

The Big Mob consists of Ork Boyz from the Warboss's own Household. This is always the largest unit of ordinary Boyz in the Warband because the Warboss depends on the Big Mob to enforce his authority over the whole Warband. The Big Mob has two heavy weapons which they are supposed to bring along. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

2 BOYZ WEARING FLAK ARMOUR, ARMED WITH A HAND WEAPON & BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (THE SAME AS THE REST OF THE UNIT) & CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

SKARBOYZ: Up to 5 of the Boyz in a Goff Big Mob can be really hard veterans who prefer to stay in the ranks rather than claw their way to Nob status. Each Skarboy costs an extra 2 points and he can increase one characteristic from his WS, BS, S, T, I, W or A. All Skarboyz don't have to increase the same characteristic, they can increase different ones if you prefer.

HEAVY WEAPONS: The two Boyz with a heavy weapon can have any of the weapons chosen from the list below. They can both have the same weapon or they can have different weapons, it is entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10

HEAVY WEAPON	COST FOR EACH WEAPON
MISSILE LAUNCHER (with frag missiles)	30
KRAK MISSILES	20
MELTA MISSILES	4

EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons.

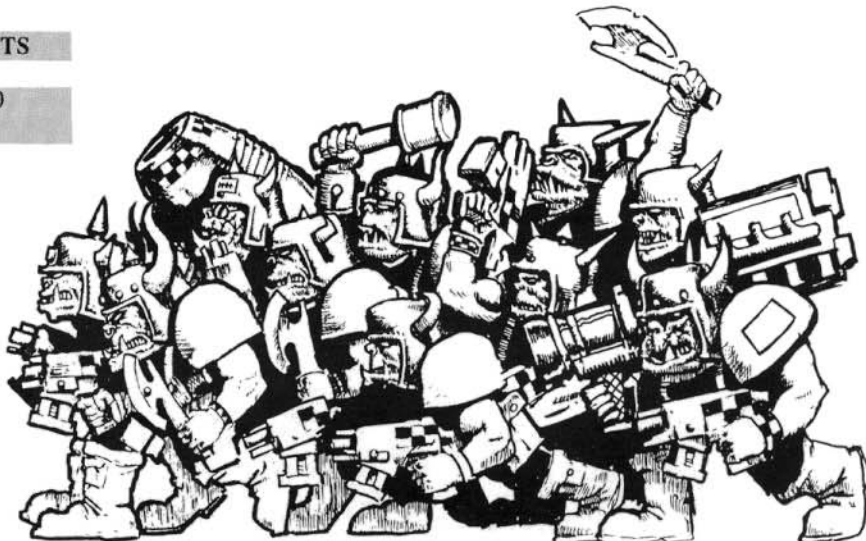
WEAPON	COST PER MODEL
CHAINWORD	2
POWER SWORD	7
POWER GLOVE	15

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1

NOB LEADER: The presence of the Big Mob does not entitle you to buy any extra Nobz (as do Boyz Mobz) because the Warboss's Household Nobz who would otherwise accompany the Big Mob are automatically absorbed into the Warboss's Retinue. One Nob may be detached from the Warboss's Retinue in order to lead the Big Mob if you wish. The Nob becomes a member of the Big Mob increasing the total number of models in the unit by one.

VEHICLES: A Goff Big Mob may ride into battle in a Battle Wagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



GOFF NOBZ

The Warband may include Nobz in addition to those in the Retinue. These extra Nobz come along with their Household's Boyz Mob both to look after their Boyz and to participate in the fighting. As Nobz come from the same Households as the Boyz Mobz they naturally belong to the same Clan. In the case of the Goffs, every Boyz Mob can bring along up to two Nobz. This applies whether the Warboss is a Goff or not. The Warband can also include Nobz from other Clans if Boyz Mobz from those Clans are present. If your Warband includes Boyz Mobz from other Clans and you wish to purchase Nobz from those Clans, then refer to the description in the appropriate Clan Army List.

FOR EVERY GOFF BOYZ MOB

YOUR WARBAND MAY INCLUDE UP TO 2 GOFF NOBZ

You are not obliged to include these Nobz in your Warband if you do not want - you may feel that your Warboss can manage perfectly well without them or you may prefer to spend the points elsewhere. However, Goff Nobz are especially good value (Goffs have a higher ratio of Nobz to Boyz than other Clans and are consequently made cheaper to buy). If you decide to buy Goff Nobz choose which type of Nob you want from the list below and pay the appropriate points. Remember that Nobz always come from a Household represented by a Boyz Mob - the Nobz banner and back-plate will therefore display the Household's badge or some personalised variant of it.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 30 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 20 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 15 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 10 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

Nobz are the richest and toughest Orks in their Household so they get the choice of all the best weapons. Goff Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between any Goff Nobz in the Warband as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	10
HEAVY WEAPONS	50	BIONIK BITZ	10
STIKKBOMZ	5	KUSTOM WEAPON	25

ON THE BATTLEFIELD: Nobz can be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it - he becomes part of the unit. Secondly, the Nob may be provided with a vehicle and driver at the points cost indicated below - the Nob fights from the vehicle during the battle. Thirdly, any Nob not fighting with his Mob or from a vehicle automatically fights in the Nobz Mob unit.

VEHICLE	POINTS
War Buggy	75 points
Wartrak	75 points
Nobz Bike	15 points



GOFF MEKANIAKS

Goffs have relatively few Oddboyz compared to other Clans. Where Boyz Mobz from other Clans sometimes bring Oddboyz to take part in the battle, Goffs only bring Nobz. This means that a Warband will only contain a Goff Mekboy if he is purchased as part of the Retinue. As the maximum number of Meks in the Retinue is only one, there will only ever be one Goff Mekboy in the Warband. Goff Mekboyz are also relatively expensive in points to reflect their rarity - this is a disadvantage for Goffs but is offset to a large degree by their cheaper and more numerous Nobz. A Warboss who wants more Meks will have to include Boyz Mobz from the Evil Sunz or Blood Axe Clans which can bring Mekboyz to the battle. Details of other Clans' Mekboyz are given in the descriptions under the appropriate Army List. The number of Meks in the Warband affects the number of vehicles and Tinboyz the Warboss can have and also affects the reliability of Ork equipment in general. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 25 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

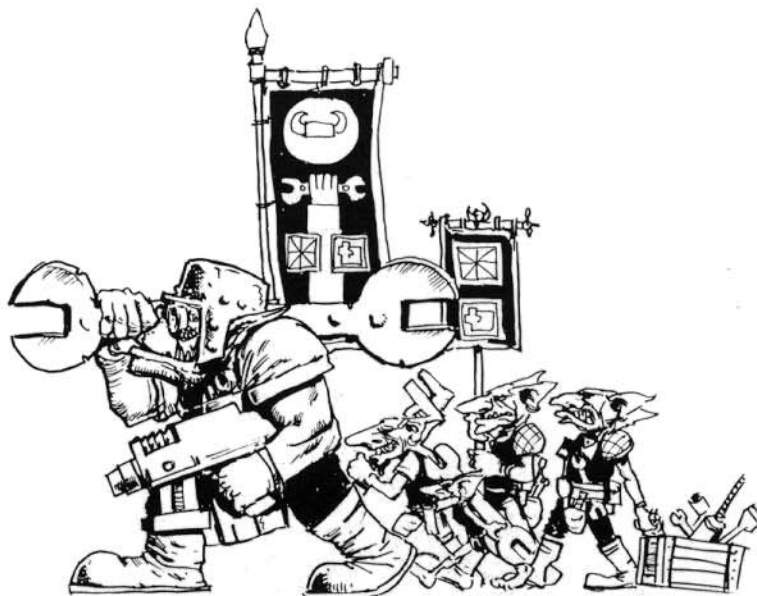
SHOKK ATTACK GUN 50

Mekaniaks are expert if eccentric mechanics - they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is assumed to be left at home but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	5
HEAVY WEAPONS	10	BIONIK BITZ	10
KUSTOM WEAPON	10	STIKKBOMZ	5

ATTENDANTS: Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snotling tool-bearers, bit-box bearers and banner bearers at no extra cost.

ODDBITZ: Each Goff Mekboy in the Warband entitles you to buy a single Oddbit chosen from the list in the Oddbitz section and paid for at the costs shown. You can buy Tin Boyz (Ork Robots) or extra vehicles. If you buy Tin Boyz these must be controlled by the Mekboy himself. Extra vehicles come complete with crews of Goff Ork Boyz. See Oddbitz for more details, options, and points values.



GOFF PAINBOYZ

Goffs have relatively few Oddboyz compared to other Clans. Where Boyz Mobz from other Clans sometimes bring Oddboyz to take part in the battle, Goffs only bring Nobz. This means that a Warband will only contain a Goff Painboy if he is purchased as part of the Retinue. As the maximum number of Painboyz in the Retinue is only one, there will only ever be one Goff Painboy in the Warband. Because they are relatively uncommon Goff Painboyz have a higher points value than other Painboyz. A Warboss who wants more Painboyz will have to include Boyz Mobz from the Snakebite or Death Skull Clans which can bring Painboyz to the battle. Details of other Clans' Painboyz are given in the descriptions under the appropriate Army List. The number of Painboyz in the Warband is important. If there are plenty of Painboyz in the Warband then wounded Orks are more likely to be recovered from the battlefield so they can be restored with bionik implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PAINBOY at 25 points	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5
FORCE FIELDS	10
BIONIK BITZ	5

ATTENDANTS: Painboyz have Gretchin and Snotling helpers to help them carry heavy gear, jars of medical squigs, syringes, and other important gubbins. Most important of all, Gretchins carry bundles of marker pennants to stick in the ground by wounded Orks to identify their master's patients. A Painboy may be accompanied by an unlimited number of non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and marker-pennant bearers at no extra points.

ODDBITZ: Each Goff Painboy in the Warband entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Oddbitz section for details and points values.



GOFF WEIRDBOYZ

Goffs have relatively few Oddboyz compared to other Clans. Where Boyz Mobz from other Clans sometimes bring Oddboyz to take part in the battle, Goffs only bring Nobz. This means that a Warband will only contain a Goff Weirdboy if he is purchased as part of the Retinue. As the maximum number of Weirdboyz in the Retinue is only one, there will only ever be one Goff Weirdboy in the Warband. As with other Oddboyz, the Goffs must pay more points for their Weirdboyz to reflect the fact that they are uncommon. A Warboss who wants more Weirdboyz will have to include Boyz Mobz from the Bad Moon Clan which can bring Weirdboyz to the battle. Details of Bad Moon Weirdboyz are given in the descriptions under the Bad Moon Army List. Weirdboyz are always accompanied by two sturdy Ork Boyz called Minderz whose job it is to make sure the Weirdboy comes to no harm (and also to make sure he doesn't run away).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 60 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value includes this Wargear for the Weirdboy.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

WARGEAR: The points value includes this Wargear for the Minderz.

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Weirdboyz are valuable assets to the Warboss, so he likes to make sure they're well looked after. They are sometimes protected from the enemy by Force Fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their bionik expertise. If you wish to equip your Weirdboy in this way choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates; any equipment not used is ignored (left at home)

CHART	COST PER RANDOM ROLL
FORCE FIELDS	10
BIONIK BITZ	10

ATTENDANTS: Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and banner bearers at no extra points. A Weirdboy may also be accompanied by a Snotling who has been possessed. These are Snotlings which have been possessed by warp daemons while taking part in a Shokk Attack - they are now too crazed to serve any useful function except to a Weirdboy. If a Weirdboy has a possessed Snotling the creature drains away some of the Weirdboy's psychic energy - thus possibly saving him from a fatal head explosion. If a Weirdboy's head explodes then roll a D6. On the score of a 4 or more the possessed Snotling absorbs the psychic energy and his head explodes instead - the Snotling is killed but the Weirdboy is unharmed. A Weirdboy cannot buy a possessed Snotling - but he can test at the start of the game to see if a possessed Snotling has joined his attendants. On the D6 roll of a 5 or more he has been joined by a possessed Snotling. This test is made every game, so a Weirdboy can acquire several possessed Snotlings eventually.



GOFF RUNTHERDZ

Goffs have relatively few Oddboyz compared to other Clans. Where Boyz Mobz from other Clans sometimes bring Oddboyz to take part in the battle, Goffs only bring Nobz. This means that a Warband will only contain a Goff Runtherd if he is purchased as part of the Retinue. As the maximum number of Runtherdz in the Retinue is one, there will only ever be one Goff Runtherd in the Warband. As Goff Runtherdz are uncommon they cost more than those from other Clans. A Warboss who wants more Runtherdz will have to include Boyz Mobz from the Snakebite or Death Skull Clans which can bring Runtherdz to the battle. Details of other Clans' Runtherdz are given in the descriptions under the appropriate Army List. Runtherdz are required to train Gretchin crews in the use of large weapons and to prepare Snotling Shokk Attack Teams. The number of Runtherdz in a Warband affects its ability to field large weapons.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 25 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN AND BOLT PISTOL or TWO BOLT PISTOLS – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates, any equipment he does not want is assumed to be left at home and is ignored.

CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5
FORCE FIELDS	10
BIONIK BITZ	10

ATTENDANTS: Runtherdz can have loads of servants who run errands and busy themselves with menial jobs while the Runtherd gets on with the important stuff. A Runtherd may have unlimited non-combatant Gretchin and Snotling servants, musicians, squig-handlers, apprentices and bannerboyz at no extra points.

HERDZ: The Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin herd consists of any number of Gretchin models, each armed with hand weapons and a shield at 3 points each. A Snotling herd consists of any number of Snotling bases at a cost of 15 points per base.

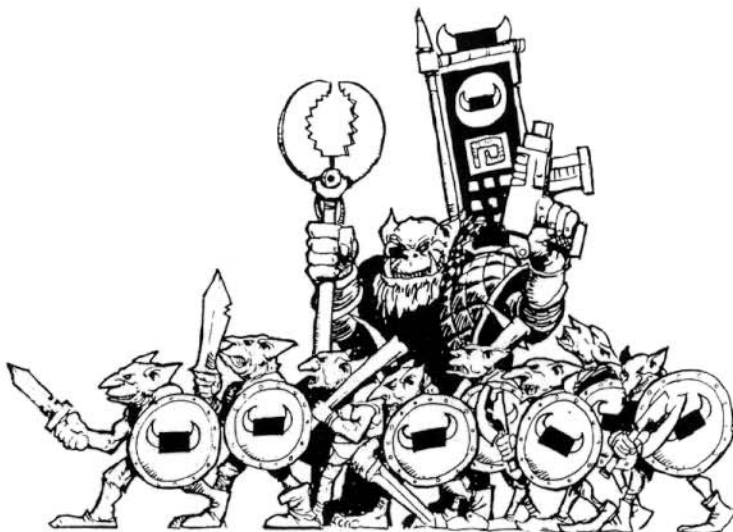
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling herd may be armed with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their Strength in hand-to-hand combat. Determine this bonus each round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

OBBBITZ: Each Goff Runtherd in the Warband entitles you to buy a single Oddbit chosen from the list in the Oddbitz section and paid for at the costs shown. This will be some kind of large weapon with a crew of Runtz trained by the Runtherd.



GOFF BOYZ MOBZ

Boyz Mobz are units, literally Mobs, of Ork Boyz. Each Mob represents the Boyz from one Ork Household and consists of 5 or more Ork Boyz. Some Ork Households turn up with only the obligatory 5 Boyz including one with a heavy weapon which they're supposed to bring when the Warband gathers. Other Households are more enthusiastic and more Boyz are sent along – especially if the prospects of loot are good! No matter how many Orks turn up from a Household only one heavy weapon is carried, any extra Boyz who come along will be armed with the usual assortment of bolters. Each Mob may be accompanied by Nobz from the same Household who have come along with their Boyz to join in the battle. A Goff Boyz Mob consists of:

FOR 50 POINTS:

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR, ARMED WITH A HAND WEAPON & A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

SKARBOYZ: Up to 3 of the Boyz in a Goff Boyz Mob can be really hard veterans who prefer to stay in the ranks rather than claw their way to Nob status. Each Skarboy costs an extra 2 points and he can increase one characteristic from his WS, BS, S, T, I, W or A. All Skarboyz don't have to increase the same characteristic, they can increase different ones if you prefer.

HEAVY WEAPONS: The Boy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can choose cheap ones or expensive ones. It's entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10

HEAVY WEAPON	COST FOR EACH WEAPON
MISSILE LAUNCHER	30
(with frag missiles)	
KRAK MISSILES	20
MELTA MISSILES	4

EXTRA WARGEAR: The Boyz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon. Boyz are very fair minded – if one gets it, the rest get it too!

WEAPON	COST PER MODEL
CHAINSWORD	2
POWERSWORD	7
POWER GLOVE	15

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1

NOBZ: For every Goff Boyz Mob in your warband you are entitled to buy up to two Goff Nobz. One of these may lead the Mob in battle. Refer to the Goff Nobz' description for details and points values.

VEHICLES: A Goff Boyz Mob may ride into battle in a Battle Wagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



STORMBOYZ KORPS

Stormboyz are rebellious young Orks who drill regularly, march in step, salute the Boss Orks and even polish their jackboots. Such Human-style military behaviour is frowned upon by traditionally-minded Orks. Nevertheless, Stormboyz take war very seriously indeed and are grudgingly acknowledged as amongst the hardest of all the Boyz. Stormboyz all live together in Barraks next to the Warboss's stronghold. Because they are disciplined and efficient they choose to call themselves a Korps rather than a Mob – in the words of the Drillboss 'Mobz is for Slobz'. Goffs are more inclined than other Orks to become Stormboyz when young.

Stormboyz are very keen on efficient mechanical weapons and other wargear. They sometimes even use jump-packs to make airborne assaults. Most other Orks would be too afraid of flying to even think about doing this. Stormboyz like the idea of being able to swoop into close combat like a flock of vultures. Unfortunately such attacks are prone to the traditional Ork inaccuracy even when carried out by the discipline-obsessed Stormboyz. A Stormboyz Korps consists of:

FOR 40 POINTS

4 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA STORMBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 6 POINTS EACH.

PLUS

AN OPTIONAL DRILLBOSS – WEARING FLAK ARMOUR, ARMED WITH HAND WEAPON & BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK STORMBOYZ	4	3	3	3	3	1	2	1	7	6	7	7
DRILLBOSS	4	4	4	4	4	1	3	1	8	6	8	7

HEAVY WEAPONS: A Stormboy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can chose a cheap one or an expensive one. It's entirely up to you.

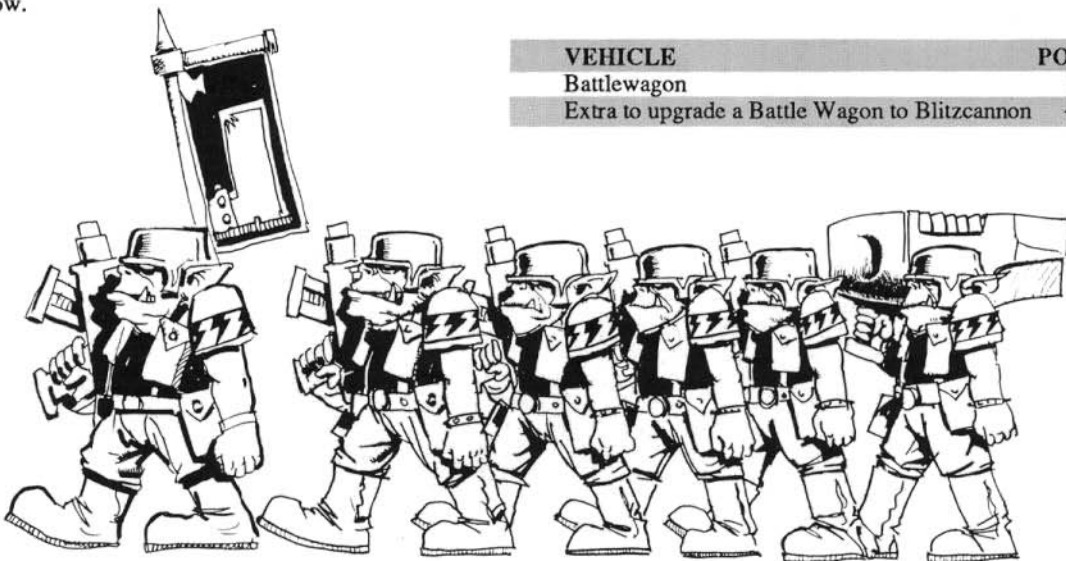
HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	LASCANNON	90	KRAK MISSILES	20
HEAVY BOLTER	15	MULTI-MELTA	50	MELTA MISSILES	4
HEAVY PLASMA GUN	75	MISSILE LAUNCHER	30	SMOKE MISSILES	1
HEAVY STUBBER	10	(with frag missiles)			

EXTRA WARGEAR: A Stormboyz Korps can also have any of the extra gear shown on the chart below. Every Stormboy has to have the same extra gear, even the Stormboy with the heavy weapon. Stormboyz are efficient and take great pride in their uniformity. If the Korps is equipped with jump-packs then any Nobz or Oddboyz with the unit can also be bought a jump-pack at the same cost.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	POWER GLOVE	15	KRAK STIKKBOMZ	2
CHAINWORD	2	POWERSWORD	7	MELTA STIKKBOMZ	4
JUMP-PACKS	2	FRAG STIKKBOMZ	1	SMOKE STIKKBOMZ	1

VEHICLES: A Goff Boyz Mob may ride into battle in a Battle Wagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Due to their behaviour they are grouped together in a Mob of their own – the Mad Mob. The Mad Mob goes to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The Madboyz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. The Mad Mob consists of:

FOR 50 POINTS

10 MADBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE MOB).

PLUS

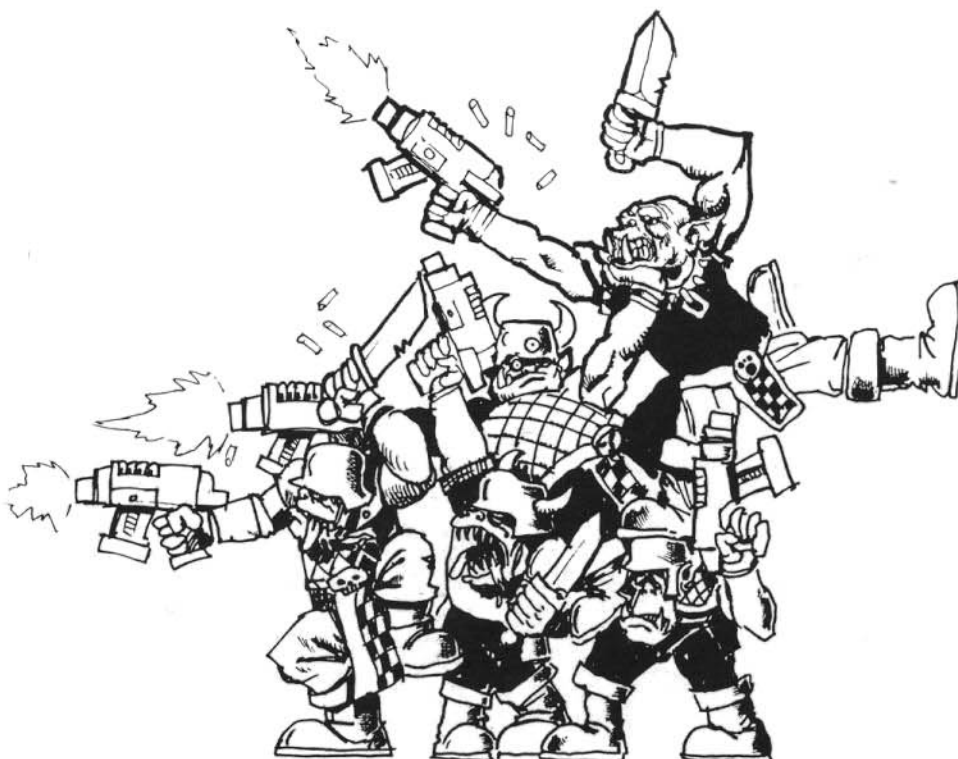
AS MANY EXTRA MADBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL PLUS EITHER AN EXTRA BOLT PISTOL OR A BOLTGUN AT A COST OF 5 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear – otherwise the whole lot would fall about squabbling and bickering over what gear there was.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
POWER SWORD	7	SMOKE STIKKBOMZ	1



WILD MOB

Wildboyz are young Orks taken from the primitive wild bands where they are born. As only the wild bands of old feral Orks actually breed, all Orks are born and reared in this way. Normally such Orks are distributed amongst the Clans where they get a proper Ork upbringing and become grownup Orks. Sometimes Wildboyz are taken into battle before they are properly broken in. This provides them with an opportunity to prove themselves worthy to join the Clans of the Tribe. As they have not yet learned the benefits of Ork Kultur and Kustomz they dress and fight in a primitive manner using simple weapons such as swords and bows. The Wild Mob is accompanied by 1 Nob Drillboss for every 5 Wildboyz. These Drillbosses are extra Nobz brought along specifically to lead the Wild Mob - they are always from the Goff Clan and either from the Warboss's Household or the Household represented by one of the Goff Boyzmobz. The Wild Mob includes:

1 DRILLBOSS WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 15 POINTS.

AND

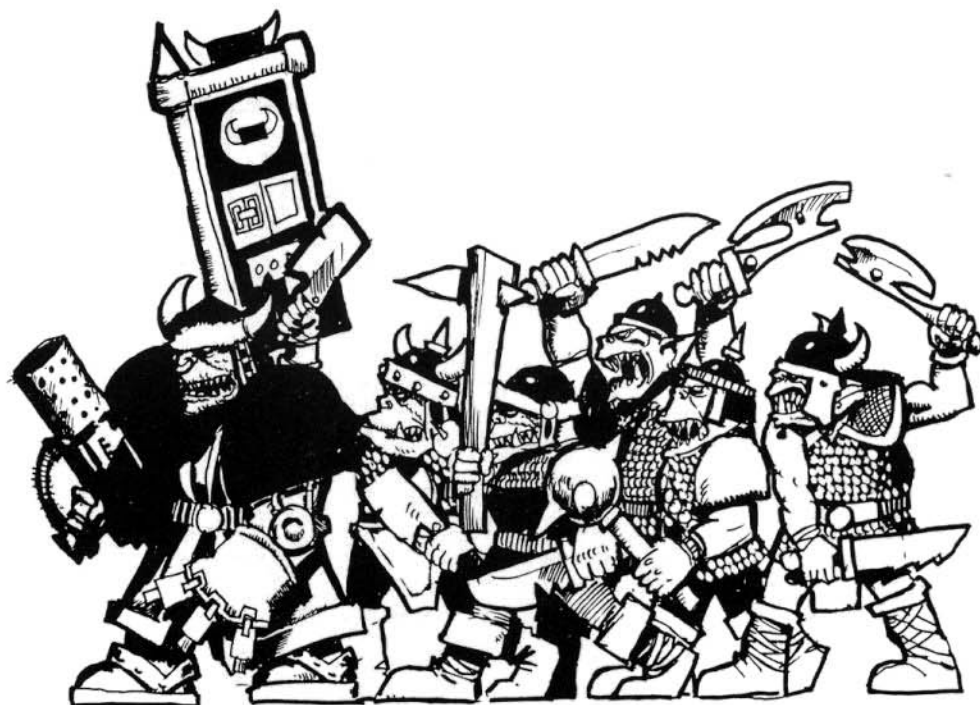
AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HAND WEAPON AT 4 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WILDBOYZ 4 points each	4	3	3	3	4	1	2	1	7	6	7	7
DRILLBOSS 15 points each	4	4	4	4	4	1	3	1	8	6	8	7



EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
SHIELD	1	HAFTED WEAPON	1
EXTRA HAND WEAPON	1	SPEAR	1
DOUBLE-HANDED WEAPON	1	BOW	2



OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them. Ogryns share the same delight in noise and destruction as Orks. They are also easily tempted by large quantities of tasty squigs offered to them by the Orks. These 'wild' Ogryns are armed with crude primitive weapons. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready-made Mobz for the Warband. The Ogryn Mob consists of:

**D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN –
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.**

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7



EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear – so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5



ODDBITZ

The Warband may include various types of heavy support weapons, additional vehicles, Dreadnoughts, and Tinboyz. These are collectively known as Oddbitz. The number of Oddbitz you are entitled to include in your Warband and the price you must pay for them depends on the number and type of Oddboyz in your Warband. Oddboyz from different Clans also entitle you to different Oddbitz or costs, as described in the description of each Oddboy type. As almost all Warbands will include Oddboyz from different Clans, the various entitlements and prices are summarised together to save you referring to each separate entry.

RUNTHERD Each Runtherd in your Warband entitles you to buy one of the special weapons together with their Runt crews at the price given on the chart below. The following exceptions and special rules should be noted.

A **Snakebite Runtherd** is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement.

A **Blood Axe Runtherd** benefits from the ready availability of Imperium weapons presented to the Blood Axes as 'gifts' or traded in some dubious manner. A Blood Axe Runtherd therefore entitles you to buy a captured Imperium weapon at half its normal price.

A **Death Skull Runtherd** benefits from the availability of weapons scrounged off the battlefield by the Death Skull Boyz. A Death Skull Runtherd therefore entitles you to buy captured Imperium weapons at half price.

A **Bad Moon Runtherd** comes from the richest Ork Clan and can afford more equipment. A Bad Moon Runtherd therefore entitles you to buy two Oddbitz instead of just one.

