

MACROMUNDA

ORKS

HOUSE BOOK

LEGAL NOTICE & INTELLECTUAL PROPERTY ACKNOWLEDGEMENT

Unofficial. Macromunda is an unofficial, fan-made expansion for the tabletop game Necromunda. It is not affiliated with, endorsed by, sponsored by, licensed by, or approved by Games Workshop Limited in any way.

It requires the official products. Macromunda is an expansion — not a standalone game, and not a substitute for anything Games Workshop sells. To use it you must own the official Necromunda and Necromunda: Ash Wastes rulebooks. Wherever possible we omit the underlying Necromunda rules rather than restate them, giving only what is needed to use our own material; for the base game you must refer to the official rulebooks.

No Games Workshop content is reproduced. Macromunda contains no rules text, statistics, lore, fiction, artwork, imagery, or logos copied from any official Games Workshop material. Every rule, word, and image here has been created bespoke by the Macromunda team.

Non-commercial — permanently. Macromunda is free and strictly non-commercial. It is self-funded and run at a loss, purely as a passion project. No money is ever received or paid in connection with it: no sales, no donations, no Patreon or subscriptions, no advertising revenue, and no fundraising of any kind. It is, and always will be, distributed only as a free, no-charge download.

Trademark acknowledgement. Warhammer, Warhammer 40,000, Necromunda, Necromunda: Ash Wastes, the associated logos, names, races, characters, vehicles, locations and imagery, and all associated marks, are either ®, ™, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved. All other trademarks and copyrights are the property of their respective owners. Macromunda claims no ownership of Games Workshop's intellectual property and does not challenge or contest it.

Made in good faith. Macromunda is created by fans, out of respect and affection for the setting. It is not intended to harm the goodwill, reputation, or integrity of Games Workshop or its intellectual property, nor to compete with or substitute for any official product — on the contrary, it exists to send players toward the official books and miniatures they need in order to enjoy it.

Please support the official game. If you enjoy Macromunda, please support Games Workshop by buying the official Necromunda rulebooks and miniatures. Without them none of this is possible — and none of it is any fun.

CONTENTS

ORKS 6

Faction Special Rules	7
Armoury	8
Weapon Traits	17
Skills	19

GOFFS KLAN 20

Gang Composition	22
Gang Rules	23
Fighters	24
Vehicles	37
Psychic Disciplines	49
Gang Tactics	51
Alliances	54
Favours	55
Sub-plots	57
Legendary Names	58
Terrain	59
Scenarios	60

BAD MOONS KLAN 62

Gang Composition	63
Gang Rules	64
Fighters	65
Vehicles	78
Psychic Disciplines	92
Gang Tactics	94
Alliances	96
Favours	97
Sub-plots	99
Legendary Names	100
Terrain	101
Scenarios	102

EVIL SUNZ KLAN

104

Gang Composition	106
Gang Rules	107
Fighters	108
Vehicles	122
Psychic Disciplines	137
Gang Tactics	139
Alliances	144
Favours	145
Sub-plots	147
Legendary Names	148
Terrain	149
Scenarios	151

DEATHSKULLS KLAN

154

Gang Composition	155
Gang Rules	156
Fighters	157
Vehicles	170
Psychic Disciplines	183
Gang Tactics	185
Alliances	189
Favours	190
Sub-plots	193
Legendary Names	194
Terrain	195
Scenarios	196

SNAKEBITES KLAN

198

Gang Composition	200
Gang Rules	201
Fighters	202
Vehicles	214
Psychic Disciplines	225
Gang Tactics	227
Alliances	230
Favours	231

Sub-plots	233
Legendary Names	233
Terrain	234
Scenarios	235

BLOOD AXES KLAN 238

Gang Composition	240
Gang Rules	241
Fighters	242
Vehicles	255
Psychic Disciplines	267
Gang Tactics	269
Alliances	272
Favours	273
Sub-plots	276
Legendary Names	277
Terrain	278
Scenarios	279

FREEBOOTERZ KLAN 282

Gang Composition	284
Gang Rules	285
Fighters	286
Vehicles	296
Psychic Disciplines	308
Gang Tactics	310
Alliances	313
Favours	314
Sub-plots	318
Legendary Names	319
Terrain	320
Scenarios	321



FACTION

ORKS

Numbers, muscle and a big shouty boss — cheap green bodies that close and krump, kept steady by Mob Rule and surging on the earned WAAAGH!; every Klan is the same body worn a different Kultur.

The Orks are a mob before they are a gang: a tide of cheap green bodies wrapped around a big, shouty boss and whatever walker the Meks have bolted together this week. They win by numbers, muscle and forward momentum — a Boy costs almost nothing, dies almost as cheaply, and the mob does not care, because there are always more. Ranged fire is a matter of volume rather than aim; the greenskins close the distance and krump whatever they find at the other end.

Two things hold the line together. Mob Rule keeps a crowd of Orks steady where a lone fighter would break — the green tide simply does not rout while its mates stand shoulder to shoulder. And the WAAAGH! builds as the fight is won, a battle-wide surge earned on melee kills that, once a battle, throws the whole mob forward faster, harder and harder to put down. Every Klan is this same body worn under a different Kultur: one greenskin roster, one WAAAGH!, one wargear pile, leaned a dozen different ways but never soft.

☠ FACTION SPECIAL RULES

✂ WAAAGH!

GANG RULE

The WAAAGH! is the battle-signature that makes a mob of greenskins an Ork gang: momentum earned in the fight rather than shopped for beforehand. The gang keeps a Waaagh! counter that starts each battle at zero and climbs by one every time a friendly fighter takes an enemy out of action in melee — the greenskins feed on the killing. The counter caps at 6, the governor that keeps the surge from running away with the game.

Once per battle, at the start of a round, the controlling player calls the Waaagh!, and the whole mob surges by however much has been built: a low counter grants +1" Move and lets fighters charge after Running; a middling one adds +1 Attack on the charge; a high one gives the mob Dead 'ard, a Feel No Pain 6+, for the round. Once it resolves the counter resets to zero and no fighter may benefit again for one round. It is earned, capped and comes with a comedown — never a bankable pool, only a tide that rises while the Orks are winning and breaks all at once.

✂ 'ARD CASE

SPECIAL RULE

'Ard Case is the greenskin habit of bolting so much scrap plate to a body that it stops caring about incoming fire. A fighter with 'Ard Case has its Toughness raised by 2 — a slab of welded 'eavy metal turning solid hits into dents. It is durability by sheer thickness rather than any finesse of armour, exactly the way an Ork prefers it: more plate, more Toughness, less bother. The 'ardest Boyz wear it like a boast, and dare the enemy to prove them wrong.

✂ BEASTLY RAGE

SPECIAL RULE

Beastly Rage is the hunting-fury that grips a Beast Snagga the moment it commits to a charge. Bred to run down things far larger than itself, this fighter closes with mounting ferocity, throwing itself into the enemy with a savagery the ordinary rank and file cannot match. The rage is what makes a Beast Snagga worth its scars — a durable body that hits hardest at exactly the moment it slams home. Klans that prize stubborn muscle lean on it hardest of all.

✂ DEAD 'ARD

SPECIAL RULE

Dead 'ard is the highest tier of the WAAAGH! surge — the moment a mob that has built enough momentum simply refuses to go down. When the Waaagh! is called with a full head of built-up counter, the whole gang gains Dead 'ard for that round: a Feel No Pain 6+ that turns killing blows into flesh wounds and lets the greenskins keep swinging through hits that should have finished them. It lasts only the round the surge is spent, and like the rest of the WAAAGH! it is earned in the fight, never granted for free. For that one round the mob is exactly what its name says.

✂ JAMMY

SPECIAL RULE

Jammy is the drawback stamped on every crude greenskin gun in the pool — Ork weapons are loud, powerful and thoroughly unreliable. When a weapon with the Jammy trait rolls an unmodified 1 on a Hit roll, it jams for the rest of that activation and cannot fire again until the fighter's next activation, when it clears on its own. No Ammo check is made and nothing is lost for good; the gun simply chokes, is thumped, and roars back to life next turn. It is the nature of dakka built more for volume than for care.

✂ MOB RULE

SPECIAL RULE

Mob Rule is the plain fact that an Ork in a crowd does not know how to be afraid. While this fighter stands near enough friendly Orks — shoulder to shoulder with its mates — it passes its Nerve tests automatically, the green tide holding where a lone greenskin would waver. The rule is inherent to every Ork body and needs no roll: a mob simply does not rout while it is still a mob. Thin the crowd and the steadiness thins with it, which is the one reliable way to make greenskins nervous — kill enough of them that the survivors finally notice.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Kustom Shoota	12"	24"	—	-1	3	—	1	4+	Rapid Fire (2)
☞ Shoota	12"	24"	—	-1	3	—	1	4+	Jammy Rapid Fire (1)
☞ Snipin Shoota	12"	24"	—	-1	3	-1	1	4+	Knockback Long (+6" range) Scarce Silent
☞ Grot Blasta	6"	12"	—	—	2	—	1	5+	Pistol
☞ Kaptins Brace	8"	12"	—	—	4	-1	1	4+	Jammy Pistol Twin (fires both — one extra Pistol shot)
☞ Kustom Mega Slugga	8"	12"	—	—	6	-1	1	4+	Jammy Pistol
☞ Shokk Slugga	8"	16"	—	—	4	-1	1	6+	Jammy Pistol Shokk
☞ Slugga	8"	12"	—	—	3	—	1	4+	Jammy Pistol
☞ Big Shoota	20"	40"	—	-1	4	-1	1	5+	Jammy Rapid Fire (2)
☞ Burna	T	—	—	—	3	—	1	5+	Blaze Template
☞ Da Akkelerator	20"	40"	—	-1	5	-1	1	5+	Jammy Rapid Fire (3) mounted relic

✚ Da Rippa	20"	40"	—	-1	6	-2	2	5+	Jammy	Kustom Dakka (+D3)	Rapid Fire (1)
✚ Frankenblasta	12"	24"	—	-1	6	-2	2	6+	Jammy	Rapid Fire (1)	Salvaged
✚ Hushed Shoota	12"	24"	—	-1	4	-1	1	5+	Rapid Fire (1)	Scarce	Silent
✚ Kombi Plunderer	12"	24"	—	-1	5	-1	1	6+	Jammy	Kombi (also holds a one-shot Blast: fire a S6 AP-1 Blast once per battle)	
									Rapid Fire (1)	Special	
✚ Kommando Burna	T	—	—	—	3	—	1	5+	Scarce	Template	
✚ Kustom Blasta Kannon	12"	24"	—	-1	8	-3	2	6+	Jammy	Rapid Fire (1)	
✚ Kustom Mega Blasta	12"	24"	—	-1	8	-3	2	5+	Jammy		
✚ Looted Gun	20"	40"	—	-1	5	-1	1	5+	Jammy	salvaged	
✚ Rivet Kannon	20"	40"	—	-1	6	-1	1	5+	Jammy	Rapid Fire (2)	mounted
✚ Shokk Rifle	18"	36"	—	-1	8	-3	D3	6+	Jammy	Shokk	anti-Brute/vehicle
✚ Skorcha	T	—	—	—	5	—	1	5+	Blaze	Template	mounted
✚ Snazzgun	20"	40"	—	-1	5	-1	2	5+	Jammy	Kustom Dakka (+D3)	Rapid Fire (1)
✚ Spinnin Big Shoota	20"	40"	—	-1	4	-1	1	5+	Jammy	Rapid Fire (3)	
✚ Squig Launcha	18"	36"	—	-1	5	-1	D3	5+	Blast	Jammy	Rowdy
✚ Squig Launcha Harpoon	12"	24"	—	-1	5	-1	1	5+	Beast-drag	Knockback	Scarce
✚ Stikka Harpoon	6"	12"	—	-1	4	-1	1	4+	Knockback	Scarce	
✚ Supa Shoota	18"	36"	—	-1	5	-1	1	5+	Jammy	Rapid Fire (3)	
✚ Tellyport Mega Blasta	12"	24"	—	-1	8	-3	2	5+	Jammy		
✚ Twin Dakkagun	18"	36"	—	-1	4	—	1	4+	Jammy	Rapid Fire (2)	
✚ Da Lucky Zzappa	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	never permanently breaks
✚ Deffgun	24"	48"	—	-1	5	-1	1	5+	Jammy	Rapid Fire (3)	Unwieldy
✚ Killkannon	18"	36"	—	-1	7	-2	2	5+	Blast	Jammy	
✚ Kustom Mega Kannon	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	
✚ Looted Kannon	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	mounted
✚ Rokkit Launcha	24"	48"	—	-1	8	-2	2	6+	Blast	Jammy	
✚ Skorcha Missiles	20"	40"	—	-1	5	-1	1	5+	Blast	Blaze	Jammy
✚ Smasha Gun	24"	48"	—	-1	9	-4	D3	6+	Jammy	Telekinetic	
✚ Wazbom Mega Kannon	24"	48"	—	-1	8	-3	D3	5+	Blast	Jammy	
✂ Big Choppa	E	—	—	—	+2	-1	2	—	Melee	Unwieldy	
✂ Bluddflaggs Choppa	E	—	—	—	+2	-2	2	—	+1 Attack on next activation after taking an enemy Out of Action (showin' off)		
									Melee	Power	
✂ Boss Cleaver	E	—	—	—	+3	-1	2	—	Melee	Power	Unwieldy
✂ Buzzsaw Klaw	E	—	—	—	+3	-3	2	—	Melee	Power	Saw
✂ Choppa	E	—	—	—	+0	—	1	—	Melee	Parry	
✂ Dakka Choppa	E	—	—	—	+2	-1	2	4+	Dakka-blade	Melee	Unwieldy
✂ Deff Rolla	E	—	—	—	+4	-2	3	—	Impact	Melee	Unwieldy
✂ Garrote	E	—	—	—	+0	-1	2	—	Backstab	Melee	Scarce
									Silent		

Great White Squig	E	—	—	—	+2	-1	2	—	Ferocious	Melee	Pulverise	never stays down
Killsaw	E	—	—	—	+2	-3	2	—	Melee	Power	Saw	
Kustom Mega Drill	E	—	-1	—	+5	-4	3	—	Melee	Power	Unwieldy	anti-Brute/vehicle
Plunderin Klaw	E	—	—	—	+3	-2	2	—	Melee	Parry (the cutlass guard)	Power	Unwieldy
Power Klaw	E	—	—	—	+3	-2	2	—	Melee	Power	Unwieldy	
Snagga Klaw	E	—	—	—	+1	-1	2	—	Melee	Pulverise		
Squig Jaws	E	—	—	—	+1	-1	1	—	Melee	Pulverise	mount	
Squiggoth Tusks	E	—	—	—	+2	-1	3	—	Knockback	Melee	beast	
Uge Choppa	E	—	—	—	+3	-1	2	—	Melee	Two-handed	Unwieldy	
Boom Bombs	—	8"	—	-1	9	-3	D3	6+	Bomb	Scarce	anti-Brute/vehicle	
Burna Bombs	—	8"	—	-1	4	-1	1	5+	Blast (5")	Blaze	Bomb	
Burny Bottles	—	6"	—	-1	3	—	1	5+	Blast	Blaze		
Stikkbombs	—	6"	—	-1	3	—	1	4+	Blast	Knockback		
Tankbusta Bombs	—	6"	—	-1	6	-1	2	6+	Scarce	anti-Brute/vehicle		

✂ AMMO RUNT

CYBER-COMPANIONS

COST 20

RE-ROLL A FAILED AMMO CHECK

An Ammo Runt is a grot dragooned into carrying spare drums and belts — a nervous little loader trotting at a bigger Ork's heel. It lets its master re-roll a failed Ammo check, fishing out a fresh belt as the gun runs dry. The grot's reward for this service is being shouted at and, occasionally, surviving. For a mob that shoots by sheer volume, a runt that keeps the dakka flowing is a welcome shadow.

✂ ARD STUFF

CHEMS

COST 20

GAINS BERSERK WEAPONS GAIN RECKLESS MUST CHARGE NEAREST ENEMY

'Ard-Stuff is a jar of the crudest greenskin battle-chem, swigged to turn an already-belligerent Ork into a frothing missile. A fighter who takes it gains Berserk and its weapons gain Reckless, but it must then charge the nearest enemy — the drug leaves no room for a plan. It is aggression in a bottle with the safety catch filed off. A boss hands it out when he wants a Boy pointed at something and no longer thinking.

✂ ATTACK SQUIG

EXOTIC BEASTS

COST 60

EXOTIC BEAST BONDED TO A FIGHTER

An Attack Squig is a vicious, loyal beast bonded to a single fighter — all teeth, muscle and appetite, trotting into the fight at its master's side. It fights as an exotic beast alongside the Ork it has imprinted on, adding another set of jaws to the mob's charge. Squigs are unpredictable to everyone except, usually, their owner. A Boy with a good attack squig has a friend, a bodyguard and a spare meal, in whatever order the day demands.

✂ BIONIK BONCE

BIONICS

COST 50

6+ FIELD SAVE IGNORE THE FIRST HEAD LASTING-INJURY EACH BATTLE

A bionik bonce is a mek-welded iron skull-plate riveted over a greenskin's head, part armour and part conviction that a thicker skull thinks straighter. It grants a 6+ field save against anything that gets through, and the plate soaks the first blow to the head each battle, letting the bearer ignore the first Head lasting-injury he would otherwise carry off the field. The work is crude and the fit is worse, but an Ork wears the dents with pride. It is the upgrade a Boy asks for after the first time something rang his skull like a bell — and the Mek is only too happy to bolt more iron on.

✂ BOMB SQUIG

CYBER-COMPANIONS

COST 30

ONE-SHOT DEMOLITION BEAST CHARGES AN ENEMY AND DETONATES

A Bomb Squig is a one-shot demolition beast — a squig strapped with explosives and pointed at the enemy in the earnest hope it runs the right way. Released, it charges an enemy and detonates, a living grenade with legs and a grudge. It works once, spectacularly or not at all, depending entirely on the squig's temper. A greenskin who owns one grins every time he lets it go, which says most of what there is to say about Orks.

✂ BOSSPOLE

STATUS ITEMS

COST 25

NERVE/LEADERSHIP TOTEM MAX 1 STEADIES NEARBY ORKS

A Bosspole is a greenskin totem of authority — a pole of skulls, banners and stolen trophies that a boss plants to remind the mob who is in charge. It steadies the nerve of nearby Orks, the sight of it worth more to a wavering Boy than any words. A gang may field only one. It is leadership rendered as a big stick with unpleasant things nailed to it, which is exactly the form of leadership Orks respect.

✂ CYBORK BODY

BIONICS

COST 45

OFFSETS ONE LASTING INJURY

A Cybork Body is a set of crude bionik replacements — iron limbs, plated skull and whatever else a Painboy has bolted on where the flesh gave out. It offsets one Lasting Injury, letting a Boy who should have been retired keep marching. The work is brutal and the result is ugly, but a greenskin is oddly proud of every rivet. Among Orks, more metal is simply more Ork.

✂ DOKS TOOLS

PERSONAL EQUIPMENT

COST 30

PATCHES A FLESH WOUND

Dok's Tools are a Painboy's surgical kit — a horrifying bundle of saws, hooks and needles wielded with more enthusiasm than care. They let their user patch a Flesh Wound in the field, dragging a Boy back into fighting shape between blows. The patient rarely enjoys it and does not much get a say. For a mob that fields cheap bodies, a Dok who can keep the expensive ones upright earns his place quickly.

✂ EAVY ARMOUR

ARMOUR

COST 80

4+ SAVE

'Eavy armour is the 'Ardboyz' upgrade — thick slabs of proper welded plate that turn a Boy into a walking wall. It grants a solid 4+ save, a genuine step up from scrap, and marks its wearer as one of the tougher greenskins in the mob. Heavy and worn only by Orks who have earned the metal, it goes on the fighter who intends to stand at the very front of the fight. An 'Ardboy wears it like a boast, because among greenskins it is one.

✂ FUNGUS BEER

CHEMS

COST 25

REMOVES FLESH WOUNDS

ESCALATING RECKLESSNESS (-BS, +COOL)

Fungus Beer is the mob's rough brew — a fermented greenskin ale that removes Flesh Wounds and steadies the nerve as fast as it rots the judgement. It clears wounds and lifts Cool, but the recklessness escalates with every gulp, dragging the drinker's shooting down as his courage climbs. A mob that drinks deep before a fight is harder to frighten and far harder to aim. Common, cheap and thoroughly Orky, it is medicine and morale in the same bottle.

✂ GROT GRAPNEL

PERSONAL EQUIPMENT

COST 25

CRUDE VERTICAL/HORIZONTAL REPOSITION

The Grot-Grapnel is a grot on the end of a rope, fired from a crude launcher to scramble up and haul its master after — a repositioning tool of pure greenskin improvisation. It lets a fighter make a rough vertical or horizontal move it could not otherwise manage, up a wall or across a gap. Crude and undignified, it works often enough that a Boy keeps one handy. The grot's opinion of the arrangement is not recorded.

✂ GROT OILER

CYBER-COMPANIONS

COST 25

REPAIRS A JAMMED/BROKEN KUSTOM WEAPON

CLEAR JAMMY / A DAMAGED GUN

A Grot Oiler is a grease-stained little mechanic-grot that scurries after a fighter with a can and a spanner. When a kustom weapon jams or breaks, the oiler patches it — clearing a Jammy choke or a damaged gun and coaxing it back into service. It is a Mek's habit rubbed off onto a grot, and it keeps the mob's more temperamental dakka firing. The oiler is filthy, put-upon and quietly indispensable.

✂ GROT RIGGERS

CYBER-COMPANIONS

COST 30

ONCE/ROUND REPAIR A FLESH WOUND ON THE BEARER

CLEAR A JAMMY GUN ON A FRIENDLY ORK WITHIN 1"

Grot-riggers are a welded gaggle of repair-grots chained to a fighter's back, each waving a spanner or a syringe on a crude tool-arm. Once per round they patch their master — clearing a Flesh Wound off the bearer, or scrambling across to unjam a Jammy gun on a friendly Ork within reach. It is a Mek's Grot Oiler idea taken further, more grots doing more jobs at once, though the grots have opinions about being bolted to a moving target. Filthy, chattering and quietly indispensable, they keep a bruiser upright and his dakka firing a little longer than he has any right to expect.

✂ KUSTOM BOOSTA

PERSONAL EQUIPMENT

COST 25

+2" MOVE ON AN UNMODIFIED 1 TO A MOVE IT BACKFIRES (BEARER IS PINNED)

A kustom boosta is a mek-welded turbo-exhaust — a Deffkopta rotor-jet or a buggy's roaring pipe strapped to a fighter's back so he goes faster than his legs should allow. It grants +2" Move, a genuine Speed Freek's edge over the humble Red Paint Job, and a Boy who fits one arrives loud and early. The tuning is Orky, which is to say lethal: on an unmodified 1 to a Move the boosta backfires, coughing flame and leaving the bearer Pinned where he stumbled. It is the choice of a greenskin who has decided that fast is always better and that stopping is the enemy's problem. Mostly it works.

✂ KUSTOM FORCE FIELD

FIELD ARMOUR

COST inherent

5+ FIELD SAVE TO FRIENDLY ORKS WITHIN 3"

The Kustom Force Field is a Mek's proudest gubbin — a crackling, unreliable projector that throws a shimmering field over the Orks around him. It grants a 5+ field save to friendly Orks within 3", a bubble of protection no personal armour can match, sheltering a whole knot of the mob at once. It flickers and sputters like everything a Mek builds, but when it holds it turns a cluster of Boyz into a genuinely hard target. A Mek at the heart of the mob is worth shielding for it.

✂ KUSTOM MEGA SIGHT

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL THE HIT

A Kustom Mega-sight is a Mek's targeting gubbin bolted to a gun — a jumble of lenses and wires that, against all odds, actually helps an Ork aim. After a fighter takes an Aim action, it lets the shooter re-roll the Hit, coaxing a little precision out of a species that despises the concept. It suits the rare greenskin who would rather hit than simply spray. A Mek fits one and quietly takes the credit whenever it works.

✧ MEGA ARMOUR

ARMOUR

COST inherent

2+ SAVE

Mega-armour is the heaviest plate an Ork can wear and still move — a hulking powered suit that grants an inherent 2+ save. It is not bought and bolted on but worn only by the Meganob, whose statline already carries its protection: the suit is the body. It trades speed for near-invulnerability, lumbering forward through fire that would drop lesser greenskins. Where mega-armour goes it arrives slowly and cannot easily be stopped.

✧ MORE DAKKA MOD

ACCESSORY

COST 20

THE GUN FIRES ONE EXTRA SHOT ON AN UNMODIFIED 1 IT JAMS

A More Dakka mod is exactly what its name promises — a Mek's tinkering that makes a gun fire one extra shot, because more is always better. It adds a shot to the weapon's output at the cost of reliability: on an unmodified 1, the over-stressed gun jams. It is the greenskin creed of volume bolted onto an existing weapon. A Boy who fits one has decided that whatever he owns simply does not make enough noise yet.

✧ RED PAINT JOB

PERSONAL EQUIPMENT

COST 15

+1" MOVE

A Red Paint Job is the most sacred conviction in the greenskin world made literal — a coat of red paint that makes a thing go faster. It grants +1" Move, and no Ork will hear a word against the reasoning. Cheap, common and universally believed in, it is daubed on bikes, walkers and the occasional over-eager Boy. That it works at all is one of the galaxy's small mysteries; that Orks are certain it works is not.

✧ ROKKIT PACK

PERSONAL EQUIPMENT

COST 40

ONCE/ROUND JUMP MOVE MISFIRE ON AN UNMODIFIED 1

The Rokkit Pack is a Stormboy's strapped-on bundle of rokkits — a crude jump-pack that hurls its wearer across the field in a roaring, barely-controlled leap. Once per round it grants a jump move, letting a Boy clear terrain and drop into the enemy's midst. It misfires on an unmodified 1, apt to fizzle, stall or fling the Stormboy somewhere unintended. A greenskin straps one on precisely because the risk is half the appeal.

✂ SCRAP ARMOUR

ARMOUR

COST 10

6+ SAVE

Scrap armour is the greenskin's first and crudest protection — a jumble of welded plates, hubcaps and stolen metal strapped over a Boy. It grants a 6+ save, which is to say it stops the occasional stray shot and nothing dependable, but on a body already tough it is enough to matter across a whole mob. Cheap and common, it is what a Boy wears until he has krumped his way up to something heavier.

✂ STIKKBOMB CHUKKA

ACCESSORY

COST 30

THROW A GRENADE WEAPON AT +6" RANGE RE-ROLL THE SCATTER

A stikkbomb chukka is a welded spring-arm catapult bolted over a fighter's shoulder, built to fling a grenade further and straighter than a green arm can throw. It adds +6" to the range of any Grenade weapon the bearer lobs and lets him re-roll the scatter, turning a wild underarm toss into something almost aimed. The mechanism is a Grot-Grapple winch repurposed for throwing instead of climbing, which is to say it was never meant for this and works anyway. A Boy who fits one can seed stikkbombs across a battlefield the rest of the mob cannot reach. It is crude artillery for a fighter who likes his explosions delivered from a polite distance.

✂ STIMM SQUIG

CHEMS

COST 25

+1 STR / +2" MOVE UNTIL END OF ROUND CRASH RISK

A Stimm-squig is a small, angry beast that bites its bearer full of raw stimms on command — a living dose of greenskin battle-drug. It grants +1 Strength and +2" Move until the end of the round, a surge of speed and muscle at the worst possible moment for whatever is in front of it. There is a crash risk when the rush fades and the squig's mood sours. A Boy who uses one trades tomorrow's aches for this round's fury, which suits him fine.

✂ URTY SYRINGE

PERSONAL EQUIPMENT

COST 30

ONE-SHOT: SHRUG A FLESH WOUND NO ADDICTION CHECK

The 'Urty Syringe is a single filthy jab of Mek-brewed stimms — one dose, no questions asked. It lets a fighter shrug off a Flesh Wound outright, with none of the addiction check a cleaner drug would demand, because nothing about it is clean. Used once and spent, it is the emergency shot a Boy saves for the moment the fight turns. Whatever is in it, it works, and the Ork does not care to ask further.

✂ WAAAGH BANNER

STATUS ITEMS

COST inherent

GANG ICON MAX 1 FEEDS THE WAAAGH! COUNTER

The Waaagh! Banner is the mob's great icon — a towering standard of scrap, skulls and daubed glyphs hauled into the thick of the fight. Its presence feeds the WAAAGH!, the roar of the mob building around it as the banner is carried forward into the killing. A gang may field only one. It is less a rallying point than a lightning rod for green-skin momentum, and where it goes, the mob's fury gathers.

✂ WARBIKE MOUNT

GANG EQUIPMENT

COST inherent

+MOVE +1 TOUGHNESS MOUNTED TWIN DAKKAGUN

The warbike mount is the roaring engine block beneath a Warbiker or Nob Biker — the machine that makes a biker a biker. It grants extra Move, an added measure of Toughness from the sheer bulk of the bike, and a mounted twin dakkagun to spray on the approach. It is never a separate purchase: the mount is built into the biker's statline, the chassis and the machine being one thing. It is speed, armour and dakka welded into a single loud package.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ PULVERISE

WEAPON TRAIT

Heavy crushing damage. Improves the injury outcome — e.g. when it takes a fighter Out of Action / converts injury dice toward worse results, or adds damage on impact. Thunder hammers, heavy crushing weapons.

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✂ BIG BULLY

WAAAGH! SET

Big Bully is the greenskin instinct to pick on the biggest thing in reach and hit it until it stops being big. When this fighter makes a close-combat attack against an enemy with 2 or more Wounds, it may re-roll a failed Wound roll. The skill turns the mob's muscle against exactly the targets a lone Boy struggles to hurt — Champions, bosses and walkers — and rewards the Ork that shoulders to the front of a fight rather than the back. Small enemies are beneath its notice; the large ones learn to fear it.

✂ 'ERE WE GO

WAAAGH! SET

'Ere We Go is the greenskin certainty that the enemy is always just close enough to reach. When this fighter declares a Charge, the controlling player re-rolls the charge distance and adds 1" to the result. It turns a charge that should fall an inch short into blows actually landed, and it rewards the mob's one true tactic — get there and krump — by making the getting-there reliable. A Boy who has learned it stops measuring and simply runs.

✂ GROT UNDERFOOT

WAAAGH! SET

Grot Underfoot is the ancient greenskin art of having a smaller, more expendable body handy when the shooting starts. Once per round, when this fighter would be hit, the controlling player may redirect that hit to a friendly Grot within 1" — the grot takes it instead. The Ork stays upright and the mob loses only a Gretchin, which the mob counts a bargain every time. It is cowardice dressed as tactics, and it works precisely because there is always another grot underfoot.

✂ KRUMPIN

WAAAGH! SET

Krumpin' is the simple truth that Orks fight better in a crowd, egging each other into a frenzy of swung fists and choppas. While this fighter is on the field, a friendly fighter within 3" gains +1 to Hit on its close-combat attacks. The bonus rides the mob, not one hero — clustered Boyz sharpen each other, and a knot of greenskins in the enemy's line hits far above the weight of any single one of them. Spread out, the mob is only strong; bunched up and krumpin', it is a blender.

✂ KUNNIN BUT BRUTAL

WAAAGH! SET

Kunnin' but Brutal is the low, greenskin cunning that surprises everyone, the enemy most of all. This fighter may deploy by Infiltrate, set up out of line of sight and more than 6" from any enemy; or, once per battle, make a free Move in the first round. Either way the Ork arrives somewhere it has no business being, closer and faster than a mob has any right to manage. It is not subtlety so much as low animal shrewdness — but a Boy in the enemy's flank on the first turn does not need to be subtle.

✂ MORE DAKKA

WAAAGH! SET

More Dakka is the greenskin conviction that no gun has ever had enough barrels. When this fighter takes a Shoot action, the weapon fires one extra time, and each enemy struck must pass a Cool test or be Pinned — even where no wound is dealt. The extra volume rarely aims true, Ork shooting being what it is, but a wall of noise and tracer keeps heads down and pins the enemy in place for the charge that follows. It turns the mob's poor marksmanship into a suppressing weight all its own.



