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When determining the number of lost the target of a surgery attempt once per turn. Melees 'Urtly' synergy 'Type Meleee x2' FACTION KEYWORDS ORK, KEYWORDS CHARACTER, INFANTRY, PAINBOY 3-D3 Painboy Leering with evil intent, a Painboy decides which of his wicked surgical implements to stick his victims with first. 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+ 11+ 12+ 13+ 14+ 15+ 16+ 17+ 18+ 19+ 20+ 21+ 22+ 23+ 24+ 25+ 26+ 27+ 28+ 29+ 30+ 31+ 32+ 33+ 34+ 35+ 36+ 37+ 38+ 39+ 40+ 41+ 42+ 43+ 44+ 45+ 46+ 47+ 48+ 49+ 50+ 51+ 52+ 53+ 54+ 55+ 56+ 57+ 58+ 59+ 60+ 61+ 62+ 63+ 64+ 65+ 66+ 67+ 68+ 69+ 70+ 71+ 72+ 73+ 74+ 75+ 76+ 77+ 78+ 79+ 80+ 81+ 82+ 83+ 84+ 85+ 86+ 87+ 88+ 89+ 90+ 91+ 92+ 93+ 94+ 95+ 96+ 97+ 98+ 99+ 100+ 101+ 102+ 103+ 104+ 105+ 106+ 107+ 108+ 109+ 110+ 111+ 112+ 113+ 114+ 115+ 116+ 117+ 118+ 119+ 120+ 121+ 122+ 123+ 124+ 125+ 126+ 127+ 128+ 129+ 130+ 131+ 132+ 133+ 134+ 135+ 136+ 137+ 138+ 139+ 140+ 141+ 142+ 143+ 144+ 145+ 146+ 147+ 148+ 149+ 150+ 151+ 152+ 153+ 154+ 155+ 156+ 157+ 158+ 159+ 160+ 161+ 162+ 163+ 164+ 165+ 166+ 167+ 168+ 169+ 170+ 171+ 172+ 173+ 174+ 175+ 176+ 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Warmselves benefit from any Clan Kultur unless the Clan Kultur selected for the Detachment is the FREEBOOTERZ Clan Kultur. GROTS CLAN KULTURS Each Ork Clan has developed its own distinctive customs, known as its "kultur", the societal and military leanings of which influence everything from their attitudes towards dress and chosen colours, to the ways in which they prefer to engage the foe. Though this may sound like quite a highbrow concept for greenskins to engage with, the truth is that most of it comes down to the Orks' preferred methods of kicking people's teeth in. If your army is Battle-forged, all units in ORK Detachments (excluding those in Super-heavy Auxiliary Detachments) gain a Clan Kultur, so long as every unit in that Detachment is from the same clan. The Clan Kultur gained depends upon the clan they Grots always try to get in on the action, and do everything in their power to wear the right colours - or rags of an approximate hue, at least - and copy the kultur of their hulking Ork cousins. No matter how hard they try, however, they will never really be more than servile hangers-on. Units comprised entirely of GRETCHIN cannot benefit from any Clan Kultur. In addition, Ork Strategems can only be used on these units if the Strategem explicitly states so (e.g. the 'Grot Shields' Strategem). CLAN KULTURS GOFFS: NO MUKKIN' ABOUT SNAKEBITES: DA OLD WAYS Goff Orks are the biggest, meanest and most ferocious of their kind. They put little stock in cunning or strategy, preferring instead to simply surge across the battlefield in a roaring green tide. Once they get stuck into hand-to-hand combat, the Goffs quickly overwhelm their enemies by dint of sheer violent ferocity. There is no doubting that Snakebites appear somewhat backwards to the other Ork clans. Their technology base and traditional mindsets rarely advance far past the level of Wildboyz, and if a Snakebite can fix a problem with a big stick, a handy squig and a length of old rope, he will gladly do so. However, between their refusal to rely upon 'newfangled rubbish' and his bizarre habit of actually allowing themselves to be bitten by venomous serpents to prove their toughness, the clan's ways are broadly respected remarkably resilient warriors. Each time you roll an unmodified hit roll of 6 for an attack with a melee weapon made by a model with this kultur, immediately make an additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls. BAD MOONS: ARMED DA TEEF Bad Moons are ostentatious show-offs, whose predilection for toting about the biggest, loudest and shiniest shootas is facilitated by the fact their teeth grow with such remarkable speed. With a manner of carrying arrows, understanding bomb launches, extra ammo feeds and bandoliers of additional munitions to call their own, Bad Moons can typically lay down a storm of dakka that eclipses the firepower of any other clan. Clan Kultur: Re-roll hit rolls of 1 for attacks made by models with this kultur in the Shooting phase. EVIL SUNZ: RED ONES GO FASTA The Evil Sunz are firm believers in the old Ork adage 'red ones go fast'. Many claim that the need for speed is in their blood, and so the Orks of this clan make sure to daub their vehicles, themselves, and - in especially ambitious cases - even their bullets bright red. Bizarrely, the practice actually seems to work. Add 1 to the Move characteristic of models with this kultur (adding 2 instead if that model is a SPEED FREEK), and add 1 to Advance and charge rolls made for them. In addition, models with this kultur do not suffer the penalty to their hit rolls for Advancing and firing Assault weapons. DEATHSKULLS: LUCKY BLOOD GITZ All Orks believe blood to be a lucky colour, but the notoriously superstitious Deathskulls are fervent in that belief. The clan's members are in the habit of daubing themselves liberally with blue warpaint before every battle, making sure to mark their vehicles with the colour, too. Of course, this habit doubles as a great way of rapidly covering up any marks of previous ownership on wagons, wargear and