PAINBOY Each Painboy in your Warband entitles you to buy a Dreadnought. Only Painboyz are capable of performing the operation which interfaces the Gretchin driver with the Ork Dreadnought. Note the following exception.

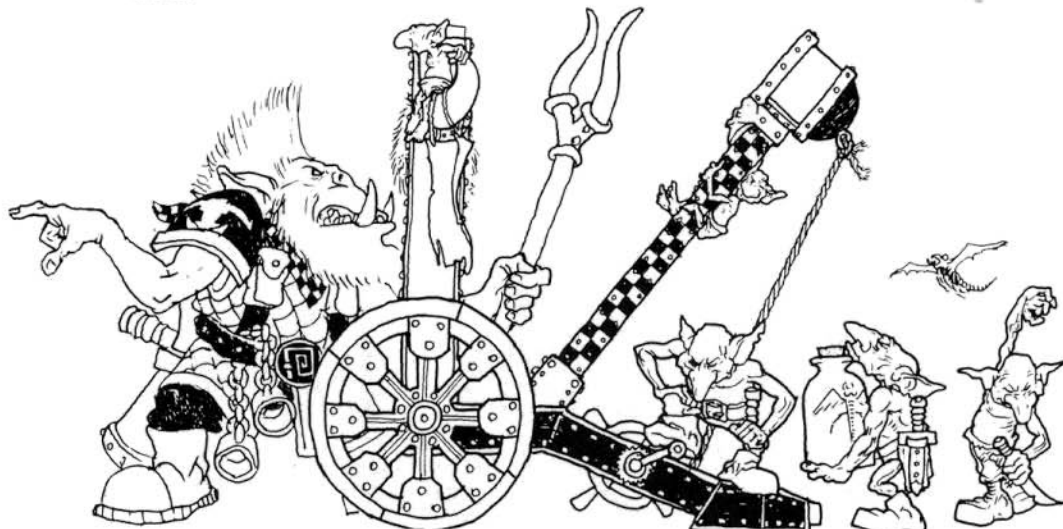
A **Bad Moon Painboy** comes from a rich Ork clan which can afford more Dreadnoughts. A Bad Moon Painboy therefore entitles you to buy two Dreadnoughts rather than just one.

MEKBOY Each Mekboy in your Warband entitles you to buy either a Mob of Tinboyz or an additional vehicle with a crew of Ork Boyz. The crews always consist of the minimum number of Ork Boyz required to drive it and operate its weapons. Both crews and vehicles are from the same clan as the Mekboy himself. The vehicles available are listed on the chart below together with their points costs.

A **Death Skull Mekboy** benefits from the profusion of spare parts and recovered vehicles scrounged from the battlefield by the Death Skulls. Therefore a Death Skull Mekboy entitles you to buy two Oddbitz instead of just one. These can be two vehicles, a double-sized Tinboyz Mob, or a vehicle and a Tinboyz Mob.

An **Evil Sunz Mekboy** belongs to a clan where vehicles are much in demand and are consequently relatively common. An Evil Sunz Mekboy therefore entitles you to buy two vehicles instead of just one. Note that this only applies to vehicles - if the Evil Sunz Mekboy opts to buy a Tinboyz Mob he does not benefit.

A **Blood Axe Mekboy** has access to all kinds of Imperium-derived vehicles given in trade or as gifts. These vehicles are of course suitably repainted and modified to the tastes of the Mekboyz. If you have a Blood Axe Mekboy you can buy an additional Imperial vehicle. This means that the Mekboy can either buy two Imperial vehicles, a Tinboyz Mob and an Imperial vehicle, or an Ork vehicle and an Imperial vehicle.

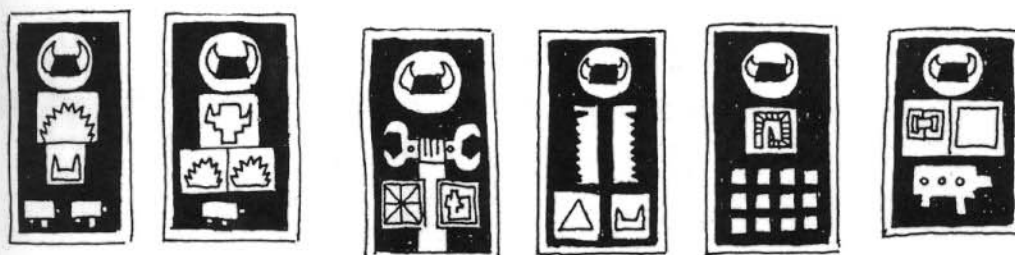
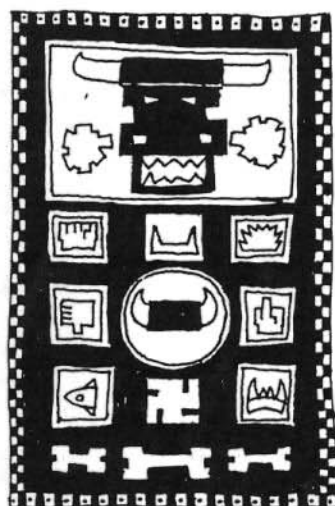
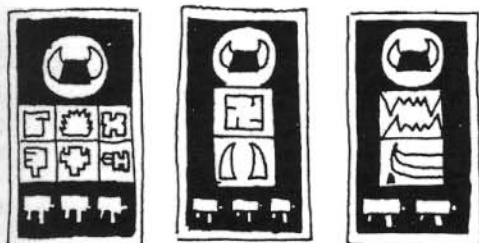


RUNTHERZ ODDBITZ - SPECIAL WEAPONS WITH RUNT CREWS

ITEM	POINTS PER WEAPON
HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	150
IMPERIUM TARANTULA	200

PAINBOYZ ODDBITZ - DREADNOUGHTS

ITEM	POINTS PER WEAPON
DREADNOUGHT	50



MEKBOYZ ODDBITZ - VEHICLES AND TINBOYZ

ITEM	POINTS PER WEAPON
BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANE BLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELLAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Orks Tinboyz and captured Imperium Robots have the profiles as indicated below.

TINBOY

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist.

GOFF EQUIPMENT CHARTS

Optional wargear for Goff Orks is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are captured - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!

MODIFIERS

WARLORD — a Warlord may add up to +20 to any roll. Roll the dice first and decide how much you want to add afterwards. this means that if a Warlord rolls a score of 55 he can actually choose any equipment indicated between the values of 55 and 75.

WARBOSS — a Warboss may add up to +15 to any roll in the same way as a Warlord.

NOBZ may add up to +10 to any roll in the same way as a Warlord.

ASSAULT WEAPONS

D10	RESULT
01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81-90	POWER GLOVE
91+	POWER SHIELD

HEAVY WEAPONS

D10	RESULT
01-10	HEAVY STUBBER
11-30	AUTOCANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
81+	MISSILE LAUNCHER

STIKKBOMZ (ORK GRENADES)

D10	RESULT
01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

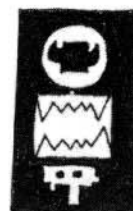
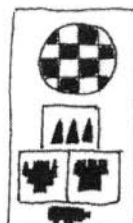
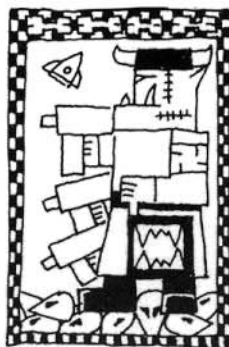
FORCE FIELDS

D10	FORCE FIELDS
01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANIUM
81+	DOC'S SURPRISE

Roll on the appropriate sub charts in the main rules to determine full extent of surgical improvements



KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA



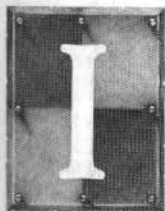
ADRIAN SMITH

A. Smith '91

Ghazghkull Tarknash

A SAMPLE GOFF WARBAND

by Andy Chambers



I am going to design an Ork Warband. This will (hopefully) give you an idea of how to use the army lists so you can design your own. Alternatively, you can always use this as a ready-made Warband if it takes your fancy, I won't mind!

The first thing I have to do is decide which Clan my Warboss belongs to - as you may have already gathered from the title I chose the Goff Clan. This was for several reasons: the Goffs are very much into being big and hard, they get lots of Nobz and are seriously into close combat. Goff Boyz can also be made into hardened veterans - Skarboyz, and a few of these in the Boyz Mobz will really make them tough. Most important of all Goffs wear mostly black so they'll be easy to paint and look good on the table.

I want the Warband to come to a total value of 2000 points as that is as big as most battles are liable to get. Sometimes I might need to field a 1000 or 1500 point force, so to get round this I'll organise the Warband so that it consists of a 1000 point 'block' including all the compulsory troops and the Warboss, then I'll create two extra 500 point 'blocks' which can be added as necessary. Of course there's no reason not to just have 2000 points worth of stuff and pick out what you want before a battle but I find this way of doing things more convenient.

The first thing I'm going to do is select and equip my Warboss then see if that gives me a bit of a feel for how to characterise the rest of the Warband. I pick a Warboss because I don't want to tie up too many points in making him a Warlord at this early stage in designing the Warband. Once I know how far my initial 1000 points will get me I'll see about possibly upgrading him. I don't particularly want to have the Warboss in Power Armour, and there are lots of good Warboss models without it. Instead, to give him a bit of real protection, I give him a Mekaniak Kustom Force Field.

Weapons-wise I cross my fingers and pay for two rolls on the Stikkbomz Table, one on the Assault Weapons Table and two on the Bioniks Tables (he's obviously a battle hardened/scarred Nob who's clawed his way up).

The Stikk Bomz Table yields two Buzz Bomz (ie a tin can on a Stick filled with voracious Buzz Squigs), and the assault weapon is a Chainsword. The Bioniks Table first comes up with a Kustom arm replacement: a Bolter arm as it turns out. The other bionik part is a Cranial Rebuild. This could've been very bad (a Lobotomy for instance) but it turns out to be

a Stainless Steel Skull. That should really help him out in the Goff ritual head butt contests. In fact, it was undoubtedly what brought Ghazghkull up to the position of Warboss!

A Cranial Rebuild also has a 25% chance of awakening an innate psychic talent in the Ork receiving it - the roll comes up bang on 25%, brilliant - a really strong Warboss! I check up to see what power he's got and roll up Hammerhand - that means he can turn himself into a complete combat monster as necessary. No doubts at all as to how this Ork came to power.

So, to sum up, the Warboss wakes up one day after being wounded to discover that he has a stainless steel skull and innate psychic powers. He quickly rockets to power convinced that he has been blessed by Gork and Mork and marked for great things. This means that the Warband will be recruiting as fast as it can and be very serious about duffing over its opponents.

WARBOSS GHAZGHKULL

Ghazghkull became a Goff with a mission after losing 30% of his skull to a Bolter shell coming the other way. While recovering from his wounds Ghazghkull started to feel vague prickling sensations in the back of his head. He soon found that in the fury of combat he was filled with energy and power, which enabled him to crush all before him. He quickly rose through the ranks of Nobz to command a Warband of his own.

With the aid of his newly discovered psychic power he has impressed a large number of Goffs into joining him and now commands the loyalty of a large and well armed Warband. He has recently added a Bad Moon Mob, and Evil Sunz Mob and a Mob of Freebooterz to his ranks and is constantly hunting for new recruits. Now Ghazghkull intends to lead his Warband to war again and spread his reputation even further. He doesn't care who they fight, just as long as they win and get lots of booty. Some people might call Ghazghkull a megalomaniac - but they'd only get away with it because he doesn't know what the word 'megalomaniac' means...



THE WARBOSS AND RETINUE

Ghazghkull Mag Uruk Thraka

Ghazghkull is possessed of considerable cunning, and in battles tends to concentrate more on commanding his troops than most Warbosses. To this end he fights from his highly mobile Battlewagon to ensure everything is going according to 'Da Plan', only joining the fun at the critical point. In combat he favours demonstrating his psychic power and stainless steel skull 'up close and personal'.

Warboss: Ghazghkull

Flak armour, Knife, 2 Buzz Bomz, Chainsword, Kustom Force Field (Refraktor), Two Bionik Bitz (Stainless Steel Skull - level one psychic power Hammerhand; Bionik arm - Bolt Gun).

90 points.

Retinue Nobz

I have to take five Nobz in the Retinue. I'm going to need a strong group for storming objectives so I'll make the Retinue Nobz into a tough close combat unit. Because they need to be tough I'll make one of them a Clanboss and one a Bigboss, but because I don't want to go too overboard at the moment I'll make the rest Bosses for the time being and come back to upgrade any later if I can afford it. To characterise the Clanboss a little more I'll pay to give him a roll on the Bioniks Chart. This turns up to be a Bolter arm, the same as the Warboss's - perhaps he's had it specially fitted to emulate his hero.

The Nobz will need to survive a lot of fire to get in close so I'll pay to equip them all with powered armour. All of them have Bolt pistols so to further increase their close combat power I'll go for a roll on the Assault Weapons Chart for each of them. This gives me a pleasing selection of Power Fists as well as a Plasma pistol for the Bigboss. If they intend to get in close the other thing they'll need is some Stikkbomz, so I pay for each of the Bosses to get a roll on the Stikkbomz Chart. After applying the +10% modifier I can provide one of them with a supply of Krak Stikkbomz, another with Frag Bomz and the third with a Buzz Bomb. These will be moderately useful, though it would have been nice to have at least one of them armed with Melta Bombs. Still, that's life in the Ork Warband.



I also need to have a Nob who I can put in charge of the Big Mob and use to keep them under control. I want to keep my powered armoured Boyz together so I buy an extra Bigboss and equip him with a force field (Konvertor), an assault weapon (Chainsword) and Stikkbomz (Melta). With this chap around to keep the Big Mob out of trouble they should manage admirably.

The Retinue Nobz are stoutly loyal to Ghazghkull and act as his and help to keep the Warband in line. In battle the Nobz fight with Ghazghkull in the Battlewagon and act as an assault group against the toughest opposition.

Snagrot: Clanboss

Power armour, Bolt pistol, Power Fist, Bionik Bitz (Bolter arm).

56 points

Uzgrot: Bigboss

Power armour, Plasma pistol, Bolt Gun, Bolt pistol, Axe.

31 points

Skumbag: Boss

Power armour, Bolt Gun, Bolt pistol, Krak Stikkbomz, Power Fist.

26 points

MugLurk: Boss

Power armour, Bolt Gun, Bolt pistol, Buzz Bomb, Power Fist.

26 points

Dur-Thug: Boss

Power armour, Bolt Gun, Bolt pistol, Frag Stikkbomz, Power Fist.

26 points

Magrot: Bigboss

Flak armour, Bolt pistol, Bolt Gun, Knife, Chainsword, Melta Bomz, Force Field (Konvertor)

=205 points

Retinue Oddboyz

Goffs get relatively few Oddboyz in comparison to other Clans because the Boyz Mobz can only bring along extra Nobz. To make sure I've got some Oddboyz I'll have to include them in the Retinue and spend a few extra points on them to ensure they're well equipped.

I want the Painboy (Dok Grotznik) to be a little on the frenzied side - more interested in getting to grips with the enemy than fixing up Orks. So I pay for him to have an Assault Weapon (which turns out to be a Power Claw) and a roll on the Bioniks Chart (because it's very cheap for Painboyz). The Bioniks come up as Doks Surprise: Iron Mask, which gives me a further three rolls on the Cranial Rebuild Chart. The results are Respirator Mouth (moderately useful), Explosive Kranium (not so useful) and a Lobotomy (oh deary, deary me). The Dok doesn't even get an awakening psychic power for his troubles.

This is all not such a disaster as it seems, the Mad Dok will be a really interesting individual in the Warband, wandering around on his own being... well, mad. If I say that the Dok is the same one that fixed up Ghazghkull he also acquires a certain pathos. I don't intend to have any Madboyz in the Warband (they wouldn't be disciplined enough for Ghazghkull) so the Mad Dok gives me a chance to play with the Madboyz rules as well.

Gorbog the Retinue Mekaniak comes next, and after the Dok's unfortunate experience with Bioniks I think I'll just give him a Kustom Weapon and a Kustom Force Field. The Kustom Weapon turns out to be a modified Grenade Launcher with increased accuracy but reduced strength. The Mek should make a useful addition to the Retinue's fire power, though of course I'll have to roll for defects when I first use it.

Finally I come to Grotslag the Runtherd. I'm starting to feel a little bit tight on points so I think I'll just buy him and stick with his basic gear. I'll probably buy him a Herd and Oddbitz later.

Ghazghkull's most trusted Oddboyz form part of of his Retinue. Dok Grotznik is the Painboy who fixed up Ghazghkull himself and has remained in good favour ever since. Unfortunately, the Dok recently had a nasty encounter with the Da Beest (the Warband's Dreadnought) while it was on the rampage. He ended up on the operating table himself under the enthusiastic but not so skilled knives of his Gretchin orderlies. Sadly, but perhaps predictably, the results were less than ideal, and Dok Grotznik has been a little crazy ever since.

Gorbog the Mekaniak is quietly drawing up plans for "sompink big an' shooty wiv' lotz of gunz" at the moment but won't tell anyone what it is. He has built a Tinboy for Ghazghkull, which he is currently 'field testing' to demonstrate that it's worth building some more. Grotslag the Runtherd is in bad books for letting his Gretchin get out of hand and has had to sell most of his gear to make himself solvent.

Mad Dok Grotznik: Painboy

Flak armour, Bolt pistol, Power Claw, Knife, Bionik Bitz (Dok's Surprise! - Steel Mask, Respirator Mouth, Exploding Cranium, Lobotomy).
25 points

Gorbog: Mekaniak

Flak armour, Bolt pistol, Knife, Kustom Force Field (Konvershun), Kustom Weapon (Modified Grenade Launcher Frag and Melta ammo, +1 hit modifier, -1 S, Orky glyph decoration, Incredible noise and flash).
30 points

Grotslag: Runtherd

Flak armour, Bolt Gun, Knife.
15 points
=70 points

Ghazghkull's Wagon

One Ork Battlewagon
Free

Retinue Total: 365 points



DA BIGMOB

Now to start on the actual Boyz Mobs. First I have to sort out the Bigmob. I don't particularly want to have large Boyz Mobs so I'll just keep to the basic ten strong Bigmob. The Bigmob is going to form a sturdy central unit for my army so I need to give it some decent heavy weapons. A Heavy Bolter is nice and cheap and a Heavy Plasma Gun has got plenty of oomph to deal with those hard targets and enemy vehicles, though admittedly it is a little expensive.

To make sure I get to use the heavy weapons effectively, I'll upgrade the two Boyz carrying them to Skarboyz, with a +1 to their ballistic skill. This brings the cost of the Bigmob to 194 points (100 points for the basic Bigmob plus 15 for the Heavy Bolter, 75 for Heavy Plasma Gun and 4 points to upgrade the two Boyz to Skarboyz). This is fairly cheap so I think I can afford to give the Bigmob Frag Stikkbomz for 10 points, and increase three more Boyz to Skarboyz to take the total up to 210 points.

The Bigmob forms the centre of Ghazghkull's Warband in battles. It is expected to close with the enemy up to short range and then pin them down while waiting for reinforcements to arrive so they can overwhelm the foe in close combat (though they usually don't wait that long).

5 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz.

3 SkarBoy: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz (one has +1 S, one +1 T and one +1 W).

1 SkarBoy: Flak armour, Heavy Bolter, Bolt Gun, Bolt pistol, Frag Stikkbomz. +1 Ballistic Skill.

1 SkarBoy: Flak armour, Heavy Plasma Gun, Bolt Gun, Bolt pistol, Frag Stikkbomz, +1 Ballistic Skill.

=210 points

FURST MOB - NAZGUT'S MOB

I want the Furst Boyz Mob to act as a flanking unit for the Bigmob (I've got a specific tactic in mind here which I'll explain later). They need a good heavy weapon so I'll give them a Heavy Plasma Gun (I rather like the plastic Heavy Plasma Gun the Orks get, which partially explains my propensity for using them - quite apart from the fact that they're really nasty). This takes the cost of the Mob to 125 points. I'll make the Boy carrying the heavy weapon into a Skarboy again and give the Mob Frag Stikkbomz to use up close. This takes the total for the Furst Mob up to 132 points.

This Mob comes from Nazgut's Household (Nazgut himself also fights in the Warband). They are referred to by the order in which they are committed to combat. The Furst Mob just has to stick with the Bigmob until it engages the enemy. They then move round their flank and chuck a few Stikkbomz before making a screaming charge into close combat.

4 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz.

1 SkarBoy: Flak armour, Knife, Heavy Plasma Gun, Bolt pistol, Bolt Gun, Frag Stikkbomz, +1 Ballistic Skill.

=132 points

SECUND MOB - NAFROT'S MOB

This Mob comes from Nafrot's Household (Nafrot fights in the Warband too). The Secund Boyz Mob is going to be a fire support unit with three Skarboyz and improved BS for all of them, which should make for good accuracy when they open up! I'll just go for a Heavy Bolter as the support weapon because I also want to buy them a Battlewagon. This is to ensure they can deploy into a good spot to get some short range shooting in. With the Battlewagon the total so far comes to 96 points. For another 5 points I may as well give them Frag Stikkbomz as well to bring them to a total of 101 points.

The Secund Mob contains a lot of keen-eyed Skarboyz armed with Bolt guns, who follow up behind Da Bigmob in their Battlewagon. They are supposed to screech in and provide a burst of deadly supporting fire, then switch to using their Stikkbomz.

2 Boyz: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz.

2 SkarBoy: Flak armour, Knife, Bolt Gun, Bolt pistol, Frag Stikkbomz. +1 Ballistic Skill.

1 SkarBoy: Flak armour, Knife, Heavy Bolter, 2 x Bolt pistols, Frag Stikkbomz. +1 Ballistic Skill.

1 Battlewagon: 25 points
=101 points

THURD MOB - NARBOG'S MOB

This Mob comes from Narbog's Household (Narbog himself also fights in the Warband). I'm getting towards the end of my first 1000 points but I still want to get some more Boyz. I haven't got any Boyz Mobs equipped with two Bolt pistols yet and with Goffs you get an extra Bolt pistol free anyway. So I take a Boyz Mob, add a Heavy Bolter as their support weapon (and a Skarboy to shoot it, of course) and equip them with Frag Stikkbomz. This brings the cost for the Mob to 72 points.



The Thurd Mob is used in exactly the same way as the Furst. They will either double up with the Furst on one flank or move round the opposite side. The Thurd are armed with two Bolt pistols each and Frag Stikkbomz, so they rely on closing with the enemy to get their licks in.

4 Boyz: Flak armour, Knife, 2 x Bolt pistols, Frag Stikkbomz.

1 SkarBoy: Flak armour, Knife, Heavy Bolter, 2 x Bolt pistols, Frag Stikkbomz. +1 Ballistic Skill.

=72 points

DA NOBZ MOB

I'm very close to my 1000 point limit on the first 'block' of troops for my army so I'd best sort out the Nobz now. I don't have any other Clans apart from Goffs so far, so I only have one Goff Nob. I've got three Boyz Mobz which means I could have up to six Goff Nobz (two for each Mob). With 120 points left I can just afford all the Nobz I could have, providing I limit myself to just Drillbosses with basic equipment plus either an assault weapon or Stikkbomz roll each. This will put me pretty neatly on 1000 points.

I decide to go for assault weapons on the principle that they're normally going to be with Boyz Mobz who've got Stikkbomz anyway. I end up getting Chainswords for virtually everybody. With these Nobz I can either split them up to lead their Household's Boyz Mobs, mount them on vehicles or form them up into a Mob of their own. I can't afford to buy these Nobz any vehicles yet but I may well do so later as my lack of Mekaniaks will stop me having many vehicles otherwise.

The Nobz normally split up to command their own Household's Boyz Mobs in battle: Nazgut with the Furst Mob, Nafrot with the Secund and Narbog with the Thurd. If the Nobz Wartrak and War Buggy are being used Waa-Dreg and Zogwort get to drive around on them having fun. This still leaves me with the option of banding all the Nobz together to form an elite close combat unit so they can really concentrate on 'mixing it'.

Nazgut: Drillboss from Nazgut's Household
Flak armour, Bolt Gun, Chainsword, Knife. 20 points

Nafrot: Drillboss from Nafrot's Household
Flak armour, Bolt Gun, Chainsword, Knife. 20 points

Narbog: Drillboss from Narbog's Household
Flak armour, Bolt Gun, Chainsword, Knife. 20 points

Waa-dreg: Drillboss from Nazgut's Household
Flak armour, Bolt pistol, Chainsword, Knife. 20 points

Zogwort: Drillboss from Nafrot's Household
Flak armour, Bolt pistol, Power Glove, Knife. 20 points

Gobrot: Drillboss from Narbog's Household
Flak armour, Knife, Bolt pistol, Chainsword. 20 points

=120 points

TOTAL SO FAR: 1000 points

BAD MOON MOB - MORBOG'S MOB

With the next 500 points I want to buy even more Boyz, and I think I'll take them from different Clans for a change. I also want to get some interesting Bitz to play with, but first I'll get the Boyz and see how many points I'm left with. I could have lots of different Clans but I'm quite happy with Goffs so I'll probably stick to one Mob of Bad Moons and one of Evil Sunz.

One of the reasons I'm getting some Bad Moons is because I think some chaps in different colours will help to break up all those Boyz Mobs dressed in black. I want to include a Nob and I'm also going to buy a Bad Moon Weirdboy for entertainment and psychic support. A wiser man might try to get a few other Mobs in his Warband so he can get more Mekaniaks. This is important so you can cut down on the inevitable breakdowns. But, because I'm dumb, I'm going to see if I can get away with just one or two (for at least the first few battles anyway).

I want the Bad Moons to be another fire support group like the Secund Mob. I equip them with two Heavy Bolters, so they can kick out plenty of fire and Smoke Stikkbomz so they can create a bit of cover and creep around. This brings the cost for the Mob to 85 points. I can afford to equip the Nob reasonably well so I buy him a roll on the Bad Moon Assault Weapons Chart and on the Force Field Chart. This gives him a Power Axe and, rather appropriately, a Kustom Force Field. This brings the total for the Bad Moons Mob to 120 points. The Weirdboy and two Minderz bring the total to 170.

Morbog and his Bad Moons are another recent addition to Ghazghkull's Warband. Morbog has joined more from a sense of curiosity about Ghazghkull's plans and how they work out than hero-worship. The Bad Moons usually tag along with the Secund Mob to give additional supporting fire, but if Morbog is feeling a little more adventurous they may try to flank the enemy and get into a position to use their Heavy Bolters to good effect. Unlike most Warbosses Ghazghkull doesn't let the Weirdboy, Gobzob, get away with anything. Consequently Gobzob is constantly miserable and morose, cultivating his appearance toward the completely funereal.

3 Boyz: Flak armour, Knife, Bolt Gun, Smoke Stikkbomz.

2 Boyz: Flak armour, Knife, Heavy Bolter, Bolt Pistol, Smoke Stikkbomz.

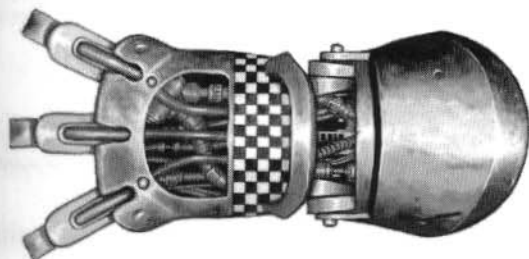
Morbog: Drillboss

Force Field (Kustom), Knife, Bolt Pistol, Power Axe.

Gobzob, Uzbog and Uzbog: Bad moon Weirdboy with two Minderz

Flak armour, Bolt Guns, Knives.

=170 points



EVIL SUNZ MOB - GROG'S MOB

I'm mainly buying this Evil Sunz Mob so I can get them to bring along an extra Mekaniak. With this in mind, and to keep the points down, I arm the Mob with a Heavy Bolter for support and Frag Stikkbomz for the Boyz. I also buy the Mek a Force Field and a Kustom Weapon. Unfortunately the Kustom Weapon turns out to be a mere Heavy Bolter but after some modifications it turns into a rather respectable heavy weapon - though I'll have to roll for defects the first time it is used. The Mekaniak will probably wander about a bit giving fire support but will stick with the Evil Sunz Mob most of the time.

These Boyz and their accompanying Mek come from Grog's Household of Evil Sunz Orks. Grog himself doesn't join the Warband (although I could always choose to bring him in later for more points).

4 Boyz: Flak armour, Knife, Bolt Gun, Frag Stikkbomz.

1 Boy: Flak armour, Knife, Heavy Bolter, Bolt Gun, Frag Stikkbomz.

Mekgog: Mekaniak

Flak armour, Knife, Bolt Pistol, Heavy Bolter (Kustom special +8" range, +1 to hit, area effect 1" radius).

=100 points

FREEBOOTERZ MOB

To add a further splash of colour to my Warband I'm going to buy a small Mob of Freebooterz. I want to equip them reasonably well with Stikkbomz, Bolt Pistols and so on so that they can get in and mix it with the Goff Boyz, and I also purchase one extra Boy just to bulk out their numbers a little. I buy the Kaptin a Bolt Pistol, a Force Field (which turns out to be a Kustom Force Field) and one lot of Bionik Bitz which unfortunately turns out to be a wooden leg; annoying, I suppose, but at least it's quite piratical!

Ghazghkull doesn't really approve of Freebooterz very much. He thinks that they flaunt the fine Orky traditions of Clan and Tribe a little too freely. However, this consideration doesn't stop him from hiring them to do his dirty work and all the nasty, dangerous jobs going - after all, Ghazghkull is supremely practical. Kaptin Bogrot, on the other hand, is not going to get himself killed that easily and has an amazing capacity for surviving the most outrageously dangerous encounters unscathed.