OR KS · HOUSE DOSSIER

GOFFS KLAN

the biggest, hardest mob in the sector

The Goffs are the green tide with the clever bits burned off — the biggest, hardest mob in the sector, and the least interested in doing anything but walking up the middle and krumping the enemy flat. Every Klan is the same greenskin body worn a different way; the Goffs are that body at its most brutal and least cunning. They do not out-shoot and they do not out-flank. They out-mass, out-last, and out-punch, and they do it on foot, in a black-and-white checked wall of 'Ardboyz and Skarboyz grinding forward behind a bellowing Warboss.

At the table this House wins in one place — arm's reach — and it wins there by getting there intact and refusing to leave. Its fighters wade through fire on Toughness and sheer numbers, and the moment they Charge, Skarboyz makes them hit a full Strength harder while Goff Brutality has the mob re-rolling its misses. The catch is real and named: the front line answers nothing at range. A force that kites the mob, screens it, and out-shoots it in the open picks it apart before the choppas ever land. Deny the Goffs the close-range grind and they have no second plan. Give it to them, and they grind anything to paste.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ◆ Starting credits: 1500 (converter-wide default)
- ◆ Exactly 1 Leader (Warboss)
- ◆ 0-3 Champions — Goff Nob-heavy (Nobs / 'Ardboyz-champions, plus optional Meganob / Mek / Doc / Wyrdboy)
- ◆ Boyz + 'Ardboyz the bulk; Grots cheap and plentiful
- ◆ 0-1 \$5c Vehicle (a Deff Dread walker, resolved through the Ash-Wastes vehicle rules — §Vehicles; the inherited Ork Core §Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers — rides the same \$5c track)
- ◆ Backbone (Goff-tightened): Gangers + Juves $\geq 1.5 \times$ Leaders + Champions — the biggest mob of any Klan
- ◆ Every Ork carries Mob Rule, the Waaagh, and the Goff Skarboyz Kultur — all part of the fighter, bought with them
- ◆ The Swelling Mob: campaign wins recruit more Boyz and harden survivors into 'Ardboyz and Skarboyz

A Goff gang musters on 1,500 credits and is built the same way every time: one big shouty boss and as much mob as the rest will buy. The controlling player takes exactly one Leader — the Warboss — and up to three Champions, and a Goff gang leans that slot Nob-heavy, filling it with Nobs and 'Ardboyz-champions before it reaches for a Meganob, Mek, Doc or Wyrdboy. Boyz and 'Ardboyz form the bulk, with Grots bought cheap and plentiful underfoot; a single Deff Dread, fielded through the \$5c Ash-Wastes vehicle rules (§Vehicles) rather than the Brute grid, is the only walker a starting gang runs.

Where other Klans are content with a mob, the Goffs mandate the biggest one: Gangers and Juves together must number at least one and a half times the combined Leaders and Champions — the largest backbone any Klan is required to field. Slots for Champions and the \$5c walker open as the gang earns Reputation, and the Goff way of growing is the Swelling Mob: each campaign win draws more Boyz to the banner and hardens the survivors into 'Ardboyz and Skarboyz. The gang does not perfect itself; it simply gets bigger, harder, and meaner.

👤 GANG RULES

✂ GOFF BRUTALITY

GANG RULE

Goff Brutality is the boss's shadow made lethal — the simple truth that Orks krump harder when the biggest lad is watching. While a friendly Ork is within 6" of a Goff Champion or the Warboss, it re-rolls close-combat Hit rolls of 1. Nothing fancy, no timing to track: the mob around the boss simply stops missing, its wildest swings finding the mark because the alternative is being seen to fluff it in front of him.

Where another Klan might hang a dakka aura or a speed aura off its leaders, the Goffs hang the fist. The aura turns every Champion and the Warboss into a local anchor the mob wants to fight beside, and it layers cleanly onto the charge — a Skarboy hitting at +1 Strength and re-rolling his ones is the sharpest single moment the House can manufacture. Keep the bosses forward and central, and the whole tide krumps truer in their shadow.

✂ SKARBOYZ

GANG RULE

Skarboyz is the Goff Kultur at its purest — the plain fact that the biggest, hardest Boyz hit harder the instant they arrive. On the turn a friendly Goff Ork Charges, its close-combat attacks are made at +1 Strength for that round. That is the whole rule, and it is the divergence that separates a Goff Boy from any other: a common greenskin is dangerous in a fight, but a Skarboy on the charge swings a full point of Strength above him, turning choppas into cleavers and cleavers into can-openers.

The bonus is flat and it is capped — always +1, never a climbing thing — and it fires only on the Charge, so the mob is rewarded for doing the one thing it was always going to do: close the distance and get stuck in. It stacks the House's whole game onto that first brutal moment of contact, when the wall of 'Ardboyz and Boyz finally reaches the enemy line and every blow lands heavier than it should.

FIGHTERS

WARBOSS

LEADER

✖ 225 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES

WAAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Goff Brutality

Skarboyz (+1 S on the charge)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Hit
- +1

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Savagery

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

CLOSE-COMBAT

Big Choppa 25 credits

Uge Choppa 35 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock big-choppa 25/power-klaw 45.

Boss Cleaver

in kit

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Cybork Body 45 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock cybork-body 45.

STATUS

Bosspole 25 credits

Goff Skull Rack 25 credits

Waaagh Banner

in kit

The Warboss is the biggest, loudest, and hardest thing the mob owns, and every Goff on the field knows it. He walks at the front with the Boss Cleaver in both fists and a slugga on his hip, wading through incoming fire the way a lesser thing wades through a puddle. WS 2+ and three Attacks make him the surest killer in the gang; T5, three Wounds and a 4+ save let him soak the punishment a leader that fights from the front is always going to take. He arrives knowing Krumpin', so the lads beside him hit truer the moment the choppas come out. Where he stands, the mob grinds hardest.

Special Rules

- **WAAAGH!:** This fighter calls the gang's Waaagh! — once per battle, at the start of a round, unleashing the surge built up on the counter.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Goff Brutality:** Friendly Orks within 6" of this fighter re-roll close-combat Hit rolls of 1.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

MEGANOB

CHAMPION

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Skarboyz (+1 S on the charge) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

Savagery

STARTING GEAR Mega Armour

EQUIPMENT LIST

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock power-klaw 45 / killsaw 55.

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

The Meganob is the anvil the mob grinds around — a Nob stuffed into a mega-armour suit that shrugs off almost everything at the cost of ever moving quickly again. The 2+ save is inherent to the armour and near-impregnable; Strength 5, two Wounds and a power klaw make him a slow-motion wrecking crew once he finally arrives. At Movement 4" he is the last of the mob to reach the fight and the very last to leave it, an armoured plug the enemy has to deal with before it can deal with anything else. A Goff gang plants a Meganob in the centre and lets the rest of the tide flow past him toward the killing.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

NOB

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Goff Brutality Skarboyz (+1 S on the charge) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Hit
- +1

PRIMARY Brawn Combat Signature SECONDARY Ferocity Leadership Savagery

STARTING GEAR Eavy Armour

FREE SKILL Krump Em Flat

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Big Choppa 25 credits

✧ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10/big-choppa 25.

Power Klaw 45 credits

✧ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock choppa 10/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Spare Choppas 20 credits

Cybork Body 45 credits

✧ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock spare-choppas 20/cybork-body 45.

STATUS

Goff Skull Rack 25 credits

The Nob is an elite Boy grown mean and mouthy — the Champion backbone the Goff mob leans on, and it leans on a lot of them. Two Wounds, WS 3+, a 4+ save and a power klaw make him the mid-mob krumpa who carries the weight behind the Warboss while the biggest boss is busy elsewhere. He comes knowing Krump 'Em Flat, so when he lands a solid blow on the charge the lad behind him piles straight in on top of it. Like the Warboss, he throws the brutal shadow the smaller Orks fight in — the mob around him hits harder for his bellowing. A Goff gang runs on Nobs the way a lesser gang runs on numbers.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Goff Brutality:** Friendly Orks within 6" of this fighter re-roll close-combat Hit rolls of 1.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

PSYKER (manifests the shared Power of the WAAAGH! discipline + Smite; the gang's sole caster)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In a Goff mob the keyword belongs to the Wyrdboy alone — the crackling exception in a gang that settles everything else with a choppa, a lightning-rod for the ambient WAAAGH! the thick green tide throws off, kept behind the wall of 'Ardboyz and pointed at the enemy. Through it the Wyrdboy channels the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite. Each working is resolved with the standard psyker rules, and every one risks the warp turning on the git who calls it — Perils are the price of a skull full of green lightning. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time. The Ork warp is one shared, crude thing — a Goff Wyrdboy channels the very same six powers as every other Klan's, loudest of all when the mob around it is thickest.

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Power of the WAAAGH!

SECONDARY

Combat

Cunning

Savagery

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	GRENADE
Slugga10 credits	Stikkbombs30 credits
CLOSE-COMBAT	ARMOUR
Choppa10 credits	Scrap Armour
	included

The Wyrdboy is the crackling, twitchy exception in a mob that otherwise settles everything with a choppa — a frail psychic conduit for the raw green energy the WAAAGH! throws off. A single Attack and a 6+ save make him no use whatsoever in a straight fight; his worth is the destructive Wyrd Power he channels from across the field, drawn from a separate power list rather than the mob's skills. A Goff gang fields one rarely, and never at the front: he is kept behind the wall of 'Ardboyz, feeding on the mob's fury and loosing it at the enemy before some overload does for him instead. When the green tide is thickest, the Wyrdboy burns brightest — and most dangerously.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.

- **Psyker:** This fighter carries the Psyker keyword — it manifests the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite, drawn free at creation, and courts the warp's Perils every time it channels.

ARDBOYZ

GANGER

✖ 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	6	1	4+	2	7+	6+	7+	8+

SAVE 4+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*) **Mob Rule** (*auto-steady near friendly Orks*)

Skarboyz (+1 S on the charge) 'Ard Case (+2 T) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- +2

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Savagery

Signature

STARTING GEAR Eavy Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Big Choppa 25 credits

✦ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10 / big-choppa 25.

Power Klaw 45 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Spare Choppas 20 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock spare-choppas 20.

STATUS

Goff Skull Rack 25 credits

The 'Ardboy is a Boy who has been bolted into 'eavy plate and told to walk forward until something stops him — and precious little does. At Toughness 6 behind a 4+ save he is the hardest rank-and-file body any Klan fields, the wall the whole mob hides behind while it crosses the open ground. He is no faster and no cleverer than a common Boy; he is simply harder to kill and just as keen to krump, wading in with a big choppa and a slugga while the shots skitter off his welded slabs. A front rank of 'Ardboyz eats the fire that would thin a lesser gang, reaches melee more or less intact, and grinds. This is the Goff answer to being shot at: be too 'ard to notice it.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.

- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.
- **'Ard Case:** The 'eavy-plated body is Toughness 6 — the inherent +2 Toughness that makes this fighter the mob's shieldwall.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge) Mob Rule (auto-steady near friendly Orks)

Skarboyz (+1 S on the charge) Beastly Rage (the charge-fury of the hunter) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Combat

Ferocity

Savagery

SECONDARY

Brawn

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced a bove the stock choppa 10/snagga-klaw 30.

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock choppa 10/snagga-klaw 30.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

WARGEAR

Attack Squig 60 credits

The Beast Snagga is a Boy built for the hunt — squatter, meaner, and a full point of Toughness harder than his cousins, bred to run down things that would rather not be caught. At Toughness 5 with a snagga klaw in hand he is the mob's answer to the gang that tries to keep its distance: he takes the punishment of the walk-up better than a common Boy and grips whatever he reaches so it cannot slip away. Where the rest of the tide grinds forward in a line, the Beast Snagga is the one sent after the kiter, the runner, the fighter picking the mob apart from range. Once his fury is up on the charge, he is a hard thing to shake and a harder thing to survive.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

- **Beastly Rage:** The hunter's charge-fury — this fighter fights with redoubled savagery when it closes on its prey.

BOY

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (*feeds and benefits from the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Skarboyz (+1 S on the charge)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Agility

Brawn

Savagery

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

CLOSE-COMBAT

Choppa 10 credits

✦ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Spare Choppas 20 credits

The Boy is the mob — cheap, green, and utterly certain that the answer to any problem is to close the distance and swing a choppa at it. Two Attacks at WS 3+ make him a genuine threat in a fight despite everything else about him being ordinary; the slugga on his hip is there to make noise on the way in, not to win anything. He is expendable and the gang does not pretend otherwise: there is always another Boy, and the tide only gets uglier the more of them there are. What lifts the Goff Boy above a common greenskin trooper is the charge — the instant he arrives, he is a Skarboy, hitting a full Strength harder than the lad who stayed home. Walk him up the middle, point him at the enemy, and let him krump.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

GROT

JUVE

× 30 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES *Mob Rule (auto-steady near friendly Orks)* SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

SECONDARY

Cunning

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Grot Blasta 5 credits

CLOSE-COMBAT

Choppa 10 credits

ARMOUR

Scrap Armour

included

PERSONAL

Grot Grapnel 25 credits

The Grot is small, cowardly, and entirely expendable — which is exactly what the mob wants from it. Toughness 2 and a single Wound mean it dies to almost anything, and the Boyz treat it accordingly, shoving it underfoot and over walls as the situation demands. Its one redeeming quirk is that, unlike every Ork around it, the Grot can actually aim: at BS 4+ the little gunner shoots straighter than the Warboss, popping away with its grot-blasta while the big lads close the distance. A Goffgang runs a screen of them cheap and plentiful — a wall of green chaff that soaks the first volley, gums up the charge lanes, and does not much matter when it is gone.

Special Rules

- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout — even a Grot stands firm when the mob is thick around it.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	6	6+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ◆ Power Claw — Front arc (Crew)
- ◆ Power Claw — Front arc (Crew)
- ◆ Big Shoota — Front arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deff Dread is the Goffs' walking krumpin' engine — an Ork welded screaming into a slab of iron, and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over six Hull Points, front-weighted (Toughness 7 to the front, 6 to the flank, 5 to the rear) and stamping forward at a slow five inches — the toughest single thing a Goff mob can field, a wall of armour pointed at the enemy line and left to walk into it. Two great dread claws tear apart anything the walker corners, while a pair of built-in big shootas add clattering dakka on the approach; every hard-point is a fixed Front mount, so the Dread must face its quarry to bring claw or gun to bear. Slow, stupid and hilariously durable — the Goff heavy of choice, its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, reckoned from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The klaw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0-1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

♦ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

♦ 0-1 per gang
♦ Artillery (static)
♦ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

Power of the WAAAGH! is the mob's roar made manifest — the Wyrdboy does not command the warp the way a sorcerer does with precise incantation; he simply **conducts the WAAAGH!**, and the louder the mob around him,

the wilder the power that comes out. He does not finesse; he **discharges**. Green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork. The Ork psychic is a single loud thing, not a library of traditions — a crude lightning-rod for the mob's collective anger, not a scholar of the warp — so this one shared discipline is the whole of a Wyrdboy's art, and a Goff Wyrdboy channels the very same six powers as every other Klan's, fed by the thickest green tide any gang fields. A Wyrdboy with access picks or D6-rolls one power from the table below at creation, each a Wyrd power that courts the warp's price. The mob keeps a good few paces clear of it when it goes off.

ROLL	POWER
1	Da Jump. The mob's roar folds space and the Boyz arrive where they're least wanted. The Wyrdboy removes one friendly Ork fighter within range — the Wyrdboy itself or another — from the board and immediately sets it back up anywhere more than 4" from an enemy. The redeployed fighter may act normally afterward, but it cannot Charge the round it Jumps. It is the discipline's mobility trick — a redeploy gated off a same-round charge, so it repositions the mob rather than firing off a psychic alpha-strike.
2	'Eadbanger. The pressure builds behind an enemy's eyes until its 'ead goes <i>bang</i> . The chosen enemy fighter within range and line of sight suffers a single automatic hit at Strength 6, AP -2, Damage 2 . It is a single-target burst that ignores cover — the flat, reliable killer of the six, distinct from Zzap's swingy long-range strip and Foot of Gork's spread-and-pin.
3	Warpath. The WAAAGH! sings in a fighter's arms. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offense buff that feeds the melee identity, but it is continuous : it consumes the Wyrdboy's action each round it holds, so pumping one killer costs the gang its only caster's tempo.
4	Zzap. A crackling green bolt leaps the length of the board. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — rolled each time, because the current builds unpredictably — AP -3, Damage 1 . It is the armour-strip power: long range and savage AP, but low and swingy Strength, so a bad roll fizzles against a tough target. Distinct from 'Eadbanger's flat burst — Zzap trades reliability for reach and shred.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere in range; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit , and any not taken Out of Action is knocked Prone and Pinned . It is the area-control stomp — Da Krunch — spreading hits and pinning a cluster rather than killing one model, the discipline's answer to a bunched-up enemy line.
6	Bigged Up. The mob's belief makes an Ork bigger — Warp Strength swelling it up where everyone can see. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — counts as +1 Strength and +1 Toughness . It caps at +1 each and does not stack with itself. The defensive/stat buff of the six, pairing durability with a melee bump; like Warpath it is continuous , so it ties up the gang's only caster each round it holds.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Green Tide. A Goff mob thick enough does not break — there is always another green body pressing at your back. Play this before the battle: friendly Orks within 6" of two or more other friendly Orks are treated as Steady, and re-roll failed Nerve tests. The tide does not rout; it only ever rolls forward.	PRE-BATTLE
12	Krump Em Flat. When a Goff lands a proper blow, the lad behind him piles straight in on top. Play this in your turn and nominate one friendly fighter: until the end of the round, each of its close-combat Hit rolls of a natural 6 inflicts one bonus hit at the same weapon profile. Hit it once, then hit it again before it falls.	YOUR TURN
13	Eadbutt. When the choppa is tangled up, a Goff still has his 'ead, and it is very hard. Play this in your turn and nominate one friendly fighter engaged in close combat: it immediately makes one bonus close-combat attack at its own Strength with the Knockback trait, headbutting its foe off balance. Crude, sudden, and startlingly effective.	YOUR TURN
14	Da Biggest Mob. A Goff counts heads before a fight, and grins if the count comes out in his favour. Play this at the start of the battle: while your gang has more standing fighters on the battlefield than your opponent, your fighters re-roll failed Nerve tests. The bigger the mob, the less any single loss matters.	START OF BATTLE
15	Ere We Go. The oldest cry in the mob, bellowed as the whole tide breaks into a run at the enemy line. Play this in your turn when a friendly fighter declares a Charge: it re-rolls its charge move distance, and adds 1" to the result. 'Ere we go, 'ere we go — and there is no stopping it.	YOUR TURN
16	Skarboyz Fury. The biggest, hardest Boyz do not just hit harder on the charge — sometimes they hit like the world is ending. Play this in your turn and nominate one friendly fighter that Charges this round: its close-combat attacks are made at an additional +1 Strength for that charge, on top of any other bonus. The Skarboyz at their most brutal.	YOUR TURN
21	Choppa Frenzy. Sometimes a Boy just goes to town, swinging so fast the choppa blurs. Play this in your turn and nominate one friendly fighter engaged in close combat: until the end of the round, it makes one additional close-combat Attack. All arms, all fury, no thought whatsoever.	YOUR TURN
22	Walk It Off. Knocked flat is not the same as beaten, not to a Goff. Play this in any turn and nominate one friendly fighter that is Prone and Pinned: it may immediately stand and is no longer Pinned. It shakes the dust off, spits, and gets straight back to walking forward.	ANY TURN
23	Get Stuck In. The whole Goff plan, condensed to three words. Play this in your turn and nominate one friendly fighter that Charges this round: it makes one additional close-combat Attack for that charge. The moment of contact is where the mob wins, so it hits that moment as hard as it can.	YOUR TURN
24	Boss Sez So. When the boss bellows an order, the mob moves, because the alternative is being krumped by the boss. Play this in any turn: one friendly fighter within 6" of your Leader may immediately make a free Move (Simple) action. The lads jump when the big lad shouts.	ANY TURN

25	Trample The Runts. The Boyz do not go around the Grots — they go over them. Play this in your turn and nominate one friendly fighter: until the end of the round it may move through and over friendly Grots as though they were open ground, and adds 1" to its Move. The runts squawk; the mob keeps rolling.	YOUR TURN
26	No Time For Dakka. Why shoot at a thing when you can be on top of it in a heartbeat? Play this at the start of the battle: during the first round, friendly fighters add 2" to all of their Charge moves. The mob closes the distance so fast the enemy barely gets a volley away before the choppas are among them.	START OF BATTLE
31	Da Boyz Is Comin. There is always another Boy wandering in late, choppa in hand and spoiling for the tail end of the scrap. Play this at the end of a round: one friendly fighter currently held in reserve may be placed within 1" of your own battlefield edge, ready to grind forward next round. The tide refills itself.	END OF ROUND
32	Bigger Choppa. There is always a bigger choppa, and a Goff will always find it. Play this in your turn and nominate one friendly fighter: until the end of the round, its close-combat weapons are treated as +1 Strength. The lad has picked up something heavier, and he means to use it.	YOUR TURN
33	Headlong Charge. A Goff would rather reach the fight bruised than arrive tidy. Play this in your turn when a friendly fighter declares a Charge: it adds 2" to its charge move, but suffers -1 to its close-combat Hit rolls that round. All the momentum in the world, and none of the finesse.	YOUR TURN
34	Grot Shield. A Grot underfoot has one great use in a crisis: standing between a Boy and something unpleasant. Play this in any turn when a friendly fighter is hit by an attack: if a friendly Grot is within 1" of it, that Grot is hit instead. The Grot never volunteers, but the mob does not ask.	ANY TURN
35	Unstoppable. Some Goffs get it into their heads that nothing is going to stop them, and for one glorious stretch nothing does. Play this in your turn and nominate one friendly fighter: until the end of the round it cannot be Pinned, and ignores the effects of any Flesh Wounds it is carrying. It simply keeps walking forward.	YOUR TURN
36	Roar Of The Mob. The mob opens the battle with a wall of noise that would turn softer knees to water. Play this at the start of the battle: each enemy fighter within 12" of two or more friendly Orks must pass a Cool check or be unable to take a Shoot action during the first round. The roar reaches them before the mob does.	START OF BATTLE
41	Krumpin Time. The boss gives the word and the whole knot of Boyz around him gets to work. Play this in your turn: until the end of the round, friendly fighters within 3" of your Leader gain +1 to their close-combat Hit rolls. When it is krumpin' time, everyone near the big lad krumps better.	YOUR TURN
42	Da Green Wall. Shoulder to shoulder, the mob is one green wall and every shot has to get through all of it. Play this at the start of the battle: during the first round, ranged attacks against a friendly fighter within 1" of another friendly fighter suffer -1 to hit. The bodies in front soak the volley meant for the bodies behind.	START OF BATTLE
43	Thick Ead. There is a lot of bone between a Goff's ears and precious little else, which turns out to be a fine defence. Play this in any turn and nominate one friendly fighter: the next Nerve or Willpower test it is required to make this round is automatically passed. Fear, doubt, and fancy tricks all bounce off a thick enough 'ead.	ANY TURN

44	Meanest In The Mob. Every mob has one lad meaner than the rest, and today he is showing it. Play this in your turn and nominate one friendly fighter: until the end of the round it makes its close-combat attacks at +1 Strength, but it must direct all of them at the nearest enemy it can reach. Pure spite, pointed at whoever is closest.	YOUR TURN
45	Blood In The Eye. Once a Goff sees red, aiming stops mattering — there is only the enemy in front of him and the swinging. Play this in your turn and choose one friendly fighter: until the end of the round, it re-rolls failed close-combat Hit rolls. It cannot stop until something in reach has fallen over.	YOUR TURN
46	Da Bigger They Are. The bigger they are, the more of them there is to krump — and a Goff loves a big target. Play this in your turn and nominate one friendly fighter in close combat with an enemy that has more Wounds than it: until the end of the round, it re-rolls failed Wound rolls against that enemy.	YOUR TURN
51	Waaagh Builds. The roar rises whether or not anyone has died for it yet — a Goff mob works itself up just by being a mob. Play this at the end of a round: add 1 to your gang's Waaagh! momentum. The green tide is winding itself tighter, and everyone on the field can feel it coming.	END OF ROUND
52	Waaagh Surge. When a Goff mob calls the Waaagh, sometimes it comes out even bigger than it had any right to. Play this in your turn when you call the Waaagh: treat your gang's Waaagh! counter as one higher than it is for the purpose of determining the surge that follows. The tide crests harder than the count alone would allow.	YOUR TURN
53	Squig Fed. Stuff a wounded Boy full of squig and he forgets he was ever hurt. Play this at the end of a round and nominate one friendly fighter: remove one Flesh Wound from it. The meat is questionable and the Boy does not care — he is back on his feet and hungry for more krumping.	END OF ROUND
54	Grudge Krump. A Goff never forgets who wronged the mob, and settles it personally when the chance comes. Play this in your turn and nominate one friendly fighter in close combat with an enemy Leader or Champion: until the end of the round, it re-rolls failed Wound rolls against that enemy. Old grudges hit hardest.	YOUR TURN
55	Mob Momentum. Once the killing starts, a Goff mob only gets louder and hungrier. Play this in your turn: the first time a friendly fighter takes an enemy Out of Action in close combat this round, add 1 to your gang's Waaagh! momentum in addition to the usual gain. Every kill feeds the roar building at the mob's back.	YOUR TURN
56	Fists Like Anvils. Some Goffs hit so hard the armour just gives up. Play this in your turn and nominate one friendly fighter: until the end of the round, its close-combat attacks gain the Knockback trait, hammering the enemy off its feet with every landed blow. Fists like anvils, and nothing stays standing under them.	YOUR TURN
61	Ded Ard. Some Goffs are simply too 'ard to notice being hurt, walking off wounds that would fell a lesser thing. Play this in any turn and nominate one friendly fighter: until the end of the round, it has Feel No Pain 6+, shrugging off blows on the roll. Dead 'ard, and too stubborn to fall.	ANY TURN
62	Warboss Shadow. Today the boss casts a longer shadow than usual, and the whole mob fights the harder for standing in it. Play this at the start of the battle: until the end of the first round, the range of the Goff Brutality aura projected by your Champions and Warboss is increased to 9". More of the mob krumps true while the roar is still fresh.	START OF BATTLE

63	Choppa Storm. A proper Goff throws so many blows that a few are bound to land true. Play this in your turn and choose one friendly fighter making close-combat attacks against a single enemy: it may re-roll all failed Hit rolls against that enemy this round. Somewhere in the storm, one gets through.	YOUR TURN
64	Never Say Die. A Goff on the ground is not a Goff who is finished — just one having a short rest. Play this at the end of a round and nominate one friendly Seriously Injured fighter: it may immediately make a free Recovery test. As often as not, it gets straight back up looking for whoever put it down.	END OF ROUND
65	Da Whole Mob. Once one Boy breaks into a run, the whole mob goes with him — nobody wants to miss the krumping. Play this in your turn: up to three friendly fighters may each immediately make a free Move (Simple) action toward the nearest enemy. The green tide surges forward all at once.	YOUR TURN
66	Ghazghkulls Example. Every Goff Warboss fights in the long shadow of the Prophet of the Waaagh, and on his best day he fights like him. Play this in any turn and nominate your Leader: until the end of the round, it makes one additional close-combat Attack and re-rolls failed Hit rolls in melee. The mob sees the boss krump like a legend, and believes.	ANY TURN

ALLIANCES

DA GRUDGE

ALLIANCE

WHO	a rival gang the mob has a standing grudge against (a dakka-heavy Klan, a gang that once out-shot them, or anyone who ran away last time)
FACTION	orks
MY ROLE	feud
PHASE GATE	none — the grudge is always live, from the first battle to the last
TERMS	no truce is possible with a grudge-gang: the two may never form the Join-the-Waaagh muster; the Goffs add +1 to melee To Hit rolls against grudge-gang fighters in every battle, and a Goff win over the grudge-gang banks bonus Reputation; campaign-only

Every Goff mob carries a grudge, and it names one gang above all others as the object of it — a dakka-heavy Klan that once out-shot them, a gang that ran when it should have fought, or whoever last made the mob look foolish. The grudge is always live, from the first battle to the last, and it admits no truce: the two gangs may never form the Join-the-Waaagh muster together. Against grudge-gang fighters the Goffs fight with cold purpose, adding +1 to their close-combat Hit rolls in every battle the two meet, and a Goff win over the grudge-gang banks bonus Reputation. This standing runs at the map level only; it grants no fighters into a gang list, it simply marks who the mob most wants to krump.

WHO	a bigger Ork gang mustering under a greater Warlord (any Klan — the Waaagh takes all comers)
FACTION	orks
MY ROLE	muster
PHASE GATE	a world on the map reaches contested/Mid — a greater Waaagh is being called across the sector
TERMS	map-level non-aggression while the Waaagh is on: the two gangs will not attack each other's worlds for the span of the muster, and each may call on the other's favour table once; campaign-only, no shared gang list in a normal battle

When a world on the map turns contested and a greater Warlord calls a muster across the sector, a Goff mob will grudgingly fall in behind a bigger Ork gang for the span of the Waaagh — any Klan will do, for the Waaagh takes all comers. While the muster is on, the two gangs hold a map-level non-aggression: neither attacks the other's worlds until the Waaagh breaks, and each may call once upon the other's favour table. This is a campaign standing only. No fighter crosses between the two rosters, and the gangs never share a list in a normal battle — Orks muster together and still fight their own scraps. When the Waaagh ends, the alliance ends with it, and the mobs are as likely as not to turn on each other next.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Da Boss Takes A Cut. The biggest boss in the warzone does not do favours for free, and this time he calls in the debt first. When you seek his favour, the Warlord lends nothing but demands his cut: hand over a share of the credits your gang earns from the coming battle. The muster stays intact and his goodwill with it — but this time, the mob pays to keep it.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
3	Borrowed Runts. The Warlord can always spare a few runts — he has more than he can count and cares for none of them. For the coming battle, add a pair of Grots to your gang, fielded as normal and returned to the boss afterward if they survive. Cheap, squawking, and expendable, exactly as the mob likes its reinforcements.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
4	A Meks Loaner. The greater boss lends one of his Meks for the fight — the mob's rare taste of proper dakka and gubbinz. For the coming battle, add a Mek to your gang, fielded with its kustom gun and Kustom Force Field as normal. It is loaned, not given: the Mek goes back to the Warlord when the krumping is done.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)

5	Painboys Patch Up. The Warlord sends his Painboy round with a saw, a syringe, and a worrying grin. After the coming battle, one of your fighters that suffered a Lasting Injury may roll to have it patched up and removed, the Painboy's crude surgery holding just long enough to matter. The patient rarely enjoys it and never argues.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
6	A Boy On Loan. The boss can spare a Boy or two from the wider Waaagh, and a keen one at that. For the coming battle, add an Ork Boy to your gang, armed with a choppa and slugga and fielded as normal. He fights for the fun of it and goes back to the Warlord after — if he lives, and if he remembers whose mob he started with.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
7	A Crate Of Choppas. A crate of choppas thumps down in the mustering ground — bigger, meaner blades than the mob is used to. For the coming battle, up to three of your fighters may each be issued a big choppa at no cost, returned to the Warlord's stores afterward. The lads dig through the crate like children, and come up grinning.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
8	A Nob Bodyguard. The Warlord sends one of his own Nobz to watch the boss's back — as much to keep an eye on things as to guard them. For the coming battle, add a Nob to your gang, deployed within 3" of your Leader and fielded with a power klaw and slugga as normal. He shadows the boss all fight and reports back to the Warlord after.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
9	Salvage Rights. The boss grants the mob first pick of the wreckage once the fighting is done. After the coming battle, your gang rolls for an extra share of salvaged credits from the battlefield, the Warlord waving the mob toward the good scrap. It is about as close as a Goff ever comes to being glad it turned up.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
10	Borrowed Muscle. The Warlord lends the mob a slab of proper muscle — a hardened 'Ardboy peeled off his own front rank. For the coming battle, add an 'Ardboy to your gang, T6 and 4+ save, armed and fielded as normal. It walks at the front with the rest of the wall and returns to the boss's mob afterward, if anything managed to put it down.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
11	A Weirdboys Blessing. The Warlord's Weirdboy lays a crackling green hand on the mob before it marches — a blessing, of sorts, if a dangerous one. Once during the coming battle, you may call your gang's Waaagh as though its counter were at the highest tier, the borrowed power surging through every Ork at once. The Weirdboy usually faints afterward, and nobody checks on him.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
12	Da Warlord Lends His Favour. The biggest boss in the warzone likes the cut of this mob, and throws his full weight behind it. For the coming battle you may take TWO favours from this table instead of one, resolving both — the Warlord sends bodies, gubbinz, and his own blessing all at once. There is no higher honour in the Waaagh than being the mob the greater boss wants to see krump.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)

☠ SUB-PLOTS

✂ DA SWELLING MOB

SUB-PLOT

Reward: the mob's reputation for never running draws bodies to it: the House gains one free Ork Boy added permanently to its roster (base cost, no gear), and may harden one surviving Ganger into an 'Ardboy at reduced cost in the next post-battle sequence

A mob that never breaks becomes a mob that everyone wants to join. This sub-plot is achieved when the House wins three battles across the campaign without its gang bottling out in a single one of them — a record of never once running.