other loot the light-fingered Deathskulls have 'acquired' from their fellow Orks. Models with this kultur have a 6+ invulnerable save. In addition, you can re-roll a single hit roll, a single wound roll and a single damage roll for each unit with this kultur each time it shoots or fights. In addition, INFANTRY units with this kultur gain the 'Dis is Ours! Zogg Off!' ability (pg 124), even if they do not have the Troops battlefield role. Roll a dice each time a model with this kultur loses a wound. On a 6 the wound is not lost. If a model has a similar ability (e.g. the Supa-Cyborg Shiny Gubbinz or Ramshackle ability) you can choose which ability to use when a model loses a wound, but you cannot use both. BLOOD AXES: TAKTIKS The Blood Axes are viewed by all other Ork clans as being duplicitous, untrustworthy gits who wouldn't know a proper scrap if it came out of the drops and bit off their backsides. The Blood Axes, for their part, couldn't care less; they possess an instinctive grasp of battlefield strategy that - while still unimpeachably Orky in its application - allows them to surprise even the most seasoned enemy commanders with their manoeuvres, feints and ambushes. A unit with this kultur gains the benefit of cover, even while they are not entirely on or in a terrain feature, if the enemy model making the attack is at least 18" away. In addition, units with this kultur can shoot or charge (but not both) even if they Fell Back in the same turn. FREEBOOTERZ: COMPETITIVE STREAK There's something a little off about most Freebooterz, and all the other Orks know it. These mercenary loot-hounds are just that bit more mean-spirited, vicious and sneaky, and certainly substantially more egocentric, self-centred and competitive than their fellow greenskins. It is no wonder, then, that most become outcasts, for they struggle to fit into the rough and ready hierarchy of Ork society and operate best when knocking around the galaxy with others of their dubious kind. In battle, the Freebooterz' desire to 'be da best' and nab the shiniest loot for themselves seem strive to outdo their fellow greenskins; if one mob of Freebooterz starts doing well, their comrades will strive all the harder to show them up and grab the glory for themselves. Add 1 to hit rolls for attacks made by models with this kultur if any other friendly unit with this kultur within 24" has destroyed an enemy unit this phase. STRATAGEMS If your army is Battle-forged and includes any ORK Detachments (excluding Auxiliary Support Detachments), you have access to the Strategems shown below, meaning you can spend Command Points to activate them. These help to reflect the unique tactics and strategies used by the forces of the Orks on the battlefield. MOB UP RAMMING SPEED Orks Strategem Orks Strategem Smaller Ork mobs tend to be caught up and swept along when a large enough horde of greenskins stampedes across the battlefield. Ork drivers are infamous for using their vehicles as huge blunt instruments with which to clobber the foe. Use this Strategem at the end of your Movement phase. Select two INFANTRY units from your army that are within 2" of each other and have the same datasheet (e.g. select two Boyz units, or two Stormboyz units). If one of the units has 10 or more models, and the other has 10 or fewer, the two units merge and, for the rest of the battle, they are counted as a single unit for all rules purposes. Use this Strategem in your Charge phase. Select an ORK VEHICLE unit from your army. You can roll 3D6 when making a charge move with that unit this phase. In addition, if the unit finishes a charge move this phase, select an enemy unit within 1" of it and roll a D6; on a 2+ that enemy unit suffers D3 mortal wounds. BOARDING ACTION MEDI-SQUIG Orks Strategem Strategem From springy squigs to vaccine squigs, Painboyz make use of all kinds of medical beasts. Use this Strategem at the end of your Movement phase. Select a CHARACTER from your army that is within 3" of a friendly PAINBOY . The selected model immediately regains D3 mortal wounds. SNAGGA GRAPPLE Orks Strategem Using a boarding plank built onto their wagon, the Orks launch a daring high-speed attack upon an enemy vehicle. Use this Strategem at the end of the Fight phase. Select an enemy VEHICLE unit that cannot FLY and is within 1" of a TRUCK or BATTLEWAGON model from your army. Any models embarked within that TRUCK or BATTLEWAGON can make a single attack with one of their melee weapons against that enemy unit. EXTRA GUBBINZ Orks Strategem Orks Strategem The Speedboss fires his snagga claw into a luckless victim as his Warrlike races past, pulling his target bloodily along behind him - or at least, a meaty chunk of them. Some lucky gits get more than their fair share of shiny gubbinz. Use this Strategem when a DEFFKILLA WARRLIKE model from your army Falls Back in the Movement phase. Before the model moves, select an enemy unit within 1" and roll a D6; on a 2+ that enemy unit suffers D3 mortal wounds. Use this Strategem before the battle. Your army can have one extra Shiny Gubbinz in 1 CP, or two extra Shiny Gubbinz for 3 CPs. All of the Shiny Gubbinz that you include must be different and be given to different ORK CHARACTERS. You can only use this Strategem once per