5 Boyz: Flak armour, Knife, Bolt Gun, Bolt Pistol, Smoke Stikkbomz, Melta Bomz.

1 Boy: Flak armour, Knife, Heavy Bolter, Bolt Gun, Bolt Pistol, Smoke Stikkbomz, Melta Bomz.

Kaptin Bogrot: Flak armour, Force Field (Kustom), Knife, Bolt Pistol, Bolt Gun, Bionik Bitz (Wooden Leg).

=144 points

RUNTZ

I've got just 86 points left from my first 500 point block so I can't afford much more. This isn't too important as I'll be spending all of the next 500 points on vehicles and Oddbitz. After rooting around for a while I come with something which costs exactly 86 points: a Runtbot and a Herd of twelve Gretchin to go with Grotslag the Runtherd. I can use some fantasy Goblins for the Herd which I've had knocking around for quite a while. The Runtbot is considerably more useful than the Gretchin, though the Gretchin might manage to mug somebody if they get close enough. That takes care of the first 500 point block.

Grotslag's Herd

12 Gretchin Runts: Armed with Axe, Shield.

1 Runtbot: Grenade Launcher (Frag, Krak, Smoke), Runtbot Force Field.

=86 points

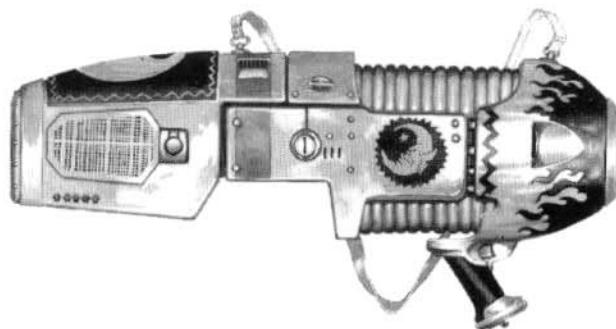
TOTAL SO FAR: 1500 points

ODDBITZ

So far I've only got two Battlewagons in the vehicles department so I'll splash out and go for as many more as I can get for 500 points. I have the one Goff Mek in the Retinue and the Evil Sunz Mek recruited along with Grog's Evil Sunz Mob, which means I can have up to three vehicles (one Goff and two Evil Sunz). I can also use the points to mount some of the Nobz on Nobz Bikes, Wartraks or Buggies if I want and get more vehicles that way.

I decide to go for a wide spread of different vehicle types so I can weigh up their performances over a few battles. I particularly like the Wartrak model so I'll definitely go for one standard Wartrak with a Heavy Plasma Gun and a Wartrak Scorchers for laughs. I'll also take a War Buggy with twin Heavy Bolters to see how well it does. The Wartrak and the War Buggy can be bought for two of the Goff Nobz. For the two Evil Sunz vehicles that their Mek entitles me to I'll go for a couple more War Buggies. That lot leaves me with another 110 points to spend.

A Dreadnought is a must, and quite cheap at 50 points. This leaves me with 60 points to spend. Because I've got one Runtherd in the Warband I can take a single Runtherd Oddbit. I don't have any artillery type stuff yet so I'll take a Hop Splat Field Gun - then I can tow it into action behind the



Wartrak. With my final 10 points I decide to increase the size of Grotslag's Herd by a further 3 Gretchin, leaving me with 1 point unspent!

'Da Beest', Dok Grotsnik's attempt at a Dreadnought, has been built with help of Gorbog, the Mekboy. Da Beest is pretty manic and unpredictable so most of da Boyz keep their distance from it on the field.

Ghazghkull usually deploys the Buggies to rush forward and pin the enemy down with fire. The Wartrak is used to tow the gun into action, dropping it off before charging into the fray. The idea is for the Wartrak to then move against the weakest part of the enemy line accompanied by the Wartrak Scorchers to burn out the opposition. Ghazghkull would be very loth to lose the Wartraks and won't commit them to any rash moves (unless he gets carried away). In the case of enemy vehicles being around the Wartrak will concentrate on trying to knock them out with a Maximal shots from its Heavy Plasma gun before retreating into cover while it recharges. Meanwhile the Scorchers will concentrate on keeping the enemy infantry at bay.

Dok Grotsnik's Beest

1 Dreadnought: Power Claw, Heavy Bolter, 1 Mekaniak Kustom Force field. *50 points*

Runtherd Grotslags' Gun

1 Hop-splat Field Gun. *2 Gretchin Krew.* *50 points*

Da Nobz' Vehicles:

1 Goff Wartrak (ridden by Waadreg): armed with a Heavy Plasma Gun. One Ork Driver with Flak armour, Knife and Bolt pistol. *75 points*

1 Goff War Buggy (ridden by Zogwort): armed with Twin Heavy Bolters. One Ork Driver with Flak armour, Knife and Bolt pistol. *75 points*

Mekboy Gorbog's Scorchers

1 Goff Wartrak Scorchers: Two Boyz Krew each with Flak armour, Knives and Bolt pistols. *1 Gretchin Krew.* *90 points*

Mekboy Magrot's Buggies

1 Evil Sunz War Buggy: armed with Twin Heavy Bolters. Two Boyz Krew each with Flak armour, Knives and Bolt pistols. *75 points*

1 Evil Sunz War Buggy: armed with a Multi-Melta. Two Boyz Krew each with Flak armour, Knives and Bolt pistols. *75 points*

Grotslag's Herd

Da Runtz: 3 extra Gretchin Runtz for Grotslag's Herd. Armed with Axe, Shield. *9 points*

GRAND TOTAL: 1999 points



SNAKEBITE ARMY LIST



1 WARBOSS

The leader of the Ork Warband is known as a Warboss or, if he is particularly powerful, as a Warlord.

1 WARBOSS'S RETINUE

The Warboss is accompanied by favoured companions from his Household. They are known as the Warboss's Retinue and consist of 5 Nobz plus other troops the Warboss wishes to take along such as more Nobz or Oddboyz.

1 BIG MOB

Because the Warboss is the most important Ork in the whole Warband his Household provides the biggest unit of Ork Boyz - this is the Big Mob consisting of 10 or more Snakebite Boyz.

0+ BOYZ MOBZ

The Warband may include any number of Boyz Mobz from other Households in the tribe - these may be Snakebite Households or they can be from other Clans. Each Mob consists of 5 or more Boyz.

0+ NOBZ

Each Household that sends a Mob to fight in the Warband can provide a Nob (2 Nobs in the case of Goff Households). Any of these Nobz may join their own Household's Mob and lead it in the battle. Alternatively, any of the Nobz can bring along a vehicle to ride into battle. Nobz not fighting with units or vehicles join together into a single unit of Nobz TO form a separate Nobz Mob.

0+ ODDBOYZ

Each Household that sends a Mob to fight in the Warband can provide an Oddboy (except in the case of Goff Households). These Oddboyz fight as independent models on the battlefield.

0+ WILD MOB

The Warband may include any number of Wild Mobz of 5 or more Wild Boyz.

0+ MAD MOB

The Warband may include any number of Mad Mobz of 10 or more Mad Boyz.

0-1 GRETCHIN MOB

The Warband may include a single Gretchin Mob.

0-1 OGRYN MOB

The Warband may include a single Ogryn Mob.

0+ FREEBOOTER MOBZ

The Warband may include any number of Freebooter Mobz. Each Freebooter Mob consists of 5 or more Freebooterz led by a Freebooter Kaptin.

0+ ODDBITZ

The Warband may include large weapons crewed by Runtz, Robotz, Dreadnoughts, and extra vehicles. The availability of these depends on the number of Runtherds, Painboyz, and Mekboyz in the Warband.

THE SNAKEBITE WARBOSS

The Warboss is the leader of the tribe and commander of the entire Warband. The commander of an especially large or successful Warband is known as a Warlord. Choose either a Snakebite Warboss or Warlord to lead the Warband. Of all the Ork Clan Snakebites remain closest to the wild uncivilised state. Although they use and understand technology as well as any other Orks, their natural inclinations lead them to shun much that is technologically sophisticated in favour of familiar ways. A Snakebite Warboss may ride a Boar or Cyboar into battle, but he must be prepared to pay more for technical equipment than other Orks.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

OPTIONAL WARGEAR: Snakebite Warbosses can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the absolute top Ork in the Warband, the Warboss gets the pick of all the loudest and most destructive gear from his Household armoury. To represent this, the Snakebite Warboss can have any gear from the special charts listed below. Refer to the charts at the end of the Army Lists to see what each contains. Choose any chart, pay the points indicated below, and randomly generate a bit of equipment. You can roll as many times on as many charts as you want, and the Warboss can use whatever equipment you generate. Any equipment the Warboss does not want can be passed down to any other Nob in the Warband – the Warboss is a generous leader! If you don't want to use the equipment you've generated at all then it is simply ignored (left at home) but the points are still deducted as normal.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	20
BIONIK BITZ	15
KUSTOM WEAPON	25

BOARS AND CYBOARS. The entire Snakebite Retinue including the Warboss can ride a Cyboar (10 points) or Boar (6 points). For details of the points value of these, plus other transport options see the Retinue.



WARBOSS'S RETINUE

The Retinue consists of the Warboss's closest mates and drinking buddies. They are some of the Snakebite Ork Nobz who live in the Warboss's large and heavily fortified Household - really a small fortress which towers above the surrounding Ork town. Depending on how rich and influential he is the Warboss may favour more Nobz by allowing them to fight alongside him as part of the Retinue. The Warboss may also include various Oddboyz in his Retinue and is likely to have several. The Snakebites are particularly famous for the number and skill of their Painboyz and Runtherdz. The Retinue consists of the following:

- 5 Snakebite Nobz** These are compulsory. Choose which sort of Nobz you want from the list below. You can choose all the same or a mixture of types - it is totally up to you.
- Plus More Snakebite Nobz** You may increase the number of Nobz in the Retinue to as many as you want - these can be any of the types listed below. This means the Retinue can be very large if you wish, although a very large Retinue may prove rather cumbersome in play.
- Plus 1 Snakebite Mekboy** You do not have to include a Mekboy in the Retinue but you can do so if you want. Refer to the Mekboy entry to determine points values and further options.
- Plus 2 Snakebite Painboyz** You do not have to include any Painboyz in the Retinue but you can have either one or two if you want. Refer to the Painboy entry to determine points values and further options.
- Plus 2 Snakebite Runtherdz** You do not have to include any Runtherdz in the Retinue but you can have either one or two if you want. Refer to the Runtherd entry to determine points values and further options.
- Plus 1 Snakebite Weirdboy** You do not have to include a Weirdboy in the Retinue but you can do so if you wish. If you decide to include a Weirdboy he is automatically accompanied by 2 Minderz. Refer to the Weirdboy entry to determine points values and further options.
- Plus Attendants** The Retinue may include any number of non-combatant attendants - these are free.

NOBZ: Every Snakebite Retinue contains 5 Snakebite Nobz from the Warboss's Household. The Retinue may include more Snakebite Nobz if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the Nobz listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Snakebite Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the Warboss's old buddies, the Nobz in the Retinue tend to get the best gear that's going. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between the Nobz in the Retinue as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	20
BIONIK BITZ	15
KUSTOM WEAPON	25

One of the Nobz in the Retinue always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a promising youngster from the Warboss's own Household.

SNAKEBITE ARMY LIST

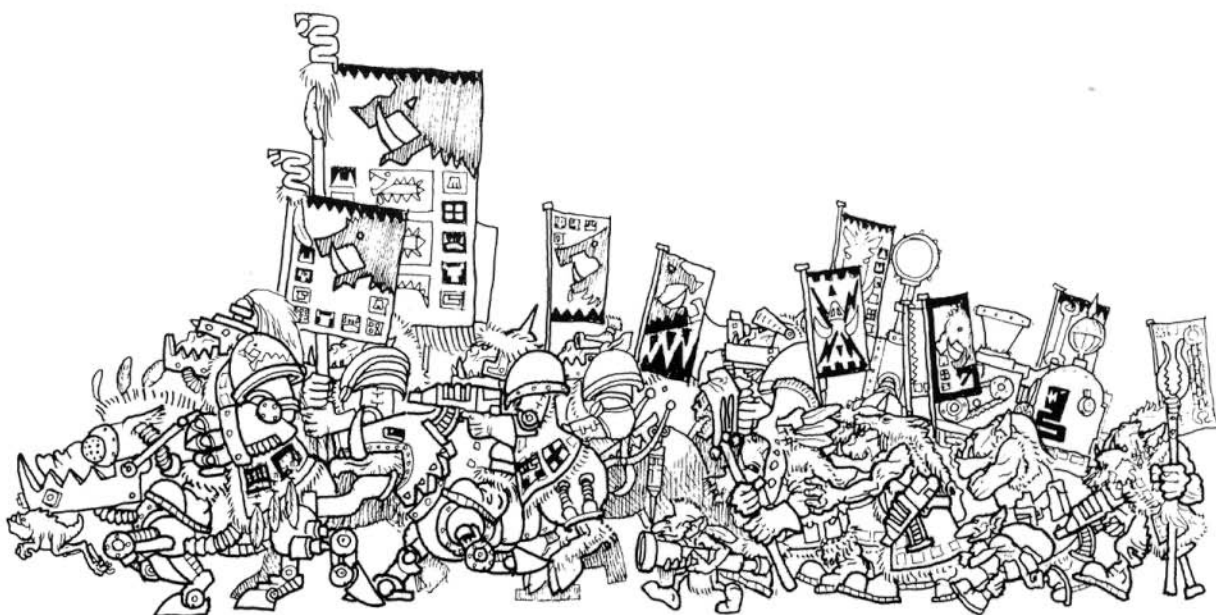
ODDBOYZ: The Retinue may include up to 6 Oddboyz: 1 Mekboy, 2 Painboyz, 2 Runtherdz and 1 Weirdboy with his 2 Minderz. These Oddboyz are Snakebites from the Warboss's own Household brought along to help their Boss out on the battlefield. Refer to the descriptions of each of these types for details of points values and further options.

ATTENDANTS: The Retinue may be attended by as many servant Gretchin and Snotling servants as the player wants. These include Snotlings to carry boxes of ammo, jars of food and fungus ale; Gretchin porters with spare weapons and essential supplies; and any number of assorted hangers-on who are there to jump up and down, cheer, and yell at the top of their voices every time their side does something impressively loud and destructive. These models do not fight and take no part in the game - but they make the Retinue look complete. The attendants may also include musicians beating skulldrums and playing squigpipes.

VEHICLES, BOARS AND CYBOARS: A Snakebite Retinue may ride into battle in a Battle Wagon. All the Retinue, the Warboss, and any non-combatant models ride inside or on top of the Battle Wagon, hanging on as best they can. Any weapons generated for the Nobz or the Warboss may be mounted on the Battlewagon if you want. The Battle Wagon is free of charge. An additional Battle Wagon may be bought for the Retinue if the player wishes, and this and/or the original Battle Wagon may be uparmed as indicated below. Alternatively the Retinue, including the Warboss, may ride into battle on either Boars or Cyboars. Any Oddboyz or Nob detached from the Retinue as described below must still buy a Boar or Cyboar if rest of the Retinue does, however the detached models do not have to ride the Boar/Cyboar if they do not wish - the mount can be left behind during the battle).

VEHICLE	POINTS COST
A single Battlewagon	FREE
A second Battlewagon	50
Extra to upgrade a Battle Wagon to Blitzcannon	+50
Boar	6 per model
Cyboar	10 per model

ON THE BATTLEFIELD: The entire Retinue and the Warboss can fight as a single unit on the Battlefield. Optionally, any Oddboyz in the Retinue can be detached from the rest of the Retinue and may fight independently. A single Nob may also be detached in order to lead the Big Mob. The player must decide before the battle whether he wants to detach Oddboyz/a Nob - it is not possible to detach Oddboyz from the Retinue once the game is underway. If the player decides to buy two Battle Wagons for the Retinue then the unit must be divided as near as equally into two. Each half fights from one Battle Wagon - the two vehicles are not bound by unit coherency but fight independently of each other. Having one or both Battle Wagons does not prevent the player detaching either Oddboyz or a Nob as described.



SNAKEBITE BIG MOB

The Big Mob consists of Ork Boyz from the Warboss's own Household. This is always the largest unit of ordinary Boyz in the Warband because the Warboss depends on the Big Mob to enforce his authority over the whole Warband. The Big Mob has two heavy weapons – these are weapons entrusted to the family which they are supposed to bring along. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

2 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The two Boyz with a heavy weapon can have any of the weapons chosen from the list below. They can both have the same weapon or they can have different weapons, it is entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LASCANNON	90

HEAVY WEAPON	COST FOR EACH WEAPON
MULTI-MELTA	50
MISSILE LAUNCHER (with frag missiles)	30
KRAK MISSILES	20
MELTA MISSILES	4

EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons.

WEAPON	COST PER MODEL
CHAINWORD	2
POWER SWORD	7
POWER GLOVE	15
EXTRA BOLT PISTOL	1

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1

NOB LEADER: The presence of the Big Mob does not entitle you to buy any extra Nobz (as do Boyz Mobz) because the Warboss's Household Nobz who would otherwise accompany the Big Mob are automatically absorbed into the Warboss's Retinue. One Nob may be detached from the Warboss's Retinue in order to lead the Big Mob if you wish. The Nob becomes a member of the Big Mob increasing the total number of models in the unit by one.

VEHICLES AND BOARS: A Snakebite Big Mob may ride into battle in a Battle Wagon. This may be upgraded to a Blitzcannon at the cost shown below. Alternatively, the entire Big Mob may be mounted on Boars or Cyboars at the cost shown.

VEHICLE	POINTS
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50

MOUNTS	POINTS
Boar	6 per model
Cyboar	10 per model



SNAKEBITE NOBZ

The Warband may include Nobz in addition to those in the Retinue. These extra Nobz come along with their Households' Boyz Mobz both to look after their Boyz and to participate in the fighting. As Nobz come from the same Households as the Boyz Mobz they naturally belong to the same Clan. In the case of the Snakebites, every Boyz Mob can bring along one Nob. This applies whether the Warboss is a Snakebite or not. The Warband can also include Nobz from other Clans if Boyz Mobz from those Clans are present. If your Warband includes Boyz Mobz from other Clans and you wish to purchase Nobz from those Clans, then refer to the description in the appropriate Clan Army List.

**FOR EVERY
SNAKEBITE BOYZ MOB**

**YOUR WARBAND MAY INCLUDE
UP TO 1 SNAKEBITE NOB**

You are not obliged to include these Nobz in your Warband if you do not want - you may feel that your Warboss can manage perfectly well without them or you may prefer to spend the points elsewhere. Each Snakebite Boyz Mob also entitles you to buy either a Painboy or a Runtherd - and you may feel that one of these would be a better use of your points (although you can buy both a Nob and an Oddboy if you wish). If you decide to buy Snakebite Nobz choose which type of Nob you want from the list below and pay the appropriate points. Remember that Nobz always come from a Household represented by a Boyz Mob - the Nobz banner and back-plate will therefore display the Household's badge or some personalised variant of it.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

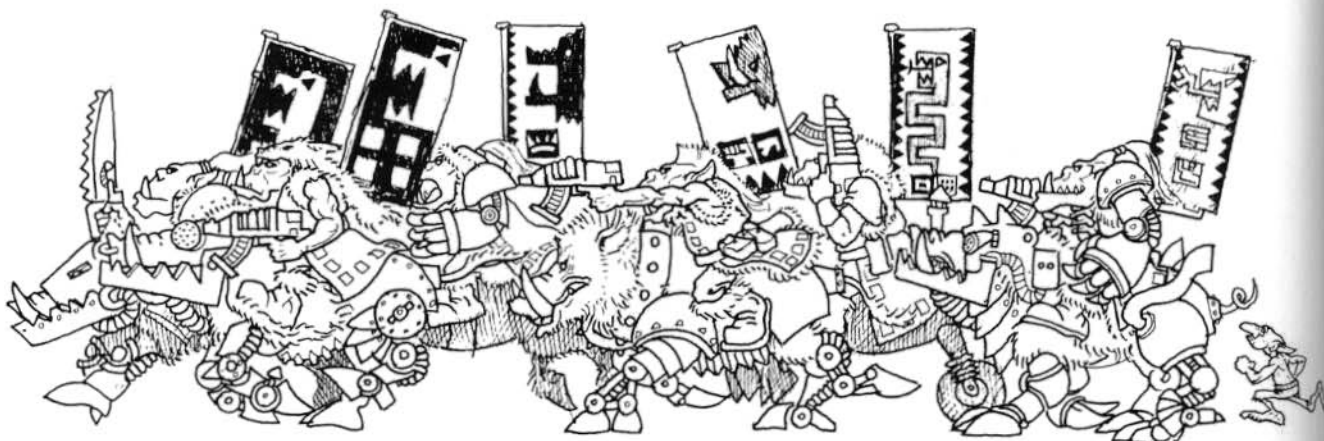
Nobz are the richest and toughest Orks in their Household so they get the choice of all the best weapons. Snakebite Nobz can have any gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between any Snakebite Nobz in the Warband as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	20
BIONIK BITZ	15
KUSTOM WEAPON	25

ON THE BATTLEFIELD: Nobz can be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it, becoming part of the unit. Secondly, he may be provided with a vehicle and driver at the points cost indicated below - the Nob fights from the vehicle during the battle. Thirdly, any Nob not fighting with his Mob or from a vehicle automatically fights in the Nobz Mob unit. Snakebite Nobz in the Nobz Mob may ride Boars or Cyboars at the points indicated. One Snakebite Nob may be detached to lead the Big Mob - in which case he must ride a Boar or Cyboar if they do.

Vehicle	Points	Mount	Points
War Buggy	75 points	Cyboar	10 per Nob
Wartrak	75 points	Boar	6 per Nob



SNAKEBITE MEKANIAKS

Snakebite Meks are relatively rare compared with Snakebite Painboyz and Runtherdz. Snakebite Boyz Mobz sometimes bring Painboyz or Runtherdz to take part in the battle, but they never bring Mekboyz. This means that a Warband will only contain a Snakebite Mekboy if he is purchased as part of the Retinue. As the maximum number of Meks in the Retinue is only one, there will only ever be one Snakebite Mekboy in the Warband. The Snakebite Warboss relies upon Mekboyz from other Clans to make up the numbers. A Warboss who wants more Meks will have to include Boyz Mobz from the Evil Sunz or Blood Axe Clans which can bring Mekboyz to the battle. Details of other Clans' Mekboyz are given in the descriptions under the appropriate Army List. The number of Meks in the Warband affects the number of vehicles and Tinboyz the Warboss can have and also affects the reliability of Ork equipment in general. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

SHOKK ATTACK GUN	50
BOAR	6
CYBOAR	10

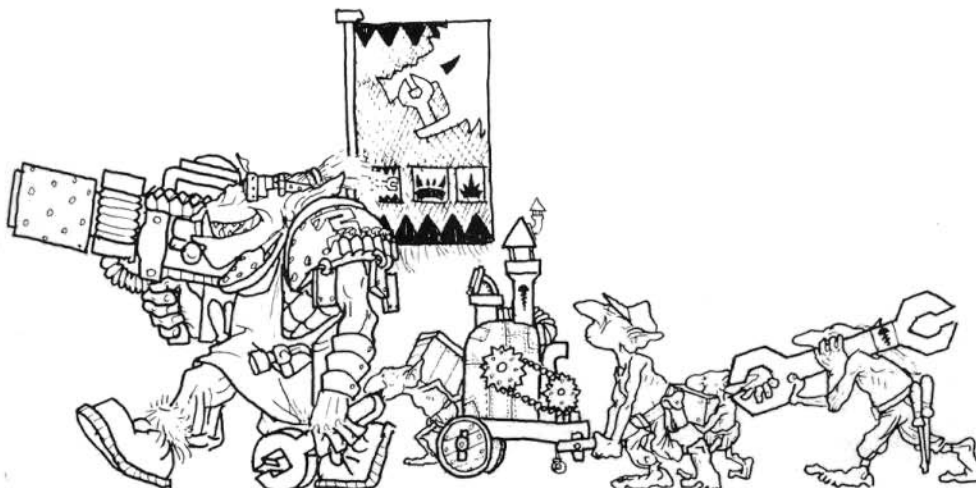
Mekaniaks are expert if eccentric mechanics – they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is assumed to be left at home but must still be paid for.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	10
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10
KUSTOM WEAPON	20

ATTENDANTS: Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snotling tool-bearers, bit-box bearers and banner bearers at no extra cost.

ODDBITZ: Each Snakebite Mekboy in the Warband entitles you to buy a single Oddbit chosen from the list in the Oddbitz section and paid for at the costs shown. In the case of Mekboyz you can buy Tin Boyz (Ork Robots) or an extra vehicle. If you buy Tin Boyz these must be controlled by the Mekboy himself. A vehicle comes complete with crews of Snakebite Ork Boyz. See Oddbitz for more details, options, and points values.



SLAKEBITE PAINBOYZ

The Snakebites have quite a lot of Painboyz - many of whom practice a uniquely Snakebite form of Shamanistic medicine. This is very distinctive, and also quite effective, so that Snakebite Painboyz are held in some awe. Snakebite Boyz Mobz can bring either a Painboy or a Runtherd to fight in the battle if they want. The only other Clan which sometimes brings extra Painboyz to a battle in this way is the Death Skulls. Details of other Death Skull Painboyz are given in the descriptions under the Death Skull Army List. The number of Painboyz in the Warband is important. If there are plenty of Painboyz in the Warband then wounded Orks are more likely to be recovered from the battlefield so they can be restored with bionik implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PAINBOY at 15 points	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Painboy can have the following extra gear for the points shown.

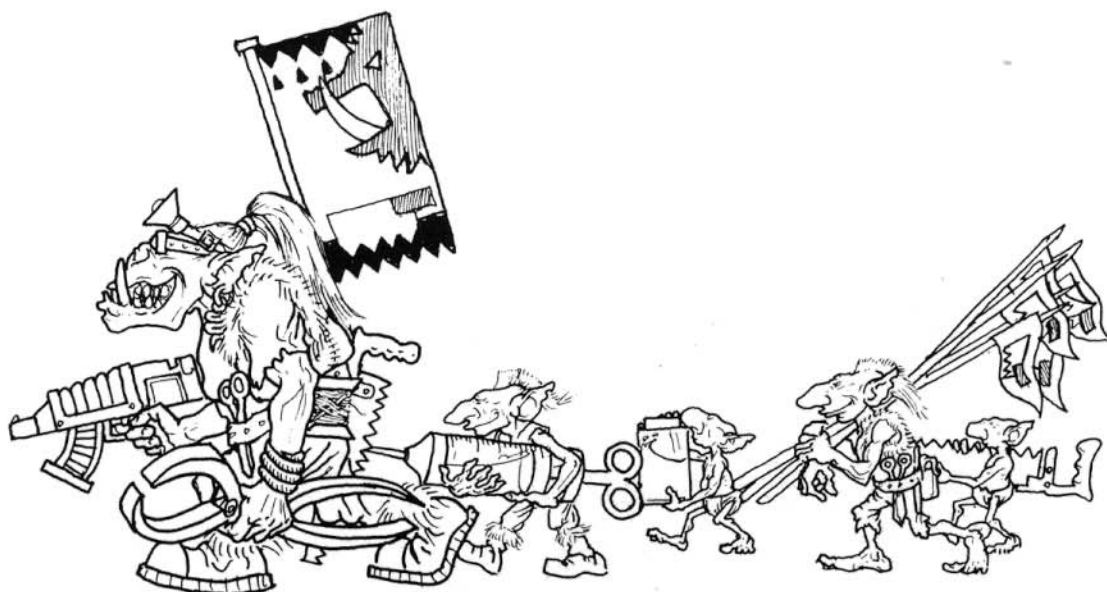
BOAR	6
CYBOAR	10

Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
FORCE FIELDS	20
BIONIK BITZ	10

ATTENDANTS: Painboyz have Gretchin and Snotling helpers to help them carry heavy gear, jars of medical squigs, syringes, and other important gubbins. Most important of all, Gretchin carry bundles of marker pennants to stick in the ground by wounded Orks to identify their master's patients. A Painboy may be accompanied by an unlimited number of non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and marker-pennant bearers at no extra points.

ODDBITZ: Each Snakebite Painboy in the Warband entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Oddbitz section for details and points values.



SNAKEBITE WEIRDBOYZ

The Snakebite Clan is not noted for the number of its Weirdboyz - although when these Oddboyz do occur they are treated with considerable reverence because they are more powerful than other Weirdboyz. This means that a Warband will only contain a Snakebite Weirdboy if he is purchased as part of the Retinue. As the maximum number of Weirdboyz in the Retinue is only one, there will only ever be one Snakebite Weirdboy in the Warband. A Warboss who wants more Weirdboyz will have to include Boyz Mobz from the Bad Moon Clan which can bring Weirdboyz to the battle. See the description of Bad Moon Weirdboyz in the Bad Moon Army List. Weirdboyz are always accompanied by two sturdy Ork Boyz called Minderz whose job it is to make sure the Weirdboy comes to no harm (and so he doesn't run away).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 50 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value includes this Wargear for the Weirdboy.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

WARGEAR: The points value includes this Wargear for the Minderz.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The following may be bought for all three Orks or none at the total cost shown.