When it does, the mob's reputation draws bodies to it. The House gains one free Ork Boy, added permanently to its roster at base cost with no gear, and may harden one surviving Ganger into an 'Ardboy at reduced cost in the next post-battle sequence. The green tide has grown again, exactly as a Goff campaign is supposed to: bigger, harder, and one more krumpa deep.

✂ SETTLE THE GRUDGE

SUB-PLOT

Reward: the grudge is settled: the House banks a large one-off Reputation gain, and the Goff fighter who landed the blow may take a free advance (or claim a chosen Legendary Name if eligible) — the mob remembers who did it

Some grudges can only be settled one way — up close, personally, with a choppa. This sub-plot is achieved when a Goff fighter of the House takes the leader or a named champion of its grudge-gang Out of Action in close combat, by its own hand.

When the grudge is settled, the whole mob remembers who did it. The House banks a large one-off Reputation gain, and the fighter who landed the blow may take a free advance, or claim a chosen Legendary Name if it is eligible for one. The score is even, the boast is earned, and the mob will be telling the story for the rest of the campaign.

LEGENDARY NAMES

✧ DA KRUMPA

LEADER

XP cost (random): 12

XP cost (chosen): 20

Da Krumpa is the name a Warboss earns when the killing simply does not stop — one foe krumped flat and the boss already turning to find the next. A Leader who takes this name gains a relentless momentum in the grind: once per battle, when it takes an enemy Out of Action in close combat, it may immediately make a free Charge (Simple) action toward another enemy, carrying the slaughter from one victim straight to the next.

The name is also a leash the mob cannot loosen. Da Krumpa can never be held back, screened, or played patiently — if any enemy is within charge range at the start of its activation, it must declare a Charge at the nearest one it can reach. The legend goes forward, always, whether or not going forward is wise.

✧ DA LOUDEST GOB

CHAMPION

XP cost (random): 10

XP cost (chosen): 16

Da Loudest Gob is the Nob whose bellowing carries over the whole din of the fight, shouting the mob's courage back into it when nerve starts to fray. A Champion who takes this name steadies everything around it: friendly Orks within 6" may re-roll failed Nerve tests. This works alongside the Goff Brutality aura and is entirely separate from it, so a Nob who carries both makes the mob near it both braver and deadlier.

The trouble with being the loudest thing on the battlefield is that everyone can hear exactly where it stands. Enemy fighters may target Da Loudest Gob with ranged attacks even when a closer friendly target would normally take priority, and enemy Focus Fire against it comes at no additional cost. The gob draws the guns as surely as it draws the mob, and there is only ever one of it to lose.

✧ IRON EAD

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

Iron 'Ead is the 'Ardboy or Nob that damage simply refuses to register on — a body so stubborn it forgets to fall down. A Champion who takes this name may re-roll a single failed Injury dice roll made against it each battle, and ignores the first Flesh Wound it would otherwise take. It is the mob's immovable object, the anchor the tide grinds around.

Being a wall has its price: walls do not hurry. Iron 'Ead has its Movement reduced by 1" for the whole battle, forever the last of the mob to reach the fight — and, just as surely, the last thing left standing in it when everything else has fallen. It arrives late and it never, ever leaves.



TERRAIN

✂ DA KRUMP PIT

TERRAIN

Da Krump Pit is a sunken arena of collapsed rockcrete and scrap — a natural amphitheatre the Goffs have adopted as the proper place to settle things, its rim ringed with the wreckage of every mob that lost here. Down in the bottom there is nowhere to run and no clean line for a gun.

Any fighter making close-combat attacks while wholly inside Da Krump Pit rolls one additional Attack die, the close walls and roaring crowd feeding its fury. Any fighter making a Shoot action while inside it does so at -1 to hit, the broken footing and cramped angles fouling every shot. The Pit rewards the choppa and punishes the gun — which is to say, it was built by Goffs, for Goffs.

✂ TOTEM OF DA WAAAGH

TERRAIN

The Totem of da Waaagh is a lashed-together pole of skulls, dented helms, broken choppas and one enormous crudely-daubed glyph, planted deep in the ground the mob means to hold. To an Ork it is the beating heart of the fight, and to hold it is to hold the whole Waaagh.

While a friendly Ork is within 3" of the Totem and no enemy is within 3" of it, the Totem is HELD. All friendly Orks within 6" of a HELD Totem add +1 to their gang's Waaagh! momentum contribution and re-roll failed Nerve tests, the glyph roaring silently at their backs. If an enemy fighter ends its activation within 1" of the Totem while no friendly Ork is within 3", the Totem is toppled, and its effects end for the rest of the battle. A mob that lets its totem fall has already half-lost.

✂ DA BIG SCRAP

SCENARIO

ATTACKER	the Goff mob (spoiling for it)
DEFENDER	a rival gang that made the mistake of holding the middle of the battlefield
DEPLOY	both gangs deploy within 6" of opposite edges; a cluster of terrain (the "scrap") sits dead centre — the ground both mobs want to be standing on
OBJECTIVE	control the centre of the board in close combat — this is a brawl for the middle, not a raid on an objective
VICTORY	at the end of the battle, whichever gang has more standing fighters wholly within 6" of the board centre wins; if a gang bottles out, the other wins outright
REWARDS	the winner takes bragging rights and Reputation across the warzone; a decisive Goff win recruits a Boy who wandered in to watch and liked what he saw
CONTROL TRACK	a contested-world clash ('control-track') with no fixed holder — the winner shifts the marker +1 in their favour (+2 if the loser bottles), the loser gives ground; a drawn centre leaves the marker where it was, both mobs limping off to muster again

There is no objective here worth the name, no relic and no prize — just a piece of ground in the middle of the field and two mobs who both want to be the ones standing on it. A Goff gang lives for exactly this.

ATTACKER & DEFENDER The Goff mob is the attacker, spoiling for the fight. The defender is a rival gang that made the mistake of holding the middle of the battlefield and now has to be shifted out of it.

BATTLEFIELD A cluster of terrain — the "scrap" — sits dead centre: broken ground, wreckage, and cover, the exact patch of dirt both mobs mean to own.

DEPLOYMENT Both gangs deploy within 6" of opposite board edges, facing one another across the open ground, with the scrap between them.

THE FIGHT This is a brawl for the middle, settled in close combat. Neither side scores by raiding an objective; each scores by owning the centre when the dust clears.

ENDING THE BATTLE The battle ends when one gang bottles out or at the close of the agreed round limit.

VICTORY At the end of the battle, whichever gang has more standing fighters wholly within 6" of the board centre wins. If a gang bottles out, the other wins outright.

REWARDS The winner takes bragging rights and Reputation across the warzone. A decisive Goff win recruits a Boy who wandered in to watch the scrap and liked what he saw.

THE SIEGE This is a contested-world clash with no fixed holder. The winner shifts the world's Control Track marker one step in their favour, or two if the loser bottled out; the loser gives ground. A drawn centre leaves the marker where it stood, both mobs limping off to muster again.

ATTACKER	the Goff mob (the whole tide, deploying together on one board edge — no reserves, no subtlety)
DEFENDER	the world's current holder — a rival gang, Enforcers, or a garrison dug in around a chokepoint
DEPLOY	Goffs deploy as a single mass on one short edge; the defender fortifies a gate, breach, or chokepoint 6" + from the far edge, holding the ground the tide must cross
OBJECTIVE	the Goffs must cross the open ground and take the chokepoint in close combat — no ranged objective, just reach it and krump everyone holding it
VICTORY	the Goffs win by having more standing fighters within 3" of the chokepoint than the defender at the end of any round after the fourth; the defender wins by still holding it at battle's end
REWARDS	a Goff win pushes the world's Control Track hard toward capture; the crossing lads bank extra XP for taking the wall the hard way
CONTROL TRACK	this is a frontal push on a contested world ('control-track'): a Goff win shifts the marker +1 toward capture, +2 on a decisive result (defender bottled or the gate taken with the mob barely bloodied); a defender hold pushes the marker back down toward 0 — the tide broke on the wall this time

A defender dug in behind a wall, and a Goff mob with no interest in going around it. This is the walk-up made a mission: cross the killing ground under fire and take the chokepoint the hard way.

ATTACKER & DEFENDER The Goff mob is the attacker — the whole tide, deploying together on one edge with no reserves and no subtlety. The defender is the world's current holder: a rival gang, an Enforcer patrol, or a garrison dug in around a chokepoint.

BATTLEFIELD A gate, breach, or chokepoint stands 6" or more from the far edge, with open ground before it — the wall the mob has to cross to reach.

DEPLOYMENT The Goffs deploy as a single mass along one short edge. The defender fortifies the chokepoint, holding the ground the tide must walk through.

THE FIGHT The Goffs must cross the open ground under whatever fire the defender can bring and take the chokepoint in close combat. There is no ranged objective — only reaching it and krumping everyone holding it.

ENDING THE BATTLE Victory is checked at the end of any round after the fourth, and again at battle's end.

VICTORY The Goffs win by having more standing fighters within 3" of the chokepoint than the defender at the end of any round after the fourth. The defender wins by still holding it when the battle ends.

REWARDS The lads who crossed the ground bank extra experience for taking the wall the hard way.

THE SIEGE This is a frontal push on a contested world. A Goff win shifts the world's Control Track marker one step toward capture, or two on a decisive result — the defender bottling out, or the gate taken with the mob barely bloodied. A defender hold pushes the marker back down toward nothing: the tide broke on the wall this time.



OR KS · HOUSE DOSSIER

BAD MOONS KLAN

the richest, best-armed mob in the sector

The Bad Moons are the richest, best-armed mob in the sector, and they fight the only way rich Orks know how — by out-spending and out-gunning everything that moves. This is a dakka gunline: a firing wall of snazzgun-toting Flash Gitz and Loota Boyz massed behind a shouty Warboss, flooding the board with kustom fire and deleting the enemy on the walk-in, before a single choppa comes out. Where other clans grind or charge, the Bad Moons dig in and spray, burying the foe under sheer weight of gaudy, wasteful firepower. It is the clean inverse of a melee grind — the mob out-spends, out-guns and out-flaunts; it never out-lasts. The swagger carries a price: all that kustom kit spits volume, not accuracy, and half of it jams on a bad trigger-pull. A gang that survives the opening storm and closes to arm's reach finds a gunline with no answer up close — rushed, screened and krumped, the richest mob in the sector ends up shooting at nothing.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss)
- ♦ 0-3 Champions — Bad Moons gun-boss-heavy (Nobz + 0-2 snazzgun Flash Gitz, plus optional Meganob / Mek / Doc / Wyrdboy)
- ♦ Boyz the bulk (shooting-leaning); Grots cheap and plentiful
- ♦ 0-1 \$5c Vehicle (a Deff Dread / Killa Kan walker, resolved through the Ash-Wastes vehicle rules — \$Vehicles, not the Brute grid; the inherited Ork Core \$Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers — rides the same \$5c track)
- ♦ Backbone (Bad Moons-loose): Gangers + Juves $\geq$ 1x Leaders + Champions — the top-heavy gun-line
- ♦ Every Ork carries Mob Rule, the Waaagh, and Drownin' in Dakka — part of the fighter; Grots, walkers and superheavies don't share Drownin' in Dakka
- ♦ The Swelling Teef-Hoard: campaign wins buy bigger dakka and deeper gubbinz and harden survivors into snazzgun Flash Gitz

A Bad Moons gang musters on 1,500 credits and forms up top-heavy, built around its bosses rather than the mob-mass. Exactly one Leader — a Warboss — anchors the force, joined by up to three Champions. The mob leans gun-boss-heavy: Nobz and no more than two snazzgun Flash Gitz, with a Meganob, Mek, Doc or Wyrdboy filling out the rest. Boyz form the shooting-leaning bulk, and Grots come cheap and plentiful beneath them; a single \$5c vehicle — a Deff Dread or Killa Kan walker, fielded through the Ash-Wastes vehicle rules (\$Vehicles) rather than the Brute grid — is the ceiling. The backbone sits deliberately loose: Gangers and Juves need only match the combined count of Leaders and Champions, a slimmer base than a mass-mob klan fields, letting the Bad Moons put out fewer, gaudier gun-bodies rather than the biggest tide. Every green fighter carries Mob Rule and the Drownin' in Dakka Kultur into battle from the first muster.

🦴 GANG RULES

✂ BIGGER AN' FLASHIER

GANG RULE

Bigger an' Flashier is the Bad Moons champion aura — the gaudy pull of a gun-boss who bellows and struts until the whole fire-line shoots truer just to keep up with him. While a friendly Ork is within 3" of a Flash Git or the Warboss, it re-rolls its ranged Hit rolls of 1, the mob's dakka landing that little bit surer in the boss's flashy shadow. The bubble is deliberately tight: it rewards a clustered fire-base, not a scattered line, and the boss must be kept forward with the guns it steadies. It buys back a missed shot only — it cannot re-roll or ignore a Jammy result. An unmodified 1 that would seize the gun still seizes it; the aura sharpens the mob's aim but never saves it from the gamble every kustom gun carries.

✂ DROWNIN' IN DAKKA

GANG RULE

Drownin' in Dakka is the Bad Moons Kultur — the mob's whole way of war turned into a rule. A Bad Moons gunline does not grind the enemy down; it suppresses him, buries him under such a weight of fire that his own bosses cannot shout him back into the fight. When an enemy fighter is Pinned by a friendly Bad Moons fighter's ranged attack, it cannot be freed from Pinning by any friendly Leader's or Champion's Inspiring or Nerve order — the din of incoming fire drowns out the shouted command — until its next activation. The target may still attempt to stand on its own activation as normal; the lock denies the rescue, not the struggle. This is the mob's suppress-first, mop-up lever: the fire-line stacks shot after shot on a foe pinned flat and cut off from the leadership every other gang leans on to get back up.

FIGHTERS

WARBOSS

LEADER

✖ 225 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*)

Bigger an' Flashier

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Hit

PRIMARY

Ferocity

Leadership

Shooting

Signature

SECONDARY

Brawn

Combat

Savagery

STARTING GEAR Eavy Armour

FREE SKILL Showin Off

EQUIPMENT LIST

BASIC

Shoota 15 credits

Kustom Shoota 20 credits

PISTOL

Slugga 10 credits

Kustom Mega Slugga 20 credits

✧ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced a bove the stock slugga 10.

SPECIAL

Snazzgun 55 credits

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✧ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock 'uge-choppa 35 / power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL		STATUS	
Teef Gilded Dakka	30 credits	Bosspole	25 credits
Cybork Body	45 credits	Waaagh Banner	
♣ <i>Bionik Bonce</i>	50 credits	<i>in kit</i>	
<i>A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock teef-gilded-dakka 30 / cybork-body 45.</i>			

The Warboss is the big shouty boss at the heart of a Bad Moons mob — the gun-warlord who flaunts the richest, gaudiest kit on the field and expects every git to fall in behind it. A 2+ WS, S5, T5 and three Wounds make it a genuine threat in a scrap, but the Bad Moons boss leads with dakka: it starts on a kustom snazzgun and a kustom mega-slugga, and it projects the Bigger an' Flashier aura, so friendly Orks close by re-roll their ranged Hit rolls of 1. It calls the Waaagh! once the mob has fed the counter, and any enemy it Pins with a ranged attack cannot be rallied off the ground by that foe's own boss — the Drownin' in Dakka Kultur — until the enemy's next activation. Its free Showin' Off skill turns a lucky trigger-pull into a second hit. Leadership 4+ and Cool 4+ hold the surrounding fire-line steady. Keep it central: the mob shoots truer in the boss's gaudy shadow, and the gun-line loses its heart without it.

FLASH GIT

CHAMPION

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*)

Bigger an' Flashier (*the aura source — re-roll-ranged-1s within 3"*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Hit

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Leadership

STARTING GEAR Eavy Armour

FREE SKILL More Dakka

EQUIPMENT LIST

BASIC

Kustom Shoota 20 credits

PISTOL

Kustom Mega Slugga 20 credits

SPECIAL

Kustom Mega Blasta 45 credits

Snazzgun 55 credits

✦ Kustom Blasta Kannon 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbash from the Kustom Mega-blasta, Codex: Orks (Mek weaponry). Priced a bove the stock kustom-mega-blasta 45/ snazzgun 55.

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Big Choppa 25 credits

Power Klaw 45 credits

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock big-choppa 25/ power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Grot Gunner 25 credits

Teef Gilded Dakka 30 credits

✦ Bionik Bonce 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced a bove the stock grot-gunner 25/ teef-gilded-dakka 30.

The Flash Git is the Bad Moons signature body — the richest, gaudiest gun-boss in any klan, a Nob frame draped in gold-plated scrap and cradling a kustom snazzgun it can barely aim. It is the source of the Bigger an' Flashier

aura: friendly Orks near it re-roll ranged Hit rolls of 1, the mob's fire landing truer in its shadow. Its own BS stays a poor 5+ — a Flash Git sprays, it does not aim — so the free More Dakka skill and the snazzgun's sheer volume, not marksmanship, are how it deletes a target. Any enemy it Pins by ranged fire cannot be rallied back onto its feet by an enemy boss until its next activation, the Drownin' in Dakka Kultur locking the foe down. Two Wounds, S4 and a power klaw let it hold a moment when the enemy closes, but it is a gun on legs, not a fighter, and no more than two may run in a mob. Losing one costs the fire-line its aura more than its numbers.

MEGANOB

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Brawn

Signature

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbash from the Kustom Mega-blasta, Codex: Orks (Mek weaponry). Priced above the stock kustom-mega-blasta 45.

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock power-klaw 45 / killsaw 55.

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

The Meganob is the Bad Moons anvil — an Ork sealed in mega-armour, slow at 4" but wrapped in a 2+ save that shrugs off most of what a gunline draws. It is the immovable gun-platform, starting on a kustom mega-blasta and a power klaw: a heavy shot that punches through armour and a fist for anything that reaches it. S5, T5 and two Wounds let it hold a flank the lighter bodies cannot. It fights under Mob Rule and carries the Drownin' in Dakka Kultur into its shooting, pinning what it hits beyond that foe's boss's reach. Shooting drops to Secondary on the Meganob — its role is the big gun and the immovable body, not the nimble fire-base — with Brawn Primary for the sheer muscle of hauling that armour forward. Set it where the line must not break; it will not move fast, but it will not be shifted, either.

NOB

CHAMPION

≈ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Leadership

STARTING GEAR Eavy Armour

FREE SKILL More Dakka

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Big Shoota 40 credits

Kustom Mega Blasta 45 credits

CLOSE-COMBAT

Big Choppa 25 credits

✦ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock big-choppa 25.

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock big-choppa 25/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Grot Gunner 25 credits

Cybork Body 45 credits

The Nob is the elite-Boy Champion backbone of a Bad Moons mob — the mid-line dakka-boss that carries the firepower between the Flash Gitz and the massed Boyz. Bigger, harder and steadier than a Ganger at WS 3+, S4, T4 and two Wounds behind a 4+ save, it forms up on a big shoota and a slugga and leans on its free More Dakka skill to hose a target with extra shots. Like every green body in the gang it fights under Mob Rule, holding its nerve

near the mob, and its ranged fire drags the Drownin' in Dakka Kultur along — an enemy it Pins cannot be talked back onto its feet until that foe's next turn. Shooting sits Primary on the Nob and Combat only Secondary: it can swing a big choppa or power klaw when the enemy reaches it, but its job is to add weight to the volley, not to lead the charge.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Drownin' in Dakka (an enemy Pinned by its dakka can't be rallied off until its next activation)

SEE SPECIAL RULES

PSYKER (manifests the shared Power of the WAAAGH! discipline + Smite; the mob's sole caster)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In a Bad Moons mob the keyword belongs to the Wyrdboy alone — a mad greenskin lightning-rod for the ambient WAAAGH! every mob radiates, fielded now and then for the moment when kustom dakka is not quite enough. Through it the Wyrdboy channels the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite. Each working is resolved with the standard psyker rules, and every one risks the warp turning on the git who calls it — Perils are the price of a skull full of green lightning. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time. The Ork warp is one shared, crude thing — a Bad Moons Wyrdboy channels the same six powers as every Klan's; the richest mob in the sector buys guns, never the warp.

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Ferocity

Power of the WAAAGH!

SECONDARY

Cunning

Savagery

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	GRENADE
Slugga10 credits	Stikkbombs30 credits
✦ Shokk Slugga20 credits	ARMOUR
A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.	Scrap Armour
CLOSE-COMBAT	included
Choppa10 credits	

The Wyrdboy is the mob's crackling ranged psyker — a frail, twitchy Ork channelling raw Waaagh! energy into a weapon no gun can match. Its threat is its Wyrd Powers — the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite — a subsystem apart from the skill lists, so it comes armed with little more than a slugga and its own dangerous head. At WS 4+, one Attack and a 6+ save it is no brawler; kept behind the fire-line, it adds a burst of unpredictable violence to the volley. It fights under Mob Rule and drags the Drownin' in Dakka Kultur through its own attacks, pinning what it strikes beyond an enemy boss's rally. Willpower 4+ is its real stat-

line — the nerve to hold the power together without it blowing back. A Bad Moons mob fields one only now and then, for the moment when kustom dakka is not quite enough and the enemy needs something it cannot screen against. Ferocity Primary carries the greenskin fury under the psychic edge.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*)

Beastly Rage (*the charge-fury of the hunter*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced a bove the stock slugga 10.

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced a bove the stock choppa 10/snagga-klaw 30.

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock choppa 10/snagga-klaw 30.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Attack Squig 60 credits

The Beast Snagga is the one true choppa in a Bad Moons gunline — a tougher, meaner Ork bred to run down big game, kept as the melee anchor of the mixed dakka-and-choppa build. T5 and two Attacks make it a hunter that closes and holds, and its Beastly Rage drives the charge-fury of a beast on the scent. It starts on a snagga klaw and a slugga, and while it carries the Drownin' in Dakka Kultur and Mob Rule like the rest of the mob, its work is the opposite of theirs: it wades in and krumps while the guns behind it do the deleting. Alone among the gang its

skills lean melee — Combat and Ferocity Primary, Shooting only Secondary — the faithful charger in a klan that otherwise digs in. Field it to buy the fire-base time: it holds the line the enemy tries to break, so the dakka keeps landing.

BOY

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Shooting

Signature

SECONDARY

Agility

Combat

Ferocity

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

Kustom Shoota 20 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Big Shoota 40 credits

✦ Squig Launcha 50 credits

A bomb-squig hopper welded onto a big-shoota chassis — kitbash from Bomb Squigs + a Big Shoota, Codex: Orks. Priced above the stock big-shoota 40.

HEAVY

Rokkit Launcha 45 credits

Deffgun 60 credits

CLOSE-COMBAT

Choppa 10 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Ammo Hoard 15 credits

Grot Gunner 25 credits

✦ Kustom Boosta 25 credits

A Deffkopta rotor-jet exhaust bolted to a fighter's back — kitbash from Red Paint Job + vehicle exhaust bitz, Codex: Orks (Speed Freck kustom jobs). Priced above the stock ammo-hoard 15.

The Boy is the mob's bulk — a cheap green trooper the Bad Moons kit for the gun-line rather than the charge. It starts on a shoota and a slugga and leans toward Loota loadouts as the hoard fattens, one more barrel in the wall of fire. A single Wound and a poor 5+ save make it expendable, but WS 3+, S4 and two Attacks mean it still bites if a fight reaches it. Mob Rule keeps it steady while the mob holds together, and its ranged fire feeds the Drownin' in Dakka Kultur, pinning targets the enemy cannot rally off. Shooting is Primary for the Boy — the whole point of a

Bad Moons Boy is that it shoots — with Combat and Ferocity beneath for when the line is breached. Massed cheaply and pointed all one way, Boyz are the volume the richer bodies fire behind.

GROT

JUVE

× 28 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

SECONDARY

Cunning

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	PERSONAL
Grot Blasta5 credits	Ammo Hoard15 credits
CLOSE-COMBAT	Grot Grapnel25 credits
Choppa10 credits	✦ Grot Riggers30 credits
ARMOUR	Extra repair-grots chained to a fighter's back with tool-arms — kitbash from Grot Oiler + Ammo Runt bitz, Codex: Orks. Priced above the stock ammo-board 15 / grot-grapnel 25.
Scrap Armour	
included	

The Grot is the cheap, weak, expendable body at the bottom of a Bad Moons mob — and, quietly, one of its better shots. Where an Ork sprays, a Grot squints and aims, and its BS 4+ is the keenest eye in the gang. It comes armed with a grot-blasta and precious little else: S2, T2, a single Wound and a 6+ save mean it dies to almost anything. It holds its nerve only through Mob Rule, steadied by the greenskins around it, and does not carry the Drownin' in Dakka Kultur — its little pistol does not drown out a boss's orders. In numbers the Grots load the mob's dakka, soak the hits meant for their betters, and get shoved underfoot when the shooting starts. Agility is its one Primary skill set — the small, quick, survivable tricks of a creature that lives by not being where the boot lands.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✕ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Front arc (Crew)
- ♦ Kustom Mega Kannon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Deff Dread is the Bad Moons walker — and, as of the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 4+ iron plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and stomping forward at five inches — a hull that anchors a fire-lane rather than leads a charge. The rich klan hangs the heaviest dakka it can bolt on: a great dread klaw to tear apart anything that closes, and a kustom mega-kannon welded to the hull for a blast gun that flattens clustered foes at range; both are fixed Front mounts, so the Dread must face its quarry to bring them to bear. An Ork wedged inside pilots the legs while the guns do the killing (crew Ld 6+/Cl 5+/Wil 6+/Int 8+, BS 5+). Loud, clanking and gleefully destructive, it shrugs off fire that would shred the mob — its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. A mob fields at most one; the Dread is the single biggest thing a Bad Moons gunline puts on the board, and its price is provisional, derived from the \$5c profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFFKILLA WARTRIKE

VEHICLE

≈ 170 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	5	5+	4+	4+	5+	5+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Spinnin Big Shoota — Front arc (Crew)
- ◆ Snagga Klaw — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deffkilla Wartrike is a bike-boss's ride with the boss still on it — three wheels, three snazzguns and a Warboss driving — and, with the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is an open Wheeled machine tearing forward at a full nine inches behind Toughness 6 front armour and five Hull Points, hung with a spinnin' big shoota array that hoses the approach and a snagga-klaw slung to hook whatever the wheels reach first.

In a Bad Moons mob it is the odd body out. The klan digs in, ranges its dakka and makes the enemy walk into it; the Wartrike does the opposite, and it does it at speed — the buggy tempo is Evil Sunz' lane, not this one, so a gun-line fields the trike rarely and only when a build wants something that can actually go and take a fire-lane rather than hold one. What it does bring is aim: a Warboss drives, so this is the one platform in the whole Bad Moons roster that shoots at BS 4+ (crew Ld 5+/Cl 5+/Wil 6+/Int 7+), and a rich klan can appreciate a gun that hits even when it disapproves of the chassis.

Its damage, its handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived on the \$5c ledger — a fast multi-gun command trike, above the Dragsta band — and not ported from the Brute numbers it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Claw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The claw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0-1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

KILLA KAN

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	4	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Kustom Mega Kannon — Front arc (Crew)
- ♦ weapon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Killa Kan is the cheap walker — a scrap-iron can with a grot bolted screaming into its guts, and, since the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 4+ plate over just four Hull Points, front-weighted (Toughness 7 to the fore, 6 to the flank, 5 to the rear) and clanking forward at five inches; fragile by the standards of the vehicle track, and priced to be spent.

A Bad Moons Kan is a gun on legs. The rich klan hangs a kustom mega-kannon off the hull — the biggest thing the Meks can weld to so light a frame — and lets the kan klaw fend off whatever gets close; both mounts are fixed Front, so the machine must face what it means to kill. The grot pilots the legs and not the gun (crew Ld 6+/Cl 6+/Wil 7+/Int 8+, BS 5+), which is why the Kan hits no better than a Boy does, and why a mob fields it as the entry-tier war-engine rather than the anchor: the cheap platform that puts one more heavy barrel in the fire-lane while the Dread does the grinding.

Its damage, its handling and every catastrophic Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived on the \$5c ledger from the profile — a fragile light walker in the Ork buggy band — and not ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

♦ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

♦ 0-1 per gang
♦ Artillery (static)
♦ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

Power of the WAAAGH! is the mob's roar made manifest — the Wyrdboy does not command the warp the way a sorcerer does with precise incantation; he simply **conducts the WAAAGH!**, and the louder the mob around him,

the wilder the power that comes out. He does not finesse; he **discharges**. Green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork. The Ork psychic is a single loud thing, not a library of traditions — a crude lightning-rod for the mob's collective anger, not a scholar of the warp — so this one shared discipline is the whole of a Wyrdboy's art, and a Bad Moons Wyrdboy channels the very same six powers as every other Klan's. A Wyrdboy with access picks or D6-rolls one power from the table below at creation, each a Wyrd power that courts the warp's price. The mob keeps a good few paces clear of it when it goes off.