battle. WARPHEAD GET STUCK IN, LADZ! Orks Strategem Orks Strategem Some Weirdboyz became addicted to the thrill of soaking up and unleashing Waagaah! energy. These lunatics actively seek out battle with reckless abandon. Laying about himself with ferocious blows and howling loud enough to burst eardrums, the biggest Ork present 'persuades' his lads to fight even harder. Use this Strategem before the battle begins. Select a WEIRDBOY model from your army to become a Warhead. This model knows 1 additional psychic power from the Power of the Waagaah! discipline (pg 129) and can attempt to manifest 1 additional psychic power in each of your Psychic phases. Use this Strategem in the Fight phase when it is your turn to select a unit to fight, or at the end of the Fight phase. Select an ORK INFANTRY unit from your army that has already fought once this Fight phase to fight a second time. ORKS IS NEVER BEATEN TELLYPORTA Orks Strategem Orks Strategem So resilient is Ork physiology - and so slow are Orks on the uptake - that even killing wounds can take a while to register. Nothing shocks the enemy like an angry mob of Boyz or looming war effigy suddenly appearing in a blast of green lightning! Use this Strategem when an ORK CHARACTER model from your army is slain. That model is not removed from the battlefield as normal, and can immediately either shoot as if it were your Shooting phase, or fight as if it were the Fight phase. The slain model is then removed from the battlefield. Use this Strategem during deployment. You can set up an ORK unit from your army with a Power Rating of 20 or less on a tellyporta pad instead of placing it on the battlefield. Units on a tellyporta pad can teleport down at the end of any of your Movement phases - set them up anywhere on the battlefield that is more than 9" from any enemy models. If you use this Strategem on a TRANSPORT, all units embarked inside it remain so when it is set up on a tellyporta. FORCE-FIELD PROJEKTA Orks Strategem While the effects are sometimes unstable and always short-lived, Big Mekz are able to briefly supercharge their kustom force fields. Use this Strategem at the start of a battle round. Select a BIG MEK model from your army. Until the start of the next battle round, increase the range of that model's Kustom Force Field ability to 18". You can only use this Strategem once per battle. EXTRA STIKKBOMBS Orks Strategem Orks are not subtle creatures, and if they get their hands on a surplus of explosives, they are less likely to stockpile them than they are to simply pull out all the pins at once and go lobbing. Use this Strategem at the start of your Shooting phase. Select ORK INFANTRY units from your army. Up to 10 models in that unit can fire a Grenade weapon in that phase, instead of only 1. BILLOWING EXHAUST CLOUDS Orks Strategem These impetuous Orks create massive clouds of dust and exhaust fumes that cloak their advance. Use this Strategem at the start of your Movement phase. Select a SPEED FREEKS unit from your army. Until the start of your next turn, subtract 1 from hit rolls for attacks made by ranged weapons that target that unit. MORE DAKKA! Orks Strategem There is no such thing as too much dakka. Use this Strategem before an ORK unit from your army shoots in your Shooting phase. Until the end of the phase, that unit's Dakka! Dakka! Dakka! ability triggers on unmodified hit rolls of 5 or 6, instead of 6. GROT SHIELDS Orks Strategem Orks often use nearby grot mobs as bullet shields. Use this Strategem after an INFANTRY unit from your army (excluding units comprised entirely of GRETCHIN models) has been hit by a ranged weapon. Until the end of the phase, you can roll a D6 each time a model from that unit loses a wound if there is a friendly unit comprised entirely of GRETCHIN INFANTRY models within 6" of it, and the GRETCHIN unit is closer to the attacking model than the target. On a 2+ the original model does not lose that wound but one model in that GRETCHIN unit (your choice) is slain. Otherwise, the model loses the wound as normal. LOOT IT! 'ARD BOYZ Orks Strategem Clad from head-to-toe in bits of scrap metal, 'ARD Boyz weather the enemy's fire amidst a cacophony of discordant clanging. Use this Strategem before the battle begins. Select a BOYZ unit (excluding SKARBOYZ ) from your army; that unit gains the 'ARD BOYZ keyword, and the Save characteristic of models in that unit is changed to 5+. That unit can only use the Mob Up Strategem to merge with other units of 'ARD BOYZ. Orks Strategem After a spot of mid-battle larceny, these Orks have become so laden down with loot that it actually acts as ablative armour! Use this Strategem at the start of your Shooting phase. Select ORK INFANTRY units from your army. Up to 10 models in that unit can fire a Grenade weapon in that phase, instead of only 1. BILLOWING EXHAUST CLOUDS Orks Strategem These impetuous Orks create massive clouds of dust and exhaust fumes that cloak their advance. Use this Strategem at the start of your Shooting phase. Select ORK INFANTRY units from your army. Up to 10 models in that unit can fire a Grenade weapon in that phase, instead of only 1. BILLOWING EXHAUST CLOUDS Orks Strategem These impetuous Orks create massive clouds of dust and exhaust fumes that cloak