BOAR MOUNTS 18

CYBOAR MOUNTS 30

Weirdboyz are valuable assets to the Warboss, so he likes to make sure they're well looked after. They are sometimes protected from the enemy by Force Fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their bionik expertise. If you wish to equip your Weirdboy in this way choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates; any equipment not used is ignored (left at home)

CHART	COST PER RANDOM ROLL
FORCE FIELDS	20
BIONIK BITZ	15

ATTENDANTS: A Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and banner bearers at no extra points. A Weirdboy may also be accompanied by a Snotling who has been possessed. These are Snotlings which have been possessed by warp daemons while taking part in a Shokk Attack - they are now too crazed to serve any useful function except to a Weirdboy. If a Weirdboy has a possessed Snotling the creature drains away some of the Weirdboy's psychic energy - thus possibly saving him from a fatal head explosion. If a Weirdboy's head explodes then roll a D6. On the score of a 4 or more the possessed Snotling absorbs the psychic energy and his head explodes instead - the Snotling is killed but the Weirdboy is unharmed. A Weirdboy can test at the start of the game to see if a possessed Snotling has joined his attendants: on the D6 roll of a 5 or more he is successful. This test is made every game, so a Weirdboy can acquire several possessed Snotlings eventually.

SPECIAL RULE: Due to their well rooted traditional values Snakebite Weirdboyz are more powerful than those of other Clans. They receive an extra D10 power points for each turn of chanting.



SNAKEBITE RUNTHERDZ

Snakebites have many Runtherdz compared to other Clans and they sometimes come along with their Boyz Mobz to take part in the battle. The only other Clan whose Boyz Mobz sometimes bring Runtherdz are the Death Skulls, details of which are given in the Death Skulls Army List. Runtherdz are required to train Gretchin crews in the use of large weapons and to prepare Snotling Shokk Attack Teams. The number of Runtherdz in a Warband affects its ability to field large weapons.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword.

OPTIONAL WARGEAR: The Painboy can have the following extra gear for the points shown.

BOAR	6
CYBOAR	10

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates, any equipment he does not want is assumed to be left at home and is ignored.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
FORCE FIELDS	20
BIONIK BITZ	15

ATTENDANTS: Runtherdz can have loads of servants who run errands and busy themselves with menial jobs while the Runtherd gets on with the important stuff. A Runtherd may have unlimited non-combatant Gretchin and Snotling servants, musicians, squig-handlers, apprentices and bannerboyz at no extra points.

HERDZ: The Snakebite Runtherd may be accompanied by up to 3 Herdz of either Snotlings or Gretchin. A Gretchin herd consists of any number of Gretchin models, each armed with hand weapons and a shield at 3 points each. A Snotling herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling herd may be armed with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their Strength in hand-to-hand combat. Determine this bonus each round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

ODDBITZ: Each Snakebite Runtherd in the Warband entitles you to buy a single Oddbitz chosen from the list in the Oddbitz section and paid for at the costs shown. A Snakebite Runtherd is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement. Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd. See the Oddbitz section for details and points values.



SNAKEBITE BOYZ MOBZ

Boyz Mobz are units, literally Mobs, of Ork Boyz. Each Mob represents the Boyz from one Ork Household and consists of 5 or more Ork Boyz. Some Ork Households turn up with only the obligatory 5 Boyz including one with a heavy weapon which they're supposed to bring when the Warband gathers. Other Households are more enthusiastic and more Boyz are sent along – especially if the prospects of loot are good! No matter how many Orks turn up from a Household only one heavy weapon is carried, any extra Boyz who come along will be armed with the usual assortment of bolters. Each Mob may be accompanied by Nobz from the same Household who have come along with their Boyz to join in the battle. A Snakebite Boyz Mob consists of:

FOR 50 POINTS:

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A BOLT GUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The Boy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can choose cheap ones or expensive ones. It's entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MULTI-MELTA	50
HEAVY BOLTER	15	MISSILE LAUNCHER	30
HEAVY PLASMA GUN	75	(with frag missiles)	
HEAVY STUBBER	10	KRAK MISSILES	20
LASCANNON	90	MELTA MISSILES	4

EXTRA WARGEAR: A Boyz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	7	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1

NOBZ: For every Snakebite Boyz Mob in your warband you are entitled to buy up to one Snakebite Nob. The Nob may lead the Mob in battle. Refer to the Snakebite Nobz' description for details and points values.

ODDBOYZ: For every Snakebite Boyz Mob in your Warband you are entitled to buy either a Snakebite Runtherd or a Snakebite Painboy - you may not buy both. You are allowed to buy both the Nob and one Oddboy if you want.

VEHICLES AND BOARS: A Snakebite Boyz Mob may ride into battle in a Battle Wagon. This may be upgraded to a Blitzcannon at the points cost shown. Alternatively, the entire Mob may be mounted on Boars or Cyboars at the cost shown.

VEHICLE	POINTS	MOUNTS	POINTS
Battlewagon	25	Boar	6 per model
Extra to upgrade a Battle Wagon to Blitzcannon	+50	Cyboar	10 per model



GRETCHIN MOB

Orks despise Gretchin as runty and feeble but none-the-less regard them as useful fetchers and carriers and secretly nurse considerable affection towards their little brothers. This affection usually displays itself in the form of sound beatings, lots of shouting, and a great deal of hard work, but this is commonly held to be a good for Gretchin as it stops them getting ideas above their station and consequently makes them much happier on the whole. Gretchin recognise this natural affection on the part of their masters and admire them for it. All Gretchin want to be just like Orks. If a Gretchin works really hard by doing extra menial tasks for a few teeth, he can earn enough to buy himself weapons and other wargear so he can accompany the Warband in battle. Their ambition is to emulate the Orks and to be allowed to join in the fun.

In battle the Gretchin Mob latches on to a particularly tough or interesting Mob of Orks and follows it at a discreet distance. At least one of the Gretchin has to stay within 6" of the Ork Mob which the Gretchins have chosen to follow. The Gretchin attempt to copy the Orks so they can pretend that they too are 'just like da Boyz'. When the Orks shoot the Gretchin will shoot, when the Orks charge the Gretchin will charge, if the Orks rout the Gretchin run after them, and so on. If the Ork unit is wiped out the Gretchin simply latch on to another.



The Ork Mob will often be very annoyed by this behaviour because Gretchin are always doing stupid things which draw attention to them on the battlefield, and often pelt them with stones and discarded battlefield detritus to make them go away. Unfortunately the Gretchin interpret this as just another aspect of boisterous Ork cameraderie and start pelting the Orks in return! A Gretchin Mob consists of:

ANY NUMBER OF GRETCHIN ARMED WITH A HAND WEAPON AND BLUNDERBUSS AT 5 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5



MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Snakebites have a naturally more primitive view of the universe than many other Orks, and this often causes trouble when they are confronted by advanced technology and changing ways. As a result Snakebites are more likely to develop into Mad Boyz, and a Snakebite Warboss may have more Mad Boyz in his Warband than other Warbosses. Due to their behaviour they are grouped together in a Mobz of their own – Mad Mobz. The Mad Mobz go to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The MadBoyzz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. A Snakebite Warboss may have as many Mad Mobz as he wishes each Mad Mob consists of:

FOR 50 POINTS

10 MADBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE MOB).

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 5 POINTS EACH.



	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7

EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear – otherwise the whole lot would fall about squabbling and bickering over the choice of gear.

WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1
CHAINSWORD	2
POWER GLOVE	15
POWER SWORD	7

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



WILD MOB

Wildboyz are young Orks taken from the primitive wild bands where they are born. As only the wild bands of old feral Orks actually breed, all Orks are born and reared in this way. Normally such Orks are distributed amongst the Clans where they get a proper Ork upbringing and become grownup Orks. Sometimes Wildboyz are taken into battle before they are properly broken in. This provides them with an opportunity to prove themselves worthy to join Ork Households. As they have not yet learned the benefits of Ork Kultur and Kustomz they dress and fight in a primitive manner using simple weapons such as swords and bows. The Wild Mob is accompanied by a Nob Drillboss brought along specifically to lead the Wild Mob - he is always from the Snakebite Clan and either from the Warboss's Household or the Household represented by one of the Snakebite Boyz Mobz. The Snakebite Warboss may include any number of Wild Mobz in his Warband, each Wild Mob consists of:

1 DRILLBOSS WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

AND

AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HAND WEAPON AT 4 POINTS EACH



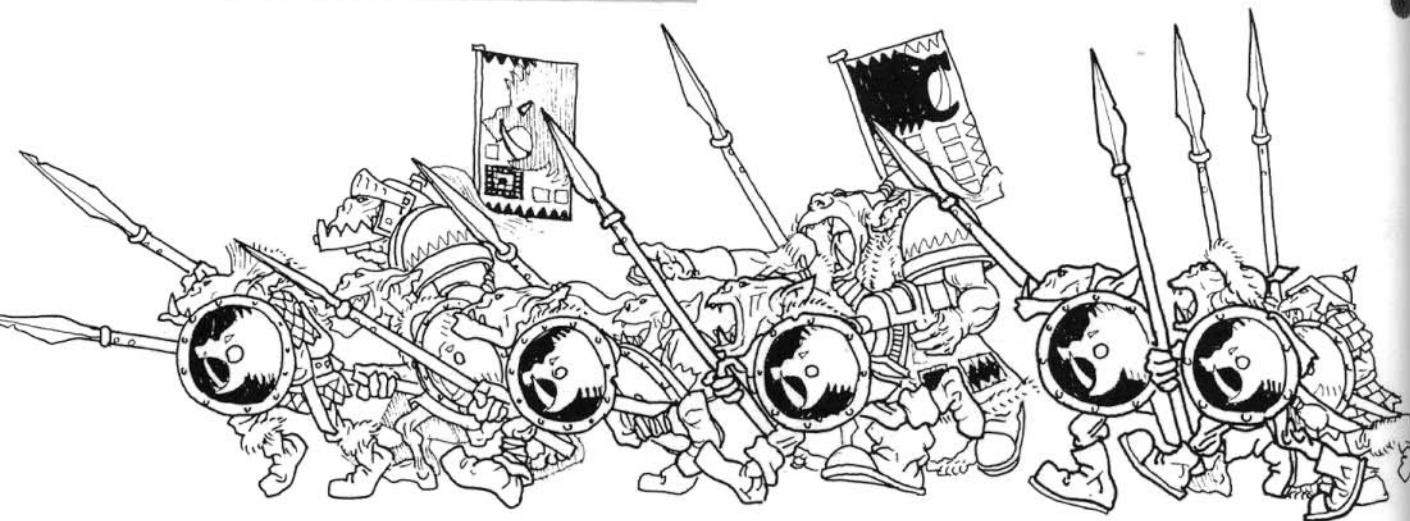
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WILDBOYZ 4 points each	4	3	3	3	4	1	2	1	7	6	7	7
DRILLBOSS 20 points each	4	4	4	4	4	1	3	1	8	6	8	7

EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
SHIELD	1	HAFTED WEAPON	1
EXTRA HAND WEAPON	1	SPEAR	1
DOUBLE-HANDED WEAPON	1	BOW	2

BOARBOYZ: One Snakebite Wild Mob may ride into battle on Boars at a cost of 6 points per model. If they ride Boars then the Drillboss must also ride a Boar.

MOUNT	COST PER MODEL
BOAR	6



OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them. Ogryns share the same delight in noise and destruction as Orks. They are also easily tempted by large quantities of tasty squigs offered to them by the Orks. These 'wild' Ogryns are armed with crude primitive weapons. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready-made Mobz for the Warband. The Ogryn Mob consists of:

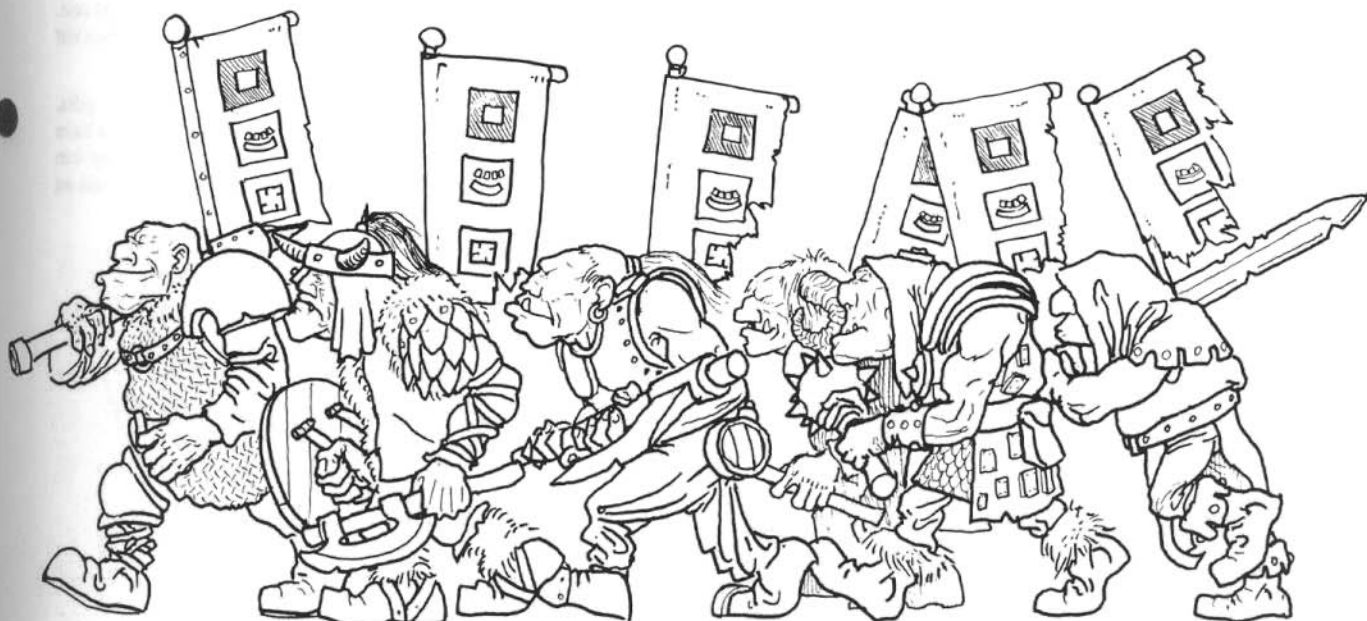
**D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN –
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.**

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7



EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear – so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5



ODDBITZ

The Warband may include various types of heavy support weapons, additional vehicles, Dreadnoughts, and Tinboyz. These are collectively known as Oddbitz. The number of Oddbitz you are entitled to include in your Warband and the price you must pay for them depends on the number and type of Oddboyz in your Warband. Oddboyz from different Clans also entitle you to different Oddbitz or costs, as described in the description of each Oddboy type. As almost all Warbands will include Oddboyz from different Clans, the various entitlements and prices are summarised together to save you referring to each separate entry.

RUNTHERD

Each Runtherd in your Warband entitles you to buy one of the special weapons together with their Runt crews at the price given on the chart below. The following exceptions and special rules should be noted.

A **Snakebite Runtherd** is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement.

A **Blood Axe Runtherd** benefits from the ready availability of Imperium weapons presented to the Blood Axes as 'gifts' or traded in some dubious manner. A Blood Axe Runtherd therefore entitles you to buy a captured Imperium weapon at half its normal price.

A **Death Skull Runtherd** benefits from the availability of weapons scrounged off the battlefield by the Death Skull Boyz. A Death Skull Runtherd therefore entitles you to buy captured Imperium weapons at half price.

A **Bad Moon Runtherd** comes from the richest Ork Clan and can afford more equipment. A Bad Moon Runtherd therefore entitles you to buy two Oddbitz instead of just one.

PAINBOY

Each Painboy in your Warband entitles you to buy a Dreadnought. Only Painboyz are capable of performing the operation which interfaces the Gretchin driver with the Ork Dreadnought. Note the following exception.

A **Bad Moon Painboy** comes from a rich Ork clan which can afford more Dreadnoughts. A Bad Moon Painboy therefore entitles you to buy two Dreadnoughts rather than just one.

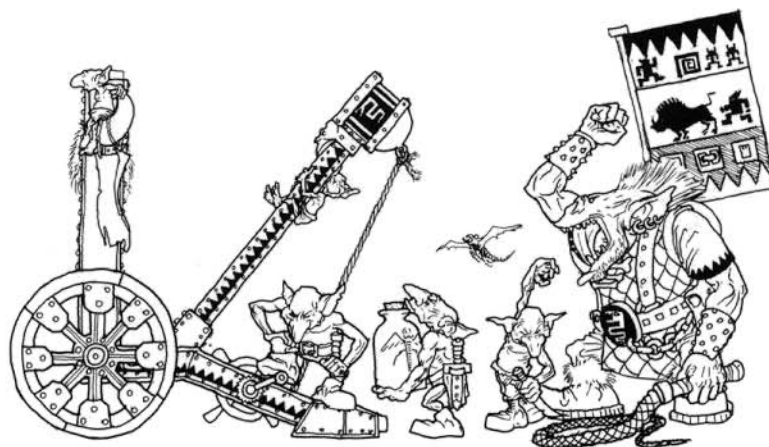
MEKBOY

Each Mekboy in your Warband entitles you to buy either a Mob of Tinboyz or an additional vehicle with a crew of Ork Boyz. The crews always consist of the minimum number of Ork Boyz required to drive it and operate its weapons. Both crews and vehicles are from the same clan as the Mekboy himself. The vehicles available are listed on the chart below together with their points costs.

A **Death Skull Mekboy** benefits from the profusion of spare parts and recovered vehicles scrounged from the battlefield by the Death Skulls. Therefore a Death Skull Mekboy entitles you to buy two Oddbitz instead of just one. These can be two vehicles, a double-sized Tinboyz Mob, or a vehicle and a Tinboyz Mob.

An **Evil Sunz Mekboy** belongs to a clan where vehicles are much in demand and are consequently relatively common. An Evil Sunz Mekboy therefore entitles you to buy two vehicles instead of just one. Note that this only applies to vehicles - if the Evil Sunz Mekboy opts to buy a Tinboyz Mob he does not benefit.

A **Blood Axe Mekboy** has access to all kinds of Imperium-derived vehicles given in trade or as gifts. These vehicles are of course suitably repainted and modified to the tastes of the Mekboyz. If you have a Blood Axe Mekboy you can buy an additional Imperial vehicle. This means that the Mekboy can either buy two Imperial vehicles, a Tinboyz Mob and an Imperial vehicle, or an Ork vehicle and an Imperial vehicle.



RUNTHERZ ODDBITZ - SPECIAL WEAPONS WITH RUNT CREWS

A Runtherd entitles the player to buy any of the following special weapons with Runt crews. Rules for the Ork weapons are given in this volume or are in preparation and will be published in White Dwarf. Rules for Imperium weapons have been published in White Dwarf and in the Warhammer 40,000 Compendium.

WEAPON	POINTS PER WEAPON
HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	150
IMPERIUM TARANTULA	200

PAINBOYZ ODDBITZ - DREADNOUGHTS

A Painboy entitles the player to buy a Dreadnought.

ITEM	POINTS PER ITEM
DREADNOUGHT	50

DREADNOUGHT: Ork Dreadnoughts have profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	5	10	4	2	4+

Weapons: Powerclaw, Heavy Bolter, + Kustom Force Field



MEKBOYZ ODDBITZ - VEHICLES AND TINBOYZ

ITEM	POINTS PER ITEM
BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANEBLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELLAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Orks Tinboyz and captured Imperium Robots have the profiles as indicated below.

TINBOY

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist

SNAKEBITE EQUIPMENT CHARTS

Optional wargear for Snakebite Orks is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are captured - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!

MODIFIERS

In the case of Snakebites technology is less common than it is amongst other Clans. This does not mean that Snakebites don't appreciate or understand Orky-know-wotz, merely that they are rather conservative and prefer the tried and tested weapons they are used to. As a result, Snakebite Warbosses and Nobz have a slightly more restricted chart modifier than other Clans.

WARLORD — a Snakebite Warlord may add up to +15 to any roll. Roll the dice and decide how much you want to add after. This means that if a Warlord rolls a score of 55 he can actually choose any equipment indicated between the values of 55 and 70.

WARBOSS — a Snakebite Warboss may add up to +10 to any roll in the same way as a Warlord.

NOBZ - Snakebite Nobz may add up to +5 to any roll in the same way as a Warlord.

RANGED WEAPONS

D10	RESULT
01-05	SHOTGUN
06-10	AUTOGUN
11-15	BOLTGUN
16-40	FLAMER
41-70	MELTA-GUN
71+	PLASMA GUN

ASSAULT WEAPONS

D10	RESULT
01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINSWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81-90	POWER GLOVE
91+	POWER SHIELD

HEAVY WEAPONS

D10	RESULT
01-10	HEAVY STUBBER
11-30	AUTOCANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
81+	MISSILE LAUNCHER

STIKKBOMZ (ORK GRENADES)

D10	RESULT
01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

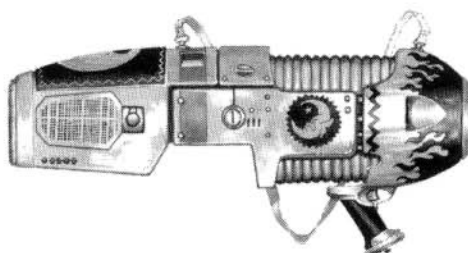
FORCE FIELDS

D10	FORCE FIELDS
01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANIUM
81+	DOC'S SURPRISE

Roll on the appropriate sub charts in the main rules to determine full extent of surgical improvements



KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

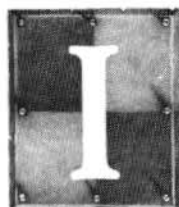
Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA

Ugulhardz Chargerz

SAMPLE SNAKEBITE WARBAND

by Jervis Johnson



I've chosen a Snakebite army because I have quite a few fantasy Ork and Gobbo figures painted which I can use as Wildboyz and Gretchin herds. I also want to see if I can field a force containing enough Orks mounted on Cyboars and Boars to sweep the enemy from the field.

I'm going to build my Warband in stages. Most 40K battles tend to be 1000, 1500 or 2000 point affairs so I'm going put the Warband together into a basic 1000 point group, then calculate what I can add on to make it up to a 1500 point force and then a 2000 point force. This will help me structure it for the purpose of using and collecting it.

Ugulhard is the Warboss of a small Snakebite Warband renowned for their adherence to traditional Ork values. He doesn't hold with these new fangled buggies, bikes Battlewagons an' stuff. This doesn't mean he is completely set against all aspects of the Mekaniaks' art: he thinks Cyboars are great and he loves all the great Kustom weapons.

Ugulhard is prone to 'wandering off' just like any Snakebite, and his loyal Household always accompanies him on his travels. Ugulhard often bumps into tribes of wild Orks, and the Warband always has a Mob or two of Wildboyz. Ugulhard is especially fond of Wildboyz Boar-riders, and always welcomes them into the Warband.

THE WARBOSS AND RETINUE

I intend to make the Retinue the main hitting force of the Chargerz so I'm going to spend quite a lot of points on equipping them. I'll get Power Armour and Cyboars as standard for the Warboss and his Retinue Nobz, and I also buy them an assault weapon each. I intend to make the whole Chargerz Warband as fast and mobile as I can afford.

The Retinue Oddboyz need to be purchased and equipped. In a Snakebite Retinue I can have one Weirdboy, up to two Painboyz, up to two Runtherdz and one Mekaniak. I can always split them off from the Retinue in battle so I may as well buy all the Oddboyz available and equip them now. I'll mount one of the Painboyz on a Cyboar and buy him a roll on the Ranged Weapon Chart: an extra Bolt pistol. The other one also gets a roll on the same chart and gets a Melta gun.

The Weirdboy costs 50 points so I won't spend any more on him. The Mekaniak is very precious (only one I've got!) so he gets a Force Field and a Shokk Attack Gun. To use the

Shokk Attack Gun the Mek will have to be accompanied by a Snotling Herd, so I buy a modest Herd of four Snotling bases for one of the Runtherdz, who can also have a roll on the Ranged Weapons Table. I'll give the other Runtherd a Gretchin Herd later. This brings the total cost for the Retinue to 511 points, quite enough for the time being.

Ugulhard's Retinue usually splits into three groups in battle. First there is Ugulhard and the Nobz, resplendent on their Cyboars and equipped with the latest in Power Armour. Dok Dakashak should really be administering to the wounded, but he can't resist a good charge and usually ends up joining this group and leaves all the work to Dok Mekgob.

Secondly there is Wortshak the Weirdboy and his two Minderz. Ugulhard hasn't been able to get Wortshak to ride a Boar, so he goes to battle on foot. Obviously I decline taking the free Battlewagon in favour of the Cyboars.

Finally there is Mekbad the Mekaniak, and Grimrunt and Zodgrod the Runtherdz. Mekbad insists on taking his Shokk Attack Gun to every battle, and Zodgrod accompanies him with his specially trained Herd of 'Kommando Snotlings'. As Mekbad wants to use his gun at every opportunity, and Zodgrod is loath to waste his highly trained Snotlings on anything other than choice targets, there is a certain amount of good-natured animosity between these two Oddboyz. Grimrunt only brings his herd of Gretchin along to particularly big battles when the whole Warband shows up.

RETINUE NOBZ

Ugulhard: Warboss	
Power Armour, Bolt Pistol, Power Fist, Cyboar.	66 points
Naffshak, Ugulhard's Bodyguard: Boss	
Power Armour, Bolt Pistol, Chainsword, Cyboar.	36 points
Nazgog: Boss	
Power Armour, Bolt Pistol, Chainsword, Cyboar.	36 points
Gobgog: Boss	
Power Armour, Bolt Pistol, Plasma pistol, Cyboar.	36 points
Narfug: Boss	
Power Armour, Bolt Pistol, Power Axe, Cyboar.	36 points
Durfug: Boss	
Power Armour, Bolt Pistol, Power Fist, Cyboar.	36 points
	=246 points

RETINUE ODDBOYZ

Dok Dakashak: Painboy
Flak Armour, 2 x Bolt pistol, Cyboar 30 points

Dok Mekgob: Painboy
Flak Armour, Bolt Gun, Melta gun, Knife. 20 points

Wortshak: Weirdboy
Flak Armour, Bolt pistol, Knife. 50 points

Zogfang and Wazgut: Wortshak's Minderz
Flak Armour, Boltgun, Axe. Free!

Mekbad: Mekaniak
Flak Armour, Bolt Pistol, Sword, Shokk Attack Gun, Kustom Power Field (Deflektor) 70 points

Grimrunt: Runtherd
Flak Armour, Bolt Gun, Knife. 15 points

Zodgrod: Runtherd
Flak Armour, Bolt pistol, Melta Gun. 20 points

Zodgrod's Herd: 4 x Snotling bases 60 points

Total Retinue Cost 511 points

THE BIGMOB

Firstly I have to decide whether to increase the size of the Bigmob so I can have larger Boyz Mobs; I think I'm just as well to keep to small units as my main strength is in the Retinue anyway, so I stick to the basic ten-strong Bigmob. These are going to be providing supporting fire for the Nobz when they charge so they need some decent heavy weapons, a Missile Launcher for range and versatility and a Heavy Bolter for firepower and cheapness. I also pay an extra point each to arm the Boyz with Frag Stikkbomz.

The Bigmob usually performs a supporting role for the Chargerz Boar-riders, softening up the enemy before the Nobz perform their glorious and devastating charge.

8 Boyz: Flak Armour, Bolt Gun, Knife, Frag Stikkbomz.

1 Boy: Flak Armour, Heavy Bolter, Bolt pistol, Frag Stikkbomz.

1 Boy: Flak Armour, Missile Launcher, (frag & melta), Bolt pistol, Frag Stikkbomz.

=159 points

DA MOBZ

I could have Boyz Mobs from different clans if I wanted. However since I've decided to spend most of my points on Cyboars and Snakebites Nobz I think I'd like to keep my Warband all Snakebites. The Boyz Mobs are going to be around to deal with things the Nobs can't handle, like difficult terrain or vehicles. To be able to fulfill these roles the Mobs are going to need some specialised equipment.

BOMBAZ MOB

The first Mob is armed with a Heavy Plasma Gun as their support weapon. I also buy Melta Stikkbomz for all the Boyz, Melta bomz are expensive but they give the whole Mob something to hit vehicles with.

Bombaz Mob are close combat specialists, armed with Melta bomz. They are used against buildings or enemy vehicles that it is difficult for the Boar-riders to capture or destroy.

4 Boyz: Flak Armour, Bolt Gun, Knife, Melta Stikkbomz.

1 Boy: Flak Armour, Bolt pistol, Knife, Heavy Plasma Gun, Melta Stikkbomz.

=145 points

GITFANG'S MOB

I want to make this Mob a 'second wave' to follow up the Retinue. This means using Boyz on normal Boars. I want to make these Boyz handy in close combat so I equip them with Bolt pistols instead of Bolt Guns.

Gitfang's Mob are mounted on normal Boars. All are desperately saving up teef for a conversion job to turn their Boars into Cyboars.

4 Boyz: Flak Armour, Bolt pistol, Sword, Boar.

1 Boy: Flak Armour, Bolt pistol, Knife, Heavy Bolter, Boar.

=95 points

BLASTAZ MOB

I've only got 90 points left out my initial 1000 so if I want another Mob it has to be very basic. A Missile Launcher with Frag and melta ammo will give them a useful long-range support weapon and the remaining 5 points equips the Boyz with Frag Stikkbomz.

Blaster's Mob are used to provide supporting fire for the Boar-riders. They are also supposed take out enemy vehicles at long range with their Missile Launcher.