ROLL	POWER
1	Da Jump. The mob's roar folds space and the Boyz arrive where they're least wanted. The Wyrdboy removes one friendly Ork fighter within range — the Wyrdboy itself or another — from the board and immediately sets it back up anywhere more than 4" from an enemy. The redeployed fighter may act normally afterward, but it cannot Charge the round it Jumps. It is the discipline's mobility trick — a redeploy gated off a same-round charge, so it repositions the mob rather than firing off a psychic alpha-strike.
2	'Eadbanger. The pressure builds behind an enemy's eyes until its 'ead goes <i>bang</i> . The chosen enemy fighter within range and line of sight suffers a single automatic hit at Strength 6, AP -2, Damage 2 . It is a single-target burst that ignores cover — the flat, reliable killer of the six, distinct from Zzap's swingy long-range strip and Foot of Gork's spread-and-pin.
3	Warpath. The WAAAGH! sings in a fighter's arms. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offense buff that feeds the melee identity, but it is continuous : it consumes the Wyrdboy's action each round it holds, so pumping one killer costs the crew its only caster's tempo.
4	Zzap. A crackling green bolt leaps the length of the board. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — rolled each time, because the current builds unpredictably — AP -3, Damage 1 . It is the armour-strip power: long range and savage AP, but low and swingy Strength, so a bad roll fizzles against a tough target. Distinct from 'Eadbanger's flat burst — Zzap trades reliability for reach and shred.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere in range; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit , and any not taken Out of Action is knocked Prone and Pinned . It is the area-control stomp — Da Krunch — spreading hits and pinning a cluster rather than killing one model, the discipline's answer to a bunched-up enemy line.
6	Bigged Up. The mob's belief makes an Ork bigger — Warp Strength swelling it up where everyone can see. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — counts as +1 Strength and +1 Toughness . It caps at +1 each and does not stack with itself. The defensive/stat buff of the six, pairing durability with a melee bump; like Warpath it is continuous , so it ties up the crew's only caster each round it holds.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Dakka Storm. Choose a friendly Bad Moons fighter. Its next Shoot action this turn fires one extra shot at the same weapon profile — the mob simply lets rip and lets the volume do the work.	YOUR TURN
12	Suppressin Fire. Choose a friendly Bad Moons fighter that has just Pinned an enemy with a ranged attack this turn. That enemy cannot be freed from Pinning by any friendly order until the end of the round — keep it flat under the weight of fire.	YOUR TURN
13	Teef On Da Table. Play before the battle. Draw on the hoard: one fighter in your gang may take a single ranged-weapon upgrade or one extra gun for this battle only, teef no object. The mob spends freely because it can.	PRE-BATTLE
14	Reload. Choose a friendly Bad Moons fighter whose ranged weapon is out of ammo. It immediately makes a free Reload — fresh belts and drums close to hand, the drought over as fast as it came.	ANY TURN
15	Gilded Sights. Play at the start of the battle. Choose one fighter: for the whole battle, its ranged weapon re-rolls failed Hit rolls of 1. Gilded sights, filed true, keep it landing.	START OF BATTLE
16	Rich Mobs Reserves. Play before the battle. The hoard fields an extra body: add one Grot or one Boy, armed as normal, to your gang for this battle only. The rich mob always has one more gun to throw in.	PRE-BATTLE
21	Snazzgun Overcharge. Choose a friendly fighter carrying a snazzgun and make its next Shoot action this turn an over-charge: it fires D3 additional shots beyond its normal profile. If the gun Jams, it stays Jammed as normal — the flash never buys off the gamble.	YOUR TURN
22	Lootas Volley. Every friendly Bad Moons fighter carrying a Heavy weapon that made no Move this turn re-rolls its ranged Hit rolls of 1 until the end of the turn — the Loota line, dug in and hammering.	YOUR TURN
23	Keep Em Pinned. Choose one enemy fighter Pinned by your gang's fire. It may not stand up on its next activation — it stays flat while the volley keeps coming.	YOUR TURN
24	Flash Gits Flaunt. Until the end of the round, the Bigger an' Flashier aura around your Flash Gitz and Warboss reaches 6" instead of 3". The gun-boss struts, and the whole fire-line shoots truer for it.	YOUR TURN
25	Kustom Kaboom. When a friendly fighter's kustom weapon Jams this turn, you may instead have it detonate spectacularly: the firer takes no harm, but every model within 1" of it — friend or foe — is caught by a Strength 3 hit. Sometimes a jam is just early fireworks.	YOUR TURN
26	Grot Fed Belts. Choose a friendly Bad Moons fighter. It immediately re-rolls a failed Ammo check — a loader-grot slaps a fresh belt in before the gun has even cooled.	ANY TURN
31	Spray An Pray. Choose a friendly fighter. Its next Shoot action fires two extra shots, but takes a -1 penalty to all its Hit rolls — pure, wild volume over any pretence of aim.	YOUR TURN
32	Ammo To Spare. Choose a friendly Bad Moons fighter. The next Ammo check it fails this battle is ignored — the rich mob simply never runs dry when it counts.	ANY TURN
33	Buy Da Best. Play before the battle. Spend from the hoard to upgrade one fighter's ranged weapon to its Kustom profile for this battle only. When you can afford the best, you field the best.	PRE-BATTLE

34	Wall Of Dakka. Play at the start of the battle. In the first round, every friendly Bad Moons fighter that made no Move re-rolls its ranged Hit rolls of 1 — the gunline opens with a solid wall of fire.	START OF BATTLE
35	Focus Da Fire. Choose one enemy fighter. Until the end of the turn, friendly Bad Moons fighters shooting that target re-roll failed Hit rolls of 1 — the whole mob pours it onto one poor git.	YOUR TURN
36	Kaptins Kut. Play at the end of a round in which a friendly Bad Moons fighter took an enemy Out of Action with a ranged attack. Bank 5 teef into your campaign hoard — the Kaptin takes his kut of every kill.	END OF ROUND
41	Da Loudest Gun. Choose a friendly Bad Moons fighter making a Shoot action this turn. When it hits its target, every other enemy fighter within 2" of that target must pass a Cool check or be Pinned — the sheer noise of the loudest gun in the mob flattening everything nearby.	YOUR TURN
42	Dakka Discipline. Choose a friendly Bad Moons fighter that made no Move this turn. Until the end of the turn it re-rolls all its ranged Hit rolls of 1 — a dug-in git with nothing to do but shoot straight.	YOUR TURN
43	Trigger Appy. Choose a friendly Bad Moons fighter. It may immediately make a free Shoot (Simple) action — a git too trigger-happy to wait its turn to pull the trigger.	YOUR TURN
44	Kustom Overkill. Choose a friendly fighter carrying a kustom weapon. Until the end of the turn, that weapon gains +1 Damage — the over-tooled gun turned up past all sense.	YOUR TURN
45	Gold Plated Barrage. Choose a friendly Bad Moons fighter making a Shoot action this turn. It re-rolls failed Wound rolls against its target — every gilded round chewing that little bit harder.	YOUR TURN
46	Hired Guns. Play before the battle. Pay from the hoard to muster a Hired Gun for this battle only — the rich mob buys extra dakka whenever it fancies a heavier fight.	PRE-BATTLE
51	Drown Em Out. Choose one enemy fighter Pinned by your gang's ranged fire. Until the end of the round it cannot be freed from Pinning by any friendly order — the din drowns out every shouted command.	YOUR TURN
52	Deeper Pockets. Play at the end of a round. Bank 5 teef into your campaign hoard — the mob's pockets are deep enough that even a quiet round turns a profit.	END OF ROUND
53	Snap Shot Storm. Until the start of your next turn, whenever an enemy fighter moves into a friendly Bad Moons fighter's line of sight, that fighter may immediately make a snap Shoot action against it — each friendly fighter may do so once. The gunline never stops watching the lanes.	ANY TURN
54	Bigger Boomstick. Play at the start of the battle. Choose one fighter: for the whole battle, its ranged weapon gains +1 Strength — a bigger, meaner boomstick bolted on before the first shot.	START OF BATTLE
55	No Expense Spared. Play before the battle. The hoard fits one fighter with a single piece of wargear or a gun upgrade for this battle, free of charge — no expense spared when the mob can afford anything it likes.	PRE-BATTLE
56	Overwatch Wall. Play at the end of a round. Up to three friendly Bad Moons fighters that did not make a Shoot action this round immediately go on Overwatch — the fire-line settles in to punish whatever moves next.	END OF ROUND
61	Krump Proof Line. Choose a friendly Bad Moons fighter. Until your next turn, the first time an enemy declares a Charge against it, it may make an immediate Shoot action against the charger before blows are struck — the gunline answers a rush with lead.	YOUR TURN

62	Da Rich Get Richer. Play at the end of a round in which your gang has more standing fighters than your opponent. Bank 10 teef into your campaign hoard — the mob that is winning only gets richer.	END OF ROUND
63	Gunline Olds. Until the end of the turn, every friendly Bad Moons fighter that made no Move this turn adds +1 to its Hit rolls when it Shoots — old gunline discipline, the dug-in mob shooting like it means it.	YOUR TURN
64	Empty Da Drums. Choose a friendly Bad Moons fighter. Its next Shoot action fires two extra shots — then it empties its drums: it may not make another Shoot action until it has made a Reload. All the dakka at once, and hang the consequences.	YOUR TURN
65	Flash Retreat. Choose a friendly Bad Moons fighter. It may make a Fall Back action and still make a Shoot action this turn — the gun-boss backing off without once taking its finger off the trigger.	ANY TURN
66	Da Biggest Dakka. Choose a friendly Bad Moons fighter making a Shoot action this turn. It fires D3 extra shots and re-rolls all its ranged Hit rolls of 1 — the single biggest dakka the mob can throw, everything the gunline is built for in one deafening volley.	YOUR TURN

ALLIANCES

DA HIRED MUSTER

ALLIANCE

WHO	a mercenary gun-lord or another dakka-heavy gang willing to fight for a cut (any Klan, or an outsider with guns for hire)
FACTION	orks
MY ROLE	hire
PHASE GATE	none — the Bad Moons will pay for guns from the first battle to the last, whenever the hoard can afford it
TERMS	map-level non-aggression bought outright: the Bad Moons pay a standing tribute of teef to the partner each campaign turn, and in exchange the two gangs will not attack each other's worlds and each may call the other's favour table once; if the Bad Moons ever miss the tribute the pact lapses at once; campaign-only, no shared gang list in a normal battle

The Bad Moons do not make friends; they make payroll. This pact is map-level non-aggression bought outright — the Bad Moons pay a standing tribute of teef to a partner gang each campaign turn, and in exchange the two will not attack each other's worlds, and each may call the other's favour table once per cycle. The instant the Bad Moons miss a tribute payment, the pact lapses. It holds only between campaign turns: no allied fighters ever join a Bad Moons gang list in a normal battle. The partner may be any dakka-heavy gang or mercenary gun-lord willing to fight for a cut — friendship costs teef, and the Bad Moons have teef to spare.

WHO	a rival gang that owes the Bad Moons teef and welched on it — a debtor that took the loan, the loaned gun or the tribute and never paid, or a melee Klan that closed the distance and looted the hoard
FACTION	orks
MY ROLE	feud
PHASE GATE	none — a Bad Moons debt is live from the moment it goes unpaid until it is collected in blood or teef
TERMS	no truce and no hire with a debtor-gang; the two may never form the Hired Muster pact; the Bad Moons add +1 to ranged To Hit rolls against debtor-gang fighters in every battle, and a Bad Moons win over the debtor bank both the Reputation and 20 teef 'collected' from the loser's hoard; campaign-only

A Bad Moons debt is never forgotten and never forgiven. When a rival gang takes the mob's teef — a welched loan, a stolen loaner gun, an unpaid tribute, or a hoard looted by a melee klan that got in close — that gang becomes a debtor, and the debt runs live until it is collected in blood or coin. The two may never form the Hired Muster pact. In every battle against the debtor, Bad Moons fighters add +1 to their ranged To Hit rolls, and a Bad Moons win banks both the Reputation and 20 teef 'collected' from the loser's hoard. It is settled only between campaign turns; no fighters cross rosters in a normal battle.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Crate Of Ammo. The Kaptin can spare only a battered crate of loose shells this time — but even his leftovers keep a gun hot. Choose one fighter in your gang: for the next battle, the first time it would fail an Ammo check, it passes automatically instead. The Kaptin still expects his kut of whatever you shoot up with his rounds.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
3	A Loota On Loan. A single Loota Boy is loaned to your mob for one battle, deffgun and all, on the understanding that the gun comes back and the Kaptin gets a cut of the haul. Add one Loota Boy armed with a deffgun to your gang for the next battle only; it is removed afterward, win or lose.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL

4	Gilded Barrels. The Kaptin sends over a set of gilded, master-filed barrels to bolt onto one of your guns. For the next battle, choose one fighter: its ranged weapon re-rolls failed Hit rolls of 1. The gilt comes straight off again the moment the debt is called in.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
5	A Grot Gun Loader. A wiry loader-grot is seconded to your fire-line for one battle. Choose one fighter with a ranged weapon: for the next battle, each time it makes a Shoot action it may either fire one extra shot or re-roll a failed Ammo check, your choice as the trigger is pulled. The grot goes back to the Kaptin when the shooting stops.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
6	A Snazzgun On Loan. The Kaptin loans out one of his lesser snazzguns — gaudy, over-tooled, and still Jammy. For the next battle, one Champion in your gang may carry a snazzgun in addition to its usual kit. It is returned afterward, and the Kaptin wants a fat kut for the privilege.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
7	A Meks Once Over. A Bad Moons Mek gives your guns a once-over before the fight. For the next battle, choose one fighter: the first time its ranged weapon would Jam, it does not — the Mek has tuned the worst of the fault out. His fee, as ever, is a fat slice of the takings.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
8	A Crate Of Dakka. A proper crate of dakka arrives — belts, drums and shells enough to drown a battlefield. For the next battle, on the first round, every friendly Bad Moons fighter re-rolls ranged Hit rolls of 1. After that the crate runs dry. The Kaptin expects to be paid back in loot, not thanks.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
9	A Flash Git For Hire. A Bad Moons Kaptin sends over one of his snazzgun Flash Gitz to fight at your side. For the next battle, add one Flash Git — a Nob-frame gun-boss with a snazzgun, projecting the Bigger an' Flashier aura — to your gang. It leaves when the battle ends, and the Kaptin expects a fat kut of everything won.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL

10	Da Kaptins Own Gun. The Kaptin parts with a truly fine gun — for one battle, and a steep kut. For the next battle, one Champion or your Leader may carry a master-kustom snazzgun: Strength 6, AP -2, Damage 2, with Kustom Dakka (+D3) and, still, Jammy. It goes straight back onto the Kaptin's rack the moment the smoke clears.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
11	A Mercenary Muster. The Kaptin musters a small band of guns-for-hire to your banner. For the next battle, add two extra gun-bodies to your gang — a Nob with a big shoota and a Boy with a shoota — fighting under your orders for the duration only. They leave when the smoke clears, and the Kaptin takes his cut of everything won.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
12	Da Kaptin Rides In. The Kaptin himself rides in at the head of his gun-mob — the best result the table can give, and the dearest. For the next battle, a Bad Moons Kaptin joins your gang as a Leader-grade Hired Gun: a Flash Git with a master-kustom snazzgun who projects the Bigger an' Flashier aura. He fights for one battle and takes the lion's share of everything the mob wins.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL

SUB-PLOTS

DA KAPTINS REPUTATION

SUB-PLOT

Reward: word spreads that this is a mob worth fighting for: the House may recruit one Flash Git into its roster at half its normal credit cost in the next post-battle sequence, a gun-boss drawn in by the mob's growing reputation for dakka

Trigger: this House takes an enemy Leader or Champion Out of Action with a ranged attack in three separate battles across the campaign — the fire-line making its name by shooting down the warzone's bosses. **Reward:** word spreads that this is a mob worth fighting for. In the next post-battle sequence, the House may recruit one Flash Git into its roster at half its normal credit cost, a gun-boss drawn in by the gang's growing reputation for dakka.

✂ DA SWELLING HOARD

SUB-PLOT

Reward: the hoard buys the best: the House may upgrade one fighter's ranged weapon to its Kustom profile permanently at no credit cost, and gains a standing +10 teef to every post-battle income for the rest of the campaign — the rich, having got richer, stay that way

Trigger: this House banks 150 teef into its campaign hoard across the campaign without ever fielding a gang below its full starting value — a mob that grew rich without once having to sell down its guns. **Reward:** the hoard buys the best. The House may upgrade one fighter's ranged weapon to its Kustom profile permanently at no credit cost, and gains a standing +10 teef to every post-battle income for the rest of the campaign — the rich, having got richer, stay that way.

💀 LEGENDARY NAMES

✂ DA AMMO KING

SPECIALIST

XP cost (random): 8

XP cost (chosen): 14

Da Ammo King is the git who never, ever runs dry — a Ganger buried under so many belts, drums and spare shells that the whole fire-line feeds off its hoard. **Benefit:** this fighter automatically passes every Ammo check it makes, and any friendly Ork within 3" of it re-rolls its own failed Ammo checks. **Drawback:** the hoard is crushingly heavy — this fighter's Movement is reduced by 1", and it may never make a Charge or Fall Back action of more than 2", welded to the fire-line by the weight of ammunition it insists on lugging. The name is earned at 8 experience rolled, or 14 chosen.

✂ DA GOLDTOOF

CHAMPION

XP cost (random): 12

XP cost (chosen): 18

Da Goldtoof carries the gaudiest gun in the sector — a snazzgun so lavished with gold it is a target in its own right. **Benefit:** this fighter's ranged weapon re-rolls all failed Hit rolls of 1 — separate from the Bigger an' Flashier aura, and never stacking past a single re-roll — and once per battle it may fire its snazzgun as though it had not Jammed, ignoring one Jammy result. **Drawback:** all that gold draws eyes; enemy fighters may target Da Goldtoof with ranged attacks even when a closer friendly target would normally take priority, and any teef banked from a battle in which it went Out of Action are halved — the mob mourns the gun more than the git. The name is earned at 12 experience rolled, or 18 chosen.

✧ KAPTIN BIG TEEF

LEADER

XP cost (random): 14

XP cost (chosen): 20

Kaptin Big Teef is the richest boss in the sector, and the mob shoots straighter just standing in its gilded shadow. **Benefit:** the Bigger an' Flashier aura around this fighter extends to 6" instead of 3", and once per battle it may 'flash the hoard' — every friendly Ork within that aura immediately passes any Nerve or Cool test, steadied by the sheer swagger of standing near that much money. **Drawback:** greed rules the Kaptin; it must always spend the mob's post-battle teef on the single most expensive upgrade available before any cheaper purchase, even when the gang plainly needs bodies or basics more. The name is earned at 14 experience rolled, or 20 chosen.

☠ TERRAIN

✧ DA DAKKA NEST

TERRAIN

Da Dakka Nest is a heaped, sandbagged fire-position bristling with bolted-on gun-mounts, ammo crates and gilded scrap — the emplacement a Bad Moons mob throws up the moment it decides a piece of ground is worth holding. **Rule:** a fighter making a Shoot action while wholly inside Da Dakka Nest re-rolls failed ranged Hit rolls of 1 (never a Jammy) and treats its ranged weapon's Ammo checks as automatically passed. A fighter inside the Nest may not make a Charge or Fall Back action out of it — once a git is in the Nest, it fights from the Nest.

✧ DA TEEF VAULT

TERRAIN

Da Teef Vault is a barred, welded strongbox of a chamber where a Bad Moons mob piles its hoard — teef, gilded guns, and the loot of every gang that ever lost to it, guarded jealously and never quite full enough. **Rule:** any gang that ends a battle with a fighter in base contact with Da Teef Vault and no enemy within 3" of it may crack it, banking 25 teef into its campaign hoard. A Bad Moons gang defending its own Vault instead banks 25 teef simply for holding it uncontested at battle's end — the rich mob profits from the ground either way.

✂ DA GUN LINE STAND

SCENARIO

ATTACKER	a rival gang that must close the distance — anything that lives at arm's reach and needs to reach the guns to win
DEFENDER	the Bad Moons mob, dug in behind its dakka on the ground of its choosing
DEPLOY	the Bad Moons set up first, anywhere within 9" of one long board edge, on and around a raised fire-position; the attacker deploys within 6" of the opposite edge, in the open, with the length of the board to cross
OBJECTIVE	the attacker must get two fighters into base contact with the Bad Moons fire-position and hold it at the end of a round; the Bad Moons must stop them — this is a race between the charge and the volume of fire in front of it
VICTORY	the attacker wins the moment it holds the fire-position with two fighters; the Bad Moons win if the attacker bottles out or if six rounds pass with the position uncontested
REWARDS	the winner takes the warzone's Reputation; a Bad Moons win banks 30 teef (the mob loots the field it never had to leave) and a decisive one hardens one surviving Boy toward Flash Git status in the post-battle sequence
CONTROL TRACK	a defence of a held world ('control-track'): a Bad Moons win holds the marker where it is and shifts it +1 for a decisive result (attacker bottled); an attacker win shifts the marker -1 against the Bad Moons, the gunline driven off its own ground — the one result the Klan cannot buy its way out of

ATTACKER & DEFENDER — The Bad Moons are the defender, dug in behind their dakka on ground of their own choosing. The attacker is any rival gang that must close the distance — anything that lives at arm's reach and has to reach the guns to win.

BATTLEFIELD & DEPLOYMENT — The Bad Moons set up first, anywhere within 9" of one long board edge, on and around a raised fire-position. The attacker then deploys within 6" of the opposite edge, in the open, with the length of the board to cross.

OBJECTIVE — The attacker must get two fighters into base contact with the Bad Moons fire-position and hold it at the end of a round. The Bad Moons must stop them. It is a straight race between the charge and the volume of fire standing in front of it.

ENDING THE BATTLE — The battle ends the moment the attacker holds the fire-position with two fighters, when the attacker bottles out, or at the end of the sixth round.

VICTORY — The attacker wins if it holds the fire-position with two fighters. The Bad Moons win if the attacker bottles out, or if six rounds pass with the position uncontested.

REWARDS — The winner takes the warzone's Reputation. A Bad Moons win banks 30 teef, the mob looting a field it never had to leave; a decisive win — the attacker bottled — also hardens one surviving Boy toward Flash Git status in the post-battle sequence.

CONTROL TRACK — This is the defence of a held world. A Bad Moons win holds the marker where it stands, and shifts it one step in their favour on a decisive result. An attacker win shifts the marker one step against the Bad Moons — the gunline driven off its own ground, the one result the klan cannot buy its way out of.

ATTACKER	the Bad Moons mob, come to loot a rival's hoard — the rare scenario the gunline attacks in
DEFENDER	the gang that holds the teef-cache and would very much like to keep it
DEPLOY	a teef-cache (a single objective marker) sits within 3" of the board centre; the defender deploys anywhere within 8" of it, the Bad Moons deploy within 6" of any one board edge
OBJECTIVE	the Bad Moons must get a fighter into base contact with the cache and carry it off their board edge; the defender must stop them or hold the cache to the end of the sixth round
VICTORY	the Bad Moons win if a fighter exits their edge carrying the cache; the defender wins by holding the cache at the end of round six, or by taking Out of Action every fighter that touches it
REWARDS	the raid's whole point is the teef: a Bad Moons win banks 50 teef into the campaign hoard outright; the defender, if it holds, keeps the cache and takes the Reputation of a mob that stared down the richest gang in the sector and did not blink
CONTROL TRACK	a raid on a rival's economy ('control-track' + 'victory-condition'): a Bad Moons win shifts the marker +1 AND drains 1 point of the defender's held economy into the Bad Moons hoard; a failed raid leaves the marker unchanged but the Bad Moons still pay the ammo they burned getting there — a rare scenario where the gunline can lose money by fighting

ATTACKER & DEFENDER — The Bad Moons are the attacker here — the rare fight the gunline comes looking for — mustered to loot a rival's hoard. The defender is the gang that holds the teef-cache and would very much like to keep it.

BATTLEFIELD & DEPLOYMENT — A teef-cache, a single objective marker, sits within 3" of the board centre. The defender deploys anywhere within 8" of it; the Bad Moons deploy within 6" of any one board edge.

OBJECTIVE — The Bad Moons must get a fighter into base contact with the cache and carry it off their own board edge. The defender must stop them, or simply hold the cache to the end of the sixth round.

ENDING THE BATTLE — The battle ends when a Bad Moons fighter carries the cache off their edge, when every fighter that touched the cache has been taken Out of Action, or at the end of the sixth round.

VICTORY — The Bad Moons win if a fighter exits their edge carrying the cache. The defender wins by holding the cache at the end of round six, or by taking Out of Action every fighter that touches it.

REWARDS — The raid's whole point is the teef. A Bad Moons win banks 50 teef into the campaign hoard outright. The defender, if it holds, keeps the cache and takes the Reputation of a gang that stared down the richest mob in the sector and did not blink.

CONTROL TRACK — This is a raid on a rival's economy. A Bad Moons win shifts the marker one step in their favour and drains a point of the defender's held economy into the Bad Moons hoard. A failed raid leaves the marker unchanged, but the Bad Moons still burned the ammunition getting there — one of the few fights where the gunline can come away poorer than it arrived.



ORKS · HOUSE DOSSIER

EVIL SUNZ KLAN

the fastest mob in the sector

The Evil Sunz are the green tide with its throttle pinned — the fastest mob in the sector, and it knows it. Where a rival warband walks up and grinds, this one crosses the open ground before anyone else has finished deploying: a wave of red-painted bikes, buggies and rokkit-packs that reaches the fight while the enemy is still drawing a bead, slams home like a single dropped hammer, and is already peeling away before the counter-punch can land. Everything is painted red, because — as every rider swears blind — red wuns go fasta, and these ones go fastest.

Its whole body is mounted. The Warboss rides a bike, the Champions ride bikes, and the bulk of the mob rides with them; the foot Boyz and the lone Meganob are the cheap holders left to mind the centre while the wedge wheels. This House out-paces and out-charges every other, and it never once wins the standing fight. The instant the ride stalls — pinned, screened, or forced to hold ground — a rider is only a Boy-soft body stranded in the open, and a patient enemy grinds it down. Speed is the weapon; exposure is the price.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ◆ Starting credits: 1500 (converter-wide default)
- ◆ Exactly 1 Leader (Warboss, on a Warbike)
- ◆ 0-2 Champions — Evil Sunz mounted-leaning (Nob Bikers, plus optional Meganob / Mek / Doc / Wyrdboy)
- ◆ Warbikers / Boyz the bulk (the mounted wave); Grots cheap and plentiful
- ◆ 0-1 Brute (Warbuggy / Deffkilla Wartrike / Deff Dread)
- ◆ Backbone (Evil Sunz-loose): Gangers + Juves $\geq$ 1x Leaders + Champions — the lean mounted wave
- ◆ Mounted-whole-gang option: bikes and vehicles are the DEFAULT backbone, not a handful — foot Boyz and a Meganob are the cheap holders
- ◆ Every Ork carries Mob Rule, the Waaagh, and Speed Freek — part of the fighter; Grots, walkers, superheavies and the Warbuggy don't share Speed Freek
- ◆ The Swelling Motor-Pool: campaign wins buy a bigger engine, a redder paint job, another bike or buggy, and turn foot-Boyz into Warbikers

A starting Evil Sunz gang is founded on 1,500 credits. It fields exactly one Leader — a Warboss astride a Warbike — and may take up to two Champions, which lean mounted: Nob Bikers by preference, with the option of a Meganob, a Mek, a Doc or a Wyrdboy. Warbikers and Boyz make up the bulk of the mob, and Grots come cheap and plentiful behind them. The gang may include a single Brute, a Warbuggy or a Deffkilla Wartrike.

The backbone rule is deliberately loose: the count of Gangers and Juves together must be at least equal to the count of Leader and Champions — fewer bodies than a foot-slogging mob, but every one of them fast. The controlling player may also field the whole mob mounted, taking the shared bike and vehicle chassis as the standing backbone rather than a handful of outriders; in that build the foot Boyz and a lone Meganob are the cheap holders who mind the centre while the wedge wheels wide.

👤 GANG RULES

⌘ RED WUNS GO FASTA

GANG RULE

Red Wuns Go Fasta is the convoy made real — the whole mob dragged along in the boss's slipstream, none of them willing to eat his dust. Where a Goff Champion projects a fist and a Bad Moons Champion projects a gun, the Evil Sunz boss projects pace: he sets the speed, and the mob keeps it.

Red Wuns Go Fasta: while a friendly Ork is within 6" of an Evil Sunz Champion or the Warboss, that fighter adds 2" to its Movement. This is a movement effect only — it buys threat range, not damage or accuracy, which is why the bubble reaches a full 6" where a lethal aura would be tighter. In practice it is what keeps the foot Boyz and the slow Meganob in the picture on the alpha turn, hauled up to the wedge's speed so the whole mob crosses the open ground together rather than trickling in behind the bikes.

⌘ SPEED FREEK

GANG RULE

Speed Freek is the Evil Sunz Kultur at its purest — the red paint baked into every rider and runner in the mob. This fighter adds 1" to its Movement at all times, and may declare a Charge in the same round it took the Run (Double) action: it is never left short of the enemy for having had to close the distance first. Every other Klan borrows this turn once a battle, when the Waaagh! surges; the Evil Sunz simply have it, every turn, from the first.

Speed Freek: this fighter's Movement is increased by 1", and it may charge in the same round it Ran. The charge itself is measured as normal — the extra inch is the only bonus range, so a rider still commits the double-move forward into open ground to reach the fight, a threat telegraphed rather than hidden. Being inherent, it is active on every Evil Sunz foot and bike fighter and needs no declaring; it is the reason an Evil Sunz mob strikes first and pulls away where a slower Klan would walk up and hold.

FIGHTERS

WARBOSS

LEADER

✖ 251 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran)

Red Wuns Go Fasta (*projects +2" Move to friendly Orks within 6"*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"
- +2"

PRIMARY

Agility

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

STARTING GEAR Warbike Mount · Twin Dakkagun

FREE SKILL Ride By Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame (Codex: Orks, Big Mek w/ Shokk Attack Gun).

SPECIAL

Twin Dakkagun

included

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer (Power Klaw + Killsaw, Codex: Orks).

GRENADE

Stikkbombs 30 credits

WARGEAR

✦ Bionik Bonce 50 credits

A riveted iron cranium bolted over the bonce (Cybork Body bitz + plasticard, Codex: Orks).

Warbike Mount

included

PERSONAL

Boosta Blasta 25 credits

Souped Up Engine 30 credits

✦ Nitro Boosta Rig 40 credits

A Deffkopta rotor-jet + Warbuggy nitro-tank bolted onto a rider's back (Red Paint Job + vehicle boosta bitz, Codex: Orks — Speed Freeks).

Cybork Body 45 credits

ACCESSORY		STATUS	
 <i>Stikkbomb Chukka</i>	30 credits	Bosspole	25 credits
<i>A catapult-arm grenade-chukka bolted over the shoulder (Grot-Grapple winch + scrap, Codex: Orks).</i>		Waaagh Banner	
		<i>in kit</i>	

The Warboss is the biggest, loudest, reddest thing in the mob, and he leads it the only way an Evil Sunz boss knows how — from the very front of the charge, astride a Warbike, hollering for everyone to go fasta. His statline is a brute's: WS 2+, three Wounds, three Attacks and the Strength to fold a rival Champion in a single pass. He carries a twin dakkagun to hose the line on the approach and a power klaw for the slam.

Everything about him bends the mob toward speed. He projects Red Wuns Go Fasta, dragging the whole warband along in his slipstream; his Speed Freek Kultur lets him charge the round he Runs; and he calls the Waaagh! when the kills start landing. He starts play knowing Ride-By Krumpin', so he can hit the enemy boss, break contact, and be gone before the retinue closes. Mob Rule keeps him and everyone near him steady. He is the anchor the wedge forms around — take him off his bike and the whole convoy loses its pace.

MEGANOB

CHAMPION

✖ 219 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran)

Red Wuns Go Fasta (*projects +2" Move to friendly Orks within 6"*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"
- +2"

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon (Kustom Mega-blasta, Codex: Orks).

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer (Power Klaw + Killsaw, Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

WARGEAR

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce (Cybork Body bitz + plasticard, Codex: Orks).

The Meganob is the one body in the whole mob that does not go fasta, and the mob keeps him anyway. Sealed in mega-armour, he lumbers along on a 4" Move behind a 2+ save, a walking anvil the wedge leaves to hold the centre while it wheels wide. He carries a kustom mega-blasta and a power klaw, and anything foolish enough to counter-charge the middle of an Evil Sunz mob finds him waiting.

His role is precisely the exception that proves the Klan. As a Champion he still projects Red Wuns Go Fasta — the boss's pace passes through him to the runners around him even as he trundles — and he keeps Speed Freek, Mob Rule and the Waaagh! like every Ork body, though his own slowness blunts the first. He is what an Evil Sunz gang

reaches for when the enemy is the sort that survives the alpha and tries to counter-punch the soft centre: a 2+ save that buys the wedge the seconds it needs to come back around for the next pass.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran)

Red Wuns Go Fasta (*projects +2" Move to friendly Orks within 6"*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"
- +2"

PRIMARY Agility Brawn Combat SECONDARY Ferocity Leadership Shooting

Signature

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame (Codex: Orks, Big Mek w/ Shokk Attack Gun).

SPECIAL

Twin Dakkagun 30 credits

Big Shoota 40 credits

✦ Squig Launcha 50 credits

A bomb-squig hopper welded onto a big-shoota chassis (Bomb Squigs + Big Shoota, Codex: Orks).

✦ Kustom Blasta Kannon 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon (Kustom Mega-blasta, Codex: Orks).

CLOSE-COMBAT

Big Choppa 25 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings (Big Choppa + Shoota, Codex: Orks).

Power Klaw 45 credits

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer (Power Klaw + Killsaw, Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour 25 credits

WARGEAR

✦ Grot Riggers 30 credits

Extra repair-grots chained to a fighter's back (Grot Oiler + Ammo Runt bitz, Codex: Orks).

✦ Bionik Bonce 50 credits

A riveted iron cranium bolted over the bonce (Cybork Body bitz + plasticard, Codex: Orks).

PERSONAL		ACCESSORY	
Boosta Blasta	25 credits	✂ <i>Stikkbomb Chukka</i>	30 credits
Souped Up Engine	30 credits	<i>A catapult-arm grenade-chukka bolted over the shoulder (Grot-Grapnel winch + scrap, Codex: Orks).</i>	
Cybork Body	45 credits		

The Nob is the elite-Boy Champion on foot — the mid-mob boss for a build that wants a body in the centre rather than another rider out wide. Two Wounds, a 4+ save and a genuinely nasty melee make him the backbone the mounted wedge wheels around; he carries a big shoota to lay down fire and a slugga for the close work, and he starts play knowing Krumpin', sharpening the blows of every fighter beside him.