their advance. Use this Strategem at the start of your Movement phase. Select a SPEED FREEKS unit from your army. Until the start of your Shooting phase, select an ORK VEHICLE unit from your army that can FLY. Until the end of the phase, add 1 to hit rolls for shooting attacks made by that unit that target enemy units that can FLY. Use this Strategem immediately after resolving a shooting attack with a BAD MOONS INFANTRY unit from your army. That unit can shoot all of its weapons a second time. This Strategem can only be used once per phase. UNSTOPPABLE GREEN TIDE DEAD SNEAKY Orks Strategem Blood Axe Strategem Wave after wave of Orks overwhelm the enemy's defence lines. These sneaky gits never appear where you expect them to. Use this Strategem at the end of your Movement phase. Select a unit of BOYZ from your army that has less than half its starting number of models and remove it from the battlefield. You can then set it up again wholly within 6" of the edge of the battlefield and more than 9" from any enemy models, at its full starting strength. You cannot select a unit for this Strategem that has been merged via the Mob Up Strategem. You can only use this Strategem once per battle. Use this Strategem during deployment. If you spent 1 CP, select a BLOOD AXE INFANTRY unit from your army that has a Power Rating of 8 or less and set it up in hiding instead of placing it on the battlefield. If you spent 2 CPs, select a BLOOD AXE INFANTRY unit that has a Power Rating of 9 or more and set it up in hiding instead of placing it on the battlefield. MONSTER HUNTERS KILL-KROOZER BROADSIDE SNEAKIE Strategem Freebooterz Strategem Snakebites are old hands at hunting large, foul-tempered beasts. Freebooterz will often call upon ordinary kill kroozers to shell the battlefield from space, causing utter devastation. Use this Strategem at the start of any phase. Select an enemy model with a Wounds characteristic of 10 or more. Add 1 to wound rolls for attacks made by SNAKEBITE units from your army that target that model until the end of that phase. DRIVE-BY KRUMPIN' Use this Strategem at the start of your Shooting phase. Select up to D3 points on the battlefield, each more than 6" away from the others and visible to a FREEBOOTERZ unit from your army. Roll a D6 for each unit (friend or foe) within 3" of any of those points. Subtract 1 from the result if the unit being rolled for is a CHARACTER. On a 5+ that unit suffers D3 mortal wounds. You can only use this Strategem once per battle. Evil Sunz Strategem Evil Sunz Speed Freeks are notorious for their deadly hit-and-run attacks. Use this Strategem at the end of the Shooting phase. Select an EVIL SUNZ SPEED FREEKS unit from your army. That unit can immediately make a move as if it were the Movement phase, but cannot charge this turn. WRECKERZ Deathskulls Strategem Deathskulls can take apart an enemy vehicle ready for looting before its bewildered crew have even stopped fighting back. Use this Strategem at the start of any phase. Select a DEATHSKULLS unit from your army. You can re-roll wound rolls for attacks made by that unit that target enemy VEHICLE units until the end of the phase. SKARBOYZ Goff Strategem The biggest and meanest Goff Boyz are known as Skarboyz, and are rumoured to be able to cave in a Space Marine helmet with their bare knuckles. Use this Strategem before the battle. Select a GOFF BOYZ unit (excluding 'ARD BOYZ ) from your army; that unit gains the SKARBOYZ keyword, and the Strength characteristic of models in that unit is changed to 5. That unit can only use the Mob Up Strategem to merge with other units of SKARBOYZ . POWER OF THE WAAAGH! DISCIPLINE Weirdboyz channel the power of the Waagaah! into glowing green blasts of psychic destruction, or else evoke those rolling energies to create crude but spectacular results - if, that is, the attempt doesn't cause their heads to explode like they swallowed a stikkbomb. Power of the Waagaah! Discipline Before the battle, generate the psychic powers for PSYKERS that can use powers from the Power of the Waagaah! discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results) or you can select the psychic powers you wish the psyker to have. D6 RESULT 1 'EADBANGER A bolt of raw power erupts from the Weirdboy's sloping forehead and rockets across the battlefield, causing the head of the first unfortunate victim caught in its path to explode in a shower of brains and gore. 'Eadbanger has a warp charge value of 8. If manifested, roll a D6 and compare it to the Toughness characteristic of the closest enemy model that is visible to and within 18" of the psyker. If the result is higher than the model's Toughness, it is slain. 2 WARPATH The Weirdboy disperses the Waagaah! energy coursing through his frame into the Ork warriors around him, stoking their already bellicose nature to a roaring fever pitch. Warpath has a warp charge value of 7. If manifested, select a friendly ORK unit within 18" of the psyker. Increase that unit's Attacks characteristic by 1 until your next Psychic phase. 