4 Boyz: Flak Armour, Bolt Gun, Knife, Frag Stikkbomz.

1 Boy: Flak Armour, Bolt pistol, Knife, Missile Launcher (frag & melta), Frag Stikkbomz.

=89 points

Total So Far: 999 points

GRETCHIN MOB

The first thing I want to get with my next 500 points is some Gretchin to give me a unit I can shuffle around and look threatening with but which doesn't matter if it gets shot up. Otherwise I can't expect much from them.

The Gretchin are really keen on joining the Warband - something of a two edged sword, as they invariably end up being used as a skirmish screen to soak up casualties while the Boyz close with the enemy.

16 Gretchin: Blunderbuss, axe.

90 points

MUKDREG'S WILD MOB

I'm quite keen to include some Wildboyz in the Warband, and I think it'll be nice to have some Gruntas around as well as the Cyboars in the Retinue so I'm going to mount the first Wildboyz Mob on normal Boars. The Wildboyz have to be accompanied by a Drillboss, so I buy a Boar for him too. The other thing I buy for the Wildboyz is spears and shields: this brings the total value of the Boarboyz to 86 points.

SAMPLE SNAKEBITE WARBAND

The Boar-riders fight under Mukdreg, one of the senior Nobz in Ugulhard's Household. They also have the privilege of taking part in any charges with Ugulhard - if they can keep up. If they prove to be worthy these Wildboyz may well get to join the Retinue as Nobz one day.

Mukdreg: Drillboss
Flak Armour, Bolt Gun, Sword, Boar. 26 points
5 WildBoy: Spear, Axe, Shield, Boar. 60 points
=86 points

UKLUG'S WILD MOB

I can get another Mob of Wildboyz if I want because Snakebites can have as many as they like. I'd like to have a much larger unit of Wildboyz on foot. About twenty in a loose block should look imposing enough. The Mob has to be accompanied by a Drillboss.

The Wildboyz haven't learnt how to use 'da complicated stuff' yet, but are allowed to take part in battles as long as they don't get in the way of the rest of the Boyz.

Uklug: Drillboss
Flak Armour, Bolt Gun, Knife. 20 points
25 WildBoy: Sword, Shield. 100 points
=120 points

MAD MOB

I like the idea of a Mad Mob so I'm going to use my Weirdboy with this lot - hopefully he'll be able to influence their zany antics.

21 MadBoy: Flak Armour, Bolt Gun, Knife. 105 points

ODDBOYZ & ODDBITZ

I've now got all the Boyz I want so it's about time to buy a few Oddbitz. I've only got 100 points left out of my first 500 so I doubt I'll be able to afford all of the Oddbitz I want without breaking into the next 500, I'll just have to see how far the remaining points get me.

I've got two Painboyz in the Retinue so I can buy two Dreadnoughts. With my self-imposed ban on anything with wheels I need the extra armour and firepower of these Dreadnoughts quite desperately.

DREADNOUGHTS

Dok Dakashak's Dreadnought: 1 Dreadnought. 50 points
Dok Mekgob's Dreadnought: 1 Dreadnought. 50 points
=100 points

Total So Far: 1500 points

Lastly I come to the Runtherdz. I've got two in the Retinue but one of them already has a Snotling Herd. I've already said that I want to use a Gretchin herd but I also spotted Squig Katapults in the list. To control the Katapult's krew properly I'm going to need to buy another Runtherd.

One Runtherd gets a large Gretchin Herd plus a Runtbot to protect them. He also gets a Force Field for himself, plus a bionik bit and an assault weapon. The other Runtherd gets a Squig Katapult.

The Oddboyz in the Retinue perform lots of specialised functions. Their various charges are not used in every battle, but are ready to take part when needed.

The Weirdboy has been adopted by the Madboyz as their mascot, and they won't go into battle without him. This is actually quite useful for Ugulhard, as Wortshak tends to curb the worst excesses of the Madboyz, making them slightly easier to control.

The Runtherd Grimrunt is in charge of the Warband's Squig Katapult. It costs double the normal points for a Snakebite, but I'm determined to have it in my Warband anyway. Nargrub is in charge of a Herd of Gretchin Runts, which he leads into battle himself, accompanied by his trusty Runtbot.

Gimrunt's Squig Katapult: with Krew. 100 points

Nargrub: Runtherd
Flak Armour, Bolt Gun, Knife, Power Fist, Force Field (Konvershun), Bionik Bitz (Kustom arm replacement Stub Gun). 35 points

Nargrub's Herd: 23 Gretchin, Sword, Shield. 69 points

Nargrub's Runtbot: Runtbot. 50 points
=154 points

OGRYN MOB

I'd like an Ogryn Mob in the Warband. They would be useful for their good close combat ability. I roll to see how many are available - four, and by arming them with double handed weapons this brings their cost to 100 points exactly.

Da Big Ladz are a small Ogryn family that Ugulhard met the last time he wandered off. They ended up joining the Chargerz, and seem quite content to stay with them.

4 Ogryns: Swords, double-handed weapons. 100 points

BOOMAZ MOB

I've decided to spend my last few points on another Boyz Mob to provide more supporting fire. So far I've got rather a lot of things which fight people in close combat and not enough who can shoot. I'll buy this Mob melta bomz and a Heavy Plasma Gun.

Boomaz Mob are made up of younger Orks who've just about got their heads round Bolters, Stikkbomz and other teknikal stuff. Normally Ugulhard only welcomes Boomaz Mob along to particularly big scraps where he needs the extra fire power.

4 Boyz: Flak Armour, Bolt Gun, Knife, Melta Stikkbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Heavy Plasma Gun, Melta Stikkbomz.

=145 points

GRAND TOTAL: 1999 points



BLOOD AXE ARMY LIST



1 WARBOSS

The leader of the Ork Warband is known as a Warboss or, if he is particularly powerful, as a Warlord.

1 WARBOSS'S RETINUE

The Warboss is accompanied by favoured companions from his Household. They are known as the Warboss's Retinue and consist of 5 Nobz plus other troops the Warboss wishes to take along such as more Nobz or Oddboyz.

1 BIG MOB

Because the Warboss is the most important Ork in the whole Warband his Household provides the biggest unit of Ork Boyz - this is the Big Mob consisting of 10 or more Blood Axe Boyz.

0+ BOYZ MOBZ

The Warband may include any number of Blood Axe Boyz Mobz. A Blood Axe Warboss may only include Blood Axe Boyz Mobz in his Warband - Boyz from other Clans won't fight for a Blood Axe Warboss. Each Mob consists of 5 or more Boyz.

0+ NOBZ

Each Household that sends a Mob to fight in the Warband can provide a Nob. Any of these Nobz may join their own Household's Mob and lead it in the battle. Alternatively, any of the Nobz can bring along a vehicle to ride into battle. Nobz not fighting with units or vehicles join together into a single unit of Nobz and form a separate Nobz Mob.

0+ ODDBOYZ

Each Household that sends a Mob to fight in the Warband can provide an Oddboy. These Oddboyz fight as independent models on the battlefield.

0+ IMPERIAL GUARDS

The Warband may include any number of Imperial Guard Squads masquerading as mercenaries.

0+ HUMAN ADVENTURERS

The Warband may include any number of Human Adventurer Squads each consisting of 5 or more mercenary adventurers.

0+ OGRYN MOBZ

The Warband may include any number of Ogryn Mobz.

0-1 MAD MOB

The Warband may include a single Mad Mob of 5 or more Madboyz.

0-1 GRETCHIN MOB

The Warband may include a single Gretchin Mob.

0-1 STORMBOYZ KORPZ

The Warband may include a single Stormboyz Korps of 5 or more Stormboyz.

0-1 WILD MOB

The Warband may include a single Wild Mob of 5 or more Wild Boyz.

0+ FREEBOOTER MOBZ

The Warband may include any number of Freebooter Mobz. Each Freebooter Mob consists of 5 or more Freebooterz led by a Freebooter Kaptin.

0+ ODDBITZ

The Warband may include large weapons crewed by Runtz, Robotz, Dreadnoughts, and extra vehicles. The availability of these depends on the number of Runtherds, Painboyz, and Mekboyz in the Warband.

THE BLOOD AXE WARBOSS

The Blood Axes are unique among Orks in that they will commonly trade and even treat with humans. Of course, they maintain they are doing nothing in any way un-Orky, and that any deals they make are ultimately for the good of Ork-kind - an attitude which causes other Ork Clans to distrust them. A Tribe led by a Blood Axe Warboss may never include Orks from other Clans in its Warband. This means that the Warboss will have to rely on such help as he can get from other sources, not the least from human mercenaries and adventurers. The Blood Axe Warboss is the leader of the Tribe and commander of the entire Warband. The commander of an especially large or successful Warband is known as a Warlord. Choose either a Blood Axe Warboss or Warlord to lead the Warband.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

OPTIONAL WARGEAR: Blood Axe Warbosses can have the following extra gear for the points shown.

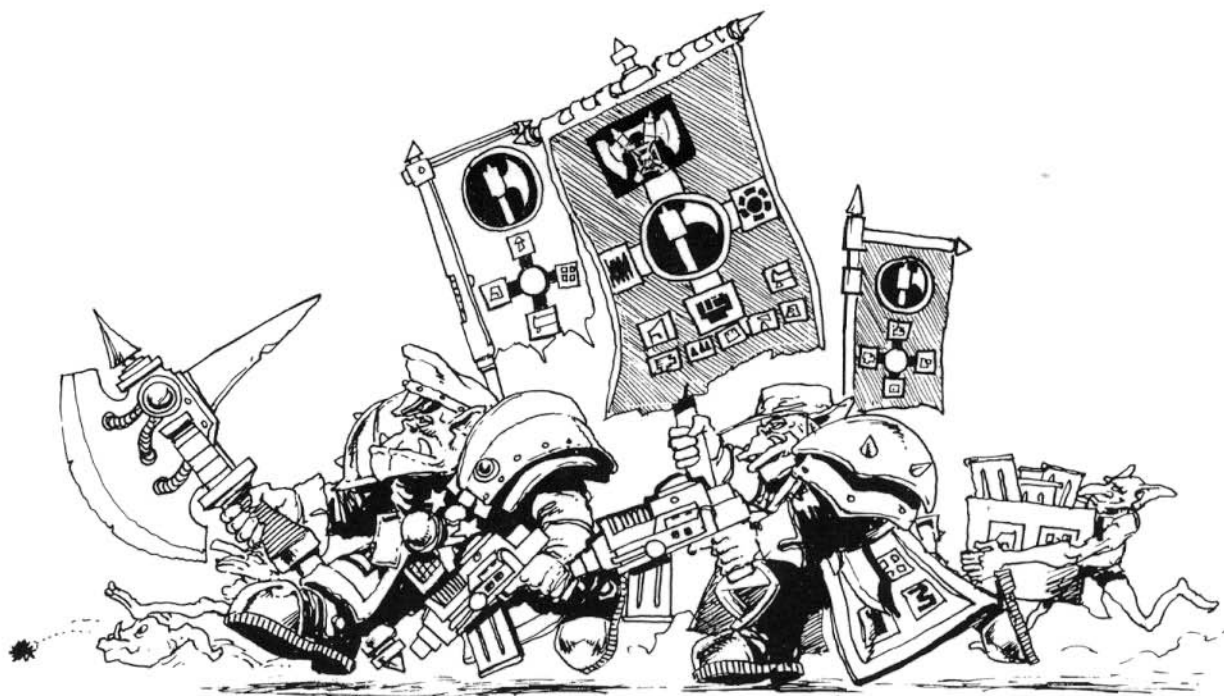
POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the absolute top Ork in the Warband, the Warboss gets the pick of all the loudest and most destructive gear from his Household armoury. To represent this, the Warboss can have any gear from the special charts listed below. Refer to the charts at the end of the Army Lists to see what each contains. Choose any chart, pay the points indicated below, and randomly generate a bit of equipment. You can roll as many times on as many charts as you want, and the Warboss can use whatever equipment you generate. Any equipment the Warboss does not want can be passed down to any other Nob in the Warband - the Warboss is a generous leader! If you don't want to use the equipment you've generated at all then it is simply ignored (left at home) but the points are still deducted as normal.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10
KUSTOM WEAPON	20



WARBOSS'S RETINUE

The Retinue consists of the Warboss's closest mates and drinking buddies. They are some of the Blood Axe Nobz who live in the Warboss's large and heavily fortified Household - really a small fortress which towers above the surrounding Ork town. Depending on how rich and influential he is the Warboss may favour more Nobz by allowing them to fight alongside him as part of the Retinue. The Warboss may also include various Oddboyz in his Retinue and is likely to have several, because this is the only way the Warboss can acquire Painboyz, Runtherdz and Weirdboyz.

- 5 Blood Axe Nobz These are compulsory. Choose which sort of Nobz you want from the list below. You can choose all the same or a mixture of types - it is totally up to you.
- Human Advisor The Retinue always includes a human advisor - in fact an agent sent by the Imperium but posing as an independent mercenary or local Warlord.
- Plus* More Blood Axe Nobz You may increase the number of Nobz in the Retinue to as many as you want - these can be any of the types listed below. This means the Retinue can be very large if you wish, although a very large Retinue may prove rather cumbersome in play.
- Plus* 2 Blood Axe Mekboyz You do not have to include Mekboyz in the Retinue but you can have either one or two if you want. Refer to the Mekboy entry to determine points values and further options.
- Plus* 1 Blood Axe Painboy You do not have to include a Painboy in the Retinue but you can do so if you want. Refer to the Painboy entry to determine points values and further options.
- Plus* 1 Blood Axe Runtherd You do not have to include a Runtherdz in the Retinue but you can do so if you want. Refer to the Runtherd entry to determine points values and further options.
- Plus* 1 Blood Axe Weirdboy You do not have to include a Weirdboy in the Retinue but you can do so if you wish. If you decide to include a Weirdboy he is automatically accompanied by 2 Minderz. Refer to the Weirdboy entry to determine points values and further options.
- Plus* Attendants The Retinue may include any number of non-combatant attendants - these are free.

NOBZ: The Blood Axe Retinue contains 5 Blood Axe Nobz from the Warboss's Household. The Retinue may include more Blood Axe Nobz if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the different Nobz listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Blood Axe Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the Warboss's old buddies, the Nobz in the Retinue tend to get the best gear that's going. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between the Nobz in the Retinue as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
SITKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10
KUSTOM WEAPON	20

One of the Nobz in the Retinue always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a promising youngster from the Warboss's own Household.

BLOOD AXE ARMY LIST

HUMAN ADVISOR: The Blood Axe Retinue always includes a Human Advisor. This is an Imperial agent, although suitably disguised so that the Ork Warlord remains unaware that his pet human is in fact a member of the Imperial forces. The Human Advisor may be chosen from the character's Imperial Guard list and equipped from the same list - alternatively you may choose one of the Advisors from those given below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION at 10 points	4	4	4	4	3	1	4	1	7	7	7	7
HERO at 40 points	4	5	5	4	4	2	5	2	8	8	8	8
MAJOR HERO at 90 points	4	6	6	4	4	3	6	3	9	9	9	9

WARGEAR: The points value includes this Wargear.

MESH ARMOUR

A LASPISTOL

A SUITABLE HAND WEAPON – such as a knife, or sword

OPTIONAL WARGEAR: Any Human Advisor can have the following extra gear for the points shown.

POWER SWORD 5

CONVERSION FIELD 5

The Advisor may also be equipped with weapons given to him by the Warboss or which belong to him already. These are generated from the Blood Axe Equipment Charts in the same way as extra equipment for Nobz. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish. Any equipment not wanted can be ignored (left at home) but must still be paid for. Note that equipment may not be swapped between the Nobz and the Advisor as it can between the Nobz.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10
KUSTOM WEAPON	20

ODDBOYZ: The Retinue may include up to 5 Oddboyz: 2 Mekboyz, 1 Painboy, 1 Runtherd and 1 Weirdboy with his 2 Minderz. These Oddboyz are Blood Axes from the Warboss's own Household brought along to help their Boss out on the battlefield. Refer to the descriptions of each of these types for details of points values and further options.

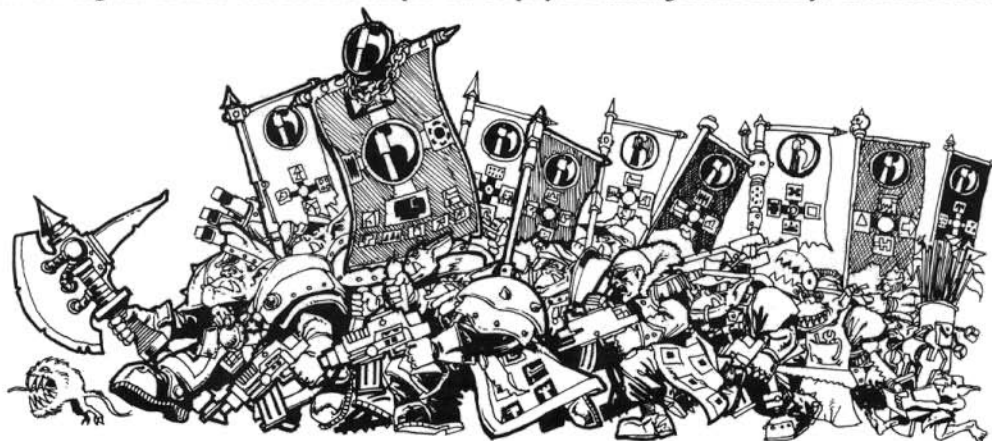
ATTENDANTS: The Retinue may be attended by as many servant Gretchin and Snotling servants as the player wants. These models do not fight and take no part in the game - but they make the Retinue look complete. The attendants may also include musicians beating skulldrums and playing squigpipes.

VEHICLES: A Blood Axe Retinue may ride into battle in a Battle Wagon or captured Imperium Rhino. All the Retinue, the Warboss, and any non-combatant models ride inside or on top of the vehicle. Any weapons generated for the Retinue Nobz or Warboss may be mounted on the Battlewagon if you want. The Battlewagon or Rhino is free of charge. An additional Battlewagon or Rhino may be bought for the Retinue if the player wishes. Any Battlewagon may be uparmed as indicated below. Alternatively the entire Retinue, including the Warboss, may ride Nobz Bikes driven by Blood Axe Boyz. In the case of Weirdboyz a separate Nobz Bike must be provided for the Weirdboy and each Minder. Any Oddboyz or Nob detached from the Retinue as described below must still be bought a Nobz Bike if the rest of the Retinue has them - however the player may choose to not use the Bikes if he wishes.

VEHICLE	POINTS COST
A single Battlewagon or Rhino	FREE
A second Battlewagon or Rhino	50

VEHICLE	POINTS COST
Extra to upgrade a Battlewagon to Blitzcannon	+50
Nobz Bike	15 points per model

ON THE BATTLEFIELD: The entire Retinue and the Warboss can fight as a single unit. Optionally, Oddboyz can be detached from the rest of the Retinue and may fight independently. A single Nob may also be detached in order to lead the Big Mob. The player must decide before the battle whether he wants to detach Oddboyz/a Nob - it is not possible to detach Oddboyz from the Retinue once the game is underway. If the player decides to buy two vehicleless for the Retinue then the unit must be divided as near as equally into two. Each half fights from one vehicle - the two vehicles are not bound by unit coherency but fight independently of each other. Having one or both vehicles does not prevent the player detaching either Oddboyz or a Nob as described.



BLOOD AXE BIG MOB

The Big Mob consists of Ork Boyz from the Warboss's own Household. This is always the largest unit of ordinary Boyz in the Warband because the Warboss depends on the Big Mob to enforce his authority over the whole Warband. The Big Mob has two heavy weapons they are supposed to bring along. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

2 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The two Boyz with a heavy weapon can have any of the weapons chosen from the list below. They can both have the same weapon or they can have different weapons, it is entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON	COST FOR HEAVY WEAPON	EACH WEAPON
AUTOCANNON	35	MULTI-MELTA	50
HEAVY BOLTER	15	MISSILE LAUNCHER	30
HEAVY PLASMA GUN	75	(with frag missiles)	
HEAVY STUBBER	10	KRAK MISSILES	20
LASCANNON	90	MELTA MISSILES	4

EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	7	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1

NOB LEADER: The presence of the Big Mob does not entitle you to buy any extra Nobz or Oddboyz (as do Boyz Mobz) because the Warboss's Household Nobz who would otherwise accompany the Big Mob are automatically absorbed into the Warboss's Retinue. One Nob may be detached from the Warboss's Retinue in order to lead the Big Mob if you wish. The Nob becomes a member of the Big Mob increasing the total number of models in the unit by one.

VEHICLES: A Blood Axe Big Mob may ride into battle in a Battle Wagon or captured Imperium Rhino. The Battle Wagon may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS	MOUNTS	POINTS
Battlewagon	25	Rhino	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50		



BLOOD AXE NOBZ

The Warband may include Nobz in addition to those in the Retinue. These extra Nobz come along with their Households' Boyz Mobz both to look after their Boyz and to participate in the fighting. As Nobz come from the same Households as the Boyz Mobz they naturally belong to the same Clan. In the case of the Blood Axes, every Boyz Mob can bring along one Nob. This applies whether the Warboss is a Blood Axe or not. A Blood Axe Warboss cannot have Nobz from any other Clans in his Warband.

FOR EVERY
BLOOD AXE BOYZ MOB

YOUR WARBAND MAY INCLUDE
UP TO ONE BLOOD AXE NOB

You are not obliged to include these Nobz in your Warband if you don't want to - you may feel that your Warboss can manage perfectly well without them or you may prefer to spend the points elsewhere. Each Blood Axe Mob also entitles you to buy a Mekboy and you may feel that one of these would be a better use of your points (although you can buy both a Nob and a Mekboy if you wish). If you decide to buy Blood Axe Nobz, choose which type of Nob you want from the list below and pay the appropriate points. Remember that Nobz always come from a Household represented by a Boyz Mob - the Nobz banner and backplate will therefore display the Household's badge or some personalised variant of it.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

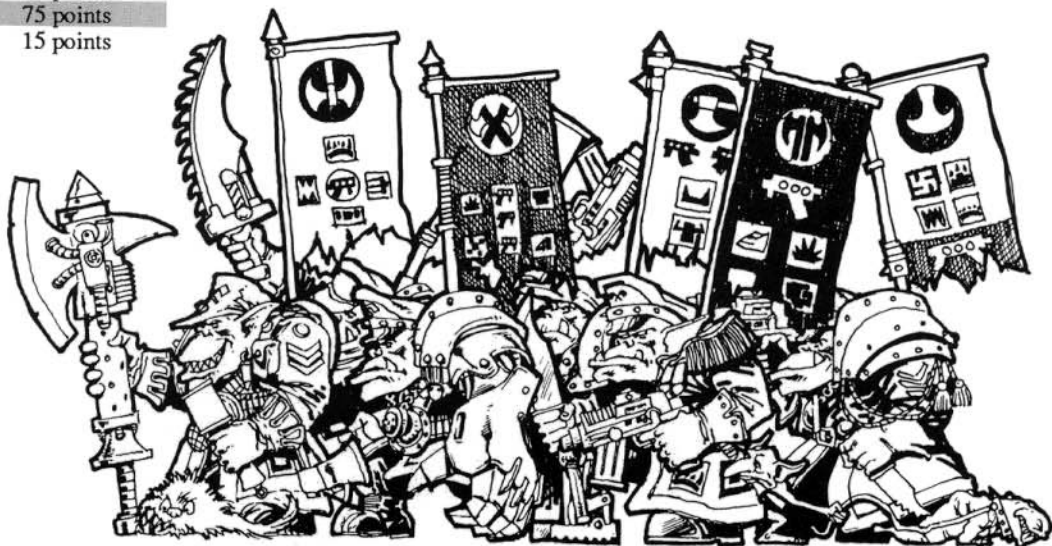
EXTRA BOLT PISTOL 1

Nobz are the richest and toughest Orks in their Household so they get the choice of all the best weapons. Blood Axe Nobz can have any gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between any Blood Axe Nobz in the Warband as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	20
ASSAULT WEAPONS	5	BIONIK BITZ	15
HEAVY WEAPONS	50	KUSTOM WEAPON	25
STIKKBOMZ	5		

ON THE BATTLEFIELD: Nobz can be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it - he becomes part of the unit. Secondly, the Nob may be provided with a vehicle and driver where appropriate at the points cost indicated below - the Nob fights from the vehicle during the battle. Thirdly, any Nob not fighting with his Mob or from a vehicle automatically fights in the Nobz Mob unit.

Vehicle	Points
War Buggy	75 points
Wartrak	75 points
Nobz Bike	15 points



BLOOD AXE MEKANIAKS

Blood Axes tend to have lots a Mekboyz because they are always obtaining Imperium equipment which needs to be gutted and rebuilt so they can use it. It is often supposed by other Ork Clans the Blood Axe Meks have learned a great deal from their human contacts, and that they have access to human secrets of which the other Clans remain unaware. Although contact between human engineers and Blood Axe Meks has probably contributed slightly towards Blood Axe's technical expertise, it is unlikely that the Mekboyz have learned very much - even Blood Axe Meks are just too Orky to tolerate the fiddly and exacting way in which humans approach such matters. The Warboss's Retinue may include up to two Meks, and each Boyz Mobz may bring a Mekboy to take part in the battle, but they never bring other kinds of Oddboyz. The number of Meks in the Warband affects the number of vehicles and Tinboyz the Warboss can have and also affects the reliability of Ork equipment in general. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

SHOKK ATTACK GUN 50

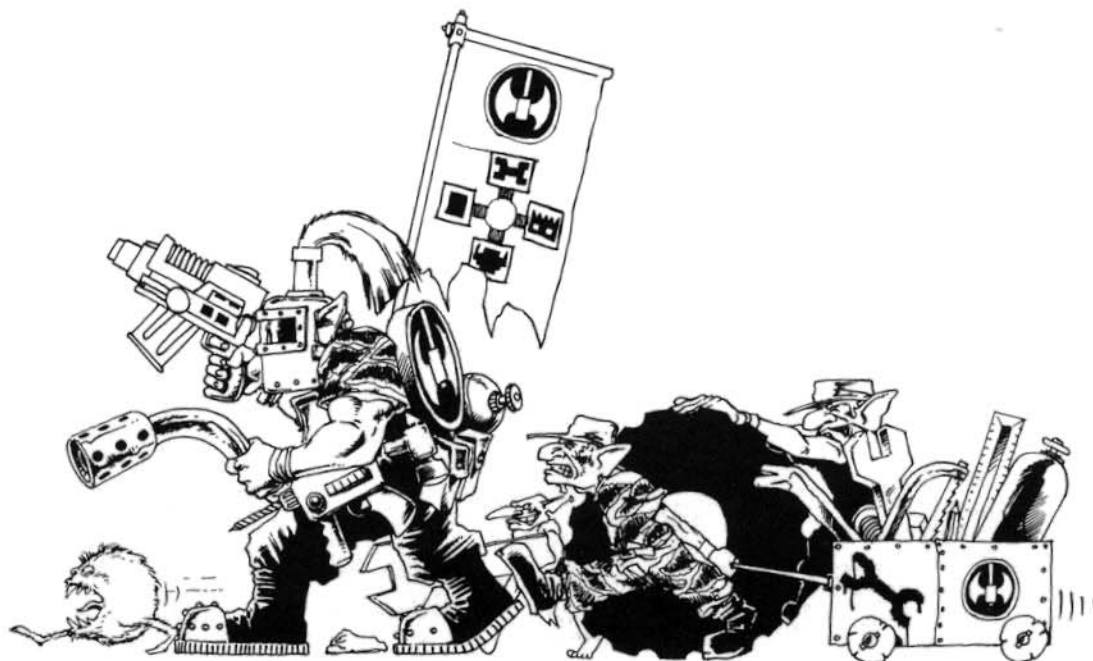
Mekaniaks are expert if eccentric mechanics - they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is assumed to be left at home but must still be paid for.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	10
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	10
BIONIK BITZ	5
KUSTOM WEAPON	15

ATTENDANTS: Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snotling tool-bearers, bit-box bearers and banner bearers at no extra cost.

ODDBITZ: Each Blood Axe Mekboy in the Warband entitles you to buy either a vehicle or a Tin Boyz Mob. plus an extra captured human vehicle if you want it. These are chosen from the list in the Oddbitz section and paid for at the costs shown. This means you can buy two vehicles (so long as at least one of them is a captured human vehicle) or a captured human vehicle and a Tin Boyz Mob. A Tinboyz Mob must be controlled by the Mekboy himself. See Oddbitz for more details, options, and points values.



BLOOD AXE PAINBOYZ

The Blood Axes are not noted for their Painboyz, and the Boyz Mobz never bring Painboyz along to fight. This means that a Warband will only contain a Blood Axe Painboy if he is purchased as part of the Retinue. As the maximum number of Painboyz in the Retinue is only one, there will only ever be one Blood Axe Painboy in the Warband. The presence of a Painboy will mean that wounded Orks are more likely to be recovered from the battlefield so they can be restored with bionik implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PAINBOY at 15 points	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	5

ATTENDANTS: Painboyz have Gretchin and Snotling helpers to help them carry heavy gear, jars of medical squigs, syringes, and other important gubbins. Most important of all, Gretchins carry bundles of marker pennants to stick in the ground by wounded Orks to identify their master's patients. A Painboy may be accompanied by an unlimited number of non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and marker-pennant bearers at no extra points.

ODDBITZ: The Blood Axe Painboy in the Warband entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Oddbitz section for details and points values.