He is the same green stock as his mounted brothers, and carries the same Kultur: Speed Freek lets him charge the round he Runs, Red Wuns Go Fasta pulls the mob along at his pace, and Mob Rule keeps him from breaking near friendly Orks. The Waaagh! feeds him as the bodies drop. Where the Nob Biker leads the pass, the foot Nob holds the hinge — the Champion for the mixed build that keeps a fist in the middle while the bikes range ahead.

NOB BIKER

CHAMPION

✖ 136 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	5+	4	5	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran)

Red Wuns Go Fasta (*projects +2" Move to friendly Orks within 6"*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"
- +2"

PRIMARY

Agility

Brawn

Combat

Signature

SECONDARY

Ferocity

Leadership

Shooting

STARTING GEAR Warbike Mount · Twin Dakkagun

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✧ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame (Codex: Orks, Big Mek w/ Shokk Attack Gun).

SPECIAL

Big Shoota 40 credits

✧ *Squig Launcha* 50 credits

A bomb-squig hopper welded onto a big-shoota chassis (Bomb Squigs + Big Shoota, Codex: Orks).

✧ *Kustom Blasta Kannon* 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel band-kannon (Kustom Mega-blasta, Codex: Orks).

Twin Dakkagun

included

CLOSE-COMBAT

Big Choppa 25 credits

✧ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings (Big Choppa + Shoota, Codex: Orks).

Power Klaw 45 credits

✧ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer (Power Klaw + Killsaw, Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour 25 credits

WARGEAR

✧ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce (Cybork Body bitz + plasticard, Codex: Orks).

Warbike Mount

included

PERSONAL

Boosta Blasta	25 credits
Souped Up Engine	30 credits
♣ Nitro Boosta Rig	40 credits
<i>A Deffkopta rotor-jet + Warbuggy nitro-tank bolted onto a rider's back (Red Paint Job + vehicle boosta bitz, Codex: Orks — Speed Freaks).</i>	
Cybork Body	45 credits

The Nob Biker is the wedge-tip — the Champion the whole mounted charge forms behind. He is an elite Boy on a Warbike, two Wounds and a 4+ save, fast enough to be first into the enemy and hard enough to survive being there. He rides with a twin dakkagun and a big choppa, hosing the line on the approach and hacking down whatever the volley left standing. He starts play knowing Krumpin', so the fighters around him strike truer as the charge lands.

Like every Evil Sunz body he carries the Speed Freek Kultur, charging the round he Runs, and as a Champion he projects Red Wuns Go Fasta — the rest of the wedge keeps his pace, none of them left trailing on the alpha turn. Mob Rule steadies him near friendly Orks, and the Waaagh! feeds him as the kills stack. He is the natural form of an Evil Sunz Champion: not a boss who holds the centre, but one who leads the pass and peels away for the next.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (*+1" Move always; may charge in the round it Ran*) SEE SPECIAL RULES

PSYKER (*Psyker — manifests the Power of the WAAAGH! discipline + Smite (n18-wyrd-powers), free-on-access*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. In an Evil Sunz mob the keyword belongs to the Wyrdboy alone — no rider, Nob or grot touches the warp — and through it he channels the ambient WAAAGH! energy the greenskins radiate into the Power of the WAAAGH! discipline, alongside the universal witch-blast of Smite. Every working runs on the standard Wyrd Power rules and courts the warp's price. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time — the crude green lightning is what he is for.

Typed Effects

- auto-test-result Nerve pass
- +1"

PRIMARY

Ferocity

Power of the WAAAGH!

SECONDARY

Cunning

Savagery

Signature

Smite

EQUIPMENT LIST

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

GRENADE

Stikkbombs 30 credits

The Wyrdboy is the mob's crackling liability and its ranged threat both — a frail, wild-eyed psyker who channels the raw Waaagh! energy of the greenskins around him into bolts of green lightning. His statline is a weak one: a single Attack, a 6+ save, and the poor melee of a fighter who was never meant to be in the fight. He carries only a slugga; his real weapon is his Wyrd Powers — he draws the Power of the WAAAGH! discipline as a Primary skill set and the universal Smite alongside it, picking or rolling one power at creation for free.

He still belongs to the Klan, and carries its Kultur — Speed Freek to charge the round he Runs, Mob Rule to hold his nerve near friendly Orks, and the Waaagh! feeding him as it feeds them all, though in his case the surge is as likely to make his head spill lightning as anything else. An Evil Sunz mob fields him rarely: a foot body in a mounted warband, brought along when a rider needs an answer to something the dakka cannot reach.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Agility

Brawn

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour 10 credits

PERSONAL

Boosta Blasta 25 credits

Attack Squig 60 credits

The Beast Snagga is the tough foot-striker for the mixed build — a broad, scarred Ork bred to run down things bigger than himself, T5 where an ordinary Boy is T4. He carries a snagga-klaw, a hooked beast-catcher of a weapon that drags a target down and holds it there, and a slugga for the closing yards. He is not fast, but he is hard to shift once he arrives.

He carries the Kultur like the rest: Speed Freek lets him charge the round he Runs, closing a gap his legs alone could not, and Mob Rule and the Waaagh! steady and feed him in the pack. In a Klan built on the ride he is the deliberate off-note — the body a player brings when the wedge needs a foot anchor that can survive a stand and pin something in place while the bikes come back around. Slow for an Evil Sunz mob, but the toughest thing in it on two legs.

BOY

GANGER

72 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)
Speed Freek (+1" Move always; may charge in the round it Ran) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"

PRIMARY Agility Combat Signature SECONDARY Ferocity

EQUIPMENT LIST	
BASIC	GRENADE
Shoota 15 credits	Stikkbombs 30 credits
PISTOL	PERSONAL
Slugga 10 credits	Red Paint Job 15 credits
CLOSE-COMBAT	Turbo Boosta 15 credits
Choppa 10 credits	Rokkit Pack 40 credits

The Boy is the cheap green body at the bottom of the roster — a slugga-and-choppa trooper on foot, one Wound and a 5+ save, present to hold ground and fill the numbers the mounted wedge cannot. In an Evil Sunz mob he is the holder, not the bulk: he minds the centre while the bikes range ahead, and comes cheap enough that losing one or two changes nothing. Give him a Rokkit Pack and he becomes a Stormboy instead, a jump-assault trooper who vaults the terrain the wedge drives around.

He still carries the Kultur. Speed Freek lets even a foot Boy charge the round he Runs, Red Wuns Go Fasta hauls him up to the wedge's pace when a Champion is near, and Mob Rule keeps the mob steady around him; the Waaagh! feeds him as the killing starts. On his own two feet he is slow and soft — but as part of a mob that goes fasta, he arrives in time to matter, and that is the whole trick of running Boyz in a mounted Klan.

DEFFKOPTA

GANGER

✖ 127 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	4+	5+	4	5	3	4+	2	6+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"

PRIMARY

Agility

Signature

SECONDARY

Combat

Cunning

Shooting

STARTING GEAR Big Shoota

EQUIPMENT LIST

PISTOL

Slugga 10 credits

SPECIAL

Big Shoota

included

HEAVY

Rokkit Launcha 45 credits

CLOSE-COMBAT

Choppa 10 credits

WARGEAR

✧ Grot Riggers 30 credits

Extra repair-grots chained to a fighter's back (Grot Oiler + Ammo Runt bitz, Codex: Orks).

PERSONAL

Red Paint Job 15 credits

✧ Kustom Boosta 25 credits

A Deffkopta rotor-jet or buggy exhaust bolted to the back (Red Paint Job + vehicle exhaust bitz, Codex: Orks).

Souped Up Engine 30 credits

✧ Nitro Boosta Rig 40 credits

A Deffkopta rotor-jet + Warbuggy nitro-tank bolted onto a rider's back (Red Paint Job + vehicle boosta bitz, Codex: Orks — Speed Freeks).

The Deffkopta is the fastest thing in the mob — a one-Ork rotor-skimmer that clatters over terrain the bikes have to go around, scouting ahead and striking where it likes. A 10" Move, three Wounds and a spinning rotor-klaw make it the ideal outrider: it kites just out of reach, twin big shoota chattering, and drops a rokket-launcha strike onto anything worth the trouble before buzzing clear again.

It carries the full Kultur — Speed Freek to charge the round it Runs, Mob Rule near friendly Orks, and the Waaagh! feeding it on the kill — but it fights nothing like the bike wedge. Where the Warbikers commit to the head-on slam, the Deffkopta refuses to close on anyone's terms but its own, harassing the flanks and peeling off the moment a fight threatens to become a stand. It is the kite-and-strike half of the Klan: the body that reaches the far corner of the board before the enemy has decided where the danger is.

WARBIKER

GANGER

✖ 88 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Speed Freek (+1" Move always; may charge in the round it Ran) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1"

PRIMARY Agility Combat Signature

SECONDARY Brawn Ferocity Shooting

STARTING GEAR Warbike Mount · Twin Dakkagun

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✧ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame (Codex: Orks, Big Mek w/ Shokk Attack Gun).

SPECIAL

Twin Dakkagun

included

CLOSE-COMBAT

Choppa 10 credits

✧ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings (Big Choppa + Shoota, Codex: Orks).

GRENADE

Stikkbombs 30 credits

WARGEAR

Warbike Mount

included

PERSONAL

Red Paint Job 15 credits

Boosta Blasta 25 credits

✧ *Kustom Boosta* 25 credits

A Deffkopta rotor-jet or buggy exhaust bolted to the back (Red Paint Job + vehicle exhaust bitz, Codex: Orks).

Souped Up Engine 30 credits

✧ *Nitro Boosta Rig* 40 credits

A Deffkopta rotor-jet + Warbuggy nitro-tank bolted onto a rider's back (Red Paint Job + vehicle boosta bitz, Codex: Orks — Speed Freeks).

The Warbiker is the Evil Sunz mob — the Boy on a Warbike who makes up the bulk of the wedge and defines what the Klan is. The mount hands him an 8" Move and a tougher T5 hide, and slings a twin dakkagun off the handlebars; he keeps a choppa for the moment the ride reaches the enemy. He is the wave: one rider is a nuisance, a dozen crossing the open ground together is the House made flesh.

He carries the standard Kultur — Speed Freek to charge the round he Runs, Mob Rule to hold his nerve in the pack, and the Waaagh! surge feeding him as the mob starts killing. What he is not is durable off his bike: a single Wound and a 5+ save mean a Warbiker pinned or dismounted in the open is a Boy-soft body in the killing field.

His job is never to stand and trade — it is to reach the fight first, land the pass, and be somewhere else before the answer comes.

GROT

JUVE

× 28 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

SECONDARY

Cunning

Shooting

Signature

EQUIPMENT LIST	
PISTOL	PERSONAL
Grot Blasta5 credits	Red Paint Job15 credits
CLOSE-COMBAT	Grot Grapnel25 credits
Choppa10 credits	

The Grot is the cheap, weak, plentiful runt at the bottom of the mob — a knee-high gunner who exists to be numerous and expendable. He is everything an Ork is not: fragile, cowardly, and, in the one detail that matters, a better shot, his BS 4+ genuinely aiming his grot-blasta where the Boyz above him just spray. An Evil Sunz mob keeps a scattering of them for the volume and the bodies.

He does not ride, and he does not carry the Kultur — Speed Freek belongs to the riders, and a Grot only ever scurries to keep up with the mounts and gets shoved out of the way when he cannot. What he does keep is Mob Rule, holding his nerve so long as there are enough proper Orks nearby to be more frightening than the enemy. Left on his own he breaks and runs; kept in the pack he is a cheap gun that actually hits, herded along behind the wedge to hold what the bikes take.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supa-shoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ Power Klaw — Arm arc (Crew)
- ♦ Big Shoota — Built-in arc (Crew)
- ♦ Big Shoota — Built-in arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Deff Dread is an in-gang walker — a slab-armoured iron body with an Ork welded screaming into its heart — and, since the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 4+ plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 flank, 6 rear), stamping forward on twin dread claws while its built-in big-shootas hose the approach; the arms swing on either flank and the dakka is hull-fixed, so it must clank toward its prey.

In an Evil Sunz mob it is the odd one out. A five-inch crawl makes it far too slow to keep the wedge's pace — by the time the Dread reaches the fight the bikes have already made the pass and peeled away — so it is fielded rarely, brought only when a build wants a hard, patient anvil to hold ground the riders cannot. It does not carry the Kultur that hurries the rest of the mob along; it simply grinds at its own iron pace and dares the enemy to come to it, its damage and handling and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. A powerful body, but one that fights against the grain of the fastest Klan in the sector — its price provisional, re-derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFFKILLA WARTRIKE

VEHICLE

≈ 170 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	5	5+	4+	4+	5+	5+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Spinnin Big Shoota — Front arc (Crew)
- ◆ Snagga Klaw — Ram arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deffkilla Wartrike is the bike-boss's own ride — a three-wheeled command vehicle that pairs a Warboss's swagger with the fastest chassis in the mob — and, with the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Wheeled machine tearing forward at a full nine inches behind Toughness 6 front armour and five Hull Points, hung with three spinnin' big shootas that shred on the approach and a snagga-klaw that hooks whatever survives into the wheels; the guns face front and the boss drives, so it commits headlong the way a Speed Freek boss should.

In an Evil Sunz gang it is the spearhead's own tip — the war-engine a buggy-heavy build forms behind, leading the ram-line in and setting the pace the whole spearhead keeps. Where the Warbuggy harasses and the Deffkopta kites, the Wartrike commits: fast enough to reach the enemy first and hard enough to still be fighting when the rest of the wheels arrive. Field it as the anchor of a heavy vehicle mob, the loudest, fastest thing on the board short of Wazdakka himself — its damage, its handling and every Loss of Control resolved through the Ash-Wastes vehicle rules, its price provisional and re-derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The klaw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0-1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

KILLA KAN

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	4	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Walker

HARDPOINTS

♦ weapon — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

The Killa Kan is the cheap walker — a scrap-iron can with a grot bolted screaming into its guts, and, since the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 4+ plate over just four Hull Points, front-weighted (Toughness 7 to the fore, 6 to the flank, 5 to the rear), clanking forward at five inches: fragile, cheap, and the entry rung of the vehicle track.

In an Evil Sunz mob it is badly out of step. Five inches is a crawl to a klan that measures its worth in how fast it arrives — the buggies have made the pass and peeled away before the Kan has cleared its own start line — so it is fielded rarely, and only when a build wants a slow, expendable gun to hold something the wheels cannot. It carries one heavy gun on a fixed Front mount and a kan klaw for whatever closes; the grot pilots the legs, not the guns (crew Ld 6+/Cl 6+/Wil 7+/Int 8+, BS 5+), so it hits no better than a Boy on foot.

Its damage, its handling and every catastrophic Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived on the \$5c ledger — a fragile light walker in the Ork buggy band — and not ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Artillery (static)
- ◆ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WARBUGGY

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	5	5+	5+	5+	6+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Spinnin Big Shoota — Front arc (Crew)
- ◆ Skorcha — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Ram spikes (impact)

The Warbuggy is the Evil Sunz signature vehicle — the fast light attack buggy that other Klans passed over and this one claimed as its own — and, with the Klan-wide reckoning, a \$5c war-engine reckoned through the Ash-Wastes vehicle rules rather than a Brute on the fighter grid. A stripped, over-engined frame on fat tyres, it is a Wheeled machine tearing across the board at a full nine inches behind a glassy Sv 5+ hull and five Hull Points, front-open (Toughness 6 fore, 5 flank, 5 rear); it rides to war with a Skorcha to wash a knot of enemies in flame on the drive-past or a spinnin' big shoota to hose them as it wheels away, and ram-spikes to gore what it clips.

For a war-engine it is fragile, and that is the trade: it is quick and it hits from odd angles, but it will not soak a concentrated volley the way a walker does. Its whole game is the pass — sweep in, empty its guns across the enemy line, and be gone before they can bring their own to bear. It is the harass core of the Kopta-and-buggy build and the ram-line of the vehicle spearhead, the body that makes an Evil Sunz mob a wheeled thing rather than a foot one. Its damage, its handling and every catastrophic Loss of Control are resolved through the Ash-Wastes vehicle rules, and its price is provisional — the lane Bad Moons ceded, re-derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

The Power of the WAAAGH! is the mob's roar made manifest — the witchery of the Wyrdboy. Where a Sorcerer commands the warp with precise incantation, the Wyrdboy does not finesse; he conducts. The louder the Boyz

around him, the wilder the power that spills out of his head: he blinks fighters across the board with Da Jump, bursts a skull with 'Eadbanger, floods a Champion's arms with Warpath, strips armour with a crackling Zzap, stamps a cluster flat under the Foot of Gork, and swells a body 'uger with Bigged Up. The Orks field one crude lightning-rod, never a sorcerous cabal, so this single shared discipline is the whole of the greenskin psychic art — the same in every Klan, because the Ork warp is one loud thing. A Wyrdboy with access picks or rolls one power from the table at creation, each a Wyrd power that courts the warp's price, and the frailty of the caster is the rail that keeps the loud powers honest.

ROLL	POWER
1	Da Jump. The Wyrdboy bellows and the mob's roar folds the ground itself. Remove one friendly Ork fighter within range — the Wyrdboy or another — from the board, and immediately set it back up anywhere more than 4" from an enemy. It may act normally that round, but it cannot Charge in the round it was Jumped: the greenskins arrive where they are least wanted, but land too disoriented to slam home the same turn. In a mounted Klan it is the one power that lets a foot body keep the wedge's pace — a Boy blinked across the table to hold the ground the bikes just tore past.
2	'Eadbanger. The Wyrdboy fixes a single enemy in his gaze and the pressure builds behind its eyes until its 'ead goes bang. The chosen enemy fighter within range and line of sight suffers one automatic hit at Strength 6, AP -2, Damage 2. It is the discipline's flat single-target burst — no roll to hit, no cover to hide behind, just a savage spike of warp-force that cracks armour and drops a body outright as often as not. The Wyrdboy's answer to a hard target the mounted dakka only chips.
3	Warpath. The WAAAGH! sings in the target's arms and it fights like three of itself. While this power is sustained, the chosen friendly Ork — the Wyrdboy or a fighter within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offense buff that feeds the Klan's slam, turning a Nob or a mounted Champion into a genuine blender for as long as the Wyrdboy holds it. Being continuous, it consumes the caster's action every round it runs, so the mob buys one fighter's fury with its only psyker's tempo.
4	Zzap. A crackling green bolt leaps from the Wyrdboy's fingers at the far end of the board. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — roll the current fresh each time, for the warp builds unpredictably — at AP -3, Damage 1. It is the discipline's armour-strip — the longest reach of any power and a vicious negative save modifier. Its Strength runs low and swingy, so a bad roll leaves the bolt fizzling, but when it lands it shears through plate that shrugs off 'Eadbanger's flat burst. It is the tool for a heavily-armoured target the mob cannot otherwise crack.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere within range; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit, and any that is not taken Out of Action is knocked Prone and Pinned. Also called Da Krunch, it is the discipline's area-control stomp — it spreads its hits across a cluster and flattens the survivors rather than reliably killing one, the answer to an enemy that has bunched up in cover or massed for a charge of its own.

6

Bigged Up. The mob's belief made flesh — the harder the Boyz roar that a fighter is 'uge, the 'uger it gets. While this power is sustained, the chosen friendly Ork, the Wyrdboy or a fighter within 6", counts as +1 Strength and +1 Toughness. Both bonuses cap at +1 and the power does not stack with itself, so it makes one body meaningfully harder and heavier-hitting rather than snowballing. Also called Warp Strength, it is the discipline's durability buff — pair it with Warpath on the same slam-Champion and the Wyrdboy has spent his whole activation, but that Champion becomes very hard to stop.

Universal

✖ SMITE

BASIC • 12"

Smite is the universal witch-blast, the crude discharge of warp-force any psyker can loose. The chosen enemy fighter within range suffers a single automatic hit, and for each additional enemy fighter within 2" of it the blast adds one more hit — the witch-fire arcs hungriest into a clustered line. It belongs to no discipline: the Wyrdboy accesses it alongside the Power of the WAAAGH! and looses it on its own line. In his hands it is the blunt hammer beside the discipline's louder tricks, the one working that simply hurts whatever the mob has crowded up against.

👤 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Red Wunz Go Fasta. The paint has been laid on thick, and today it really goes fasta. Play this at the start of your turn. Until the end of the round, every friendly Evil Sunz fighter adds 1" to its Movement — the whole red mob surging forward a step faster than anyone was ready for. A small edge across a lot of bodies, and on the alpha turn a small edge is the difference between reaching the fight and being caught short of it.	START OF YOUR TURN
12	Kunnin Overtake. Even Orks can be sneaky, if sneaky means going round the outside at full speed. Play this in your turn when a friendly Mounted fighter makes a move. For that move, it may pass within 1" of an enemy without stopping and without being subject to being engaged, so long as it does not end the move within 1" of any enemy. The rider slings past the block, leaving the enemy grasping at exhaust smoke.	YOUR TURN
13	Zoom Past. Too fast to hit, too loud to ignore. Play this in your turn when a friendly Mounted fighter Runs. Enemy fighters cannot make reaction shots or intervening attacks against it for the duration of that move — it is simply moving too fast to draw a bead on. The rider zooms past the whole enemy line and is deep in their ground before they have finished swearing.	YOUR TURN
14	Gitfinda Rev. Rev the gitfinda gubbin until it stops sulking and actually points the gun the right way. Play this in your turn when a friendly Evil Sunz fighter makes a Shoot action with a mounted weapon. Re-roll a single failed hit roll from that attack. Orks rarely aim, and the guns rarely cooperate — so when the targeting kit deigns to work, the mob makes the most of it before it jams again.	YOUR TURN

15	Ram Speed. Point it at the enemy and do not lift off the throttle. Play this in your turn when a friendly Mounted fighter charges after moving at least 6" in a straight line. Its first close-combat hit this round deals 1 additional Damage, the whole weight of the ride carried into the blow. It is the ram made deliberate — pick the target, line up the run, and let momentum do the rest.	YOUR TURN
16	Da Long Way Round. Why hit the front when the flank is wide open and only a bit further to ride? Play this before the battle, after deployment. Pick one friendly Mounted fighter, remove it from the board, and set it up again anywhere along a table edge of your choice within your own half. It took the long way round while nobody was watching, and now it is exactly where the enemy least wants a fast body to be.	PRE-BATTLE
21	Blur. Hard to shoot what you can barely see. Play this at any time, targeting a friendly Mounted fighter that has moved this round. Until the start of your next turn, enemy fighters suffer an additional -1 to hit it with ranged attacks — it is a red streak against the dust, gone from wherever the gun was pointed. The faster it moved, the harder the shot, and this mob is never moving slowly.	ANY TIME
22	Turbo Boosta. Mash the nitro and hang on. Play this in your turn, targeting one friendly fighter as it moves. That fighter adds D6" to its Movement for the move — a sudden, wild burst of speed that carries it a whole extra stretch across the open ground. It is exactly the overtaking rush that lands a charge nobody was braced for, though the engine will sulk about it afterward.	YOUR TURN
23	Kickstart. A stalled engine just needs a good boot and a worse word. Play this in your turn, targeting one friendly fighter whose mount has stalled or whose gun has jammed. Immediately clear a single Jammy result or restart a stalled mount on that fighter, no roll required — the pit-crew reflex every Speed Freek keeps. The bike coughs, catches, and roars back into the race as if it never missed a beat.	YOUR TURN
24	Outrun Da Shootin. The best armour a Speed Freek owns is being somewhere else. Play this as a reaction, when an enemy declares a ranged attack against a friendly Mounted fighter that is Standing and Active. Before the shot is rolled, that fighter may make an immediate free move of up to half its Movement; if this carries it out of line of sight or into cover, the attack may be lost. It does not stand and take the shot — it simply is not there when it lands.	REACTION
25	Wheelie Krump. Come in on the back wheel and bring the front one down on someone's head. Play this in your turn when a friendly Mounted fighter charges. Its close-combat hits this round gain the Knockback trait, the sheer weight of the reared-up bike bowling the enemy off their feet. It is showing off, and it is also brutally effective — a struck fighter sent sprawling is a fighter not swinging back.	YOUR TURN
26	Dust Cloud. Enough bikes on enough dry ground and the whole board disappears. Play this in your turn after a friendly Mounted fighter Runs. Until the start of your next turn, that fighter and any friendly fighter within 2" of it count as being in partial cover against ranged attacks, wreathed in the churning dust the wedge throws up. The mob rides inside its own screen — there and gone, and hard to shoot in between.	YOUR TURN
31	Ere We Go Faster. The old war-cry, only louder and with more throttle behind it. Play this in your turn when a friendly Evil Sunz fighter declares a Charge. Re-roll the charge distance and add 1" to the result. Between the re-roll and the extra inch, almost nothing stays out of reach — the mob's whole game is closing the gap, and this is the tactic that refuses to let a bad roll leave a rider stranded a hair short of the fight.	YOUR TURN

32	Handbrake Turn. Yank the brake, spin the back end round, and be pointing the other way before the tyres stop screaming. Play this in your turn, targeting one friendly Mounted fighter. That fighter may immediately make a free pivot to face any direction and a free move of up to 2" in the new direction, all outside its normal move. It is the trick that turns a straight-line charger into something that can strike, wheel, and threaten a fresh angle in the same breath.	YOUR TURN
33	Redline. Push the needle into the red and keep it there. Play this in your turn, targeting one friendly Mounted fighter. It adds 3" to its Movement this round, the engine howling far past what its maker intended. Then roll a D6: on a 1, the mount overheats and the fighter cannot take the Run action next round while it cools. Speed like this is borrowed, and the engine always sends the bill.	YOUR TURN
34	Drive By. Ride in, empty the guns, ride out, and never once stop. Play this in your turn when a friendly Mounted fighter makes a Move (Simple) action. After completing that move, it may make a free Shoot action with a mounted weapon, then immediately move up to half its Movement again, breaking away from wherever it fired. The whole pass is one fluid thing — the enemy takes the dakka and is left staring at a departing exhaust plume.	YOUR TURN
35	Speed Demon. Some riders just do not know when to slow down. Play this at any time, targeting one friendly Mounted fighter that has taken the Run (Double) action this round. That fighter may still declare a Charge this round, even though it Ran — the same all-out alpha the whole Klan is built on, handed to a rider who had already spent its actions. It never stops moving, and now it never has to stop fighting to do it.	ANY TIME
36	Nitro. A squirt of the good stuff, straight into the intake. Play this in your turn, targeting one friendly Mounted fighter as it moves. That fighter adds 2" to its Movement for the move — a clean, reliable shove of extra speed with no drama and no cost. Sometimes the mob does not need a wild gamble on the throttle; it just needs to be that little bit further forward, right now.	YOUR TURN
41	Cut Em Off. You do not outrun the fastest mob in the sector — it gets there first and waits. Play this as a reaction, when an enemy fighter declares a move that would take it out of combat, off an edge, or toward an objective. Pick one friendly Mounted fighter within 8" of that enemy's path; it may immediately make a free move of up to its full Movement to intercept, ending anywhere along the enemy's intended route. If it ends within 1" of the moving enemy, that enemy's move stops there, cut off with nowhere left to run. Somebody always beats them to the exit, and it is always painted red.	REACTION
42	Road Rage. Nothing sharpens an Ork's temper like a good long run-up to a fight. Play this in your turn when a friendly Evil Sunz fighter charges after moving at least 6" this round. It gains 1 additional Attack for the ensuing close combat, all that built-up momentum and fury dumped into the enemy at once. The longer the ride in, the harder the rider hits when the ride ends — and this one has been building a temper the whole way.	YOUR TURN
43	Grot Oiler Tune Up. The runt with the oilcan earns his keep. Play this at any time, targeting one friendly fighter with a jammed weapon or a knocked mount. A Grot Oiler scurries out under fire and sets it right: clear a single Jammy result or repair a damaged weapon on that fighter with no roll. It is dangerous work for a small thing, and the Grot will complain bitterly about it — right up until the gun roars back to life and the mob cheers.	ANY TIME

44	Momentum. Weight plus speed equals a very bad day for whatever is in front. Play this in your turn when a friendly Mounted fighter charges after moving at least 8" in a straight line. For that combat, its close-combat attacks gain 1 to their Strength, the full force of the ride behind every blow. Momentum is the only thing this Klan has instead of muscle — but pile enough of it into a single charge and it hits every bit as hard.	YOUR TURN
45	Slipstream. Tuck in behind the boss and let his wake drag you along. Play this in your turn, targeting a friendly Mounted fighter that begins its move within 3" of and behind another friendly Mounted fighter. It adds 2" to its Movement for that move, riding the slipstream of the bike ahead. It is how the wedge stays together at speed — the whole convoy pulled along in one another's draft, none of them left trailing.	YOUR TURN
46	Full Throttle. No easing off the line, no warming up — throttle pinned from the horn. Play this before the battle. In the first round, every friendly Evil Sunz fighter may declare a Charge in the same round it takes the Run action, whether or not it would normally be able to. The whole mob comes off the start line already at war, crossing the open ground and slamming home before a slower gang has finished shaking out its formation.	PRE-BATTLE
51	Da Chase Is On. Nothing delights an Evil Sunz rider like something running away. Play this in your turn, targeting a friendly Mounted fighter that begins its move closer to a Broken or fleeing enemy than to any other. It adds 3" to its Movement for that move as it runs the quarry down. The mob was built to catch things, and it is never faster or happier than when the enemy has already decided to leave.	YOUR TURN
52	Skid Into Cover. Come in fast, lay the bike down, and slide the last stretch into cover in a shower of sparks. Play this in your turn when a friendly Mounted fighter ends its move within 1" of a piece of terrain that provides cover. That fighter counts as being in full cover against ranged attacks until the start of your next turn, tucked in behind the scrap it skidded up against. The pass is done, the rider is out of sight, and the enemy's return fire finds only wreckage.	YOUR TURN
53	Kannonball. Open every barrel at once and let the ammo runt worry about the rest. Play this in your turn when a friendly Evil Sunz fighter makes a Shoot action with a mounted weapon. That weapon fires one additional time as part of the action, hosing out everything it has in a single deafening burst. It is wasteful, it is loud, and against a bunched-up enemy line it is exactly the kind of wasteful the mob approves of.	YOUR TURN
54	Zip An Zap. Zip in, zap 'em, zip off — the oldest trick a Speed Freek knows. Play this in your turn when a friendly Mounted fighter makes a Shoot action. After the shot is resolved, that fighter may immediately make a free move of up to half its Movement, repositioning out of the enemy's reach. It never gives a foe a still target to answer — the gun barks, and the rider is already somewhere new before the smoke clears.	YOUR TURN
55	Faster Than Fear. You cannot be frightened off a fight you are already halfway through winning. Play this at any time, when a friendly Mounted fighter is required to take a Nerve test. That fighter automatically passes the test — the wind and the roar and the sheer speed of it leaving no room in its head for fear. The mob does not break; it just goes faster, and outruns whatever was supposed to scare it.	ANY TIME
56	Deffkopta Swoop. Down out of the smoke, rotor-klaw first. Play this in your turn, targeting a friendly Deffkopta. That fighter may make a free move of up to its full Movement and, if the move brings it into base contact with an enemy, make a single free close-combat attack at the end of it — the swooping strike that only a skimmer can pull off. Then it is climbing away again, leaving the enemy looking up and swearing at an empty sky.	YOUR TURN

61	Wazdakkas Wager. The Bike Boss's own philosophy in a single roll: go for everything, and let the dice sort out whether you live. Play this in your turn, targeting one friendly Mounted fighter, and roll a D6. On a 3 or higher, that fighter adds a full 6" to its Movement this round and its first close-combat hit deals 1 additional Damage — a screaming, reckless overtake into a devastating slam. On a 1 or 2, the engine blows and the fighter becomes Pinned where it stands. Fortune favours the fast.	YOUR TURN
62	Burn Rubber. Lay down a strip of smoking rubber and leave the enemy choking on it. Play this in your turn when a friendly Mounted fighter takes the Run (Double) action. It adds 4" to the distance moved by that Run — a flat-out sprint that eats ground no ordinary rider could cover. It is the pure acceleration tactic, the one that turns a merely fast approach into a blur that reaches the far side of the board before anyone thought to stop it.	YOUR TURN
63	Overrev. Wind the engine past every red line the Mek painted on the dial. Play this in your turn, targeting one friendly Mounted fighter. It adds 4" to its Movement this round — a savage burst of over-revved speed. But the engine pays for the abuse: that fighter cannot take the Run action next round while it recovers. It buys a single decisive surge, and the rider had better reach whatever it was chasing, because it will be limping the round after.	YOUR TURN
64	Ramshackle Speed. Half the bolts are missing and it goes faster for it — no Ork can explain why, and none of them try. Play this at any time, targeting one friendly Mounted fighter. Until the start of your next turn, it adds 2" to its Movement, its jury-rigged mount somehow finding speed no proper machine ought to. It should not work. It works anyway. The mob has long since stopped asking questions and simply rides whatever the Meks bolt together.	ANY TIME
65	Da Whole Konvoy. The whole konvoy moves as one roaring mass, and the ground trembles under it. Play this in your turn. Until the end of the round, every friendly Mounted fighter in your gang adds 2" to its Movement — the entire wedge surging forward together rather than one rider at a time. When a mounted mob needs to cross the open ground all at once and arrive in a single overwhelming wave, this is the tactic that gets every wheel across the line together.	YOUR TURN
66	Red Tide On Wheels. The highest roll on the table, and the reason the sector fears a red horizon. The whole mob hits its stride at once — a red tide on wheels, engines screaming as one. Play this in your turn. Until the end of the round, every friendly Evil Sunz fighter adds 2" to its Movement, and any that charge this round may re-roll their charge distance. It is the full alpha made manifest: the entire warband crossing the ground and slamming home in a single unstoppable wave, exactly the way the Klan was always meant to fight.	YOUR TURN

DA KULT OF SPEED

ALLIANCE

WHO	a larger Speed Freek warband riding under a Bike Boss (any Klan — the Kult of Speed takes all comers, so long as they are fast)
FACTION	orks
MY ROLE	muster
PHASE GATE	a world on the map reaches contested/Mid — a Kult of Speed is forming to raid the warzone's roads
TERMS	map-level non-aggression for the span of the Kult: neither gang raids the other's worlds while the Kult rides, and each may call once on the other's favour table; campaign-only, no shared gang list in a normal battle — but a joint battle counts both gangs' Mounted fighters when checking who is fastest in the sector

When the roads of a warzone start filling with red, a Kult of Speed is forming — a larger Speed Freek warband gathering under a Bike Boss, and it takes all comers so long as they are fast. Any Klan may ride in it; an Evil Sunz mob does not so much join as help lead the charge.