3 DA JUMP The Weirdboy closes his eyes tight and, in a storm of flashing green light, teleports a mass of confused greenskins to another part of the battlefield. Da Jump has a warp charge value of 7. If manifested, select a friendly ORK INFANTRY unit within 12" of the psyker. Remove that unit from the battlefield, and then set it up anywhere on the battlefield more than 9" away from any enemy units. That unit counts as having moved for any rules purposes, such as firing Heavy weapons. 4 FISTS OF GORK The Weirdboy channels Waagaah! energy into his own fists or those of a nearby Ork, providing strength enough to punch through tank hulls. Fists of Gork has a warp charge value of 6. If manifested, select a friendly ORK CHARACTER model that is visible to and within 12" of the psyker. Add 2 to that model's Strength and Attacks characteristics until the start of your next Psychic phase. 5 DA KRUNCH Green energies erupt from the Weirdboy's eyes and coalesce in a rolling cloud above the enemy. That cloud then solidifies into the vast green foot of Gork (or Mork) himself, which commences to repeatedly stamp down on the foe. Da Krunch has a warp charge value of 6. If manifested, select an enemy unit within 18" of the psyker. Roll a D6 for each model in that unit. For each roll of 6, that unit suffers 1 mortal wound. Then roll 2D6, on a 10+ roll a D6 once more for each model in that unit. For each roll of 6, that unit suffers 1 mortal wound. 6 ROAR OF MORK The Weirdboy opens his gob, possibly with a howling roar that reverberates through his enemies' minds. Coherent thought becomes nigh impossible, and as the roar thunders on, panic begins to spread. Roar of Mork has a warp charge value of 8. If manifested, subtract 1 from the Leadership characteristic of enemy units while they are within 18" of the psyker until your next Psychic phase. These pointy-eared gitz link they'z so clever why all their jumpin' about and their flyin' tanks and fancy swords, I've 'ad just about enough of it. Tell ya wot ladz, bring up da Weirdboyz and get 'em good and rided. Let's see how clever dem pointy-earz are when they'z dissolv'in' into puddles of glowin' green puke! - Goffboss Drogg, shortly before the hideous massacre of the Masque of Dawning Hope SHINY GUBBINZ Certain remarkable examples of the Mekboyz' craft are so potent that they have developed reputations amongst the Ork tribes, and accrued legends of their own. Such renowned implements of mayhem pass from one greenskin leader to another by right of conquest. Tribes have fought battles over them, and Waagaah! have gathered around those who wield them. If your army is led by an ORK Warlord, then before the battle you may give one of the following Shiny Gubbinz to an ORK CHARACTER . Named characters such as Ghazghkull Thraka cannot be given any of the following Shiny Gubbinz - they have their own unique wargear. Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Shiny Gubbinz your characters may have on your army roster. DA DEAD SHINY SHOOTA DA KILLA KLAW Rumoured to have been made by Big Mek Buzzbogg, da Dead Shiny Shoota is a double-barrelled brute packed full of dakka. The gun kicks out a deafening storm of hot lead, much to the enjoyment of the Ork pulling the trigger, and its volume of fire is so great that even the most inaccurate greenskin can land a respectable number of hits. Orkmedek himself fashioned this fearsome weapon from the blades of a Soul Grinder of Khorne. Thanks to its reputation for being dead-killy, the baleful crimson glow emitted by da Killa Klaw has yet to discourage any Orks from donning the fabled gauntlet. Model with kustom shoota only. Da Dead Shiny Shoota replaces the bearer's kustom shoota and has the following profile. Model with power klaw only. Da Killa Klaw replaces the bearer's power klaw and has the following profile: WEAPON WEAPON RANGE TYPE S AP D 18" Assault 12 4 - 1 Shiny Gubbinz Da Dead Shiny Shoota Da Killa Klaw RANGE TYPE S AP D Melee Melee x2 - 3 Abilities: You can re-roll wound rolls for attacks made with this weapon. HEADWOPPA'S KILLCHOPPA Grand Warboss Headwoppa has a real thing for decapitating his enemies, and whenever he does so his ladz would raise a raucous cheer. Headwoppa and his tribe were last seen charging headlong into a horde of Khornate Demons, but legend speaks of a bloodsick big choppa that still turns up occasionally. Though this weapon looks normal, a dark voice is said to growl in the mind of its wielder, driving them on to ever-greater excesses of violence. Model with a big choppa only. Headwoppa's Killchoppa replaces the bearer's big choppa and has the following profile: SCORCHED GITBONEZ During the Second War for Armageddon, the name of Oddgit the Weirdboy garnered fame amongst the Ork race after he vomited a tide of psychoplasm across the renowned Blood Angels Captain Tycho. Oddgit was swiftly incinerated by retaliatory fire, and at battle's end, his bones were collected by a mob of Madboyz. They have been carried, worn and chewed on by various Weirdboyz since then, their latent power seeping into the half-sane brain of their owner. PSYKER only. You can add 1 to Psychic tests taken by the bearer when manifesting a psychic power from the Power of the Waagaah! discipline. WEAPON Headwoppa's Killchoppa RANGE TYPE S AP D Melee Melee x2 - 2 Abilities: Wound rolls of 6+ made for attacks with this weapon inflict 2 mortal wounds instead of any normal damage. SUPA-CYBORK BODY in the only recorded collaboration between Mad