BLOOD AXE WEIRDBOYZ

The Blood Axes are not noted for their Weirdboyz and the Boyz Mobz never bring Weirdboyz along to fight. This means that a Blood Axe Warband will only contain a Weirdboy if he is purchased as part of the Retinue. As the maximum number of Weirdboyz in the Retinue is only one, there will only ever be one Blood Axe Weirdboy in the Warband. The Weirdboy is always accompanied by two sturdy Ork Boyz called Minderz whose job it is to make sure the Weirdboy comes to no harm (and that he doesn't run away).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 50 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value includes this Wargear for the Weirdboy.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

WARGEAR: The points value includes this Wargear for the Minderz.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Weirdboyz are valuable assets to the Warboss, so he likes to make sure they're well looked after. They are sometimes protected from the enemy by Force Fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their bionik expertise. If you wish to equip your Weirdboy in this way choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates; any equipment not used is ignored (left at home)

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and banner bearers at no extra points. A Weirdboy may also be accompanied by a Snotling who has been possessed. These are Snotlings which have been possessed by warp daemons while taking part in a Shokk Attack - they are now too crazed to serve any useful function except to a Weirdboy. If a Weirdboy has a possessed Snotling the creature can drain away some of the Weirdboy's psychic energy - thus possibly saving him from a fatal head explosion. If a Weirdboy's head explodes roll a D6. On the score of a 4 or more the possessed Snotling absorbs the psychic energy and his head explodes instead - the Snotling is killed but the Weirdboy is saved. A Weirdboy cannot buy a possessed Snotling but he can test at the start of the game to see if a possessed Snotling has joined his attendants. On the D6 roll of a 5 or more he has been joined by one. This test is made every game, so a Weirdboy can acquire several possessed Snotlings eventually.



BLOOD AXE RUNTHERDZ

The Blood Axes are not noted for their Runtherdz and Blood Axe Boyz Mobz never bring Runtherdz along to fight. This means that a Blood Axe Warband will only contain a Runtherd if he is purchased as part of the Retinue. As the maximum number of Runtherdz in the Retinue is only one, there will only ever be one Blood Axe Runtherd in the Warband. Runtherdz train Gretchin crews in the use of large weapons and prepare Snotling Shokk Attack Teams. The number of Runtherdz in a Warband affects its ability to field large weapons.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword.

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment he does not want is assumed to be left at home and is ignored.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: Runtherdz can have loads of servants who run errands and busy themselves with menial jobs while the Runtherd gets on with the important stuff. A Runtherd may have unlimited non-combatant Gretchin and Snotling servants, musicians, squig-handlers, apprentices and bannerboyz at no extra points.

HERDZ: The Blood Axe Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin Herd consists of any number of Gretchin models, each armed with hand weapons and a shield at 3 points each. A Snotling Herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling Herd may be armed with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their Strength in hand-to-hand combat. Determine this bonus each round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

ODDBITZ: The Runtherd in the Warband entitles you to buy a single Oddbit chosen from the list in the Oddbitz section. Blood Axe Runtherdz are permitted to by a captured or traded item of Imperium equipment at half the cost shown. Other equipment costs full price as normal. Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd. See the Oddbitz section for details and points values.



BLOOD AXE BOYZ MOBZ

Boyz Mobz are units, literally Mobs, of Ork Boyz. Each Mob represents the Boyz from one Ork Household and consists of 5 or more Ork Boyz. Some Ork Households turn up with only the obligatory 5 Boyz including one with a heavy weapon which they're supposed to bring when the Warband gathers. Other Households are more enthusiastic and more Boyz are sent along – especially if the prospects of loot are good! No matter how many Orks turn up from a Household only one heavy weapon is carried; any extra Boyz who come along will be armed with the usual assortment of bolters. Each Mob may be accompanied by Nobz and a Mekboy from the same Household who have come along with their Boyz to join in the battle. A Blood Axe Boyz Mob consists of:

FOR 50 POINTS IF BLOOD AXE WARBOSS OR 40 POINTS IF OTHER WARBOSS

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A BOLT GUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The Boy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can choose cheap ones or expensive ones. It's entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MULTI-MELTA	50
HEAVY BOLTER	15	MISSILE LAUNCHER	30
HEAVY PLASMA GUN	75	(with frag missiles)	
HEAVY STUBBER	10	KRAK MISSILES	20
LASCANNON	90	MELTA MISSILES	4

EXTRA WARGEAR: A Boyz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINSWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	7	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1

NOBZ: For every Blood Axe Boyz Mob in your Warband you are entitled to buy a Blood Axe Nob. The Nob may lead the Mob in battle. Refer to the Blood Axe Nobz' description for details and points values.

ODDBOYZ: For every Blood Axe Boyz Mob in your Warband you are entitled to buy a Blood Axe Mekboy. You may buy both a Nob and a Mekboy if you wish.

VEHICLES: A Blood Axe Boyz Mob may ride into battle in a Rhino at the points shown.

VEHICLE	POINTS
Rhino	25

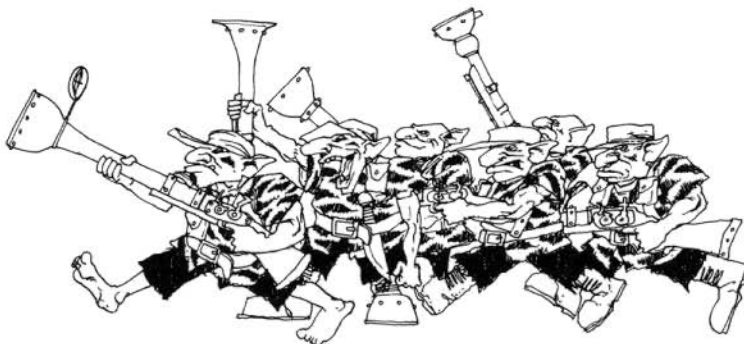


GRETCHIN MOB

In battle the Gretchin Mob latches on to a Mob of Orks and follows it at a discreet distance. At least one Gretchin has to stay within 6" of the Ork Mob. The Gretchin attempt to copy the Orks' behaviour: shooting when the Orks shoot, charging when the Orks charge, and so on. If the Ork unit is wiped out the Gretchin simply latch on to another one. A Gretchin Mob consists of:

ANY NUMBER OF GRETCHIN ARMED WITH A HAND WEAPON AND BLUNDERBUSS AT 5 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5



WILD MOB

Wildboyz are young Orks taken from the feral Ork communities where they are born. Sometimes Wildboyz are taken into battle before they are properly trained, and they dress and fight in a primitive manner using simple weapons such as swords and bows. The Wild Mob is accompanied by a Nob Drillboss brought along specifically to lead them - he is always from the Blood Axe Clan and either from the Warboss's Household or the Household represented by one of the Boyz Mobz. In either case he is additional to other Nobz in the same way as a Stormboyz Kaptin. The Wild Mob consists of:

1 DRILLBOSS WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

AND

AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HAND WEAPON AT 4 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WILDBOYZ 4 points each	4	3	3	3	4	1	2	1	7	6	7	7
DRILLBOSS 20 points each	4	4	4	4	4	1	3	1	8	6	8	7

EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
SHIELD	1	HAFTED WEAPON	1
EXTRA HAND WEAPON	1	SPEAR	1
DOUBLE-HANDED WEAPON	1	BOW	2



STORMBOYZ KORPS

Stormboyz are rebellious young Orks who drill regularly, march in step, salute the Boss Orks and even polish their jackboots. Such Human-style military behaviour is frowned upon by traditionally-minded Orks. Nevertheless, Stormboyz take war very seriously indeed and are grudgingly acknowledged as amongst the hardest of all the Boyz. Stormboyz all live together in Barraks next to the Warboss's stronghold. Because they are disciplined and efficient they choose to call themselves a Korps rather than a Mob.

Stormboyz are very keen on efficient mechanical weapons and other wargear. They sometimes use jump-packs to make airborne assaults, which most other Orks wouldn't even think of doing. Stormboyz like the idea of being able to swoop into close combat like a flock of vultures. Unfortunately such attacks are prone to the traditional Ork inaccuracy. A Stormboyz Korps consists of:

FOR 40 POINTS

4 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA STORMBOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 6 POINTS EACH.

PLUS

AN OPTIONAL DRILLBOSS - WEARING FLAK ARMOUR, ARMED WITH HAND WEAPON & BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK STORMBOYZ	4	3	3	3	3	1	2	1	7	6	7	7
DRILLBOSS	4	4	4	4	4	1	3	1	8	6	8	7

HEAVY WEAPONS: A Stormboy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can chose a cheap one or an expensive one. It's entirely up to you.

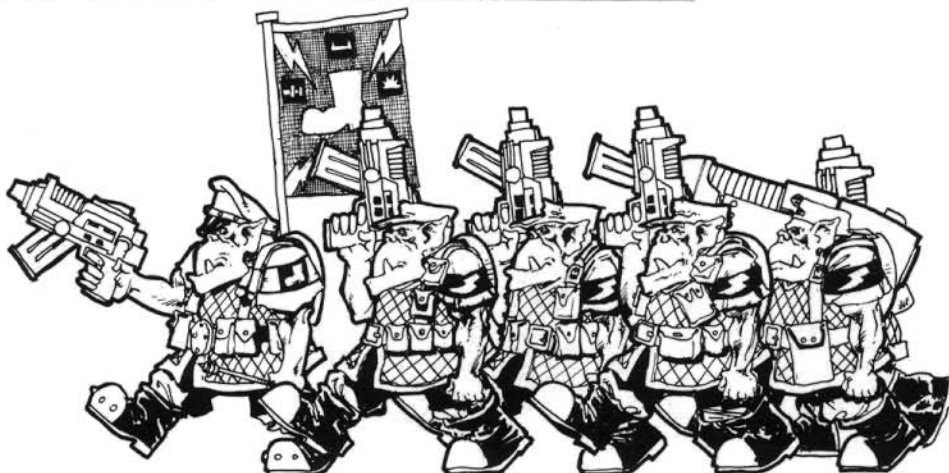
HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MISSILE LAUNCHER	30
HEAVY BOLTER	15	(with frag missiles)	
HEAVY PLASMA GUN	75	KRAK MISSILES	20
HEAVY STUBBER	10	MELTA MISSILES	4
LASCANNON	90	SMOKE MISSILES	1
MULTI-MELTA	50		

EXTRA WARGEAR: A Stormboyz Korps can also have any of the extra gear shown on the chart below. Every Stormboy has to have the same extra gear, even the Stormboy with the heavy weapon. Stormboyz take great pride in their uniformity. If the Korps is equipped with jump-packs then any Nobz or Oddboyz with the unit can also be bought a jump-pack at the same cost.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
POWER GLOVE	15	SMOKE STIKKBOMZ	1
JUMP-PACKS	2		

VEHICLES: A Stormboyz Korps may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS COST
Battlewagon	25
Extra to upgrade a Battlewagon to Blitzcannon	+50



MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Due to their behaviour they are grouped together in a Mobz of their own – Mad Mobz. The Mad Mobz go to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The Mad Boyz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. A Mad Mob consists of:

FOR 50 POINTS

10 MAD BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE MOB).

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 5 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear – otherwise the whole lot would fall about squabbling and bickering it.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
POWER SWORD	7	SMOKE STIKKBOMZ	1



OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Blood Axe Orks may even encounter Ogryns which have already made contact with the Imperium. Whereas this would discourage other Orks from recruiting them, the Blood Axes consider it perfectly alright to do so. Ogryns find the Orks very amusing company and are delighted at the prospect of campaigning with them. Ogryns share the same delight in noise and destruction as Orks, and are also easily tempted by large quantities of tasty squigs. Ogryns not yet encountered by humans are armed with crude primitive weapons, but those who have made contact may be armed with the deadly Ripper Gun. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready-made Mobz for the Warband. The Ogryn Mob consists of:

D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN –
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.

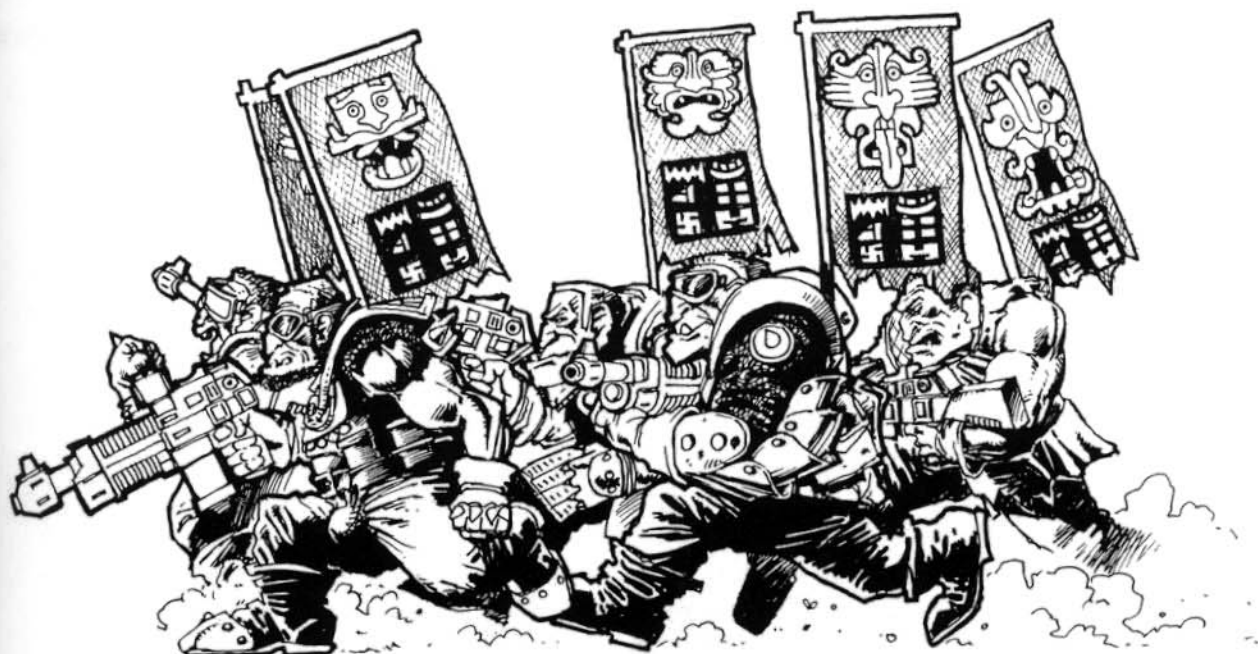
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7

EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear – so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5
RIPPER GUN	5

RIPPER GUN: The Ripper Gun can only be used by Orks whose minds have been enhanced as a result of surgery and drug therapy by scientists from the Imperium. This is sometimes done when Ogryns are recruited into the Imperial Guard, but it is also common policy to visit Ogryn worlds and enhance a portion of the population in the hope that this will become a stable genetic trait leading to a race of more intelligent pro-human Ogryns. This does not always work quite as expected. An Ogryn Ripper Gun has the following profile.

RANGE		SHOOTING TO HIT		STRENGTH	DAMAGE	SAVE	SPECIAL MOD.
SHORT	LONG	SHORT	LONG				
0-4"	4-8"	Always Hits	-2	4	1	0	Following Fire Area 1/2" radius



IMPERIAL GUARD

Not even the Blood Axes would knowingly ally themselves with the forces of the Imperium - that would be really beyond the pale! The leaders of the Imperium know this, and they also know that Blood Axe Orks are quite happy to hire independent human mercenary groups. In order to infiltrate Ork space and secretly stir up trouble amongst the Orks, the Imperium sometimes sends Imperial Guard units to pose as mercenaries and hire out to the Blood Axes. The Imperial Guards adopt a unique colour scheme or uniform, so that the Orks will think they are nothing to do with the Imperium. Whether this fools the Orks or not no-one is quite sure, but the Blood Axes at least pretend to be fooled even if they really suspect what is going on! The Blood Axe Warband may include any number of human Imperial Guard units chosen from the following.

FOR 200 POINTS

7 TROOPERS WEARING FLAK ARMOUR AND PHOTO-VISOR AND ARMED WITH A HAND WEAPON, LASGUN, AND FRAG GRENADES.

AND

1 TROOPER WEARING FLAK ARMOUR AND PHOTO-VISOR AND ARMED WITH A HAND WEAPON, LASCANNON, AND FRAG GRENADES.

AND

1 TROOPER WEARING FLAK ARMOUR AND PHOTO-VISOR AND ARMED WITH A HAND WEAPON, AND GRENADE LAUNCHER WITH FRAG, KRAK, AND TOXIN GRENADES.

AND

1 SERGEANT WEARING FLAK ARMOUR AND PHOTO-VISOR AND ARMED WITH A LASPISTOL, CHAINWORD, AND FRAG GRENADES.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROOPERS	4	3	3	3	3	1	3	1	7	7	7	7
SERGEANT	4	3	3	3	3	1	3	1	7	7	7	7

OPTIONS: The squad described is a straight Tactical Squad of Imperial Guard. The player may alternatively refer to the Imperial Guard Army List and choose any further types of human Squad or any upgrades and alternatives given in that list.

VEHICLES: An Imperial Guard unit may ride in the vehicles listed below. These have human crews where required to drive and operate weapons. Such a vehicle will be extensively repainted to obliterate any Imperial Guard markings.

VEHICLE	POINTS	VEHICLE	POINTS
Rhino	25	10 Imperial Bikes	150 per Squad
Land Raider	250	5 Bikes with Sidecars	250 per Squad
10 Jet Cycles	200 per Squad		



HUMAN ADVENTURERS

The universe is a wild and dangerous place, impossible to control in its entirety, full of independently minded colonies of humans, Orks, and other barely imaginable races. Of these humans are by far the most numerous and also among the most anarchic. For every world in the Imperium there may be ten worlds occupied by independent human colonies either too small or too primitive to warrant incorporation or exploration. Who knows how many undiscovered and isolated worlds there are where humans live unaware of the existence of the Emperor or of aliens such as Orks. It is from worlds such as these that many warrior bands come, and they are likely to end up fighting for one side or another as mercenaries. Other mercenaries are little more than pirates and renegades from the Imperium, criminals and malcontents who are prepared even to fight for the Orks. These groups can be armed in almost any way imaginable, but the restriction of arms supplies and ammunition tends to mean they favour certain weapons above others. The options given below represent the typical equipment carried by such a band.

FOR 50 POINTS

4 MERCENARIES WEARING FLAK ARMOUR AND ARMED WITH A LASGUN OR AUTOGUN (YOU MAY HAVE A MIXTURE OF BOTH IN THE SAME UNIT IF YOU WISH)

AND

1 CAPTAIN WEARING FLAK ARMOUR AND ARMED WITH A BOLT PISTOL AND CHAINWORD

PLUS

ANY NUMBER OF EXTRA MERCENARIES WEARING FLAK ARMOUR AND ARMED WITH A LASGUN OR AUTOGUN AT A COST OF 10 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROOPERS	4	3	3	3	3	1	3	1	7	7	7	7
CAPTAIN	4	5	5	4	4	2	5	2	8	8	8	8

HEAVY WEAPONS: Any of the mercenaries, including the Captain, can be armed with a heavy weapon in addition to the weapons they already carry can have any of the weapons chosen from the list below at the cost shown.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LASCANNON	90

HEAVY WEAPON	COST FOR EACH WEAPON
MULTI-MELTA	50
MISSILE LAUNCHER (with frag missiles)	30
KRAK MISSILES	20
MELTA MISSILES	4

EXTRA WARGEAR: Any of the mercenaries, including the Captain, can also have any of the extra gear shown on the chart below.

WEAPON	COST PER MODEL
CHAINWORD	2
POWER SWORD	7
POWER GLOVE	15
BOLT PISTOL	1

WEAPON	COST PER MODEL
FRAG GRENADES	1
KRAK GRENADES	2
BOLT GUN	1
POWER ARMOUR	6



ODDBITZ

The Warband may include various types of heavy support weapons, additional vehicles, Dreadnoughts, and Tinboyz. These are collectively known as Oddbitz. The number of Oddbitz you are entitled to include in your Warband and the price you must pay for them depends on the number and type of Oddboyz in your Warband. Oddboyz from different Clans also entitle you to different Oddbitz or costs, as described in the description of each Oddboy type. As almost all Warbands will include Oddboyz from different Clans, the various entitlements and prices are summarised together to save you referring to each separate entry.

RUNTHERD

Each Runtherd in your Warband entitles you to buy one of the special weapons together with their Runt crews at the price given on the chart below. The following exceptions and special rules should be noted.

A **Snakebite Runtherd** is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement.

A **Blood Axe Runtherd** benefits from the ready availability of Imperium weapons presented to the Blood Axes as 'gifts' or traded in some dubious manner. A Blood Axe Runtherd therefore entitles you to buy a captured Imperium weapon at half its normal price.

A **Death Skull Runtherd** benefits from the availability of weapons scrounged off the battlefield by the Death Skull Boyz. A Death Skull Runtherd therefore entitles you to buy captured Imperium weapons at half price.

A **Bad Moon Runtherd** comes from the richest Ork Clan and can afford more equipment. A Bad Moon Runtherd therefore entitles you to buy two Oddbitz instead of just one.

PAINBOY

Each Painboy in your Warband entitles you to buy a Dreadnought. Only Painboyz are capable of performing the operation which interfaces the Gretchin driver with the Ork Dreadnought. Note the following exception.

A **Bad Moon Painboy** comes from a rich Ork clan which can afford more Dreadnoughts. A Bad Moon Painboy therefore entitles you to buy two Dreadnoughts rather than just one.

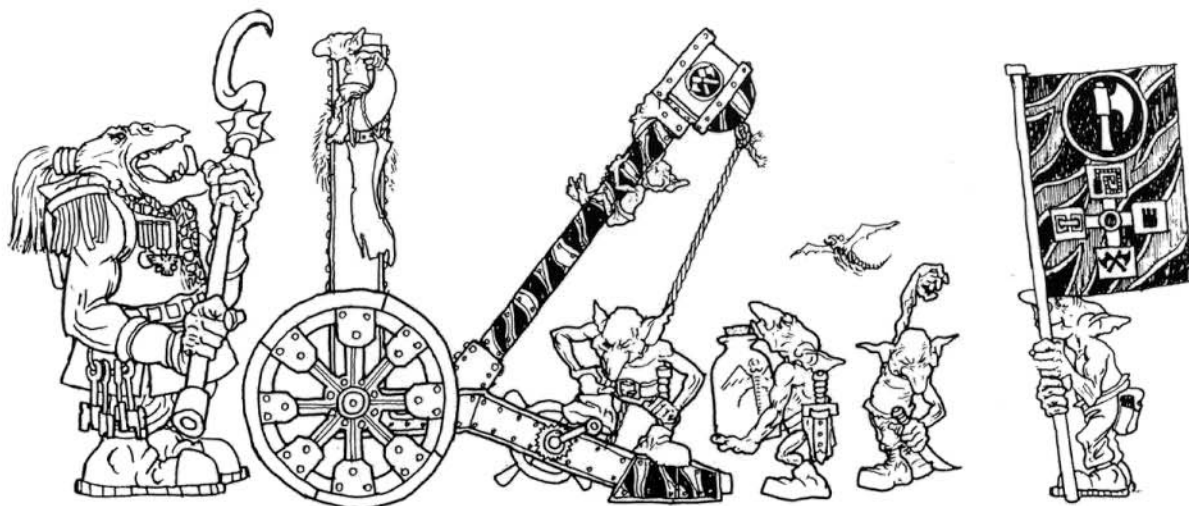
MEKBOY

Each Mekboy in your Warband entitles you to buy either a Mob of Tinboyz or an additional vehicle with a crew of Ork Boyz. The crews always consist of the minimum number of Ork Boyz required to drive it and operate its weapons. Both crews and vehicles are from the same clan as the Mekboy himself. The vehicles available are listed on the chart below together with their points costs.

A **Death Skull Mekboy** benefits from the profusion of spare parts and recovered vehicles scrounged from the battlefield by the Death Skulls. Therefore a Death Skull Mekboy entitles you to buy two Oddbitz instead of just one. These can be two vehicles, a double-sized Tinboyz Mob, or a vehicle and a Tinboyz Mob.

An **Evil Sunz Mekboy** belongs to a clan where vehicles are much in demand and are consequently relatively common. An Evil Sunz Mekboy therefore entitles you to buy two vehicles instead of just one. Note that this only applies to vehicles - if the Evil Sunz Mekboy opts to buy a Tinboyz Mob he does not benefit.

A **Blood Axe Mekboy** has access to all kinds of Imperium-derived vehicles given in trade or as gifts. These vehicles are of course suitably repainted and modified to the tastes of the Mekboyz. If you have a Blood Axe Mekboy you can buy an additional Imperial vehicle. This means that the Mekboy can either buy two Imperial vehicles, an Ork vehicle and an Imperial vehicle, or a Tinboyz Mob and an Imperial vehicle.



RUNTHERZ ODDBITZ - SPECIAL WEAPONS WITH RUNT CREWS

A Runtherd entitles the player to buy any of the following special weapons with Runt crews. Rules for the Ork weapons are given in this volume or are in preparation and will be published in White Dwarf. Rules for Imperium weapons have been published in White Dwarf and in the Warhammer 40,000 Compendium.

WEAPON	POINTS PER WEAPON
HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	50
IMPERIUM TARANTULA	200

PAINBOYZ ODDBITZ - DREADNOUGHTS

A Painboy entitles the player to buy a Dreadnought.

ITEM	POINTS PER ITEM
DREADNOUGHT	50

Ork Dreadnoughts have profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	5	10	4	2	4+

Powerclaw, Heavy Bolter, + Kustom Force Field

MEKBOYZ ODDBITZ - VEHICLES AND TINBOYZ

WEAPON	POINTS PER ITEM
BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANEBLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELLAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Orks Tinboyz and captured Imperium Robots have the profiles as indicated below.

TINBOY

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist



BLOOD AXE EQUIPMENT CHARTS

Optional wargear for Blood Axe Orks is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are optional - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!

MODIFIERS

WARLORD — an Blood Axe Warlord may add up to +20 to any roll. Roll the dice and decide how much you want to add after. This means that if a Warlord rolls a score of 55 he can actually choose any equipment indicated between the values of 55 and 70.

WARBOSS — a Blood Axe Warboss may add up to +15 to any roll in the same way as a Warlord.

NOBZ - Blood Axe Nobz may add up to +10 to any roll in the same way as a Warlord.

RANGED WEAPONS

D10	RESULT
01-05	SHOTGUN
06-10	AUTOGUN
11-15	BOLTGUN
16-40	FLAMER
41-70	MELTA-GUN
71+	PLASMA GUN

ASSAULT WEAPONS

D10	RESULT
01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINSWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81-90	POWER GLOVE
96+	POWER SHIELD

HEAVY WEAPONS

D10	RESULT
01-10	HEAVY STUBBER
11-30	AUTOCANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
81+	MISSILE LAUNCHER

STIKKBOMZ (ORK GRENADES)

D10	RESULT
01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

FORCE FIELDS

D10	FORCE FIELDS
01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANIUM
81+	DOC'S SURPRISE

Roll on the appropriate sub charts in the main rules to determine full extent of surgical improvements



KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

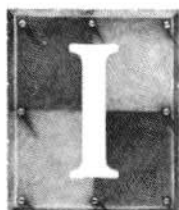
Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA

Waa-Bogrot

A SAMPLE BLOOD AXE WARFAND

by Robin Dews



I've chosen Blood Axes because I like the idea of them being the outcasts of the Ork society owing to their dealings with humans and other skum. This gave me the opportunity to create a well hard Warband with some interesting Human squads too. Although I'm restricted entirely to Blood Axe Orks I can have Ogryns with Ripper Guns and this more

than makes up for any shortfall.

I want to include a lot of quite basic Boyz Mobz in my Warband plus some expansions so I can fight larger battles if I want. With this in mind I'll put my Boyz into the basic Warband and arrange the expansions so that I can take the Warband up to 1500 or 2000 points as desired.

THE WARBOSS AND RETINUE

Bogrot is a very nasty Ork who gives not a toof to what other Orks finks of him. He has lots of hard Boyz well led by his Nobz, and they have lots and lots of dead shooty 'eavy weapons that he has been able to obtain through his contacts with humie traders.

The traders are themselves a very nasty group: renegades and pirates who prey on the fringes of the Imperium. They too are hated by other humans and treated as outcasts and outlaws. They don't care, because they are able to trade with the Orks and get a good price for the weapons and tech equipment they supply.

Deep down both groups actually despise each other. But such is the nature of their business that so long as they are both getting something out of the deal, they will continue to co-operate. Both the Blood Axes and the humies are continually looking for the opportunity to outsmart or double-cross the other.



The whole Retinue motor about the battlefield in Bogrot's Rhino with Goffik Rokk belting out from his brand new KD player. Bogrot enjoys driving around and shouting at da Boyz to get their fingers out.

Bogrot: Warboss
Power Armour, Bolt Gun, Axe.

51 points

Retinue Nobz

The Retinue Nobz comprise all the biggest, toughest Nobz from his Household that Bogrot feels he can trust.

Skumgrot: Bigboss
Flak Armour, Bolt Gun, Axe.

25 points

Naz-Kul: Bigboss
Flak Armour, Bolt Gun, Axe.

25 points

Gorwaz: Bigboss
Flak Armour, Bolt Gun, Axe.

25 points

Gobwort: Bigboss
Flak Armour, Bolt Gun, Axe.

25 points

Badrot: Bigboss
Flak Armour, Bolt Gun, Axe.