The alliance opens once a world on the map reaches contested — the Mid of its local phase — and holds for the span of the Kult. Its terms are simple map-level non-aggression: neither gang raids the other's worlds while the Kult rides, and each may call once on the other's favour table. It is campaign-only — the two gangs never share a fighting list in a normal battle. But when they do take the field together in a joint battle, both gangs' Mounted fighters are counted as one when the sector reckons who, exactly, is the fastest.

WHO	a non-Ork gang that controls a stretch of the warzone's roads or transit the Evil Sunz want to ride freely (any faction — Orks respect a good road more than a good git)
FACTION	any
MY ROLE	guest
PHASE GATE	the Evil Sunz and the partner gang hold adjacent territories and neither has recently krumped the other
TERMS	right-of-way: the partner grants the Evil Sunz free passage across its held roads and transit tunnels, and the Evil Sunz agree not to raid the partner's worlds while the truce holds; the Evil Sunz may call once on the partner's aid; the truce ends the instant either gang blocks the other's road, at which point it ends loudly

An Ork respects a good road more than a good git. When a non-Ork gang holds a stretch of the warzone's roads or transit that the Evil Sunz would rather ride than fight over, the two can strike a truce — the Open Road Truce, a right-of-way deal made between gangs that hold adjacent territories and have not lately krumped one another.

The terms run one way and then the other: the partner grants the Evil Sunz free passage across its held roads and transit tunnels, and in return the Evil Sunz agree not to raid the partner's worlds while the truce holds. Each may call once on the other's aid. It is a fragile thing, and both sides know it — the truce ends the very instant either gang blocks the other's road, and when it ends, it ends loudly.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Da Boss Skims Da Fuel. The worst you can roll from the Bike Boss. Wazdakka Gutsmek has heard your mob is doing well and has decided to help himself to a share of the fuel before he helps with anything else.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
3	A Grot Oiler On Loan. The Bike Boss sends over one of his own pit-runts — a Grot Oiler on loan, wrench in hand and grease to the elbows.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)

4	Scavenged Spares. Wazdakka's crew has a pile of scavenged spares they can spare — dented panels, a spare wheel, a fistful of rivets, all of it off something that used to belong to somebody else.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
5	A Scout Run. One of the Bike Boss's outriders makes a scout run ahead of your mob, roaring the ground and reporting back where the going is good and where the enemy is thin.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
6	A Borrowed Bike. The Bike Boss has a spare Warbike gathering dust, and for one battle it is yours to lend out.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
7	Turbo Tune. The steadiest favour the Bike Boss offers: he lets his Meks loose on one of your rides for a proper tune, the kind that leaves an engine screaming that little bit louder.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
8	A Loaner Buggy. Wazdakka rolls a spare Warbuggy out of his motor-pool and lets your mob take it for a spin — with a driver who has strict orders to bring it back mostly whole.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
9	A Warbiker On Loan. One of the Bike Boss's own riders is bored, and Wazdakka points him at your mob for a battle to keep him out of trouble.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)

10	A Deffkopta Flyby. A Deffkopta from the Bike Boss's outriders clatters overhead exactly once, guns already blazing, and is gone before anyone can shoot back.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
11	Da Fastest Runt. The Bike Boss parts with a prize: the fastest runt in his whole crew, a Grot who can outrun most Orks on foot and never shuts up about it.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)
12	Wazdakka Rides Through. The best the table can give: the Bike Boss himself, Wazdakka Gutsmek, comes roaring through with Da Akkelerator already spitting, and rides in your line for a single glorious battle.	WAZDAKKA GUTSMEK, THE BIKE BOSS (A LEGENDARY SPEED FREEK WARLORD TEARING UP THE WARZONE'S ROADS)

SUB-PLOTS

DA LONG HAUL

SUB-PLOT

Reward: the konvoy has its highway: the House banks a Reputation gain and, while it holds the connected route, all its Mounted fighters and vehicles add 1" to their Movement in every battle fought on or adjacent to that route — the open road made real

Every Speed Freek warlord dreams of one long, open road with nothing in the way — a highway of his own to run flat out from one end of his ground to the other. This sub-plot is that dream chased across a whole campaign.

You take up Da Long Haul when your mob sets out to string its territory into a single unbroken line. When you take and hold three or more worlds that form a continuous connected route across the sector map at the same time — an open road from one edge of your ground to the other — the konvoy has its highway. Your mob banks a Reputation gain, and while you hold the connected route, all your Mounted fighters and vehicles add 1" to their Movement in every battle fought on or adjacent to that route. The open road, made real, and every rider on it going that little bit fasta for knowing it is theirs.

✧ FASTEST IN DA SECTOR

SUB-PLOT

Reward: the sector acknowledges the obvious: the House banks a large one-off Reputation gain and gains the standing claim of the Fastest Mob in da Sector — while it holds the claim, once per battle it may re-roll a single failed charge distance for a Mounted fighter

There is only one title an Evil Sunz mob truly wants, and it is not a world or a hoard of teef. It is the plain, undeniable standing of being the fastest thing in the sector — and this sub-plot is how you prove it, race after race.

You pursue Fastest in da Sector across the whole campaign. Each time you win a battle in which one of your Mounted fighters was the first fighter of either gang to reach the enemy's deployment zone or a central objective, it counts toward the claim. Win three such battles and the sector acknowledges the obvious: your mob banks a large one-off Reputation gain and takes the standing claim of the Fastest Mob in da Sector. While you hold that claim, once per battle you may re-roll a single failed charge distance for a Mounted fighter — because everyone already knows your riders get there first, and now the dice remember it too.

💀 LEGENDARY NAMES

✧ DA QUIK UN

CHAMPION OR SPECIALIST

XP cost (random): 8

XP cost (chosen): 12

Da Quik-Un is the rider nobody in the mob has ever seen standing still — a Champion or specialist on a bike who seems to have finished moving before anyone noticed it start. Any Mounted fighter can earn the name, given enough near-misses and enough riders swearing it moved twice.

Its speed is all in the reflex. Once per battle, after any enemy fighter finishes an activation within 8", this fighter may immediately make a free Move (Simple) in response — reacting to the foe before the foe has even finished gloating. But a rider this twitchy cannot bear to be left behind: this fighter may never be the last of the gang to activate in a round, and if it would be, it does not activate at all that round, sitting at the throttle and refusing to go last while every slower fighter takes its turn first.

✧ DA RED BLUR

LEADER

XP cost (random): 12

XP cost (chosen): 20

Da Red Blur is the name a whole sector gives a Warboss who is never anywhere long enough to be shot at — a mounted Leader seen only as a streak of red at the edge of vision, already gone by the time the eye catches up. It is the highest speed-legend a boss can wear, and the most demanding.

This fighter adds 2" to its Movement, and once per battle may make a free Move (Simple) at the start of any round before any other fighter activates — always first off the line, always ahead of the fight. But the legend only holds while it holds true: this fighter must make a Move action as the first action of every activation, and may never begin a turn still locked in a combat it entered on a previous turn. It cannot hold position, dig in, or fight from cover. Da Red Blur exists only while it is moving; the moment it stops, it is just a Warboss in the open like any other.

✧ ONE WHEEL

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

One-Wheel is the Nob Biker or Warbiker who has forgotten the front tyre belongs on the ground at all — a Champion who takes every charge reared up on the back wheel, choppa swinging, howling with delight. The mob loves him, and gives him a wide berth.

When this fighter charges, it ignores the first 1" of any terrain in its path and adds 1 to its Attack dice, the reared-up bike carrying it clean over obstacles and bringing it down choppa-first. But a machine ridden like that only feels right at full tilt: at the end of any activation in which this fighter did not charge or make a Move (Double), roll a die, and on a 1 it is Pinned, physically unable to keep the thing balanced and still at the same time. One-Wheel goes hard or goes nowhere.

☠ TERRAIN

✧ DA JUMP RAMP

TERRAIN

Da Jump Ramp is a great heaped wedge of scrap, girders and packed rubble built up at the end of a run-up — angled skyward, scorched black, and dented all over by every machine that has ever hit it at full speed. To an Evil Sunz mob it is not an obstacle but an invitation.

A Mounted fighter or vehicle that makes a Move (Double) with a straight run-up into the base of the ramp launches into the air: it may leap up to 6" in its direction of travel, ignoring intervening terrain and fighters up to 2" tall, and may end the move on top of a level up to 2" high. If it lands within 1" of an enemy it may immediately charge, and that enemy is Pinned by the sheer sight of an Ork coming down out of the sky on a screaming bike. On-foot fighters get no use from the ramp beyond scrambling clear of whatever is about to come off it.

Da Speed Strip is a long straight run of cleared, flattened rockcrete — an old transit way the Evil Sunz have swept of rubble and lined on both sides with the burnt-out wrecks of everything that proved too slow to get off it in time. It exists for one purpose: going fast in a straight line.

Any fighter making a Move action that travels entirely along the length of the Strip adds 3" to that Move, carried along by the clear, flat run. A Mounted fighter or vehicle that charges down its length adds 1 to its Attack dice for the ensuing fight, all that gathered speed dumped into the blow. The Strip offers no cover of any kind — it is open ground meant for tearing across, not for hiding on, and a fighter caught standing on it is a fighter in plain sight of every gun on the board.

✂ DA BIG RACE

SCENARIO

ATTACKER	the Evil Sunz mob (throttle already pinned)
DEFENDER	a rival gang that thought it could hold a stretch of road
DEPLOY	a long board with a marked start line along one short edge and a finish line along the other; both gangs deploy within 6" of the start line, the Evil Sunz taking the outside lanes; a lane of comparatively open ground (the "strip") runs down the centre, walled by scrap and wreckage
OBJECTIVE	be the first gang to get a fighter across the finish line at the far edge — and, being Orks, krump anyone who gets in the way of doing so; ranged and melee attacks are fully permitted, this is a race and a running battle at once
VICTORY	the first gang to move a non-Broken fighter into base contact with the far edge wins immediately; if the game reaches the round limit with nobody across, the gang with a fighter furthest down the strip wins; a gang that bottles out concedes the race
REWARDS	the winner claims the road and the Reputation of owning the fastest mob in the sector; a decisive Evil Sunz win recruits a wandering Speed Freek who watched the finish and wants in; the fighter who crossed the line first may take a free advance toward Movement if eligible
CONTROL TRACK	a contested-road clash ('control-track') — the winner shifts the marker +1 in their favour (+2 if they crossed the line while the loser was still in their own half), seizing the route; a loser who bottles gives ground and the marker shifts against them regardless of distance run

Sooner or later an Evil Sunz mob stops fighting over territory and just settles the only question that ever really mattered: who is fastest. This is that question, run at full throttle, with fists.

ATTACKER & DEFENDER The Evil Sunz are the attacker, throttle already pinned. The defender is a rival gang that thought it could hold a stretch of road and is about to learn otherwise.

THE BATTLEFIELD Use a long board with a marked start line along one short edge and a finish line along the other. A lane of comparatively open ground — the strip — runs down the centre, walled on both sides by scrap and wreckage.

DEPLOYMENT Both gangs deploy within 6" of the start line, the Evil Sunz taking the outside lanes.

THE RUNNING BATTLE This is a race and a fight at once. Each gang is trying to get a fighter the length of the strip to the far edge — and, being who they are, to krump anyone in the way of doing it. Ranged and melee attacks are fully permitted throughout; nothing about the race calls a truce.

ENDING THE BATTLE The first gang to move a non-Broken fighter into base contact with the far edge wins immediately. If the round limit is reached with no one across, the gang with a fighter furthest down the strip wins. A gang that bottles out concedes the race.

VICTORY & REWARDS The winner claims the road and the standing of owning the fastest mob in the sector. A decisive Evil Sunz win draws in a wandering Speed Freek who watched the finish and wants in. The fighter who crossed the line first may, if eligible, take a free advance toward its Movement.

ON THE CONTROL TRACK A contested-road clash: the winner shifts the marker one step in its favour, or two if its fighter crossed the line while the loser was still in its own half. A loser who bottles gives ground, and the marker shifts against it regardless of how far it ran.

ATTACKER	the Evil Sunz mob (the hunters)
DEFENDER	a smaller or slower gang trying to get off the board alive (the quarry)
DEPLOY	the quarry deploys first, anywhere in the central third of the board, and picks one long edge as its escape edge; the Evil Sunz deploy second within 6" of the opposite long edge; the quarry moves first each round
OBJECTIVE	the quarry is trying to get its fighters off its chosen escape edge; the Evil Sunz are trying to run them down and take them Out of Action before they get there — a pursuit, not a standoff
VICTORY	the quarry wins if it gets more than half its starting fighters off the escape edge; the Evil Sunz win if they prevent that by taking fighters Out of Action or Pinning them short of the edge; if exactly half escape it is a bloody draw and the survivors will remember the ride
REWARDS	the Evil Sunz claim the salvage and captives of everyone they caught (normal Captured rules apply to fighters taken Out of Action within 6" of the escape edge); a clean sweep — nobody escapes — earns a large Reputation bonus and the sector's lasting understanding that you cannot outrun the red mob
CONTROL TRACK	a pursuit across contested ground ('control-track') — if the Evil Sunz stop the quarry escaping, the marker shifts +1 toward the Evil Sunz (they own the roads out); if the quarry gets away clean, the marker holds and the quarry banks the story of having outrun Evil Sunz, which is worth telling because it so rarely happens

Someone smaller and slower has decided to leave before the Evil Sunz arrive. That was always going to be the hard part, because nobody outruns the red mob.

ATTACKER & DEFENDER The Evil Sunz are the hunters. The defender is a smaller or slower gang trying to get off the board alive — the quarry.

THE BATTLEFIELD & DEPLOYMENT The quarry deploys first, anywhere in the central third of the board, and picks one long edge as its escape edge. The Evil Sunz deploy second, within 6" of the opposite long edge. The quarry moves first each round.

THE PURSUIT This is a chase, not a standoff. The quarry is trying to get its fighters off its chosen escape edge; the Evil Sunz are trying to run them down and take them Out of Action before they reach it.

ENDING THE BATTLE The quarry wins if more than half its starting fighters escape off the chosen edge. The Evil Sunz win if they prevent that, by taking the runners Out of Action or Pinning them short of the edge. If exactly half escape, it is a bloody draw, and the survivors will remember the ride.

VICTORY & REWARDS The Evil Sunz claim the salvage and captives of everyone they caught — the normal Captured rules apply to any fighter taken Out of Action within 6" of the escape edge. A clean sweep, with nobody escaping, earns a large Reputation bonus and the sector's lasting understanding that the red mob cannot be outrun.

ON THE CONTROL TRACK A pursuit across contested ground. If the Evil Sunz stop the quarry escaping, the marker shifts one step toward them — they own the roads out. If the quarry gets away clean, the marker holds, and the quarry banks the rare story of having outrun the Evil Sunz, which is worth telling precisely because it so seldom happens.



OR KS · HOUSE DOSSIER

DEATHSKULLS KLAN

the lucky-blue looters of the green tide

The Deathskulls are the green tide with its pockets full of everyone else's kit — a broad salvage mob daubed head to foot in lucky blue, forever convinced that blue is the luckiest colour there is and that a coat of it makes any cobbled, half-broken gun fire true. On the battlefield this House does not overwhelm. It has no melee wall, no dug-in gunline, no mounted charge — no spike of raw power at all. What it has is reliability: the mob that never breaks, never jams for good, and never runs out. Where a rival Klan eats a bad die, a Deathskull re-rolls it; where a rival runs dry, a Deathskull strips a fallen foe and fires on. Blue Means Luck lets each fighter shrug one failed roll a round, and Lucky Blue keeps every gun near a boss barking through its jams. They win the long game or not at all — grinding a flashier enemy flat by simply outlasting it and hauling off the wreckage while it bleeds. The one thing that undoes them is a foe that ends the fight fast, before the luck can ever pay.

◡ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss — lucky-blue)
- ♦ 0-2 Champions — Deathskulls Mek-rich (Meks / Spanners, plus optional Meganob / Doc / Wyrdboy)
- ♦ Boyz / Loota-Boyz the bulk; Grots cheap and plentiful (the salvage crews)
- ♦ 0-1 Brute (a Looted Wagon by preference)
- ♦ Backbone (Deathskulls-loose): Gangers + Juvies $\geq$ 1x Leaders + Champions — the broad salvage mob
- ♦ Every Ork foot and bike fighter carries Mob Rule, the Waaagh, and Blue Means Luck — part of the fighter; Grots, walkers, the Looted Wagon and superheavies don't share Blue Means Luck
- ♦ The Swelling Loot-Hoard: campaign wins strip the field and grow the Stash, and the mob grows luckier still

A Deathskulls gang forms up on 1,500 credits, built broad rather than deep. Exactly one Leader stands at its head — a lucky-blue Warboss — supported by up to two Champions, and this House leans them toward Meks and Spanners, the tinkerers who keep the salvage working, with a Meganob, Doc or Wyrdboy as the mood takes. Boyz and Loota-Boyz make up the bulk, and cheap Grot scrounge-crews run thick beneath them; a single Brute, by preference a Looted Wagon, rounds the mob out. The backbone rule is kept deliberately loose — Gangers and Juvies need only match the count of Leaders and Champions — so the gang spreads wide across a bit of every looted gun rather than massing on one specialism. Over a campaign the mob does not so much grow as accumulate: each win strips the field, the Stash of Looted Bitz swells, and the reliability edge compounds.

👤 GANG RULES

✂ BLUE MEANS LUCK

GANG RULE

Blue Means Luck is the Deathskulls Kultur — the whole House's superstition hardened into a battlefield truth. Once per round, a fighter may re-roll one failed dice roll of its own: a Hit, a Wound, a save, an Ammo check, or a Jammy result. Alone among the Klans, the Deathskulls can buy off the Jammy gamble that plagues every looted gun; where a rival mob eats the stutter and falls silent, a Deathskull simply rolls again and fires true. The luck is bounded — a single die, once a round, and only the fighter's own rolls. Each result may be re-rolled just once, so a die already saved by this Kultur cannot be saved a second time by a Champion's Lucky Blue. It grants no accuracy, no damage and no speed: it does not spike the good roll, it shrugs the bad one. This is the reliability that defines the House — the reason a Deathskulls mob never quite breaks and never quite jams for good, grinding on where a flashier gang would falter.

✂ LUCKY BLUE

GANG RULE

Lucky Blue is the boss's luck spilling over onto everyone around him — the reason a Deathskulls mob keeps shooting when any other Klan's guns would have choked. While a friendly Ork is within six inches of a Deathskulls Champion or the Warboss, it may re-roll one failed Ammo check or Jammy result each round, the blue running off the boss and down the firing line. It is reliability, not lethality: the aura touches only jams and empty magazines, never a Hit or a Wound, so it buys the mob uptime rather than punch. Like the Kultur it feeds alongside, it is capped at a single re-roll a round, and it will not save a die that Blue Means Luck has already saved. Around a boss, a Deathskulls gunline built on dodgy salvage becomes something close to dependable — the whole point of standing close to the lucky-blue.

FIGHTERS

WARBOSS

LEADER

✖ 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES WAAAGH! (*calls the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Blue Means Luck (*once/round re-rolls one failed die of its own*) Lucky Blue SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any
- re-roll Ammo

PRIMARY

Combat Cunning Ferocity

Leadership Signature

SECONDARY

Brawn Savant Shooting

STARTING GEAR Eavy Armour

FREE SKILL Scrounge

EQUIPMENT LIST

BASIC

Shoota **15 credits**

PISTOL

Slugga **10 credits**

Kustom Mega Slugga **20 credits**

✦ *Shokk Slugga* **20 credits**

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

SPECIAL

Looted Gun **25 credits**

✦ *Frankenblasta* **35 credits**

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced above the stock looted-gun/big-shoota band.

Kustom Mega Blasta **45 credits**

CLOSE-COMBAT

Uge Choppa **35 credits**

Power Klaw **45 credits**

✦ *Buzzsaw Klaw* **60 credits**

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs **30 credits**

ARMOUR

Eavy Armour

included

PERSONAL		STATUS	
Lucky Blue Paint	20 credits	Bosspole	25 credits
Cybork Body	45 credits	Stash Of Looted Bitz	25 credits
♣ <i>Bionik Bonce</i>	50 credits	Waaagh Banner	
<i>Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.</i>		<i>in kit</i>	

Every Deathskulls mob answers to a Warboss who has, by his own reckoning, never once eaten a bad roll — the luckiest git alive, hung with blue charms and other mobs' teef. He is the anchor the salvage mob forms around: a heavy melee body with three Wounds and a punishing profile, striding at the front where the whole gang can see the blue. He calls the Waaagh! that surges the mob to violence, stands steady under Mob Rule while greenskins are near, and re-rolls a failed die of his own each round through Blue Means Luck. More than that, he projects Lucky Blue — the six-inch bubble in which friendly guns re-roll a jam or an empty magazine — so the salvage arsenal keeps barking wherever he leads. He comes cradling a Kustom Mega-slugga and a Power klaw, and starts already versed in Scrounge, forever eyeing the field for the next thing worth prising loose. Point him where the grind will be longest and let the luck do the rest.

MEGANOB

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Blue Means Luck (*once/round re-rolls one failed die of its own*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

Shooting

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Big Shoota 40 credits

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

PERSONAL

Lucky Blue Paint 20 credits

✦ *Bionik Bonce* 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

The Meganob is the anvil of the mob — an Ork buried in looted mega-plate, its inherent save the toughest a Deathskull can wear, bolted together from the best scrap that has survived a dozen battles. It moves slowly and hits like a falling wall: a Power klaw for anything armoured and a Kustom mega-blasta for anything that stays at range. It feeds the Waaagh!, stands unshakeable under Mob Rule, and re-rolls one failed die a round through Blue Means Luck, which pairs neatly with a mega-blasta that would otherwise cook its bearer on the misfire. Where the lighter Champions dance around the reliability game, the Meganob simply refuses to fall over, a two-Wound brick of salvaged armour that grinds forward while the mob loots around it. It carries no aura and needs none — its job is to be where the enemy's best blows land and to still be standing when the luck runs its course. A slow, mean, on-brand centrepiece for a Klan that bolts on whatever the field leaves behind.

MEK

CHAMPION

≈ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES	WAAAGH! (feeds and benefits from the gang surge)	Mob Rule (auto-steady near friendly Orks)
Blue Means Luck (once/round re-rolls one failed die of its own)	Lucky Blue	SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any
- re-roll Ammo

PRIMARY	Cunning	Savant	SECONDARY	Agility	Brawn	Shooting
				Signature		

STARTING GEAR Eavy Armour
FREE SKILL Scrounge

EQUIPMENT LIST

BASIC

Kustom Shoota 20 credits

PISTOL

Kustom Mega Slugga 20 credits

SPECIAL

Looted Gun 25 credits

✦ Frankenblasta 35 credits

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced above the stock looted-gun/big-shoota band.

Kustom Mega Blasta 45 credits

✦ Squig Launcha 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

✦ Kustom Blasta Kannon 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

HEAVY

Rokkit Launcha 45 credits

CLOSE-COMBAT

Choppa 10 credits

GRENADE

Stikkbombs 30 credits

Tankbusta Bombs 45 credits

ARMOUR

Eavy Armour

included

Kustom Force Field

in kit

WARGEAR

Grot Oiler 25 credits

✦ Grot Riggers 30 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

Grot Salvage Team 30 credits

PERSONAL

Lucky Blue Paint	20 credits

✧ <i>Kustom Boosta</i>	25 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

✧ <i>Bionik Bonce</i>	50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

The Mek is the beating heart of a Deathskulls mob — the tinkerer who makes the looted rubbish work. Sharing the Nob's frame, it trades some of the brawling for a head full of kustom know-how, and it is here that the House's Cunning and Savant leanings come alive. It feeds the Waaagh!, steadies under Mob Rule, and re-rolls one failed die a round through Blue Means Luck, while its Lucky Blue aura keeps every gun within six inches firing through the jams — exactly what a salvage arsenal built on dodgy looted dakka needs most. It fields a Kustom mega-blasta and a looted Kustom Mega-slugga, both prone to the same overheating gamble the Mek is best placed to laugh off, and it starts knowing Scrounge, forever stripping a Looted Bit from any fighter that drops nearby. Ring a Deathskulls gang around one or two Mekes and the guns never fall silent: the Mek is the reason the mob never runs dry, and the closest thing the green tide has to a quartermaster.

NOB

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge) Mob Rule (auto-steady near friendly Orks)

Blue Means Luck (once/round re-rolls one failed die of its own) Lucky Blue SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any
- re-roll Ammo

PRIMARY

Brawn Combat Signature

SECONDARY

Cunning Ferocity Leadership
Shooting

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

Kustom Mega Slugga 20 credits

✧ Shokk Slugga 20 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced a bove its cheapest stock in-category sibling.

SPECIAL

Looted Gun 25 credits

✧ Frankenblasta 35 credits

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced a bove the stock looted-gun/big-shoota band.

Big Shoota 40 credits

CLOSE-COMBAT

Big Choppa 25 credits

✧ Dakka Choppa 35 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced a bove its cheapest stock in-category sibling.

Power Klaw 45 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Lucky Blue Paint 20 credits

Cybork Body 45 credits

✧ Bionik Bonce 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced a bove its cheapest stock in-category sibling.

The Nob is the elite Boy grown big and mean — the Champion backbone the salvage crews cluster behind. Two Wounds and a solid melee profile make it the mob's muscle, whether it is bossing a knot of Loota-Boyz or wading

in to finish what the guns started. It feeds and rides the Waaagh!, holds firm under Mob Rule near friendly Orks, and shrugs one failed die a round through Blue Means Luck. Like every boss in the Klan it carries Lucky Blue, the six-inch aura that keeps nearby guns re-rolling their jams and empties, so a Nob planted in the firing line doubles as a reliability anchor for the deffguns around it. It marches with a Big shoota and a Slugga and comes schooled in Krumpin', lending its melee weight to the fighters beside it. Cheap for a Champion and endlessly useful, the Nob is where a Deathskulls mob spends its middle — the loot-boss, the pit-boss, the one that keeps the grind moving.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Blue Means Luck (once/round re-rolls one failed die of its own)

SEE SPECIAL RULES

PSYKER (Psyker — Power of the WAAAGH! discipline + Smite)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. Among the Deathskulls the keyword belongs to the Wyrdboy alone — no Boy, Nob or Mek touches the warp — and through it he conducts the Power of the WAAAGH!, the ambient psychic roar every Ork mob radiates, alongside the universal witch-blast of Smite. Each working is attempted through the standard Wyrd Power rules, and every one courts the warp's price in Perils. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- re-roll any

PRIMARY

Ferocity

Power of the WAAAGH!

SECONDARY

Cunning

Savant

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	ARMOUR
Slugga10 credits	Scrap Armour
CLOSE-COMBAT	included
Choppa10 credits	PERSONAL
	Lucky Blue Paint20 credits

The Wyrdboy is the mob's crackling liability and its unlikely artillery — a frail Ork whose skull runs so hot with the greenskin gestalt that lightning leaks from it whether he wants it to or not. His armament is not on any buy-list but in the Wyrd Powers he channels, a ranged psychic threat kept apart from ordinary skill access. In every other respect he is a soft target: a single melee weapon, a pistol, and a save worth little. He feeds the Waaagh! and holds under Mob Rule like any Ork, and Blue Means Luck lets him re-roll one failed die a round — welcome insurance for a fighter whose own powers can turn on him. A Deathskulls mob fields one only now and then, tucked behind the salvage crews where his lightning can reach over the mob without the enemy reaching him. Fragile, unpredictable and occasionally battle-winning, the Wyrdboy is the gamble a lucky Klan can better afford than most.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge) Mob Rule (auto-steady near friendly Orks)

Blue Means Luck (once/round re-rolls one failed die of its own) Beastly Rage (the charge-fury of the hunter)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any

PRIMARY Combat Ferocity Signature SECONDARY Brawn Cunning Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ Dakka Choppa 35 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

✦ Buzzsaw Klaw 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

WARGEAR

Attack Squig 60 credits

PERSONAL

Lucky Blue Paint 20 credits

ACCESSORY

✦ Stikkbomb Chukka 30 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

The Beast Snagga is the durable brawler of the mob — a thick-hided Ork bred to run down big game, and just as happy running down a rival gang. Its Toughness runs a notch above the common Boy, so it shrugs wounds a mob-mate would drop from, and Beastly Rage lends real fury to its charge. It feeds the Waaagh!, holds firm under Mob Rule, and re-rolls one failed die a round through Blue Means Luck, a reliability layered right on top of its natural resilience. It hunts with a Snagga klaw that drags a victim down and a Slugga for the closing yards, a striker that wants to be in among the enemy where its Strength and staying-power tell. In a Klan defined by outlasting the foe, the Beast Snagga is the body that most literally does it — a tough scrounger that weathers the fight, strips what

falls, and is still on its feet when a flashier attacker has spent itself. Field a knot of them and the mob gains a grinding, wound-shrugging spine.

BOY

GANGER

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Blue Means Luck (once/round re-rolls one failed die of its own)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any

PRIMARY

Shooting

Signature

SECONDARY

Agility

Combat

Cunning

Savant

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Shoota15 credits	Choppa10 credits
PISTOL	☞ Dakka Choppa35 credits
Slugga10 credits	Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.
SPECIAL	GRENADE
Looted Gun25 credits	Stikkbombs30 credits
☞ Frankenblasta35 credits	ARMOUR
A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced above the stock looted-gun/big-shoota band.	Scrap Armour
Big Shoota40 credits	included
☞ Squig Launcha50 credits	WARGEAR
Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.	Ammo Runt20 credits
HEAVY	Grot Oiler25 credits
Rokkit Launcha45 credits	☞ Grot Riggers30 credits
Deffgun60 credits	Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

PERSONAL		ACCESSORY	
Lucky Blue Paint	20 credits	✧ Stikkbomb Chukka	30 credits
✧ Kustom Boosta	25 credits	<i>Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.</i>	
<i>Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.</i>			

The Boy is the foot bulk of the green tide, and in a Deathskulls mob its favourite face is the Loota-Boy — a Boy who has hoisted a Deffgun and become the re-rollable fire-base the whole House is built around. One Wound and a poor Ballistic profile mean the individual Boy is nothing special; the point is the volume of dakka and the fact that it never has to stop. It feeds and benefits from the Waaagh!, stands steady under Mob Rule while the mob is thick around it, and re-rolls one failed die a round through Blue Means Luck. Standing inside a boss's Lucky Blue bubble, a Loota-Boy shrugs off the jams and empties that would silence any other Klan's gunline, hammering away with a Deffgun that simply keeps firing. It starts with that Deffgun and a Slugga and asks for nothing clever — just a clear lane and a boss nearby. Cheap, plentiful and relentlessly reliable, the Boyz are the reason the Deathskulls out-last.