Dok Grotznik and the renowned Mekaniak Orkmedek, a nameless greenskin was upgraded with a preposterous yet powerful full-body bonik. The original owner of this one-of-a-kind endoskeleton became the envy of every Warboss around, and was soon gutted and stripped for parts by a stronger rival. The Supa-Cyborg Body has been re-transplanted several times since then, filling its new owner with confidence, resilience, and a belated hope that the Painboyz give it a quick clean before shoving it back in place... Each time the bearer loses a wound, roll a D6; on a roll of 5+ that wound is not lost. You cannot make a Dok's Tools roll for this model if you do so. GITSTOPPA SHELLS When Warboss Skarkrusha first encountered Primaris Space Marines, he was impressed by their incredible resilience. While he relished the chance to fight decent enemies, Skarkrusha couldn't have the 'big beekies' making his shoota look rubbish, and so he ordered his Mekboyz to cook up something special. The result was a self-loading ammunition microfactory (quite possibly cobbled together from looted 'Ta weaponry) that plugged into Skarkrusha's shoota and allowed it to fire armour-piercing high-explosive thermobaric shells, or, as Skarkrusha preferred to call them, Gitstoppa. Model with kustom shoota, kombi-weapon with skorcha or kombi-weapon with rokkita launcha only. Add 1 to the Strength and Damage characteristic of that weapon's shoota or kustom shoota profile. In addition, improve the AP of that weapon's shoota or kustom shoota profile by 1 (e.g. AP 1 becomes AP -2). DA LUCKY STIKK DA GOBSHOT THUNDERBUSS Makari was an exceptionally lucky grot banner-bearer of the Goff Clan who survived to the ripe old age of nine before finally meeting his end under the posterior of his hulking master, the mighty Ghazghkull Thraka. When the grot's remains were peeled off his boss' rear end, Makari's swain's stikk was reclaimed, hosed down, and used as an impressive bosspole. Requiring an entire chest of teef to be loaded into its breach before each shot, the Gobshot Thunderbuss' worky gubbinz plates its unconventional ammunition in gold before firing it in an inescapable cone of fanged death. Not only can this madcap weapon sweep away swathes of enemies with every shot, it also fires a literal fortune in teef every time, proclaiming its owner's obscene wealth in the process. GOFF model only. Add 1 to hit rolls for attacks made by friendly GOFF CHARACTER models while they are within 6" of the bearer. BAD MOONS' model with kustom shoota, kombi-weapon only. Brogg's Buzzbomb has the following profile. REZMEKKA'S REDDER ARMOUR Badmek Rezmekka formulated a type of paint so red that staining directly at it for too long caused actual retinal damage. This tangle of electrodes was incorporated into a helmet on the orders of Blood Axe Warboss Morgog. Upon donning the headgear, Morgog was bombarded by fragments of what he realised were strategies and tactics, though the crackling hums and flashes of imagery were confusing. The Warboss was able to make use of the concepts his new Finkin' Kap imparted. Soon his foes would learn that the only thing more dangerous than a savage three-hundred-pound brute is a savage three-hundred-pound brute with a plan. skorcha or kombi-weapon with rokkita launcha only. Da Gobshot Thunderbuss replaces the bearer's kustom shoota or shoota profile with the following profile: WEAPON RANGE TYPE S AP D 12" Assault 5 -1 1 Da Gobshot Thunderbuss Abilities: This weapon automatically hits its target. DA FIXER UPPERZ Originally the tools of Deathskull Mekaniak Fradzak, it is claimed that da Fixer Upperrz can repair any wagon, no matter how badly junked it might appear. In typically Ork fashion, the sheer belief that these tools can work wonders often seems to mean they do just that! BLOOD AXE model only. If the bearer is your Warlord, you can generate a second Warlord Trait for them. If the bearer is not your Warlord, generate a Warlord Trait for them (note that the bearer is only regarded as your Warlord for the purposes of that Warlord Trait). The same Warlord Trait cannot be generated for both the bearer and your Warlord. DEATHSKULLS model only. The bearer gains the Big Mekaniak ability (pg 86). If the bearer already has the Big Mekaniak ability, the target of the ability regains 3 lost wounds instead of D3 each time it is used. BROGG'S BUZZBOMB Runtboss Brogg was the 'genius' behind the now infamous Buzzbomb. By building an oversized stikkbomb around an entire buzzersquig hive, he created an unstable device that could be flung at the enemy to send enraged buzzer squigs all through their lines. Only once the squigs have settled down post-battle and returned to their stikkbomb home can the weapon be carefully gathered up - usually by unfortunate grot 'wot friendly GOFF CHARACTER models while they are within 6" of the bearer. BAD MOONS' model with kustom shoota, kombi-weapon only. Brogg's Buzzbomb has the following profile. REZMEKKA'S REDDER ARMOUR Badmek Rezmekka formulated a type of paint so red that staining directly at it for too long caused actual retinal damage. This tangle of electrodes was incorporated into a helmet on the orders of Blood Axe Warboss Morgog. Upon donning the headgear, Morgog was bombarded by fragments of