25 points

Retinue Oddboyz

Bogrot's Retinue has three Oddboyz: Mekgrim, Dok Dregwort and Grimgog the Runtherd. Bogrot's human advisor is known to the warband as Skum-Grod (friendly/favourite enemy), and usually fights alongside the rest of his human followers in battle.

MekGrim: Mekboy
Flak Armour, Bolt Gun, Club.

15 points

Dok Dregwort: Painboy
Flak Armour, Bolt Gun, Amputation Saw.

15 points

Grimgog: Runtherd
Flak Armour, Bolt Gun, Axe.

15 points

Skumgrod: Human Advisor (Champion)

Mesh Armour, Laspistol, Knife.

10 points

(Real identity Captain Sebastus Syrong of the Imperial Guard)

Rhino

Free

Total Retinue cost: 231 points

BIG MOB

I want lots of five Boyz Mobs so I can keep the Bigmob down to a basic ten Orks. I want them to have a fairly potent couple of heavy weapons so I buy a heavy Plasma Gun and a Missile Launcher with Frag and Krak ammo. With these I should be able to take on most heavily armoured opponents.

The Big Mob is led by Bogrot's favourite and most trusted Bigboss, or the one that did best in their last scrap. The Big Mob is armed with some dead shooty 'eavy weapons so that they can soften up any enemy strongpoints and then mop up after the Boyz have been sent in.

8 Boyz: Flak Armour, Bolt Gun, Knife.

1 Boy: Flak Armour, Bolt Gun, Knife, Heavy Plasma Gun.

1 Boy: Flak Armour, Bolt Gun, Knife, Missile Launcher (Frag and Krak missiles)

=225 points

BOYZ MOBS

Now I want to get a good few reasonably well-armed Boyz Mobs. I take four Boyz Mobs and have two with Heavy Bolters and two with Missile Launchers. To let them deal with well armoured opponents I dish out Krak grenades. This keeps the Mobz nice and cheap but still able to deal with most situations. In battle I'll probably split the Boyz Mobz and send them around the flanks while using my Bigmob as a solid centre.

All of the Boyz Mobs have been armed with Stikkbomz so that they can duff up those humie Marines wot look dead stoopid in their poncey armour, all covered in humie writin' and flags and medals and stuff. Don't stop it comin' apart when a Krak grenade 'its it! Can't be too cocky though, coz they can sometimes be a bit 'ard them Marines, even when there's only a few of 'em. Still, with one of the Bigboss Nobz making sure that the Boyz don't 'ang about, we ain't scared.



Because he deals with the humies, Bogrot's also made sure that his Boyz get some of the good shooty guns wot make big smokin' holes in the ground when you fire 'em at fings.

Naffgul's Mob

4 Boyz: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz, Missile Launcher (Frag and Melta missiles).

=95 points

Muggrub's Mob

4 Boyz: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz, Missile Launcher (Frag and Melta).

=95 points

Badrot's Mob

4 Boyz: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz, Heavy Bolter.

=75 points

Waa-Skab's Mob

4 Boyz: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Krak Stikkbomz, Heavy Bolter.

=75 points

NOBZ MOB

I want to have four tough Nobz so that I can form them into a separate Mob if I want. As with the Retinue Nobz, I'm more interested in have good hard Nobz without loads of excess equipment so I buy four Bigbosses with no extra equipment. Normally I'll split the Nobz up to lead their respective Mobs.

Bogrot's humie advisor also convinced him to split up the Nobz in battle, so that they can each lead their own Mob and have to show off a bit in front of the Boyz. It also means that the gits don't get too much time together, talking about him behind his back. When they go into battle, each one of these Nobz is assigned to lead one of the Boyz Mobz. This means that they have to act well 'ard and not 'ang about at the back, and also that they won't "ave the time to do any plottin'".

Naffgul: Bigboss

Flak Armour, Bolt Gun, Axe.

25points

Muggrub: Bigboss

Flak Armour, Bolt Gun, Axe.

25 points

Badrot: Bigboss

Flak Armour, Bolt Gun, Axe.

25 points

Waa-skab: Drillboss

Flak Armour, Bolt Gun, Axe.

20 points

=95 points

HUMAN MERCENARIES - NIELSEN'S RAIDERS

Having Blood Axes means I can have some humans. Since we're getting lots of stick for being a humie lover I may as well take these chaps just to prove that we don't care. I buy five extra mercenaries to take the unit up to ten strong. Then I just spend ten extra points to supplement the humies' basic equipment, buying Bolt Guns for the captain and three others and supplying the rest with frag grenades.

These are the geezers wot gets us lots of da shooty stuff an' scouts out da best places to raid. In return, they gets to 'ave a go at da booty after Bogrot.

3 Human 'adventurers': Flak Armour, Bolt Gun.

6 Human 'adventurers': Flak Armour, Autogun, Frag Grenades.

Hans Nielsen: Human Mercenary Captain
Flak Armour, Bolt pistol, Chainsword.

=110 points

Total points spent so far: 1001

DA RIPPAS - OGRYN MOB

There is one very, very good reason for taking a Blood Axe Warband and that is that you can supply your Ogryns with the rightly feared Ripper Gun. Luckily I roll up eight available Ogryns and take the lot - armed with Ripper Guns of course.

Da Rippas were easily attracted to Bogrot's Warband with promises of plentiful food. Their loyalty to Bogrot is mainly what puts off his rivals from trying to take over the Warband.

8 Ogryns: Ripper Guns and Axes. 200 points

VEHICLES

I want a few vehicles in my Warband to give the Boyz some support and let me move things around rapidly and exploit any weaknesses in the enemy. Because I have a Blood Axe Mekaniak I can buy an extra Imperial vehicle - two in total. I pick a Wartrak and an Imperial Predator. I also buy a half price Imperial Thudd Gun on the Runtherd allowance which I can tow behind the Wartrak. The Wartrak and the Predator can speed round a flank after they've dropped off the gun. These vehicles fill what remains of my 500 point quota to take the Warband up to 1500 points.

MEKGRIM'S VEHICLES

1 Wartrak: Armed with a Heavy Plasma Gun. Two Ork crew, Flak Armour, Bolt pistol, Knife. 75 points

1 Imperial Predator: Armed with Autocannon, 2 x Lascannon. Four Ork crew, Flak Armour, Bolt pistol, Knife. 200 points

GRIMGOG'S THUDD GUN

1 Imperial Thudd Gun: 2 Gretchin crew, hand weapons. 25 points

=300 points

Total so far: 1501 points

ORK FREEBOOTERZ MOB

Next I start to spend my final 500 points. First I pick an Ork Freebooterz Mob. I give them plenty of equipment (including a Lascannon for their heavy weapon) and I increase the size of the Mob to ten to make them quite formidable. I liked the idea of this well 'ard bunch being attached to the Warband as part of its disreputable character. In the same vein as the human adventurers, they are out for themselves with no real loyalties except to each other (and that's questionable!).

Kaptin Naz-Thug and his Boyz are some of the nastiest Orks around. Naz-Thug sticks with Bogrot so he can keep his Boyz well-equipped and pick up some rich plunder while he's at it. If Naz-Thug can lift a load of booty on the sly him and his Boyz will almost certainly take off. At the moment Bogrot is watching too closely, but just let him look the other way at the wrong time....

Kaptin Naz-Thug: Power Armour, Bolt Gun, Plasma pistol, Sword, Frag and Krak Stik Bomz.

9 Boyz: Flak Armour, Bolt Gun, Knife, Frag and Krak Stikbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Frag and Krak Stikbomz, Lascannon.

=203 points

MEKBOYZ

I have 300 points left to spend. So far the whole Warband has nicely acquired the feel of a group of renegades and outcasts - much like the groups of humie renegades that roam the fringes of the Imperium and Ork space. Bogrot's Boyz will rob, steal, lie and cheat if they think that they can make a quick toof and regard the other Ork clans with their loyalties, family ties and traditions as stoopid gits. I want some more impressive pieces of equipment so I decide to buy two Mekboyz and a single Tinboy for each of them. As they're quite expensive I can only afford one Tinboy for each Mek, but they are powerful so I anticipate the cost will be worth it. I think it'd be most appropriate to use captured Imperial robots so I buy a Konkeror and a Kastellan. With two Tinboyz and eight Ogryns to back him up nobody is going to get in Bogrot's way!

Bogrot keeps yellin' at da Meks to make more Tinboyz, but da fasta dey makes 'em da fasta dey comes apart. Dere's ushully a couple of da klunkas workin in time for a scrap tho'.

DregOrk (from Naffgul's Household) and Grimbad (from Muggrub's Household): Mekaniaks
Flak Armour, Bolt Gun, Axe.

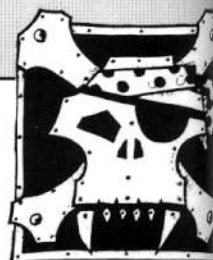
1 Konkeror for Dreg-Ork: Power Fist, Heavy Bolter, Autocannon.

1 Kastellan for Grimbad: 2 Power Fists, Heavy Bolter.

=300 points

GRAND TOTAL: 2000 Points





FREEBOOTERZ

Following the ravages of war or some other disastrous disruption of their lives, some Orks abandon what is left of their tribe and join a roving band of renegades, bandits, pirates or other outcasts. These Orks are called Freebooterz. Sometimes fugitives or strange eccentrics will leave their tribe and join a Freebooterz Mob, so it is hardly surprising that many Freebooterz have very treacherous and unpleasant characters indeed. Most Freebooter Mobz hire themselves out as mercenaries, or else they can be persuaded to join in a battle with promises of loot.

Using the full Freebooterz rules you can create your own unusual and bizarre Freebooter Mobz. This is a typical Freebooterz Mob.

FOR 75 POINTS

1 FREEBOOTER KAPTIN WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN.

AND

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

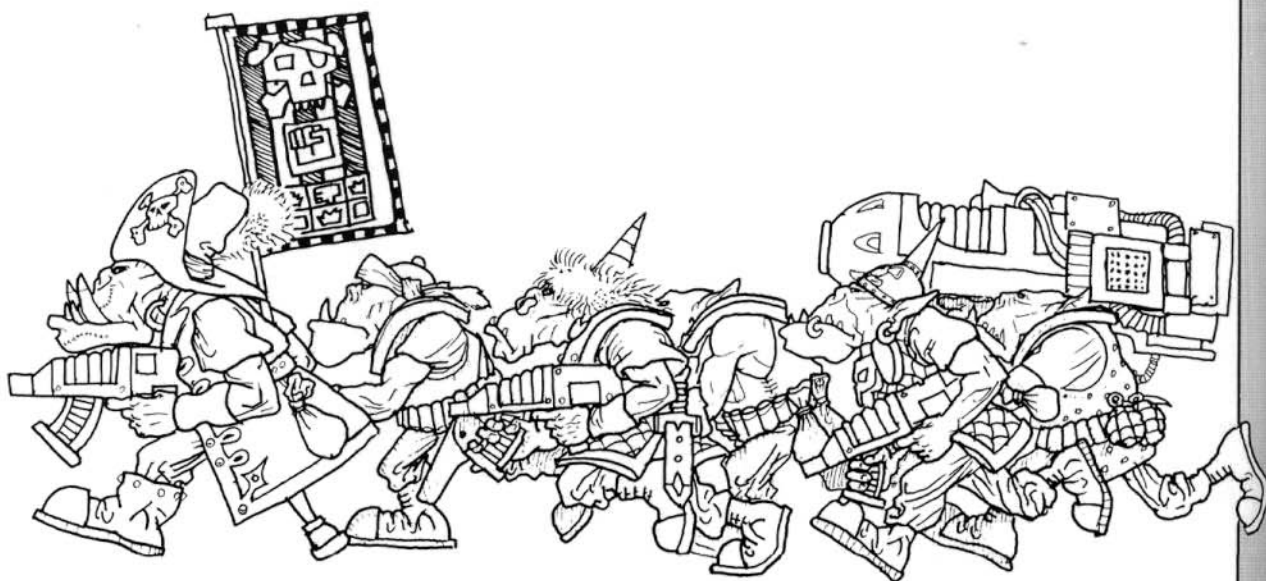
AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BOYZ	4	3	3	3	4	1	2	1	7	6	7	7



HEAVY WEAPONS: A Boy with a heavy weapon can have any weapon chosen from the list below. Extra points are paid for this weapon so it is up to you how much you spend.

HEAVY WEAPON	COST FOR WEAPON
AUTO-CANNON	35
GRENADE LAUNCHER	15
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LAS CANNON	90

HEAVY WEAPON	COST FOR WEAPON
MISSILE LAUNCHER	30
MULTI MELTA	50
FRAG MISSILES	1
KRAK MISSILES	20
MELTA MISSILES	4
SMOKE MISSILES	1

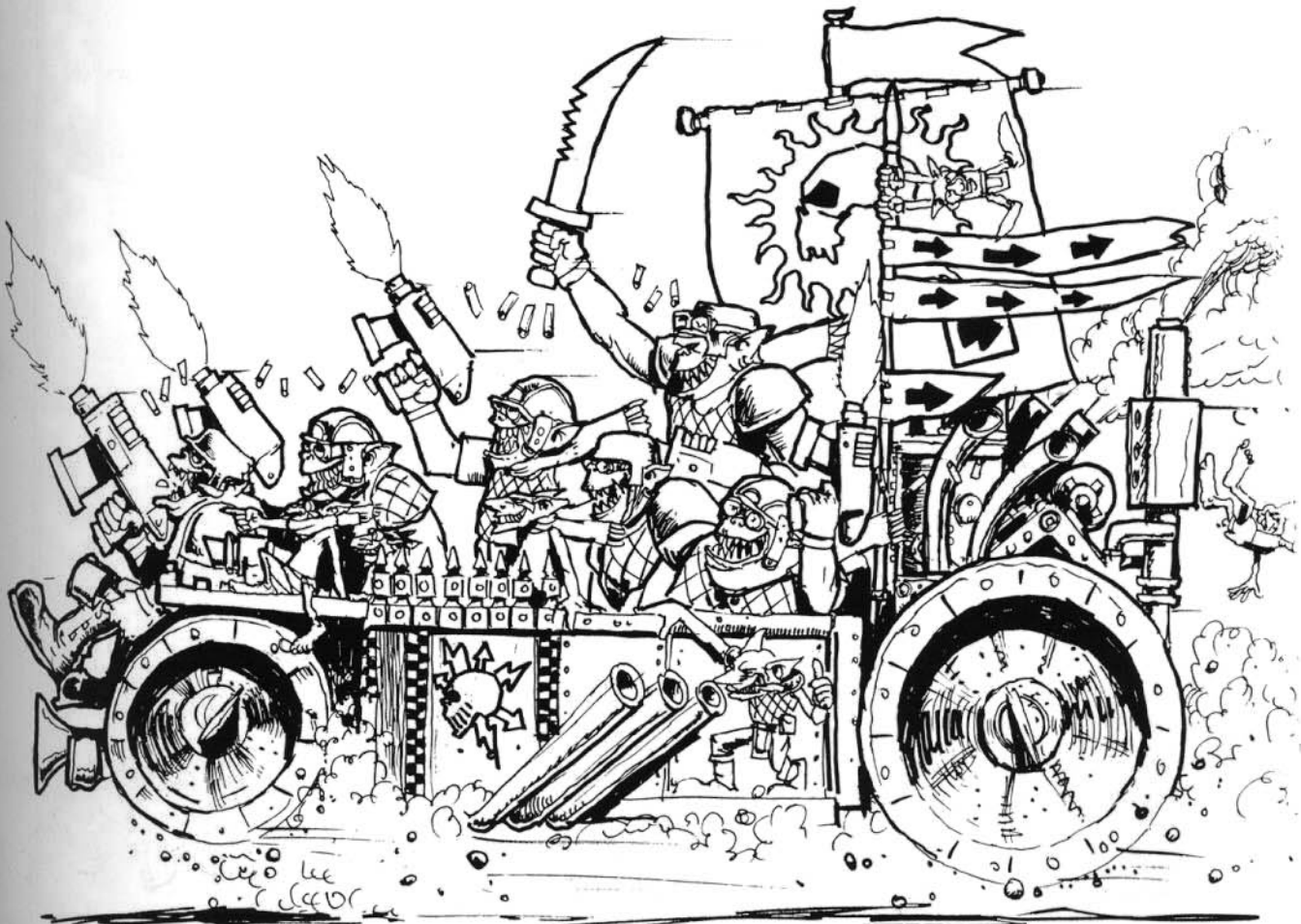
EXTRA WARGEAR: A Freebooterz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon. The Kaptin does not have to have the same extra gear, but can do if he wishes.

WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINWORD	2
POWERGLOVE	15
POWER SWORD	7

WEAPON	COST PER MODEL
PLASMA PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1

KAPTIN'S GEAR: The Freebooter Kaptin obviously gets first pick of any good gear that the Mob buys or finds, so he can have any of the special gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Kaptin can roll as many times on how many charts as you want, and the Kaptin can carry any of the equipment generated.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5
MEKANIANK POWER FIELDS	10



SPACE ORK BOYZ

Designed by Kev Adams



ORK WITH
BOLTER 1
070510/32



ORK WITH
BOLTER 2
070510/2



ORK WITH STIKKBOMB,
BOLTER AND
SPLEENSTIKKA 1
070510/54



ORK WITH BOLTER AND
CHAINWORD 1
070510/43



ORK WITH BOLTER
AND KLEAVER
070510/7



ORK WITH
BOLTER 3
070510/48



ORK WITH
FLAMER 1
070510/5



ORK WITH PLASMA
GUN 1
070510/37



ORK WITH
BOLTER 4
070510/51



ORK WITH BOLTER
AND GUTRIPPA 1
070510/50



ORK WITH BOLTER
AND SPLEENSTIKKA 1
070510/39



ORK WITH BOLTER
AND GUTRIPPA 2
070510/4



ORK WITH BOLTER
AND GUTRIPPA 3
070510/53



ORK WITH
BOLTER 5
070510/8



ORK WITH
BOLTER 6
070510/47



ORK WITH PLASMA
GUN 2
070510/52



ORK WITH
BOLTER 6
070510/40



ORK WITH STIKKBOMB,
BOLTER AND
SPLEENSTIKKA 2
070510/46



ORK WITH
BOLTER 7
070510/6



ORK WITH BOLTER
AND SPLEENSTIKKA 2
070510/33



ORK WITH BOLTER
AND GUTRIPPA 4
070510/35



ORK WITH
BOLTER 8
070510/44



ORK WITH
BOLTER 9
070510/11



ORK WITH BOLTER
AND CHAINWORD 2
070510/1



ORK WITH BOLT PISTOL
AND GUTRIPPA 5
070510/3

Miniatures supplied unpainted. **WARNING!** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

MALFUNCTION

A **HEAVY BOLTER** malfunctions due to faulty ammo. **Roll a D6:**

- 1-3 Dud bolts fail to penetrate. Save modifier is 0 instead of -2 from now on.
- 4-6 Bolt explodes in the mechanism. The gun is wrecked and useless.

OR

A **TRACKED VEHICLE** malfunctions when the control lever snaps off. The vehicle cannot be halted or steered from now on. It continues to go at the same speed and in the same direction as it was going last turn.

MALFUNCTION

A **BEAMER** malfunctions due to a flawed beam focus.

Beamer explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit with a -1 armour save modifier.

OR

A **VEHICLE** malfunctions due to a sudden fuel surge which causes the vehicle to immediately accelerate to *fast* speed. It remains at fast speed from now on but runs out of fuel in D6 turns. It will then halt permanently if still on the table.

MALFUNCTION

A **KOMBI-WEAPON** malfunctions due to fusion of parts resulting from the overheating of poor quality alloys. **Roll a D6:**

- 1-2 All barrels jam permanently.
- 3-4 One randomly determined barrel permanently jams.
- 5-6 All barrels except for one randomly determined barrel are permanently jammed.

OR

A **VEHICLE** malfunctions due to a slow leak in fuel injection pipe. This reduces vehicle to *slow* speed from now on.

MALFUNCTION

A **WHEELED VEHICLE** malfunctions due to worn gears.

Roll a D6:

- 1-2 Engine growls and jams. Vehicle permanently halts.
- 3-4 Vehicle reduced to slow speed from now on.
- 5-6 Vehicle becomes fixed at fast speed from now on.

OR

A **HEAVY WEAPON** malfunctions due to power cell leakage. The mechanism is corroded and the weapon fails to fire from now on.

MALFUNCTION

A **BEAMER** malfunctions due to a defective beam focussing crystal. It suddenly and inexplicably draws infra-red light rays directly from the sun, creating a power surge which overloads the power pack. The result is a miniature thermonuclear reaction. The weapon's operator is immediately vaporised, as are any models within a 3" radius area of him. They become casualties. There are no to hit, to wound or saving throws.

Any models within a 6" radius of the operator, but not within the 3" inner zone, are temporarily blinded for the remainder of this turn only.

MALFUNCTION

A **MISSILE LAUNCHER** malfunctions due to faulty propellant in the missile fired this turn. It fizzles but is not powerful enough to propel the warhead to its target. The Missile drops out of end of the launcher and then explodes. The operator is automatically hit. Place the burst template over him and resolve the explosion as normal.

OR

A **TRACKED VEHICLE** malfunctions when the drive wheels jam causing tracks to shear off. Vehicle comes to immediate and permanent halt.

MALFUNCTION

A **HEAVY WEAPON** malfunctions when the mechanism overheats.

Roll a D6:

- 1-3 Fails to fire from now on, due to fusion of working parts.
- 4-5 Fires this turn only, then barrel melts rendering weapon useless from now on.

OR

A **VEHICLE** malfunctions when the fuel tank leaks and loss of fuel causes the vehicle to grind to an immediate and permanent halt.

MALFUNCTION

A **HEAVY BOLTER** malfunctions due to sheer bad workmanship. It falls apart due to vibrations when firing is attempted. Weapon is useless and any re-assembly is impossible.

OR

A **VEHICLE** malfunctions because the engine is worn out.

Roll a D6:

- 1-2 Vehicle halts permanently.
- 4-6 Vehicle is reduced to slow speed from now on.

MALFUNCTION

A **HEAVY PLASMA GUN** malfunctions due to energy overload.

Roll a D6:

- 1-3 Weapon explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit with a -1 armour save modifier.
- 4-6 Jams on maximal fire from now on.

OR

A **WHEELED VEHICLE** malfunctions due to faulty brakes. The vehicle cannot slow down or stop from now on.

MALFUNCTION

A **DREADNOUGHT** malfunctions because important retaining screws are loose. **Roll a D6:**

- 1-2 One random arm drops off the dreadnought. Armament and attacks from this arm are permanently lost.
- 3-4 Dreadnought's leg drops off; dreadnought falls flat on its face and is useless from now on.
- 5-6 All the dreadnought's arms drop off. It loses all armament and attacks from these arms from now on.

MALFUNCTION

After an **ORK FORCE FIELD** successfully saves its wearer it develops a fault. This does not affect a Runtbot Force Field.

Roll a D6:

- 1-2 Shrinks. Unless the Ork can quickly turn the device off by rolling 5 or 6 on a D6 he is crushed into a tiny blob by the contracting field. If he manages to shut the field down it is useless for the rest of the game.
- 3-6 Shuts down. The force field is useless for the rest of the game.

MALFUNCTION

A **ROBOT** runs amok. **Roll a D6:**

- 1 Robot permanently halts and fires at nearest model each turn from now on.
- 2-3 Robot moves in the direction it is facing for double its normal move but does not fire this turn. If it collides it halts permanently, if not, it operates normally next turn.
- 4-6 Robot halts, turns 180° and fires at the nearest model. It continues to do this each turn until it is destroyed.

MALFUNCTION

WRONG CHANT

Some of the chanting Orks are doing the wrong chant. This creates dangerous counter-current in the flow of warp energy.

The weirdboy's copper staff melts. He can no longer be earthed. He will automatically accumulate 2D6 power points each and every turn from now on. These come from the psychic energy around him and are additional to any coming from chanting.

This card cannot be cancelled - not even by an *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

A **HEAVY PLASMA GUN** malfunctions due to energy overload.

The weapon explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit, with a -1 armour save modifier.

OR

A **VEHICLE** malfunctions due to faulty steering. The steering permanently jams causing the vehicle to go around in circles of 6" radius from now on. Roll for direction: 1-3 vehicle goes to the right, 4-6 left. The vehicle can still slow down or speed up as normal.

MALFUNCTION

A unit's **STIKKBOMZ** malfunction. All the stikkbomz carried by the unit are useless because the filler has leaked out of the casings.

OR

BLOOD AXE TREACHERY

A Blood Axe mob who are not in Blood Axe warband decide not to do anything during this turn out of sheer bad temper.

OR

A **KOMBI-WEAPON** develops a temporary fault and may not be fired this turn.

MALFUNCTION

A **SHOKK ATTACK GUN** becomes possessed by an unknown warp entity. **Roll a D6:**

- 1-3 Any Snotlings in the warp are lost, presumed eaten by the entity. The Shokk Gun burps and is flung aside by the Mek. It is useless from now on.
- 4-6 The Shokk Attack Gun bursts apart as the warp energy imprisoned within it escapes - it is useless from now on. Snotlings in the warp may emerge from an exit hole created before this happened, otherwise they are lost.

MALFUNCTION

A **BIONIK PART** malfunctions. Choose which item goes wrong:

Bionik hand: rivets are loose and hand drops off. It is now useless.

Bionik arm: the arm freezes in position and any weapon on it jams. It is useless.

Bionik leg: the leg jams and immobilizes the model for the rest of the game.

Cranial rebuild: head explosion. The model becomes a casualty.

Doc's Surprise: the model suddenly becomes a Madboy due to long term effects of squig glands inserted into his head.

MALFUNCTION

DEFECTIVE COPPER STAFF

A Weirdboy has a defective copper staff. If the Weirdboy is loaded with any power points immediately **roll a D6:**

- 1-4 All powerpoints drain into the warp. The weirdboy counts as permanently earthed for the rest of the game.
- 5-6 One randomly determined minder suffers a head explosion and is removed as a casualty.

This card cannot be cancelled - not even by a *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

DEFECTIVE COPPER STAFF

A Weirdboy has a defective copper staff which contains trace elements of warpstone. If the weirdboy is loaded with any power points immediately **roll a D6**:

- 1-3 D6 chanting Orks suffer head explosions and become casualties. If none are chanting disregard this result.
- 4-6 The Weirdboy suffers a head explosion and is removed as a casualty.

This card cannot be cancelled - not even by an *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

A **ROBOT'S** head explodes and its body immediately starts moving around in a 6" radius circle. On a D6 roll of 1-3 it goes right; 4-6 to the left. It continues to do this for the rest of the game until it collides or is destroyed. It will fire at the nearest model each turn.

OR

BLOOD AXE TREACHERY

A Blood Axe mob refuse to fire on any enemy Imperial troops for this turn only. Doubtless they were bribed by Imperial agents (but were too stupid to double cross them like proper Orkses).

MALFUNCTION

A **TRACKED VEHICLE** malfunctions when it slurs a track. **Roll a D6**:

- 1-3 Vehicle goes around in circles of 6" radius from now on. Roll for direction: 1-3 right; 4-6 left. It can still slow down or speed up.
- 4-6 Vehicle permanently halted

OR

A **SQUIG KATAPULT** malfunctions because the squig pots have been stored near to fumes from fermenting fungus wine. All squig ammunition is dud from now on and katapult has no effect.

MALFUNCTION

WRONG CHANT

Some of the Orks are doing the wrong chant. This creates a dangerous counter-current in the flow of warp energy. **Roll a D6**:

- 1-5 All chanting is counter-productive - the Weirdboy cannot accumulate any power points from now on and counts as permanently earthed.
- 6 The Weirdboy suffers a head explosion and is slain

This card cannot be cancelled - not even by an *Orky Know Wotz* or an *Earthed Copper Staff* card.

MALFUNCTION

An **ENCLOSED VEHICLE** malfunctions when the interior fills with noxious fumes forcing the vehicle to halt while crew throw open the hatches and gasp for air. The vehicle and crew are incapable of doing anything for D6 turns until the fumes clear.

OR

FREEBOOTER TREACHERY

A Freebooter mob will not shoot or move for this turn only, while they pause to consider whether they are being paid enough. This event does not affect Freebooters who are in close combat.

MALFUNCTION

A **VEHICLE** with a **TURRET** malfunctions when the turret jams. To determine what facing it jams in **roll a D6**:

- 1-2 Rear of vehicle.
- 3-4 Front of vehicle.
- 5 90° right of vehicle's front.
- 6 90° left of vehicle's front.

OR

FREEBOOTER ANIMOSITY

A Freebooter mob shoots at the nearest other Freebooter mob on the battlefield in this turn only. If none are in range they do not shoot at all this turn.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to power cell leakage. The mechanism is corroded and the weapon fails to fire from now on.

OR

A **VEHICLE** malfunctions due to faulty steering. The steering permanently jams causing the vehicle to go around in circles of 6" radius from now on. Roll for direction: 1-3 vehicle goes to right, 4-6 to left. The vehicle can still slow down or speed up as normal.

MALFUNCTION

A **HEAVY STUBBER** malfunctions due to faulty ammo. **Roll a D6**:

- 1-3 Jams permanently
- 4-6 Fires with -1 to hit modifier from now on.

OR

A **ROBOT** malfunctions due to a faulty robo-motor. **Roll D6**:

- 1-2 Robot suddenly reverses for its full movement this turn only.
- 3-5 Robot halts permanently.
- 6 Robot goes faster. Add +2 to its movement rate from now on.