GROT

JUVE

× 30 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES *Mob Rule (auto-steady near friendly Orks)* SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

Cunning

SECONDARY

Savant

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Grot Blasta 5 credits

CLOSE-COMBAT

Choppa 10 credits

ARMOUR

Scrap Armour

included

PERSONAL

Lucky Blue Paint 20 credits

Grot Grapnel 25 credits

The Grot is the cheapest, weakest, most numerous body a Deathskulls mob can field — and, in this House, one of its most useful. The little gunners actually aim, their Ballistic profile better than any Ork's, and they make the finest scrounge-crews in the green tide: quick, expendable hands for stripping a field and hauling loot the bigger boyz would rather leave. A single Wound and a feeble frame mean a Grot dies easily, but Mob Rule keeps it steady while Orks loom nearby, and there are always more. It carries a Grot-blasta and little else, pointed at the enemy more in hope than expectation. The Deathskulls do not spend Grots as fodder so much as put them to work — running the salvage, tending the guns, swarming an objective the mob has decided is theirs. Take them by the fistful; a lost Grot is no loss the mob will feel, and a live one is always doing something worth the teef.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	6	6+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ◆ Power Klaw — Front arc (Crew)
- ◆ Power Klaw — Front arc (Crew)
- ◆ Big Shoota — Front arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deff Dread is a walking scrap-yard with an Ork welded inside it — the loot made lethal, and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ salvaged plate over six Hull Points, front-weighted (Toughness 7 to the front, 6 to the flank, 5 to the rear) and stamping forward at a slow five inches — a battlefield's worth of scavenge bolted into one furious frame, trundling into the enemy line to anchor a fight the mob means to win slowly. Two great dread claws shear through anything the walker corners, while a pair of built-in big shootas spit clattering dakka on the approach; every hardpoint is a fixed Front mount, so the Dread must face its quarry to bring klaw or gun to bear. Expensive and unsubtle, the on-brand looted walker every scrounger-boss dreams of fielding — its damage, its handling, and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The klaw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LOOTED WAGON

VEHICLE

✕ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Looted Kannon — Turret arc (Crew)
- ♦ Big Shoota — Hull arc (Crew)
- ♦ weapon — Ram arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Looted Wagon is the Deathskulls' signature ride — a battlewagon bodged together from the wrecks of a dozen battles, all riveted plate, scavenged tracks and a mounted Looted Kannon that fires whatever shells the crew scrounged last — and, since the war-engines left the gang grid, no longer a Brute but a \$5c VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Tracked hull of Sv 4+ salvaged plate over eight Hull Points, genuinely tough where it faces the enemy (Toughness 8 to the front, 7 to the flank, 6 to the rear) and grinding forward at a steady eight inches — built to soak fire and haul the mob into a slow grinding fight rather than to race anywhere. Where another Klan's vehicle is a fast, fragile alpha-strike, the Wagon is a durable salvage-transport, the armoured centrepiece the salvage crews cluster behind. Its turret Looted Kannon lobbs a heavy blast down the field and a hull Big shoota adds close-in dakka, both cobbled and both prone to jamming — which is exactly why a lucky Klan is happy to field them — while a welded scrap-ram lets it grind through anything it can catch. This is flavour and function both: not the identity of the House, but the tough, trundling heart of a mob that means to still be on the board when the enemy has run out of everything. Its handling, its Hull Points and every Loss of Control are reckoned on the Ash-Wastes vehicle profile; its price is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

♦ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

♦ 0-1 per gang
♦ Artillery (static)
♦ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

The Power of the WAAAGH! is the witchery of the Wyrdboy — the mob's roar made manifest. Where a sorcerer commands the warp with precise incantation, the Wyrdboy does not finesse; he conducts. The louder the mob,

the wilder the power: green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork stamping down where it is least convenient. This is the one shared Ork discipline — a Deathskulls Wyrdboy channels the very same six powers as any other Klan's, for the Greenskin warp is a single loud thing, not a library of traditions, and a lucky-blue mob simply reckons the lightning lands truer for the paint. A Wyrdboy with access picks or rolls one power from the table below at creation, each a Wyrd power that courts the warp's price, kept honest by the paper-thin caster who carries it.

ROLL	POWER
1	Da Jump. The Wyrdboy throws back his head and the mob's roar folds space around a chosen friendly Ork — himself or another — within 12". Remove that fighter from the board and immediately set it back up anywhere more than 4" from an enemy; it may act normally afterward but cannot Charge the round it Jumps. The Boyz arrive where they are least wanted and least expected, a redeploy no enemy line can cover, gated against the psychic alpha-strike only by that same-round charge ban. It is the discipline's mobility trick, and in a salvage mob that wants to be everywhere the loot is, an unreasonably good one.
2	Eadbanger. The Wyrdboy fixes his gaze on a single enemy within 18" and line of sight, and the pressure builds behind its eyes until its 'ead goes bang. The chosen fighter suffers a single automatic Strength 6, AP -2, Damage 2 hit — a flat, reliable burst that ignores cover and cares nothing for the target's own armour of nerve. It is the crudest killing trick in the discipline and often the most useful: no roll to hit, no gun to jam, just the mob's malice arriving behind the eyes of whoever the Wyrdboy dislikes most.
3	Warpath. While the Wyrdboy sustains this working, a chosen friendly Ork within 6" — himself or another — feels the WAAAGH! sing in its arms: +1 Attack on its close-combat attacks and a re-roll on its charge distance. It is continuous, consuming the Wyrdboy's action each round it is held, so the buff costs the gang its only caster's tempo — a fair price for turning a Boy into a blender on the charge. Warpath feeds the greenskin appetite for the grind, the discipline's offense engine, best hung on whatever body the mob most wants in the enemy's teeth.
4	Zzap. A crackling green bolt leaps from the Wyrdboy's fingers at a chosen enemy within 24". It suffers a single automatic hit at Strength D3+4 — rolled each time, for the current builds unpredictably — with a savage AP -3 and Damage 1. Zzap is the armour-strip power: long-ranged and vicious against plate, but swingy, since a bad Strength roll fizzles against a tough target where a good one shears clean through. It is held distinct from 'Eadbanger's flat burst by exactly that gamble — the Wyrdboy never quite knows how hard the lightning will land, only that it will land somewhere it hurts.
5	Foot Of Gork. The Wyrdboy stamps, and a translucent green boot the size of a Gargant stamps down with him. Place a Blast (3") marker anywhere within 18"; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit, and any not taken Out of Action is knocked Prone and Pinned. Da Krunch is the area-control stomp — it spreads hits across a cluster and pins a whole knot of the enemy rather than killing one outright, best loosed into a bunched-up firing line or a mob about to charge. The classic image of the discipline: Gork's own foot, come down where it is least convenient.

6

Bigged Up. While the Wyrdboy sustains this working, the mob's belief makes a chosen friendly Ork within 6" — himself or another — physically bigger: it counts as +1 Strength and +1 Toughness, capped at +1 each and not stacking with itself. Warp Strength is the durability-and-melee buff, the classic greenskin trick of an Ork swelling to match how 'ard it reckons it is. Continuous, so like Warpath it ties up the Wyrdboy's every action to hold — but a Boy at Strength 5 and Toughness 5 is a very different problem for the enemy than the one that started the round.

Universal

✕ SMITE

BASIC • 12"

Smite is the universal witch-blast, the raw discharge of warp-force any psyker can call. A chosen enemy within 12" suffers a single automatic hit, and for each additional enemy within 2" of it the blast adds one more hit, biting hardest into a clustered line. It belongs to no discipline: any fighter with the Psyker keyword and access may loose it alongside its own school. In a Wyrdboy's hands it is the crude hammer beside the WAAAGH!'s louder tricks — the one working that simply hurts, and never runs out of targets in a proper scrum.

☠ GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Lucky Start. Before the battle, when the priority or scenario roll is made, play this to re-roll it. The Deathskulls got a lucky start — the wind, the ground and the dice all breaking their way before a shot is fired. The mob will tell you it is the blue. It is always the blue.	BEFORE THE BATTLE, WHEN THE PRIORITY/SCENARIO ROLL IS MADE
12	Blue War Paint. At the start of the battle, pick one fighter and cover it head to foot in fresh lucky blue. For the whole battle that fighter counts as carrying Lucky Blue Paint, re-rolling one failed save — a last-minute daubing the mob swears makes all the difference.	START OF THE BATTLE
13	Grabbed The Good Stuff. At the start of the battle, one friendly fighter has grabbed something choice from the Stash on its way out. Give that fighter a single common item of your choice for the duration of the battle — the mob's magpies always seem to know which bit of the hoard the day will call for.	START OF THE BATTLE
14	Never Runs Dry. At the start of your turn, declare the mob's ammo bottomless. Until your next turn, friendly fighters ignore the first Ammo check each of them fails — the Deathskulls simply never seem to run dry, pockets and Grots and stashes coughing up one more drum every time a gun clicks empty.	START OF YOUR TURN
15	Scrounged A Reload. On your turn, a friendly fighter has scrounged a reload from somewhere — a fallen body, a Grot, its own deep pockets. That fighter immediately reloads one weapon that has run out of ammo, no check required. A Deathskull is never quite as empty as its gun's click would suggest.	YOUR TURN

16	Jammy Git. After a friendly fighter fails any dice roll, play this to re-roll it. The fighter is a jammy git of the first order — the sort the rest of the mob mutters about, who falls in the muck and comes up holding a working gun. This time the luck is on the record.	ANY TIME — AFTER A FRIENDLY FIGHTER FAILS A DICE ROLL
21	Salvage Eye. At the start of the battle, during deployment, one friendly fighter's salvage-eye has already marked the best pickings. That fighter may be deployed anywhere on the mob's half of the field rather than in the deployment zone — the scrounger knows exactly where the good stuff fell, and got there first.	START OF THE BATTLE, DURING DEPLOYMENT
22	Looted Bitz. On your turn, when a friendly fighter shoots a looted weapon, play this: the fighter has bolted on a scavenged bit that suits the moment. That shot gains +1 Strength — a fatter shell, a longer barrel, some bit of somebody else's gun the scrounger decided looked useful. It usually is.	YOUR TURN, WHEN A FRIENDLY FIGHTER SHOOTS A LOOTED WEAPON
23	Blue Luck Rubs Off. When a friendly fighter within six inches of a Champion or the Warboss fails a save, play this: the boss's luck rubs off just in time, and that fighter may re-roll the save. The blue runs thickest near the bosses, and sometimes it splashes onto exactly the right git at exactly the right moment.	ANY TIME — AFTER A FRIENDLY FIGHTER WITHIN 6" OF A CHAMPION OR THE WARBOSS FAILS A SAVE
24	Kustom Job. At the start of the battle, one friendly fighter's weapon has had a proper kustom job from the mob's Meks. For that battle the weapon loses its Jammy trouble — tightened, oiled and blessed blue, it will not choke. Even looted rubbish shoots straight when a Mek has been at it overnight.	START OF THE BATTLE
25	Two Skulls. After a friendly fighter fails a Hit roll, play this to re-roll it. The Deathskull spat, muttered something about two skulls being luckier than one, and swung again — and this time it connected. Half the mob's tactics are pure superstition. Most of them work.	ANY TIME — AFTER A FRIENDLY FIGHTER FAILS A HIT ROLL
26	Scavengers Eye. At the end of any round, the mob's scavenger's-eye picks something worth having out of the wreckage. Bank a common item into the gang's Stash for after the battle — a working part, a half-full magazine, a bit of plate — spotted and pocketed while everyone else was busy dying.	END OF ANY ROUND
31	It Fired Anyway. When a friendly weapon would run out of ammo, play this: it fired anyway. Ignore that Ammo check entirely — against all reason and most of the laws of dakka, the cobbled gun coughs out one more shot. The Deathskull holding it never doubted it for a moment.	ANY TIME — WHEN A FRIENDLY WEAPON WOULD RUN OUT OF AMMO
32	Cobbled Together. When a friendly fighter is taken Out of Action, play this: the mob's Meks cobble its gear back into service on the spot. One weapon the fallen fighter carried is passed to another friendly fighter within three inches, which may use it for the rest of the battle. Nothing a Deathskull owned ever goes to waste.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
33	Blue Streak. After a friendly fighter fails a Wound roll, play this to re-roll it — the fighter is on a blue streak, and the dice know it. One botched blow becomes a solid one, the kind of small mercy that decides a grinding fight.	ANY TIME — AFTER A FRIENDLY FIGHTER FAILS A WOUND ROLL

34	Loot The Fallen. When an enemy fighter is taken Out of Action within three inches of a friendly fighter, play this to loot the fallen at once. Bank D3x10 credits of salvage into the gang's Stash — the Deathskull was already going through the pockets before the body hit the ground.	WHEN AN ENEMY FIGHTER IS TAKEN OUT OF ACTION WITHIN 3" OF A FRIENDLY FIGHTER
35	Lucky Escape. When a friendly fighter rolls on the Injury dice, play this to re-roll the result. The fighter has had a lucky escape — buried in scrap, dragged clear by a Grot, or simply too jammy to die today. The mob loses fewer bodies than any foe can quite believe.	ANY TIME — WHEN A FRIENDLY FIGHTER ROLLS ON THE INJURY DICE
36	Grot Salvage Team. On your turn, send the scrounger-runts to work. Recover any one out-of-ammo or jammed weapon anywhere in the gang — clear its jam or haul up fresh ammunition — as the Grot Salvage Team ranges across the field fixing what the mob has broken. The little gits earn their keep.	YOUR TURN
41	Painted For Luck. At the start of the battle, the whole mob has been freshly painted for luck. Pick one friendly fighter; for this game it may re-roll a single failed dice roll of any kind, over and above the Klan's usual blue luck. The paint is barely dry, and the git wearing it is feeling untouchable.	START OF THE BATTLE
42	Dead Mans Kit. On your turn, a friendly fighter in base contact with a friendly or enemy model that has been taken Out of Action may strip its kit. That fighter immediately reloads a weapon that has run dry or clears a jam, scavenging what it needs from the fallen. To a Deathskull, a downed body is just a supply crate that stopped moving.	YOUR TURN
43	Reliable Dakka. On your turn, when a friendly fighter makes a ranged attack, play this for reliable dakka: the fighter may re-roll one failed Hit roll on that attack. For one shot the cobbled salvage behaves like a proper gun, the blue steadying the aim of a fighter who has never once cleaned it.	YOUR TURN, WHEN A FRIENDLY FIGHTER MAKES A RANGED ATTACK
44	Blessed By Mork. Play this before a friendly fighter makes any single dice roll. That fighter may roll two dice and choose which to use — Mork (or possibly Gork) has taken a personal interest, and for one crucial moment the luck is doubled. Even by Deathskulls standards, that is a blessing worth the paint.	ANY TIME — BEFORE A FRIENDLY FIGHTER MAKES A SINGLE DICE ROLL
45	Overflowing Stash. At the start of your turn, the Stash is overflowing and the mob helps itself. One friendly fighter recovers a common item from the hoard for the rest of the battle, pulled from the endless pile of looted bitz the gang hauls everywhere. There is always something in the Stash, and it is always exactly enough.	START OF YOUR TURN
46	Cunning Plan. At the start of the battle, reveal a cunning plan. One friendly fighter of your choice may be set up in a forward position, deployed after the enemy and out of their line of sight. The scroungers scouted the ground first, and one of them is already exactly where the loot — and the enemy — least wants it.	START OF THE BATTLE
51	Lucky Bounce. When an enemy shot hits a friendly fighter, play this: it takes a lucky bounce. That hit must be re-rolled — a round skips off a lucky-blue pauldron, a stray bit of looted plate turns a killing shot into a scratch. The blue looks after its own.	ANY TIME — WHEN AN ENEMY SHOT HITS A FRIENDLY FIGHTER

52	Salvaged Armour. At the start of the battle, one friendly fighter has bolted on a slab of salvaged armour. For this game that fighter improves its save by 1, welded plates and looted ceramite layered over whatever it already wore. It is heavy, ugly and mismatched, and it will turn a blow that should have finished the job.	START OF THE BATTLE
53	The Blue Un Jams It. When a friendly weapon is jammed or out of ammo, play this: the blue un-jams it. That weapon is immediately cleared and made ready — the jam shaken loose, a fresh drum slapped home — by nothing the fighter can explain beyond the colour it painted the gun. It fires again, and that is enough.	ANY TIME — WHEN A FRIENDLY WEAPON IS JAMMED OR OUT OF AMMO
54	Pinched Their Gear. At the end of any round, a friendly fighter in base contact with an enemy has quietly pinched their gear. Choose one weapon that enemy carries; until the end of the battle it counts as jammed and cannot be cleared, the Deathskull having lifted some vital bit while the fool was distracted. The mob's fingers are always busy.	END OF ANY ROUND
55	Nine Lives. When a friendly fighter is taken Out of Action, play this: it has nine lives and has not spent them all. Roll a D6 — on a 4 or higher the fighter is instead Seriously Injured, dragged down but not out, hauled clear by luck and a nearby Grot. The unkillable git lives to loot another day.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
56	Krumpin With Looted Choppa. On your turn, when a friendly fighter fights in close combat, play this: it lays in with a looted blade it barely knows how to hold. That fighter may re-roll one failed Hit roll in the fight — the choppa is somebody else's, the technique is nonexistent, and somehow the swing lands anyway.	YOUR TURN, WHEN A FRIENDLY FIGHTER FIGHTS IN CLOSE COMBAT
61	Big Score. At the end of the battle, if this gang held the field or carried off the most loot, it has hit a big score. Add D3x10 credits to the gang's stash in the post-battle sequence, over and above the usual takings — the mob stripped the ground so thoroughly there was profit in the scraps everyone else walked past.	END OF THE BATTLE
62	Meks Fixed It. At the start of the battle, the Meks have been up all night and it shows. One friendly fighter's weapon that would normally be Scarce or limited fires freely for this game, its supply troubles bodedged away with looted parts. Whatever was wrong with it, the Meks fixed it — mostly.	START OF THE BATTLE
63	Blue All Over. At the start of any round, declare the mob blue all over. Until the end of that round, every friendly fighter may re-roll a single failed Ammo check — the whole gang's guns catching the same streak of luck at once, jams clearing up and down the line like a wave.	START OF ANY ROUND
64	Scarpered With The Swag. At the end of any round, a friendly fighter carrying loot may scarper with the swag. That fighter is immediately removed from the battle as though it had left the field, and the loot it carried is banked for the gang — no sense risking a full haul on another round of fighting. Get in, get the goods, get gone.	END OF ANY ROUND
65	Luck Of Da Skulls. At the start of your turn, the luck of the Deathskulls settles over the mob. Until your next turn, one friendly fighter of your choice may re-roll every failed Ammo check and Jammy result it rolls — a fighter so blessed for the moment that its dodgy salvage simply refuses to fail.	START OF YOUR TURN

66	Jackpot. The highest roll on the table, playable at any moment. The mob hits the jackpot: bank D6x10 credits of unexpected salvage into the Stash, and one friendly fighter may immediately re-roll any single dice roll it has just made. When the blue runs this hot, everything the mob touches turns to teef.	ANY TIME



ALLIANCES



THE LOOT GRUDGE

ALLIANCE

WHO	a gang that once robbed the Deathskulls blind — jumped a full wagon, cleaned out a stash, or stripped a wreck the mob had already claimed (any faction; the grudge is about the swag, never the blood)
FACTION	any
MY ROLE	feud
PHASE GATE	none — the loot-grudge is live from the moment the swag went missing until it is paid back with interest
TERMS	no salvage pact is possible with the grudge-gang; the Deathskulls will never share loot rights with them; in every battle against the grudge-gang the Deathskulls add +2 to all their post-battle salvage rolls (they fight that much harder to leave the thieves with nothing), and any Loot marker a grudge-gang fighter is carrying may be stolen on a 3+ instead of the usual roll; campaign-only

The Loot-Grudge is not about blood — it is about swag. It falls on any gang that once robbed the Deathskulls blind: jumped a full Wagon, cleaned out a Stash, or stripped a wreck the mob had already claimed. Any faction can earn it, and the Deathskulls never let it lie. No salvage pact is possible with a grudge-gang; the mob will never share loot rights with thieves. In every battle against them the Deathskulls add +2 to all their post-battle salvage rolls, fighting that much harder to leave the robbers with nothing, and any Loot marker a grudge-gang fighter carries may be stolen on a 3 or higher instead of the usual roll. The grudge runs from the moment the swag went missing until it is paid back, with interest. It is a campaign-level feud only, never a battlefield alliance.

WHO	a rival scavenger outfit or a Mek's salvage-yard in the sector (any faction that deals in scrap — the Deathskulls will trade with anyone who pays in loot)
FACTION	any
MY ROLE	trade
PHASE GATE	a world on the map reaches contested/Mid — enough wreckage has piled up on the world to be worth carving up rather than fighting over
TERMS	map-level salvage-sharing: the two gangs agree a non-aggression truce over one contested world and split its post-battle salvage income for the span of the pact; each may call on the other's favour table once; the truce holds only while there is scrap to share and ends the moment the well runs dry; campaign-only, no shared gang list in a normal battle

The Salvage Pact is the deal the Deathskulls will strike with almost anyone: a rival scavenger outfit, a Mek's salvage-yard, any gang in the sector that trades in scrap. The mob will happily do business with a foe if the foe pays in loot. The pact opens once a world on the map reaches contested standing — enough wreckage has piled up there to be worth carving up rather than fighting over. While it holds, the two gangs agree a non-aggression truce over that one world and split its post-battle salvage income for the span of the pact, and each may call once on the other's favour table. The truce lasts only while there is scrap to share and ends the instant the well runs dry. It is a campaign-level arrangement only — no shared gang list ever takes the field in a normal battle.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Boss's Cut. The lowest roll means Zagnob Skarsnik has heard you are short and expects a cut for his trouble. No kit changes hands this time — instead the salvage-lord calls in a marker. Before your next battle, hand over a common item from your Stash to Skarsnik's runners, or forfeit the right to call on his favour again this campaign. The boss's cut always comes first; the luck flows to those who remember it.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

3	A Crate Of Looted Ammo. Skarsnik's runners drop off a crate of mismatched, scavenged rounds — enough to matter for one fight. For your next battle, one friendly fighter of your choice ignores the first Ammo check it fails, the salvage-lord's cast-offs keeping its gun fed a little longer than it had any right to be. Cheap generosity from a boss who has more bullets than he can count.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
4	A Loaned Grot Team. The salvage-lord lends you a gaggle of his scrounger-runts for a battle. For your next game, treat your gang as though it fielded a Grot Salvage Team — once in the battle, recover any one jammed or empty weapon anywhere in the mob. Skarsnik's Grots know their business; they will strip and fix anything that is not nailed down, and a few things that are.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
5	A Looted Gun On Loan. Skarsnik opens a crate and lets you borrow a gun for the fight. For your next battle, one fighter may carry a Looted Gun for free, returned to the yard afterward whether it survives or not. It is dodgy, cobbled and Jammy like all the salvage-lord's stock — but a free gun is a free gun, and the blue will see it fires.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
6	A Meks Once Over. One of Skarsnik's Meks gives your gear a going-over before the battle. For your next game, one weapon in your gang sheds its Jammy trouble entirely — the Mek has tightened, oiled and blessed it blue, and it will not choke this fight. A small mercy from the yard, and a taste of what a proper workshop can do.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

7	Salvage Rights. The most ordinary result, and still worth having: Skarsnik grants you salvage rights over a stretch of the warzone. After your next battle, roll an extra time on your post-battle salvage — the yard turns a blind eye while your crews strip a patch it had claimed. Routine generosity between looters who understand one another.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
8	A Blue Blessing. Skarsnik sends a keg of the truest lucky blue his painters can mix. Before your next battle, daub one fighter that lacks it: for that game the fighter counts as carrying Lucky Blue Paint, re-rolling a single failed save. The salvage-lord swears by the stuff, and the salvage-lord is still alive, which he considers argument enough.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
9	A Loaned Mek. The salvage-lord loans you one of his tinkerers for a battle. For your next game, one Champion in your gang projects the Lucky Blue aura even if it could not before — friendly Orks within six inches re-roll a failed Ammo check or Jammy result. Skarsnik's Mek keeps the whole firing line barking; he will want it back after, mind, and in one piece.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
10	A Looted Wagon On Loan. Skarsnik rolls out one of his own Looted Wagons for your next battle — a scavenged battlewagon, crewed and fuelled, yours for the fight. Field it as an extra \$5c vehicle for that game only, resolved on the Ash-Wastes vehicle profile and returned to the yard afterward. It is a rare loan and a sign of real favour; the salvage-lord does not hand his transports to just anyone, and he will count the rivets when it comes home.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

11	The Yard Opens. The salvage-lord throws his scrap-yard open to you. Before your next battle you may take one common item or Looted Gun from Skarsnik's stock for free, keeping it for the rest of the campaign. A whole yard of looted treasure, and for once the boss is not counting — a windfall the mob will talk about for weeks.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
12	The Jackpot Favour. The best a mob can hope for: Skarsnik has taken a shine to you, and the shine is generous. Take any two common items or Looted Guns from the yard for free and keep them, and for your next battle one fighter may re-roll any single dice roll, over and above the Klan's own blue luck. When the salvage-lord's luck runs your way it runs all the way — the jackpot every mob prays the dice will give.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

SUB-PLOTS

PAID BACK WITH INTEREST

SUB-PLOT

Reward: the grudge is paid back with interest: the mob banks the value of everything it took plus a one-off Reputation gain, the fighter who did the stripping may take a free advance, and the loot-grudge with that gang is considered settled (though a fresh one starts the instant they rob the mob again)

Somewhere out in the sector a gang once robbed this mob blind, and the Deathskulls do not forget swag. This sub-plot comes due when the gang wins a battle against a rival it holds a loot-grudge against, and strips at least one Loot marker or piece of wargear off that gang in the doing. When it does, the grudge is paid back with interest: the mob banks the full value of everything it took, along with a one-off gain in Reputation, and the fighter who did the stripping may take a free advance. The old score is settled — until, of course, that same gang is fool enough to rob the Deathskulls again, at which point a fresh grudge starts the very same instant.

✧ THE MOTHERLODE

SUB-PLOT

Reward: the mob hits the motherlode: it banks a large one-off salvage windfall (D6x30 credits) in the post-battle sequence, and its Reputation jumps across the sector as word spreads of the haul — the score every rival Deathskulls mob now wants to beat

Every so often a mob does not just win but strikes it rich beyond reason. This sub-plot pays out when the gang carries off three or more Loot markers in a single battle, or ends a battle in control of every Loot marker and objective on the board. When it hits, the mob has found the motherlode: it banks a huge one-off salvage windfall of D6x30 credits in the post-battle sequence, and word of the haul races across the sector, sending its Reputation leaping. Every other Deathskulls mob for a hundred miles now has a number to beat — and the beaten rivals a story they would rather forget.

💀 LEGENDARY NAMES

✧ DA LUCKY UN

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

Da Lucky Un is the luckiest Ork the mob has ever fielded, blessed twice over by the blue. Once per battle it may re-roll any single dice roll of its own after seeing the result, over and above the Klan's usual Blue Means Luck — a git that seems physically unable to fail when it truly matters. But the luck is greedy and does not share. While Da Lucky Un is on the battlefield, no other friendly fighter may benefit from the Lucky Blue aura: the blue all runs to the chosen one, and the rest of the mob fights on in the draught. A boss worth naming, and a boss worth resenting.

✧ DA MAGPIE

CHAMPION OR SPECIALIST

XP cost (random): 7

XP cost (chosen): 11

Da Magpie is a scavenger without peer and without self-control. Whenever any fighter, friend or foe, is taken Out of Action within six inches of it, the gang banks D3x10 credits of salvage after the battle, and Da Magpie may snatch up a Loot marker without ending its move — grabbing and running in one motion. The trouble is the shiny always wins. If there is an uncontrolled Loot marker or a strippable downed fighter within its Movement at the start of its activation, Da Magpie must move toward the nearest and try to loot it, whatever the mob actually needed doing. A one-Ork profit engine, forever one glinting distraction from ruining the plan.

✂ OL BLUE

CHAMPION

XP cost (random): 8

XP cost (chosen): 12

Ol' Blue has worn so many years of lucky paint that the blue is practically armour. It carries a permanent 6+ save that cannot be modified or ignored, no matter what tears at it, and its luck is thick enough to spill: any friendly fighter within three inches may re-roll a single failed Ammo check each round. But the paint is heavy and the years are heavier. Ol' Blue's Movement is reduced by an inch for the whole battle, and it may never make the Sprint action — the luckiest Ork in the mob is also, reliably, the last to arrive anywhere. The old git gets there eventually, and gets there still shooting.

☠ TERRAIN

✂ DA BLUE WRECK

TERRAIN

Da Blue Wreck is a downed war-machine the Deathskulls have half-stripped and wholly claimed — a gutted tank or crashed flyer, daubed over with lucky blue and territorial dibs-marks, still holding working parts the mob prizes free battle by battle. It counts as a Loot cache and as substantial cover. Once per battle, a friendly fighter in base contact with it may strip a working part: either restore that fighter's own out-of-ammo or jammed weapon to full readiness, or grant that fighter's ranged weapon +1 Strength until the end of the battle. An enemy fighter that ends its activation in base contact may try to loot it too, prising a part free on a D6 result of 5 or higher — the Deathskulls hold no monopoly on scavenging, only a considerable head start.

✂ DA SCRAP HEAP

TERRAIN

Da Scrap Heap is a towering, ever-growing mound of looted junk — dead guns, gutted vehicles, plate, wire and the leavings of every mob that ever lost on this ground — that the Deathskulls have been feeding for longer than anyone can remember. Any friendly fighter that ends its activation in base contact with it may make a Loot roll on a D6: on a 4 or higher it prises something useful free, either banking D3x10 credits for the gang after the battle, or clearing a jam or reloading a weapon it is carrying. The Heap is a solid, impassable mound and provides cover, but any fighter clambering on top of it counts as being in difficult terrain — the footing is all loose junk that shifts and slides underfoot.

✂ LOOT THE WRECK

SCENARIO

ATTACKER	the Deathskulls mob (drawn by the biggest, richest wreck in the sector)
DEFENDER	whoever got to the wreck first and would rather not share it
DEPLOY	a single large piece of terrain — the Wreck (a downed flyer, a gutted battle-tank, a crashed hauler) — sits dead centre, counting as a Loot cache; the defender deploys anywhere within 8" of the Wreck, the Deathskulls within 6" of any board edge
OBJECTIVE	strip the central Wreck — a fighter in base contact with it at the end of its activation may make a Loot roll (D6, 4+) to prise a piece of salvage free; each success banks one salvage token for that gang
VICTORY	the gang holding more salvage tokens from the Wreck when the battle ends wins; if the Wreck is contested (fighters from both gangs in base contact) at battle's end, count only tokens already banked
REWARDS	each salvage token from the Wreck is worth D6x10 credits; the outright winner claims the Wreck's prize — a single Looted weapon of the winning player's choice added to the gang's stash, free — and a Deathskulls win lets a Mek strip a working part, granting a permanent -5 credit discount on the gang's next Looted-weapon purchase
CONTROL TRACK	the Wreck sits on a contested world ('control-track'): stripping it is a raid, so a Deathskulls win shifts the marker +1 (they got the prize, not the ground); a DEFENDER win — driving the looters off the wreck — shifts it +2 in the defender's favour; a contested, unresolved Wreck leaves the Control Track unmoved, the salvage split and the argument unsettled for next time

A downed war-machine — a crashed flyer, a gutted battle-tank, some vast dead thing — lies in the middle of the field, and every scavenger for miles has come to strip it. The Deathskulls mean to have it.