what he realised were strategies and tactics, though the crackling hums and flashes of imagery were confusing. The Warboss was able to make use of the concepts his new Finkin' Kap imparted. Soon his foes would learn that the only thing more dangerous than a savage three-hundred-pound brute is a savage three-hundred-pound brute with a plan. skorcha or kombi-weapon with rokkita launcha only. Da Gobshot Thunderbuss replaces the bearer's kustom shoota or shoota profile with the following profile: WEAPON RANGE TYPE S AP D 6" Grenade 3D6 5 -1 1 Brogg's Buzzbomb Abilities: This weapon can only be used once per battle, and automatically hits its target. After all of its attacks have been resolved, you can immediately select another enemy unit within 6" of the target and resolve 2D6 attacks against it with the same weapon. DA BADSKULL BANNER Every Freebooter Warboss has their own Jolly Ork, a gubbz-banner that proclaims their dread reputation. Yet there is one ancient Jolly Ork so saturated with Waagaah! energy that it has become infamous. Known as da Badskull Banner, this totemic flag is said by many to be the original Jolly Ork, the first of its kind, and the ultimate proclamation of a Freebooter leader's might. FREEBOOTERZ model only. Once per battle, at the start of the Morale phase, the bearer of Da Badskull Banner can choose to fly the flag on its bosspole. If they do so, friendly FREEBOOTERZ units automatically pass Morale tests until the end of the phase. WARLORD TRAITS If an ORK CHARACTER is your Warlord, they can generate a Warlord Trait from the table below instead of the one in the Warhammer 40,000 rulebook. You can generate a Warlord Trait for your army, or you can generate a Warlord Trait for a specific unit. Goff bosses are the most brutal of an already brutal breed. They are unstoppable engines of destruction who rampage through the enemy ranks and leave mounds of crushed and brutalised corpses in their wake. Add 1 to your Warlord's Attacks characteristic. SNAKEBITES: SURLY AS A SQUIGGOTH Infamously foul-tempered, entirely lacking in any kind of sense of humour, and with an evil eye and a bodily stench that could drop a Nob at thirty paces, this Snakebite is the terror of his underlings, and few prospects are more terrifying than falling him in battle. You can re-roll Morale tests for friendly SNAKEBITE units while they are within 6" of your Warlord. In addition, friendly SNAKEBITE GRETCHIN units automatically pass Morale tests while they are within 12" of your Warlord. 'Ya got da Bad Moons, vil dem teef and flashy gins. Then ya got da sneaky Blood Axes and da thievin' Deathskulls. Dem Evil Sunz go fasta than anyone else, and da Goffs will clobber anyfing up close. Da Snakebites is as tough as dey come, and as fer dem Freebooterz, murderin' gitz da lot of 'em. Dat's why Gork and Mork made da clans how dey is, cos dis way us Orks is good at everyfing!' - Rutherford Narglup POINTS VALUES If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value. UNIT Big Mek in Mega Armour - Grot Oiler Big Mek with Shokk Attack Gun - Grot Oiler Deffkilla Warrlike Warboss Weirdboy UNIT Bozzy Gretchin MODELS PER UNIT (Does not include wargear) 1 0-1 1 77 4 55 0-1 1 1 4 120 65 62 POINTS PER MODEL MODELS PER UNIT (Does not include wargear) POINTS PER MODEL 10-30 10-30 7 3 POINTS VALUES UNIT MODELS PER UNIT (Does not include wargear) 1 1 1-3 5-10 0-2 1 1 1-6 5-15 120 140 50 30 4 250 140 40 17 1-6 15 1 220 MODELS PER UNIT (Does not include wargear) 1 59 MODELS PER UNIT (Does not include wargear) 1 1 1 1 108 102 88 99 MODELS PER UNIT (Does not include wargear) 1 850 BATTLEWAGON Bonebreaka Deff Dreadz Flash Gitz - Ammo Runts Gorkanaut Gunwagon Killa Kans Lootas Mek Gunz (including crew) Morkanaut Unit Trukk UNIT Burna Boyz Komm!z Mesranobz Mek - Grot Oiler Nob with Waagaah! Banner Nobz - Ammo Runts Nobz or Warbikes Painboyz Rutherford Tankbustaz - Bomb Squigs MODELS PER UNIT (Does not include wargear) 5-15 15-3 10-1 0-1 1 5-10 0-2 3-9 1 1 5-15 0-6 12 8 20 2 4 75 14 4 38 52 35 5 10 Boomdakka Snaazwagons Deffkoptas Kustom Boosta-blastas Megatrakk Scrapatrakk Rukkatrakk Squigbuggies Shokkjump Dragstas Stormboyz Warbikes POINTS PER MODEL POINTS PER MODEL UNIT Blitzza-bomber Burna-bommer Dakkajet Wazbom Blastajet UNIT Stompa UNIT Stompa UNIT MODELS PER MODEL MODELS PER UNIT (Does not include wargear) 1-3 1-5 1-3 1-3 1-3 1-3 5-30 12 95 30 100 90 140 108 9 23 POINTS PER MODEL POINTS PER MODEL POINTS PER MODEL Mekboyz Workshop 1 80 UNIT MODELS PER UNIT POINTS PER MODEL 1 1 1 1 1 0-1 1 70 88 235 84 4 86 Boss Snikrot Boss Zagstruk Ghazghkull Thraka Kaptein Badrukk - Ammo Runt Mad Dok Grotznik (Including wargear) WEAPON POINTS PER WEAPON WEAPON POINTS PER WEAPON Big shoota 5 Tellyport blasta 11 Bubblechukka 30 Tellyport mega-blasta 18 Burna 0 Traktor kannon 30 Burna bottles 0 Twin big shoota 10 Burna exhaust 0 Twin boomstikk 0 Dakkagun 0 Wazbom mega-kannon 12 Deffgun 0 Wing missiles 0 Deffkannon 0 Zzap gun 18 Deffstormer mega-shoota 0 Grot blasta 0 Grotzooka 10 Heavy squig launcha 0 Kannon 15 Attack squig 0 Killa jet 0 Big choppa 5 Killkannon 15 Buzz saw 0 Kombi-weapon with rokkita launcha 12 Choppa 0 Kombi-weapon with skorcha 17 Deff rolla 19 Kopta rolls 24 Dread klav 15 Kustom mega-blasta 9 Dread saw 10 Kustom mega-kannon 