MALFUNCTION

An operating **RUNTBOT FORCE FIELD** overloads, destroying the Runtbody. Each model covered by the field suffers a S3 hit.

OR

A **VEHICLE** malfunctions due to fuel leakage. As it leaks, the hot engine ignites it and the vehicle explodes. Strength 4 hits are suffered by all the crew. Survivors are hurled 2" clear of the wreck.

OR

A **HEAVY PLASMA GUN** develops a temporary fault and may not be fired this turn.

MALFUNCTION

An **AUTO-CANNON** malfunctions due to faulty ammo feed. **Roll D6:**

- 1-3 Weapon jams and fails to fire at all from now on.
- 4-6 Fires this turn then jams permanently.

OR

An operating **RUNTBOT FORCE FIELD** overloads, destroying the Runtbot. Each model covered by the field suffers a S3 hit.

OR

A **HEAVY BOLT GUN** develops a temporary fault and may not be fired this turn.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to worn parts.

Roll D6:

- 1-3 Fails to fire from now on.
- 4-5 At -1 strength from now on.
- 6 Fires this turn then jams permanently.

OR

A **WHEELED VEHICLE** malfunctions due to fuel overflow. The engine bursts into flame. All crew abandon vehicle immediately. Models which do not bale out become casualties. Vehicle halts immediately and is destroyed.

MALFUNCTION

A **MISSILE LAUNCHER** malfunctions due to faulty warhead.

Roll a D6:

- 1-3 Warhead fails to explode.
- 4-5 Warhead explodes prematurely in the air with no effect.
- 6 Warhead explodes with -1 strength.

OR

An operating **RUNTBOT FORCE FIELD** overloads, destroying the Runtbot. Each model covered by the field suffers a S3 hit.

MALFUNCTION

A **DREADNOUGHT** malfunctions due to leaky lubrication system. **Roll a D6:**

- 1-3 Dreadnought's legs freeze in position. The dreadnought cannot move from now on.
- 5-6 Dreadnought's arms lock in position. It cannot use any of its arms to deliver attacks or aim weapons from now on. Arm-mounted weapons can only fire directly ahead.

OR

A **HEAVY BOLTER** develops a temporary fault and may not be fired this turn.

MALFUNCTION

A **SHOKK ATTACK GUN** malfunctions. The gun suddenly disappears into the warp with its Mek operator. **Roll D6:**

- 1-3 Mek and weapon are never seen again.
- 4-6 Mek re-appears elsewhere on the battlefield. Determine direction of his new location with deviation template and displacement of 6D6". If this is off the table, the Mek has disappeared from the battlefield.

The rest of the Shokk Attack Team are unaffected. If Snotlings are in the warp, they are irretrievably lost.

MALFUNCTION

A **CYBOAR** malfunctions when the wheel comes off, causing it to halt immediately and permanently. The rider is thrown from his mount and is removed as a casualty.

OR

A **TRACKED VEHICLE** malfunctions because the engine overheats and catches fire. The vehicle immediately halts and all crew abandon the burning wreck.

OR

A **LASCANNON** develops a temporary fault and may not be fired this turn.

MALFUNCTION

A **HOP SPLAT FIELD GUN** malfunctions when it is fired.

Roll a D6:

- 1-3 Explodes and destroyed. Crew are slain. Other models within D6" sustain a S3 hit.
- 4-6 A Hop Splat shell explodes as it is being handled. Any model within 2" of the weapon suffers a S3 hit. The weapon itself is not damaged by the explosion.

MALFUNCTION

A **HOP SPLAT FIELD GUN** malfunctions when it is fired.

Roll D6:

- 1-3 The end of the shell jams in the barrel. The gun is dragged into the air and comes down in a random direction within D6" of its original position. Any models within 2" of the descending gun are crushed and suffer a S10 hit. The gun now faces in a random direction but is undamaged.
- 4-6 The Hop Splat shell is a dud. The gun cannot fire this turn but is not damaged and may shoot next turn as normal.

MALFUNCTION

A **SQUIG KATAPULT** develops a fault as it is fired.

Roll a D6:

- 1-2 Runt drops and breaks the squig-pot. Place a template over the Katapult and move the swarm as normal. The weapon does not fire this turn.
- 3-4 Runtz forget to load the Katapult! The weapon may not fire this turn.
- 5-6 The Katapult collapses under the strain and is destroyed.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to severe overheating.

Roll a D6:

- 1-3 Moving parts welded together by heat, weapon is destroyed
- 4-6 Weapon fails to fire this turn as it cools down. Can fire as normal next turn.

OR

An operating **RUNTBOT FORCE FIELD** overloads, destroying the Runtbot. Each model covered by the field suffers a S3 hit.

MALFUNCTION

A **HEAVY STUBBER** malfunctions due to faulty ammo. Roll a D6:

- 1-3 Jams permanently
- 4-6 Fires with -1 to hit modifier from now on.

OR

A **ROBOT** malfunctions due to a faulty robo-motor. Roll D6:

- 1-2 Robot suddenly reverses for its full movement this turn only.
- 3-5 Robot halts permanently.
- 6 Robot goes faster. Add +2 to its movement rate from now on.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to faulty mechanism. Roll D6:

- 1-4 Jams permanently.
- 5-6 Fires this turn then jams permanently.

OR

A **DREADNOUGHT** malfunctions when the control system goes haywire - the Painboy must have got his wires crossed when he serviced the pilot. The dreadnought wanders randomly for its full move distance each turn from now on. Determine direction using a D12.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to faulty mechanism. Roll D6:

- 1-4 Jams permanently.
- 5-6 Fires this turn then jams permanently.

OR

A **DREADNOUGHT** malfunctions when the control system goes haywire - the Painboy must have got his wires crossed when he serviced the pilot. The dreadnought wanders randomly for its full move distance each turn from now on. Determine direction using a D12.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to worn parts.

Roll D6:

- 1-3 Fails to fire from now on.
- 4-5 At -1 strength from now on.
- 6 Fires this turn then jams permanently.

OR

A **WHEELED VEHICLE** malfunctions due to fuel overflow. The engine bursts into flame. All crew abandon vehicle immediately. Models which do not bale out become casualties. Vehicle halts immediately and is destroyed.

MALFUNCTION

A **MISSILE LAUNCHER** malfunctions due to faulty warhead.

Roll a D6:

- 1-3 Warhead fails to explode.
- 4-5 Warhead explodes prematurely in the air with no effect.
- 6 Warhead explodes with -1 strength.

OR

A **LASCANNON** develops a temporary fault and may not be fired this turn.

MALFUNCTION

A **HEAVY WEAPON** malfunctions due to severe overheating.

Roll a D6:

- 1-3 Moving parts welded together by heat, weapon is destroyed
- 4-6 Weapon fails to fire this turn as it cools down. Can fire as normal next turn.

OR

An operating **RUNTBOT FORCE FIELD** overloads, destroying the Runtbot. Each model covered by the field suffers a S3 hit.

MALFUNCTION

A **TRAKTOR KANON** has been wired up incorrectly. When it next fires, instead of grabbing its target, the whole Kanon moves off backwards at speed, scattering its crew and hitting any models directly behind.

The Kanon travels 4D6* before coming to a halt. Any troopers in its path suffer a S3 hit. The Kanon is destroyed and cannot be used again during the game.

OR

A **HEAVY BOLTER** develops a temporary fault and may not be fired this turn.

MALFUNCTION

A **LIFTA-DROPA** develops a fault and the traktor field reverses polarity. The next time it is used the Lifta-Dropa rises straight into the air and remains motionless hanging above the battlefield whilst the crew hang on as tightly as they can, frantically trying to hit the off lever.

The Lifta-Dropa will drop straight back to earth on the D6 roll of a 5 or 6 made at the start of any subsequent ork turn. The Lifta Dropa's mechanism is smashed by the fall and it may not be used again.

MALFUNCTION

A HOP SPLAT FIELD GUN malfunctions when it is fired.

Roll a D6:

- 1-3 A Hop Splat shell jams in barrel. One end is stuck in the barrel while the other whirls about. Any model within 6" must take a saving throw or be slain. The weapon is not damaged and is ready for firing in the following turn, assuming there are any crew left!
- 4-6 The Hop Splat shell is a dud. The gun cannot fire this turn but is not damaged and may shoot next turn as normal.

MALFUNCTION

A PULSA ROKKIT goes crazy, its propellant spilling out whilst the rokket spins about in the air and it weaves about in a random direction.

If a Pulsa Rokkit is fired it automatically travels 12+ D6xD6" in a random direction before landing as normal. This can be very bad for the Orks and anyone else nearby!

OR

A HEAVY BOLTER malfunctions. It falls apart when firing is attempted. Weapon is useless and any re-assembly is impossible.

MALFUNCTION

A PULSA ROKKIT explodes when it is fired. Any model within 3" of the Rokkit suffers a S4 hit when it goes up. The Pulsa Generator is destroyed.

OR

A HEAVY PLASMA GUN malfunctions due to energy overload.

Roll a D6:

- 1-3 Weapon explodes with a 2" burst radius. Each model within the zone suffers a S4 hit with a -1 save modifier.
- 4-6 Jams on maximal fire from now on.

MALFUNCTION

A WHEELED VEHICLE malfunctions when the wheel comes off. The vehicle overturns if going at fast speed last turn, otherwise it just halts immediately. If it does overturn, each member of its crew becomes a casualty on a D6 roll of 1-5.

OR

A DREADNOUGHT malfunctions when the Gretchin pilot is stung by a venomous squig lurking in his compartment. This temporarily knocks out the pilot for D6 turns, causing the dreadnought to remain halted and inactive.

MALFUNCTION

A BUBBLE CHUKKA has failed to work because the crew forgot to turn it on before firing (you just can't tell with these invisible bubbles!).

When the Ork player reveals a target has been bubbled this card can be played immediately to nullify the effect.

OR

A TRACKED VEHICLE malfunctions when the drive wheels jam causing tracks to shear off. Vehicle comes to immediate and permanent halt.

MALFUNCTION

A BUBBLE CHUKKA has malfunctioned and accidentally bubbled itself!

When the Ork player declares his is firing a Bubble Chukka this card may be played immediately. The Bubble Chukka is now bubbled and can only fire again once the bubble has been burst by shooting at it.

OR

A VEHICLE malfunctions when the fuel tank leaks and loss of fuel causes the vehicle to grind to an immediate and permanent halt.

MALFUNCTION

A PULSA ROKKIT goes crazy, its propellant spilling out whilst the rokket spins about in the air and it weaves about in a random direction.

If a Pulsa Rokkit is fired it automatically travels 12+ D6xD6" in a random direction before landing as normal. This can be very bad for the Orks and anyone else nearby!

OR

A HEAVY WEAPON malfunctions due to power cell leakage. The mechanism is corroded and the weapon fails to fire from now on.

MALFUNCTION

A BUBBLE CHUKKA has malfunctioned and accidentally bubbled itself!

When the Ork player declares his is firing a Bubble Chukka this card may be played immediately. The Bubble Chukka is now bubbled and can only fire again once the bubble has been burst by shooting at it.

OR

A BEAMER malfunctions due to a flawed beam focus and explodes with a 2" burst radius. Each model within the zone suffers a strength 4 hit with a -1 armour save modifier.

MALFUNCTION

A HOP SPLAT FIELD GUN malfunctions when it is fired.

Roll a D6:

- 1-3 A Hop Splat shell jams in barrel. One end is stuck in the barrel while the other whirls about. Any model within 6" must take a saving throw or be slain. The weapon is not damaged and is ready for firing in the following turn, assuming there are any crew left!
- 4-6 The Hop Splat shell is a dud. The gun cannot fire this turn but is not damaged and may shoot next turn as normal.

ORKY EVENTS

REINFORCEMENTS

A wandering mob of 6+D6 Gretchin entrepreneurs armed with blunderbusses arrives on the battlefield and comes under the command of the Ork player.

Roll D6 to see where they arrive:

- 1-3 Anywhere on Ork table edge.
- 4 Anywhere on Ork player's left table edge.
- 5 Anywhere on Ork player's right table edge.
- 6 Anywhere on opponent's edge.

The Ork player positions the mob at the start of the turn.

ORKY EVENTS

WEIRDBOYZ

The warp flux has suddenly intensified over the battlefield. 10 power points are added to the current accumulation of every Weirdboy. Check immediately for overload.

AND

CHANTING ORKS

Due to the intensified warp flux D6 chanting Orks immediately suffer head explosions and become casualties. If no Orks are chanting disregard this effect.

ORKY EVENTS

SPEED FREEK

The Speed Freek driver of a randomly determined vehicle has a complete freek-out! He puts his foot to the floor and takes the vehicle up to its maximum Fast Speed for this turn. The Speed Freek won't slow down for the rest of the game and the only way to slow or stop the vehicle is if the Speed Freek is killed. If the vehicle is driven off the table by the Speed Freek it will not return during the game.

ORKY EVENTS

HEADBANG

A disturbance in the warp sends a surge of psychic energy into a Weirdboy so that his head explodes!

AND

CHANTING ORKS

Due to the intensified warp flux D6 chanting Orks immediately suffer head explosions and become casualties. If no Orks are chanting disregard this effect.

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to eating venomous squigs for breakfast.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

WAAARGH!

The spirit of Orkishness washes over the battlefield for this turn.

The Ork player may add or subtract 1 from any Ork dice rolls.

All power points held within Weirdboyz are automatically doubled.

All Madboyz mobs experience a mood change to Bloodlust mood. Roll for their new behaviour.

All vehicles driven by Speed Freeks immediately accelerate to *fast* speed.

All Orks within charge reach of the enemy at the start of their turn will charge them.

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to intense psychic disturbance over the battlefield.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to nibbling dried fungus rations earlier in the battle.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

MADBOYZ MOOD CHANGE

For no apparent reason, a Madboy mob experiences a sudden mood change.

Roll D10 for their new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENT



ORKY EVENT



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ORKY EVENTS

BLOODLUST MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Bloodlust mania.

The entire mob is seized by a Bloodlust mood. Roll for their behaviour (see Madboyz rules). If the mob are already in a state of Bloodlust, roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

LOOTING DEATH SKULLS

One Death Skulls boyz mob suddenly decides to disperse and start looting the battlefield. It's every Ork for himself as the boyz disregard unit coherency, each model moving randomly.

They do not bother to shoot or fight unless enemy models shoot at them or engage them in close combat. They continue to behave like this for the rest of the game.

If there is more than one Death Skulls mob in the warband randomly determine which mob is affected.

ORKY EVENTS

SNAKE-BITE WAAARGH DANCE

One Snake-Bite boyz mob suddenly decides to perform the ancient and sacred 'Waaargh Dance'.

They remain where they are and do not move shoot or fight while they perform the dance which lasts for D6 turns.

If a Weirdboy is within 24" of the dance he immediately gains 3D6 power points. If the mob are charged by enemy models while doing the dance they fight back in a state of frenzy.

If there is more than one Snake-Bite mob in the warband randomly determine which mob is affected.

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If there is more than one Snake-Bite mob in the warband randomly determine which mob is affected.

ORKY EVENTS

GOFF BATTLERAGE

The Goff unit nearest to the enemy is suddenly overwhelmed by the excitement of conquest. The unit ignores psychology for the rest of the game and cannot be routed. However, the unit must continue to move towards the enemy when it can and must charge the enemy whenever possible.

ORKY EVENTS

GOFF BATTLERAGE

The Goff unit nearest to the enemy is suddenly overwhelmed by the excitement of conquest. The unit ignores psychology for the rest of the game and cannot be routed. However, the unit must continue to move towards the enemy when it can and must charge the enemy whenever possible.

ORKY EVENTS

STORMBOYZ BATTLEPLAN

The Drillboss of a Stormboyz corps has come up with a cunning battleplan to outflank the enemy. The unit move towards the nearest table edge until it leaves the table altogether. The unit reappears on the enemy's baseline at the start of any following Ork turn on the D6 roll of a 6.

The battleplan may not necessarily be a good idea at the time, but the opportunity to prove his military cunning and tactical prowess is just too great a temptation for the Drillboss!

ORKY EVENTS

STORMBOYZ CUNNIN' AMBUSH

The Drillboss of a Stormboyz unit decides to set a cunnin' ambush for the enemy. The korps move towards the nearest cover and hides - they will not move from cover for the rest of the game unless a Stormboyz Battleplan is played.

Should other puzzled Orks enquire what the Stormboyz are doing they will be told to "Zog off - yer is givin' away our perzishun!"

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ORKY EVENTS

MADBOYZ MOOD CHANGE

A Madboy mob experiences a sudden mood change due to swigging fungus wine from their canteens.

Roll D10 for new mood:

D10 Mood	D10 Mood
1 Frantik	6 Moronik
2 Paranoid	7 Deliriak
3 Phobiak	8 Melankolik
4 Manik	9 Bloodlust
5 Skitzo	10 Bloodlust

Now roll for their behaviour (see Madboyz rules).

ORKY EVENTS

FRANTIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Frantik mania.

The entire mob is seized by a Frantik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Frantik roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

PARANOID MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Paranoid mania.

The entire mob is seized by a Paranoid mood. Roll for their behaviour (see Madboyz rules). If the mob are already Paranoid, roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

PHOBIAK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Phobiak mania.

The entire mob is seized by a Phobiak mood. Roll for their behaviour (see Madboyz rules). If the mob are already Phobiak roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

MANIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Manik mania.

The entire mob is seized by a Manik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Manik roll for new behaviour anyway. If you roll the same as their current behaviour roll again.

ORKY EVENTS

SKITZO MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Skitzo mania.

The entire mob is seized by a Skitzo mood. Roll for their behaviour (see Madboyz rules). If the mob are already Skitzo roll for new behaviour anyway. If you roll the same as their current behaviour roll again.

ORKY EVENTS

MORONIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Moronik mania.

The entire mob is seized by a Moronik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Moronik roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

DELIRIAK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Deliriak mania.

The entire mob is seized by a Deliriak mood. Roll for their behaviour (see Madboyz rules). If the mob are already Deliriak; roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

ORKY EVENTS

MELANKOLIK MADBOYZ

A Madboy mob experiences a sudden mood change sparked off by the ravings of a Madboy with a Melankolik mania.

The entire mob is seized by a Melankolik mood. Roll for their behaviour (see Madboyz rules). If the mob are already Melankolik roll for new behaviour anyway. If you roll the same as their current behaviour, roll again.

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ORKY EVENTS

GRETCHIN CREW COLLAPSES

Exhausted by their efforts the entire Gretchin crew of either a Hop Splat Field Gun, Squig Katapult or other large weapon with a Runt crew collapses and can work no more. The weapon cannot be fired until the crew return to work. If there is a Runtherd within 6" he can shout at the Gretchin at the start of the Ork turn and this will revive them on a D6 roll of 5 or 6.

ORKY EVENTS

GRETCHIN CREW WORK FRENZY

The Gretchin crew of a Hop Splat Field Gun, Squig Katapult or other large weapon with a Runt crew develop a sudden burst of frenzied efficiency. The Ork player may nominate one weapon which may then shoot twice in the turn.

ORKY EVENTS

GRETCHIN CREW MISFIRE

In their eagerness to fire their weapon the Gretchin crew of a Hop Splat Field Gun, Squig Katapult or other large weapon with a Runt crew accidentally load the wrong ammunition.

- 1-4 A curious nearby Snotling becomes entangled in the device. The weapon may not shoot this turn.
- 5-6 A small, flaccid Gas Squig tumbles into the breach. If the target is hit the squig explodes with a strength value of D6.

ORKY EVENTS

GRETCHIN CREW MISFIRE

The Gretchin crew of a Hop Splat Field Gun, Squig Katapult or other large weapon with a Runt crew accidentally load the wrong ammo.

- 1-4 A Gretchin is accidentally fired instead of ammo. The weapon loses 1 crew, and may not shoot this turn.
- 5-6 A Face-Eater Squig crawls down the barrel. This turn the squig is fired instead of normal ammo. If the target is hit it is bitten. If it is a foot trooper, the model is removed as a casualty. A dreadnought or Terminator must roll a 5 or 6 on a D6 to get free. Roll each turn.

ORKY EVENTS

EVIL SUNZ MEKBOYZ

If the Warband includes at least one Evil Sunz Mekboy then he has double-checked all the Ork vehicles and equipment before the battle. Evil Sunz know the value of good engineering, especially when it comes to their favourite vehicles, and they know that Mekboyz from other clans can't always be trusted to do a proper job. The Ork player may take an extra D6 repair cards immediately.

If there are no Evil Sunz Mekboyz in the Warband the player may still take 1 extra repair card as long as he has at least 1 other Mekboy in the warband.

ORKY EVENTS

MEKBOY BRAINSTORM

If the Warband contains Mekboyz they spent have been tinkering with machinery. Roll a D6.

- 1-2 Oooh! Machinery and fungus ale do not mix. The Ork player must surrender 1 Mek Repair Card.
- 3-4 The Meks enthusiasm produces results! The Ork player may take one extra Repair card immediately.
- 5-6 Orks and machines are working really well today. The Ork player may take an extra 4 Repair cards.

ORKY EVENTS

DEATH SKULL MEKBOY MADNESS

If the Ork Warband contain a Death Skull Mekboy he has sneakily stripped down all the vehicles, weapons, and other devices belonging to other Clans for his collection of spare bitz. Wot a scroungy git!

For the rest of the game the Ork player cannot play any repair card on anything that belongs to any other Clan. The Ork player receives an extra 3 Repair Cards to represent all the spare bitz the Mekboy has salvaged. Repair Cards can still be played on Death Skull gear (where else do you think those bitz went).

ORKY EVENTS

JUS TA BE SURE

The Warboss pays a few extra teeth to have his Warband's checked over before the battle, 'Jus ta be sure.' The Orks' opponent must discard all of his Malfunction cards this turn and in addition the Ork player may add an extra D6 Repair Cards to his hand. It doesn't matter if the Warband itself doesn't include Meks - the Warboss will find one from somewhere.

ORKY EVENTS

THE UNLUCKY BOYZ

If the Warband contains one or more Death Skulls Boyz Mobz then one Mob has been down on its luck - nothing seems to be going right for the Boyz. They have considered painting themselves with even more blue paint to attract good luck. Randomly determine one Mob. Roll a D6:

- 1-3 Tough Luck! You are really unlucky. Any shooting this turn will automatically miss.
- 4-6 It worked! The blue paint must have done it. You may add +1 to all your dice rolls to hit this turn.

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REPAIR

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

SPANNER JOB

Cancels malfunction of a
ROBOT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

WRENCH JOB

Cancels malfunction of a
DREADNOUGHT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

DRILL JOB

Cancels malfunction of
EQUIPMENT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

DRILL JOB

Cancels malfunction of
EQUIPMENT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

HAMMER JOB

Cancels malfunction of
ARTILLERY**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

HAMMER JOB

Cancels malfunction of a
SQUIG CATAPULT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

SPANNER JOB

Cancels malfunction of a
ROBOT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

HAMMER JOB

Cancels malfunction of
ARTILLERY**REPAIR**

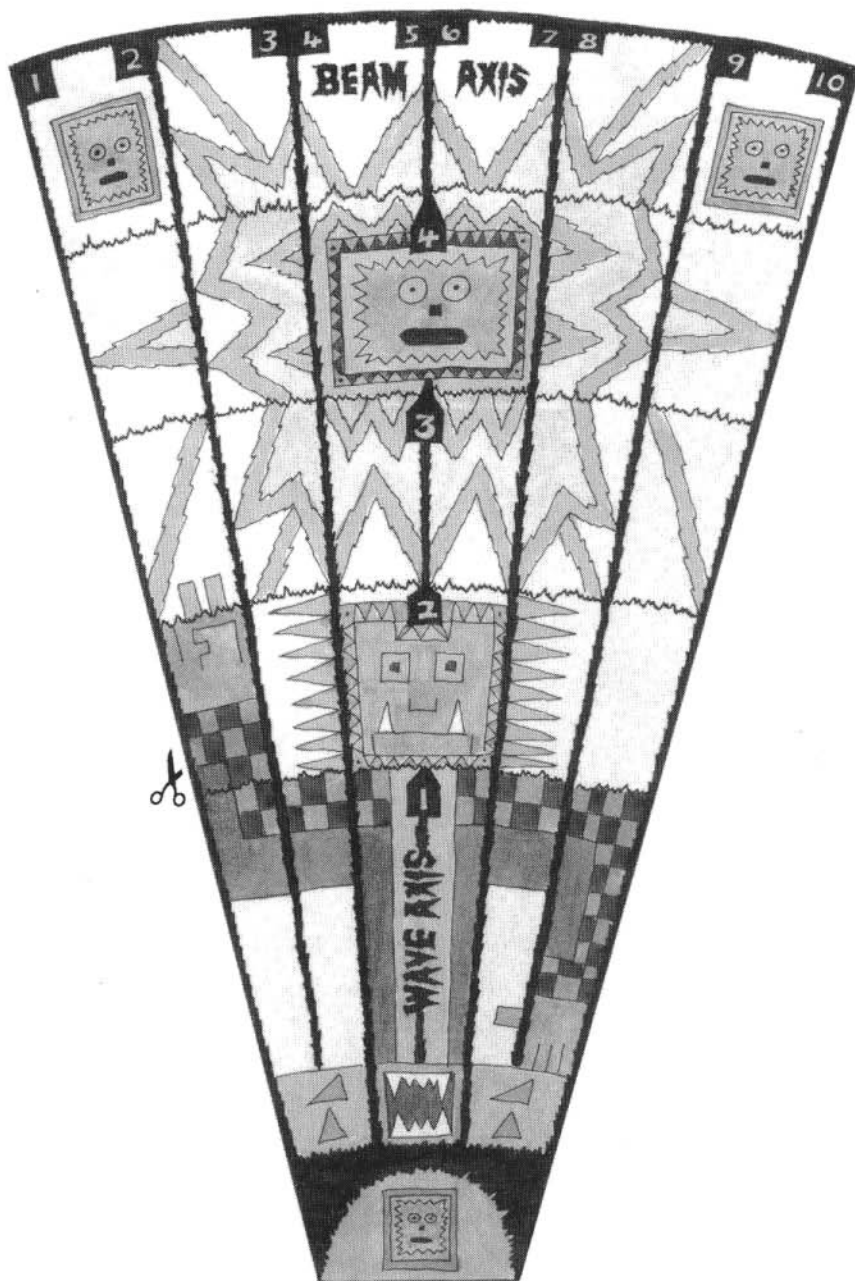
WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON

WEIRDBOY TEMPLATE



The Weirdboy Template may be carefully cut out and used to represent the different forms of Weirdboy psychic attack: Brainbuster Beam, Psychic Cannon, and Death Wave, as described in the Weirdboy rules. Although printed on card, you may wish to glue the template onto thicker card in order to make it sturdier. You may also find it convenient to copy or photocopy the Weirdboy template to make two or more templates for use during play. In order to use the Weirdboy Template you will also require a few simple markers - such as small coins or card counters - to indicate the path of the psychic attacks beyond the range of the template itself.

REPAIR

WRENCH JOB

Cancels malfunction of a
DREADNOUGHT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

WRENCH JOB

Cancels malfunction of a
DREADNOUGHT**REPAIR**

DRILL JOB

Cancels malfunction of
EQUIPMENT**REPAIR**

DRILL JOB

Cancels malfunction of
EQUIPMENT**REPAIR**

SPANNER JOB

Cancels malfunction of a
SHOKK ATTACK GUN**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

ORKY KNOW-WOTZ

Cancels any kind of
MALFUNCTION**REPAIR**

BRIBE

A bagful of teeth cancels
Blood Axe treachery**REPAIR**

ORKY KNOW-WOTZ

Cancels any kind of
MALFUNCTION**REPAIR**

BRIBE

A bag of teeth cancels
Freebooter treachery
or animosity**REPAIR**

ORKY KNOW-WOTZ

Cancels any kind of
MALFUNCTION**REPAIR**EARTHED
COPPER STAFFCancels a Weirdboy
overload or a head
explosion, whether
caused by a
malfunction card or
normal overload**REPAIR**

BRIBE

A bag of teeth cancels
Freebooter treachery
or animosity**REPAIR**

ORKY KNOW-WOTZ

Cancels any kind of
MALFUNCTION**REPAIR**EARTHED
COPPER STAFFCancels a Weirdboy
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explosion, whether
caused by a
malfunction card or
normal overload**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

WRENCH JOB

Cancels malfunction of a
DREADNOUGHT**REPAIR**

DRILL JOB

Cancels malfunction of
EQUIPMENT**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON**REPAIR**

HAMMER JOB

Cancels malfunction of
ARTILLERY**REPAIR**

WELDING JOB

Cancels malfunction of a
VEHICLE**REPAIR**

SCREWDRIVER JOB

Cancels malfunction of a
HEAVY WEAPON





'Ere We Go! contains new game rules for Orks in Warhammer 40,000 and army lists for three Ork Clans: the Goffs, the Snake Bites and the Blood Axes. Game rules cover Painboyz, Bionik Bitz, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tinboyz, the Squig Katapult, the Hop-Splat Field Gun, the Shokk Attack Gun, Kustom Weapons, Kombi Weapons, and Data Sheets for Ork vehicles.

Also included is the definitive description of how to paint your Ork army, admirably demonstrated with Waa-Ghazghkull's Goff Warband.



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'ERE WE GO IS NOT A COMPLETE GAME. YOU'LL NEED A COPY OF THE WARHAMMER 40,000 RULEBOOK TO USE THE RULES IN THIS BOOK

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