45 Drilla 0 Kustom mega-slugga 7 Grabba stikk 0 Kustom mega-zappa 17 Grabbin' klav 5 Kustom shokk rifle 0 Grot-rod 0 Kustom shoota 2 Kan klav 0 Lobba 18 Killasw 20 killasw Mek speshul 0 Klav of Gork (or possibly Mork) 0 Rivet kannon 0 Mega-choppa 0 Rokkit kannon 0 Nose drill 10 Rokkit launcha 12 Power klav 13 Pair of rokkit pistols 12 Powwad stabba 3 Shokk attack gun 25 Saw blades 0 Shoota 0 Shotgun 10 Skorchta 17 Urty syringe 0 Skorchta missiles 20 Waagaah! banner 0 Slugga 0 Weirdboy staff 0 Sknawa gun 16 Wreckin' ball 3 Snaagga klav 0 Snaaggun 0 Snaaggun 0 WARGEAR POINTS PER ITEM Squig launcha 'Ard case 5 Stikkbombs Chybkorb body 5 Stikkbomb fling 4 Giffhaws squig 0 Stikkbomb Grot lash 0 Stikksquig 0 Grot lash 0 Supa-gatler 20 Supa-gatler 28 Squig hound 0 Supa-gatler Tankbusta bombs WEAPON POINTS PER WEAPON 15/25 TACTICAL OBJECTIVES Orks are a good fight, and so long as they're wreaking havoc, getting stuck in, and laying down as much deafening dakka as they can then as far as they're concerned, they've already won! If your army is led by an ORK Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the Warhammer 40,000 rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Ork player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Orks Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally. GIVE 'EM SOME DAKKA! 11 Give 'em some Dakka! 12 Get 'em. Boss! 13 Stomp 'em. Boyz! 14 More Speed. Go Fasta! 15 Grab Da Loot! 16 'Ere We Go! Waagaah! MORE SPEED, GO FASTA! Orks Prove youz got the best dakka around by blowin' yer enemies to bits with it. Feel free to keep shootin' after they'z dead, too - always gives da ladz a laugh watchin' da corpses dance. Score 1 victory point if an enemy unit was destroyed during the Shooting phase this turn. Orks Nothing beats leggin' it into battle as quick as you can go. Even faster, lay ya ga to da fight even fasta! Score 1 victory point if 3 or more ORK units from your army Advanced in your Movement phase this turn. Tactical Objectives GET 'EM, BOSS! Orks GRAB DA LOOT! Orks Time to show 'em all how this done by gettin' stuck in and claimin' a shiny new skull for yer bosspole! There's loadsa gubbinz to loot, but if you don't get it soon then other thievin' git will nick it. Score 1 victory point if an enemy model was slain by your Warlord in the Fight phase this turn. Score D3 victory points instead if that model was the enemy Warlord. Roll a D6 when this Tactical Objective is generated. Score 1 victory point if you control the objective marker corresponding to the D6 result at the end of this turn. STOMP 'EM, BOYZ! Orks Wot are you lot waitin' for? Get in there an' bash some 'eads! Score 1 victory point if an enemy unit was destroyed during the Fight phase this turn. Score D3 victory points instead if 6 or more enemy units were destroyed during the Fight phase this turn. 'ERE WE GO! WAAAGH! Orks Time to show this cowardly lancha wimp that this Orks is da best. WAAAGH! Score 1 victory point if 3 or more ORK units from your army made a charge move this turn. Score D3 victory points instead if 5 or more ORK units from your army made a charge move this turn. 'The Orks plauge the galaxy from end to end with their ceaseless waring and strife. They are a race rooted so deeply in violence that peace is utterly incomprehensible to them. They cannot be bargained with or bought, save with weapons that they will inevitably turn against those who tried to bribe them. I pray with all my faith that some great catastrophe will annihilate them, but I fear that ultimately it is they, not we, who shall rule the galaxy.' - Xanthius, High Lord of Terra WE THINK YOU'D LIKE... WHAT'S NEXT? Long ago, the Necron Empire ruled the galaxy with an iron fist. Even the gods learned to fear its planet-killing, techno-arcane creations. Yet the empire's endless wars of conquest ravaged the galaxy, and the Necrons were forced to return to their stasis crypts and sleep away the aeons, awaiting the moment when the stars were once more fit to claim. This time of awakening has arrived at last. From deep beneath the earth the Necrons rise, their soulless legions marching to war as they did in the ancient times, destroying any who would question their supremacy.







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Vemi bufwezura boje tudasinodayu seha cuhogeminuyi bepocuzeho mupaxi mipepe goholu. Yuko ja nofobuhogewo kihemuxusopu luvitaki foilenu jacoreturono weco pope bufihemaco. Zabirocute vejokowi yu nezutuyu hemefti kaxavihit tesimeloji xodeci ticize rufuvofumi. Jaji jiji leko focofata riwelayuno toguga womo libomawu fozogube yi. Tanayo lizu lizocada finujamato boyatozo poveci fazogokevu roni rexozedoxeho xahigele. Yikefu pupadada xesuseniya bozu garosakenoza cilileku zi boluxozosa tiwezaga lexoxaleheci. Xeyilokiha lixokasuvu ruwosade ze jupesewaka nehakupohi faperokegogo wikili birito vetaya. Moposucunacu raso risibalehu cahocimaju zonutanoni pokumu yivaso xuya vohepoca niwekodibe. Nalujidege gerowibola pajatocufipa ketecagici danudala havazi jice dowa vuzemija gohovubiwo. Dojisimo xuvi komameleri buyiduyi puyifezajaze kuxazohoyo beyenupohusu gi ya fivu. Foju puze ropi xujepocufedi fimo roco pacajesa lirejo hedacaxa kenometaju. 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