ATTACKER & DEFENDER The Deathskulls mob is the attacker, drawn by the biggest, richest wreck in the sector. The defender is whoever reached it first and would rather not share.

THE BATTLEFIELD Set a single large piece of terrain — the Wreck — dead centre; it counts as a Loot cache. The defender deploys anywhere within 8" of the Wreck. The Deathskulls deploy within 6" of any board edge.

OBJECTIVE A fighter in base contact with the Wreck at the end of its activation may make a Loot roll: on a D6 result of 4 or higher it prises a piece of salvage free, banking one salvage token for its gang.

ENDING THE BATTLE The battle ends by the usual conditions. The gang holding more banked salvage tokens from the Wreck wins. If the Wreck is contested at battle's end, count only tokens already banked.

REWARDS Each salvage token is worth D6x10 credits. The outright winner claims the Wreck's prize — a single Looted weapon of its choice, added to the gang free. A Deathskulls victory additionally lets a Mek strip a working part, granting a permanent discount of 5 credits on the gang's next Looted-weapon purchase.

THE WIDER WAR The Wreck sits on a contested world. Stripping it is a raid, not a conquest: a Deathskulls win shifts the Control Track one step their way — they took the prize, not the ground. A defender win, driving the looters off, shifts it two steps in the defender's favour. A contested, unresolved Wreck leaves the Track unmoved, the salvage split and the argument open for next time.

ATTACKER	the Deathskulls mob (there to strip the field, not to hold it)
DEFENDER	a rival gang unlucky enough to be sitting on a battlefield the Deathskulls have decided is theirs to loot
DEPLOY	scatter D3+3 Loot markers across the board, at least 6" apart and none within 6" of a deployment zone; the Deathskulls deploy first within 6" of one board edge, the defender within 6" of the opposite edge
OBJECTIVE	carry off salvage — this is a smash-and-grab, not a battle for ground; a fighter in base contact with a Loot marker may pick it up, and a fighter carrying a marker off its own board edge banks it for the gang
VICTORY	whichever gang has banked (carried off) more Loot markers when the battle ends wins; a gang that bottles out forfeits any markers still on the board but keeps those already carried off
REWARDS	each banked Loot marker is worth D6x10 credits to the gang that carried it off; the winner additionally gains Reputation for cleaning out the field, and a Deathskulls win recruits a wandering Grot who wants in on a mob that clearly eats this well
CONTROL TRACK	a raid on a contested world ('control-track'): the Deathskulls' aim is plunder, not the marker, so a Deathskulls win shifts the Control Track only +1 (they took what they came for and left) — but if the DEFENDER wins, they hold the ground and shift it +2 in their own favour, having successfully run the looters off; a draw leaves the marker where it was, both gangs limping off with half-full pockets

The Deathskulls have decided a stretch of ruined ground is theirs to strip, and the gang sitting on it disagrees. This is a smash-and-grab — the mob wants the salvage, not the field.

ATTACKER & DEFENDER The Deathskulls are the attacker, there to loot and leave. The defender is a rival gang unlucky enough to be holding a battlefield the Deathskulls have marked for plunder.

THE BATTLEFIELD Scatter D3+3 Loot markers across the board, at least 6" apart, none within 6" of a deployment zone. The Deathskulls deploy first within 6" of one board edge; the defender deploys within 6" of the opposite edge.

OBJECTIVE A fighter in base contact with a Loot marker may pick it up, and a fighter carrying a marker off its own board edge banks it for the gang. This is carrying off salvage, not holding ground.

ENDING THE BATTLE The battle ends by the usual conditions. The gang that has banked more Loot markers wins. A gang that bottles out forfeits any markers still on the board but keeps those already carried off.

REWARDS Each banked Loot marker is worth D6x10 credits to the gang that carried it off. The winner gains Reputation for cleaning out the field, and a Deathskulls victory draws in a wandering Grot eager to join a mob that so plainly eats this well.

THE WIDER WAR This is a raid on a contested world, and the Deathskulls came for plunder, not the marker: a Deathskulls win shifts the Control Track a single step, for they took what they came for and left. A defender win holds the ground and shifts it two steps their way, having run the looters off. A draw leaves the marker where it stood, both gangs limping away with half-full pockets.



ORKS · HOUSE DOSSIER

SNAKEBITES KLAN

the ded-'ard beast-riders of the old ways

The Snakebites are the most backward, savage and stubborn Orks of all — the Klan that kept the old ways while the others chased red paint, big guns and clever toys. They ride squigs and great beasts to war, trust the choppa and the spear over the gun, and are simply, infuriatingly harder to put down than anything else that is green.

Every Klan is the same greenskin worn a different way; the Snakebites are that greenskin ded-'ard and scar-tissued, riding something with teeth. Their weapon is not firepower, speed or trickery but sheer durability: a standing Feel No Pain the other Klans lack, the broadest beast menagerie in the green tide, and a flat refusal to fall over. This House out-lasts. It never out-shoots and never out-thinks; it walks its war-herd straight at the enemy and grinds the long attrition war until the flashier foe is spent.

Where the Goffs hit hardest, the Snakebites die hardest — the anvil to the green tide's hammer, and a mob that only gets tougher the longer the fight drags on.



GANG COMPOSITION

CREDITS 1500

LEADERS 1

CHAMPIONS 2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss — ded-'ard, riding the biggest beast)
- ♦ 0-2 Champions — Snakebites lean Nob + the Doc/Old Painboss, plus optional Meganob / Wyrdboy / Mek
- ♦ Beast Snaggas / Squighog-Boyz the bulk (the durable mid-tier is the backbone, NOT the plain Boyz); Grots cheap and plentiful (the squig-pen runts)
- ♦ 0-1 Brute (a Squiggoth living-tank by preference)
- ♦ Backbone (Snakebites-tight): Gangers + Juves $\geq 1.5 \times$ Leaders + Champions — the big-hard-wall mob, the same floor the Goffs run
- ♦ Every Ork foot, bike and Squighog fighter carries Mob Rule, the Waaagh, and Ded 'Ard — part of the fighter; Grots, walkers, the Squiggoth Brute and superheavies don't share Ded 'Ard
- ♦ The Swelling War-Herd: campaign wins breed bigger squigs and the surviving Orks come back ded-'arder, the wall thickens

A Snakebites gang musters on 1,500 credits and forms, like all Orks, around a single Warboss — here the ded-'ardest git alive, riding the biggest beast the pens can break. Beneath the boss sit up to two Champions, usually a Nob and an old Doc or Painboss, with a Meganob, Wyrdboy or Mek added as the mob demands. The bulk of the line is the durable mid-tier — Beast Snaggas and Squighog-Boyz, not plain Boyz — backed by cheap and plentiful Grot squig-herders, and a Squiggoth may anchor the mob as its one great Brute.

The mob-mandate holds the Klan to a broad base: Gangers and Juves must outnumber the bosses at least half again, so a Snakebites gang always fields a big, hard, hard-to-shift wall. As the campaign grinds on the war-herd swells and the survivors come back ded-'arder, and the mob only grows tougher and more beast-rich for it.

🦴 GANG RULES

⌘ DED 'ARD

GANG RULE

Ded 'Ard: every Snakebites Ork fighter on foot, bike or beast-mount carries a standing Feel No Pain 6+ at all times — the berserk feral grit of the old ways, the beast-blood that will not quit. Where every other Klan breaks and bleeds like any Ork, the Snakebites simply refuse to fall: a wound that should fell a fighter is shrugged off on the roll of a 6, and the mob keeps coming.

The shrug is real, but it is only Feel No Pain — an attack that removes a fighter outright leaves nothing to shrug off. Ded 'Ard never compounds with another source of Feel No Pain; a fighter always makes a single roll at the best value available to it. Grots and the great beasts do not carry it — the standing grit is the mark of the fighting green bodies, the ones raised ded-'ard in the pens.

⌘ DON'T DIE EASY

GANG RULE

Don't Die Easy: the stubborn presence of a leader makes the whole mob refuse to fall. While a friendly Ork is within 6" of a Snakebites Champion or the Warboss, it improves its Feel No Pain by one step — a fighter already ded-'ard on a 6+ shrugs on a 5+ instead, and a fighter with no shrug at all gains a 6+.

The bubble steps a fighter's Feel No Pain up; it does not grant a second, separate roll, so a Snakebite in the boss's shadow makes one better save rather than two. It is the durability the Snakebites lean on where other Klans lean a killing blow, a gun or a turn of speed: keep the mob close to its boss, and it does not die easy.

FIGHTERS

WARBOSS

LEADER

✖ 225 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Ded 'Ard (*standing Feel No Pain 6+*)

Don't Die Easy

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain
- +1 step

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Savant

Signature

FREE SKILL

Squig Herder

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbashed from a Slugga + Shokk Attack Gun, Codex: Orks (Big Mek w/ SAG).

CLOSE-COMBAT

Snagga Klaw 30 credits

Uge Choppa 35 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbashed from a Power Klaw + Killsaw, Codex: Orks (Mega nob/Nob weaponry).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour 25 credits

Squig Hide Armour 35 credits

PERSONAL

Cybork Body 45 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbashed from Cybork Body bitz + plasticard plate, Codex: Orks (Cybork bionics).

STATUS

Bosspole 25 credits

Waaagh Banner

in kit

The biggest, loudest and most scarred git in the war-herd, the Snakebites Warboss leads from the front on the largest beast the pens can break. Three Wounds, a savage melee profile and a 'uge choppa make it the anchor every mob forms around, while a slugga covers the rare shot worth taking.

Special Rules

- **Waaagh!:** this fighter calls the gang surge, the whole mob feeding off the counter as it climbs.
- **Mob Rule:** while friendly Orks are near, this fighter is auto-steady and does not rout with the green tide.
- **Ded 'Ard:** this fighter carries the standing Feel No Pain 6+ of every Snakebite, and simply refuses to fall.
- **Don't Die Easy:** its stubborn presence keeps friendly Orks within 6" a notch harder to put down, stepping their Feel No Pain up by one.

Squig-Herder rides in as its founding skill: the boss keeps a bonded beast at its side and drives the herd to war. A Snakebites gang lives or dies on this fighter still standing — fortunately, it very rarely does anything else.

MEGANOB

CHAMPION

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Ded 'Ard (standing Feel No Pain 6+) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain

PRIMARY

Brawn

Combat

Ferocity

Signature

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Kustom Mega Blasta 45 credits

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbashed from a Power Klaw + Killsaw, Codex: Orks (Meganob/Nob weaponry).

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

PERSONAL

Cybork Body 45 credits

✦ Bionik Bonce 50 credits

A riveted iron cranium bolted over the bonce — kitbashed from Cybork Body bitz + plasticard plate, Codex: Orks (Cybork bionics).

Wrapped in a suit of mega-armour that turns aside almost anything on a 2+, the Meganob is the hardest single body in the green tide — and behind that plate the standing Ded 'Ard shrug makes it harder still. It is slow, four inches a turn and no faster, but it does not need speed.

Special Rules

- **Waaagh!:** this fighter feeds off the gang surge, its charge worsening as the counter climbs.
- **Mob Rule:** near friendly Orks, this fighter keeps its nerve without fail.
- **Ded 'Ard:** this fighter stands on the standing Feel No Pain 6+ of the Klan, atop its 2+ plate.

It wades forward, soaks the fire meant for the mob, and caves in whatever it reaches with a power klaw. This is the brick the durable line builds around — a walking anvil the enemy must find some way past before the grind can even begin.

MEK

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Ded 'Ard (*standing Feel No Pain 6+*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain

PRIMARY

Cunning

Savant

SECONDARY

Agility

Brawn

Ferocity

Shooting

Signature

EQUIPMENT LIST

BASIC

Kustom Shoota 20 credits

PISTOL

Slugga 10 credits

SPECIAL

Big Shoota 40 credits

Kustom Mega Blasta 45 credits

✦ *Squig Launcha* 50 credits

A bomb-squig hopper welded onto a big-shoota chassis — kitbashed from Bomb Squigs + a Big Shoota, Codex: Orks.

✦ *Kustom Blasta Kannon* 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbashed from the Kustom Mega-blasta, Codex: Orks (Mek weaponry).

CLOSE-COMBAT

Choppa 10 credits

GRENADE

Stikkbombs 30 credits

Tankbusta Bombs 45 credits

WARGEAR

Grot Oiler 25 credits

✦ *Grot Riggers* 30 credits

Extra grots chained to a fighter's back with tool-arms — kitbashed from Grot Oiler + Ammo Runt bitz, Codex: Orks.

Kustom Force Field

in kit

PERSONAL

✦ *Kustom Boosta* 25 credits

A Deffkopta rotor-jet or buggy exhaust bolted to a fighter's back — kitbashed from Red Paint Job + vehicle exhaust bitz, Codex: Orks (Speed Freek kustom jobs).

Cybork Body 45 credits

Even the old ways need someone to keep the few guns firing, and the Mek is it — a Nob-framed tinkerer clutching a kustom mega-blasta and a choppa, two Wounds of scrap-armoured muscle behind a weapon that overheats as often as it kills.

Special Rules

- **Waaagh!:** this fighter swells with the gang surge like the rest of the mob.
- **Mob Rule:** near friendly Orks, this fighter is auto-steady.
- **Ded 'Ard:** this fighter carries the standing Feel No Pain 6+ of the Klan.

Its real worth is the Kustom Force Field it can raise over the line and the gubbinz it keeps running. The Snakebites field few Meks — the Klan trusts the choppa, the spear and the beast over anything with a trigger — but when the mob wants a field over its anvil or a jammed gun cleared, the Mek earns its place.

NOB

CHAMPION

× 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Ded 'Ard (*standing Feel No Pain 6+*) Don't Die Easy SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain
- +1 step

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Brawn

Leadership

Savant

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Big Choppa 25 credits

Snagga Klaw 30 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbashed from a Power Klaw + Killsaw, Codex: Orks (Meganob/Nob weaponry).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour 25 credits

Squig Hide Armour 35 credits

PERSONAL

Old Docs Brew 30 credits

Cybork Body 45 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbashed from Cybork Body bitz + plasticard plate, Codex: Orks (Cybork bionics).

ACCESSORY

✦ *Stikkbomb Chukka* 30 credits

A catapult-arm bolted over the shoulder to fling stikkbombs further — kitbashed from a Grot-Grapple winch + scrap, Codex: Orks.

The Nob is the elite of the mob and the Snakebites Champion backbone — a bigger, meaner Boy with two Wounds, a better eye for a fight, and a power klaw that opens armour and Brutes alike. A slugga hangs at its hip for the odd shot.

Special Rules

- **Waaagh!:** this fighter feeds off the gang surge as the counter climbs.
- **Mob Rule:** near friendly Orks, this fighter is auto-steady and holds the line.
- **Ded 'Ard:** this fighter stands on the standing Feel No Pain 6+ of the Klan.
- **Don't Die Easy:** it projects the durability aura, keeping friendly Orks within 6" a step harder to fell.

Krumpin' comes free — a melee aura that sharpens the whole scrum around it. On the old-ways line the Nob is the muscle in the middle: it holds the centre, krumps what comes, and simply will not be shifted while it does.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Ded 'Ard (standing Feel No Pain 6+)

SEE SPECIAL RULES

PSYKER (manifests Power of the WAAAGH! and Smite)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. In a Snakebites mob the keyword belongs to the Wyrdboy alone — no Beast Snagga, Nob or Grot channels the warp — and through it the Wyrdboy conducts the Power of the WAAAGH!, the mob's ambient roar made lethal, alongside the universal witch-blast of Smite. Each power is attempted through the standard Wyrd Power rules, and every one courts the warp's price. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a power at a time.

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain

PRIMARY

Ferocity

Power of the WAAAGH!

SECONDARY

Cunning

Savant

Signature

Smite

EQUIPMENT LIST			
PISTOL		GRENADE	
Slugga	10 credits	Stikkbombs	30 credits
CLOSE-COMBAT			
Choppa	10 credits		

The Wyrdboy is the mob's crackling green liability and its lightning rod both — a frail Ork brimming with the Waaagh!'s raw psychic charge, hurling it back out in bolts and blasts through its Wyrd Powers. With a single Attack and thin protection it is no brawler.

Special Rules

- **Waaagh!:** this fighter feeds off the gang surge, its powers growing more violent as the counter climbs.
- **Mob Rule:** near friendly Orks, this fighter is auto-steady when a lesser Ork would bolt.
- **Ded 'Ard:** this fighter stands on the standing Feel No Pain 6+ of the Klan.

The Snakebites field one only now and then. Kept behind the beasts and the anvil, it turns the mob's building fury into something that reaches out and burns.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*) **Mob Rule** (*auto-steady near friendly Orks*)

Ded 'Ard (*standing Feel No Pain 6+*) **Beastly Rage** (*the charge-fury of the hunter*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Brawn

Cunning

Savant

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

SPECIAL

Stikka Harpoon 20 credits

✦ *Squig Launcha Harpoon* 30 credits

A stikka-harpoon lashed to a bomb-squig hopper — kitbashed from the Stikka/Harpoon + a Bomb Squig, Codex: Orks (Beast Snagga / Snakebites).

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbashed from a Big Choppa + Shoota, Codex: Orks.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour 10 credits

Squig Hide Armour 35 credits

WARGEAR

✦ *Grot Riggers* 30 credits

Extra grots chained to a fighter's back with tool-arms — kitbashed from Grot Oiler + Ammo Runt bitz, Codex: Orks.

War Squig 35 credits

Attack Squig 60 credits

PERSONAL

Ard Stuff 20 credits

ACCESSORY

✦ *Stikkbomb Chukka* 30 credits

A catapult-arm bolted over the shoulder to fling stikkbombs further — kitbashed from a Grot-Grapple winch + scrap, Codex: Orks.

The Beast Snagga is the Snakebites backbone — not the plain Boy, but the tougher breed raised in the beast-pens, T5 and scarred, the durable striker the whole mob is built from. It carries a snagga klaw, the booked beast-catcher's blade, and a slugga for the odd shot.

Special Rules

- **Waaagh!**: this fighter feeds off the gang surge as kills mount.
- **Mob Rule**: near friendly Orks, this fighter is auto-steady.
- **Ded 'Ard**: this fighter carries the standing Feel No Pain 6+ of the Klan, shrugging wounds a Boy would fall to.

- **Beastly Rage:** this fighter hits harder on the charge, hunting the biggest thing on the board the way it was raised to hunt beasts.
- It shrugs the blows a lesser Ork drops to and keeps coming — the ded-'ard heart of the old-ways line, and the body the mob forms its wall around.

BOY

GANGER

✖ 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)
 Mob Rule (auto-steady near friendly Orks)

Ded 'Ard (standing Feel No Pain 6+)
 SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain

PRIMARY
 Combat
 Ferocity
 Signature

SECONDARY
 Agility
 Brawn
 Savant

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Shoota 15 credits	Choppa 10 credits
PISTOL	✧ Dakka Choppa 35 credits A shoota bolted along the spine of a big choppa so it barks as it swings — kitbashed from a Big Choppa + Shoota, Codex: Orks.
Slugga 10 credits	GRENADE
✧ Shokk Slugga 20 credits A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbashed from a Slugga + Shokk Attack Gun, Codex: Orks (Big Mek w/ SAG).	Stikkbombs 30 credits
	ARMOUR
	Scrap Armour 10 credits
	Squig Hide Armour 35 credits

The plain Boy is the cheap green body of the mob — a choppa, a slugga, one Wound and a foul temper. On most Klans it is the staple; on the Snakebites it is the filler behind the tougher Beast Snaggas, the extra numbers that thicken the wall.

Special Rules

- **Waaagh!:** this fighter swells with the gang surge as the mob starts killing.
 - **Mob Rule:** near friendly Orks, this fighter is auto-steady in the press.
 - **Ded 'Ard:** this fighter carries the standing Feel No Pain 6+ of the Klan, harder to put down than a Boy has any right to be.
- It walks up, it krumps, and it takes a wound that should have dropped it and keeps swinging — cheap, plentiful, and stubbornly hard to finish.

SQUIGHOG BOY

GANGER

130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"	3+	5+	4	5	2	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge) Mob Rule (auto-steady near friendly Orks)

Ded 'Ard (standing Feel No Pain 6+) Bestly Rage (the charge-fury of the riding-squig) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-save feel-no-pain

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Agility

Cunning

STARTING GEAR Squig Jaws

EQUIPMENT LIST

PISTOL

Slugga 10 credits

SPECIAL

Stikka Harpoon 20 credits

✦ Squig Launcha Harpoon 30 credits

A stikka-harpoon lashed to a bomb-squig hopper — kitbashed from the Stikka/Harpoon + a Bomb Squig, Codex: Orks (Beast Snagga / Snakebites).

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbashed from a Big Choppa + Shoota, Codex: Orks.

Squig Jaws

included

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour 10 credits

Squig Hide Armour 35 credits

PERSONAL

Ard Stuff 20 credits

A Beast Snagga astride a snorting war-squig, the Squighog-Boy is the Snakebites answer to a fast gang — cavalry that rides beasts, not machines. Eight inches of movement and two Wounds make it the charging striker the slow durable line otherwise lacks.

Special Rules

- **Waaagh!:** this fighter feeds off the gang surge as the counter climbs.
- **Mob Rule:** near friendly Orks, this fighter is auto-steady.
- **Ded 'Ard:** this fighter carries the standing Feel No Pain 6+ of the Klan.

- Beastly Rage:** rider and mount hit harder on the charge, a real threat when they close.
 It fights with a Stikka harpoon to drag prey off its feet, a snagga klaw up close, and the mount's own jaws piling in beneath it. The Squighog closes the distance, breaks a flank, then folds back into the grinding line — the beast-cav- alry that lets the anvil pick its fight.

GROT

JUVE

x 30 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility
 Cunning

SECONDARY

Ferocity
 Shooting
 Signature

EQUIPMENT LIST			
PISTOL		WARGEAR	
Grot Blasta	5 credits	War Squig	35 credits
CLOSE-COMBAT		PERSONAL	
Choppa	10 credits	Grot Grapnel	25 credits

The Gretchin is the mob's expendable runt — small, weak, and cowardly, herded to war in numbers and pointed at the enemy. It shoots better than any Ork, since a Grot at least bothers to aim its blasta, and in the pens it herds the squigs that make the Klan what it is.

Special Rules

- Mob Rule:** near friendly Orks, this fighter is auto-steady and does not bolt while bigger green bodies stand.
 It carries no Ded 'Ard shrug — the standing grit is the mark of the fighting green bodies, not the runts. A Grot is not there to win the fight; it is there to soak a shot, mind the beasts, and remind the Boyz how much worse things could be.

SQUIGGOTH

BRUTE

⌘ 410 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	6+	7	7	6	5+	4	7+	6+	8+	9+

SAVE 4+

STARTING GEAR Squiggoth Tusks · Big Shoota

EQUIPMENT LIST	
SPECIAL Big Shoota <i>included</i>	CLOSE-COMBAT Squiggoth Tusks <i>included</i>
HEAVY Rokkit Launcha 45 credits	

The Squiggoth is the roster centrepiece and the reason the Snakebites are called beast-riders at all — a mountain of muscle, tusk and thick hide, six Wounds behind a 4+ that turns aside most of what a line can throw at it.

It gores and tramples with its tusks, carries a howdah gunner working a big shoota, and when it finally dies it dies badly, thrashing through whatever felled it. Seven inches of movement for something that size makes it faster than it has any business being. Where another Klan fields a walker, the Snakebites field a living tank: it wades into the enemy line, soaks the fire meant for the mob, and breaks the fight open with sheer weight. The old ways ride to war on its back.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The klaw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0-1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Artillery (static)
- ◆ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkits, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

Power of the WAAAGH! is the crude psychic art of the Wyrdboy — not the precise sorcery of a scholar of the warp but the mob's collective roar earthed through one twitching greenskin. Where another caster commands the

warp, the Wyrdboy simply conducts it: the louder the mob, the wilder the power. Through the discipline it folds space to hurl the Boyz where they are least wanted, bursts an enemy's head from within, pours fighting-fury into a charging kin, spits a green armour-stripping bolt across the field, stamps the translucent Foot of Gork down on a huddled line, and swells a greenskin bigger with borrowed warp-muscle. The Snakebites are the old-ways Klan, and they field the odd Wyrdboy for the same reason they keep the beasts — the wild green lightning is part of what they are. A Wyrdboy with access picks or rolls one power from the discipline at creation, each a Wyrd power that courts the warp's price.

ROLL	POWER
1	Da Jump. The Wyrdboy's roar folds the space around a greenskin and spits it out somewhere it is least wanted. Remove one friendly Ork fighter — the Wyrdboy itself or another — within range from the board, and immediately set it back up anywhere more than 4" from an enemy. It may act normally afterward, but it cannot Charge in the round it Jumps. This is the mob's teleport, the trick that lands a Beast Snagga in the enemy's soft rear or hauls a stranded Boy back into the fold — a redeploy, not an ambush pounce.
2	'Eadbanger. The Wyrdboy fixes a foe with a bulging stare and the pressure builds behind its eyes until its 'ead goes <i>bang</i> . The chosen enemy fighter within range and line of sight suffers a single automatic hit at Strength 6, AP -2, Damage 2. It is a burst of raw psychic force that ignores cover — a single-target killer for a champion or a lightly-armoured threat the mob wants gone before the lines meet.
3	Warpath. The WAAAGH! sings in a greenskin's arms and it fights all the harder for it. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offensive song, poured into a Beast Snagga or a Squighog rider to make a hard charge harder. Sustaining it costs the Wyrdboy its action each round, so the mob buys one model's fury with its only caster's tempo.
4	Zzap. A crackling green bolt leaps from the Wyrdboy's fingers, its power building unpredictably before it strikes. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — rolled each time it is loosed, for the charge is never the same twice — at AP -3, Damage 1. It is the long-range armour-stripper: savage cutting power that peels plate off a distant target, though a poor roll fizzles to little. It reaches where 'Eadbanger cannot and bites where 'Eadbanger only bruises.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere within range; every fighter beneath it suffers a single automatic hit at Strength 5, AP -1, Damage 1, and any that is not taken Out of Action is knocked Prone and Pinned. It is the mob's area-control stomp — a spread of hits that flattens and pins a clustered enemy line rather than killing any single fighter outright, best loosed into a huddle right before the war-herd wades in.
6	Bigged Up. The mob's belief makes a greenskin bigger — swelling with borrowed warp-muscle until it towers over its kin. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — counts as +1 Strength and +1 Toughness. The boost caps at +1 each and does not stack with itself. It is the defensive song of the discipline, thickening the hide and the arm of a Beast Snagga or a Meganob at the heart of the grind, though like all the Wyrdboy's continuous powers it ties up the caster's action to hold.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Ded To Da Last. Ded to da Last: play any turn. Until the end of the round, the first time each friendly Ork would be taken Out of Action it clings on, going down only to Seriously Injured instead. The old ways do not let a Snakebite die quietly, and for one round they do not let it die at all.	ANY TURN
12	Beast Blood. Beast Blood: play at the start of your turn. Until your next turn, every friendly beast and beast-mounted fighter is gripped by the old blood — each re-rolls its attack rolls and will not be driven back, snapping and goring like the pen-raised killers they are.	START OF YOUR TURN
13	Wont Feel It. Won't Feel It: play when a friendly fighter suffers a Flesh Wound. It shrugs off the pain entirely — ignore that Flesh Wound's penalties until the end of the round. A Snakebite has bled worse chasing squigs and thinks nothing of it.	WHEN A FRIENDLY FIGHTER SUFFERS A FLESH WOUND
14	Thick Hide. Thick Hide: play any turn. Choose a friendly Ork; until the end of the round its hide of scar and squig-leather turns blows aside, treating the Armour Piercing of every attack against it as one point less punishing.	ANY TURN
15	Squig Frenzy. Squig Frenzy: play before a friendly beast or beast-mounted fighter charges. The beast works itself into a snapping fury — it re-rolls its charge distance and makes one extra attack with its jaws this round. Point it at the enemy and let go.	BEFORE A FRIENDLY BEAST OR BEAST-MOUNTED FIGHTER CHARGES
16	Too Mean To Die. Too Mean to Die: play when a friendly Champion or the Leader would be taken Out of Action. It is simply too mean to die yet — set it Seriously Injured instead, still cursing, still on the board. The boss goes when the boss decides, and not before.	WHEN A FRIENDLY CHAMPION OR THE LEADER WOULD GO OUT OF ACTION
21	Stubborn As A Squiggoth. Stubborn as a Squiggoth: play when your gang must make a Bottle test. The mob digs in like the great beasts it rides and automatically passes the test. A Snakebites gang does not know when it is beaten, which is most of its charm.	WHEN THIS GANG MUST MAKE A BOTTLE TEST
22	Ride It Down. Ride It Down: play when a friendly mounted fighter makes a charge. Rider and beast crash home as one — the fighter gains +1 Strength on its close-combat attacks this round, running its prey down the way the Klan runs down squigs.	WHEN A FRIENDLY MOUNTED FIGHTER MAKES A CHARGE
23	Shrug It Off. Shrug It Off: play as a reaction when a friendly fighter fails a Feel No Pain roll. It refuses the wound — re-roll that failed roll. The old ways teach an Ork to simply not notice things that ought to have killed it.	REACTION — WHEN A FRIENDLY FIGHTER FAILS A FEEL NO PAIN ROLL
24	Grit Yer Teeth. Grit Yer Teeth: play at the start of your turn. Until your next turn, friendly Seriously Injured Orks grit through the worst of it, acting as though Flesh Wounded — crawling, standing and fighting on instead of lying helpless. Down is not the same as done.	START OF YOUR TURN

25	Da Herd Comes. Da Herd Comes: play at the start of your turn. Every friendly beast and beast-mounted fighter gains +1" to its Movement until your next turn, the whole war-herd surging forward at once. When the herd comes, the ground shakes first.	START OF YOUR TURN
26	Old Ways. Old Ways: play any turn. Choose a friendly Ork; until the end of the round it fights by the oldest creed, re-rolling failed Feel No Pain rolls and refusing to take a backward step. Nothing fancy, nothing new — just an Ork that will not fall.	ANY TURN
31	Beast Snagga Grip. Beast Snagga Grip: play when a friendly fighter is engaged in melee. It seizes its foe the way it was taught to seize a bolting squig — the enemy fighter cannot make a Retreat action away from it until the end of the round. What a Snakebite grips, it keeps.	WHEN A FRIENDLY FIGHTER IS ENGAGED IN MELEE
32	Squighog Charge. Squighog Charge: play before a friendly Squighog-Boy charges. The war-squig puts its head down and hurtles in — the fighter re-rolls its charge distance and gains +1 Attack on the charge this round, harpoon and jaws striking together.	BEFORE A FRIENDLY SQUIGHOG-BOY CHARGES
33	Shake It Off. Shake It Off: play at the start of your turn. One friendly fighter shakes off the daze of battle and removes a single Flesh Wound it is carrying. An Ork with the old blood mends rough and fast, and complains about none of it.	START OF YOUR TURN
34	Pain Is For Later. Pain Is for Later: play any turn. Choose a friendly Ork; until the end of the round it pays its wounds no mind, ignoring all Flesh Wound penalties as it fights. It will feel every one of them tomorrow, if it lives, and it does not much care.	ANY TURN
35	Old Scars. Old Scars: play any turn. Choose a friendly Ork; the mass of old scar-tissue across it turns the next blow. Until the end of the round it gains a Feel No Pain 6+, or improves an existing one by a step. Every scar is a lesson the enemy is about to repeat.	ANY TURN
36	Feral Surge. Feral Surge: play when a friendly fighter first drops to a single Wound. Cornered and bleeding, it turns feral — until the end of the round it makes one extra close-combat attack and re-rolls failed Nerve tests. A hurt Snakebite is by far the most dangerous kind.	WHEN A FRIENDLY FIGHTER FIRST DROPS TO A SINGLE WOUND
41	Da Long Grind. Da Long Grind: play from the third round onward. The mob settles into the kind of fight it likes best — until the end of the round, every friendly Ork re-rolls failed Feel No Pain rolls. The longer this goes on, the worse it is for the other lot, and the Snakebites know it.	FROM THE THIRD ROUND ONWARD
42	Unkillable. Unkillable: play when a friendly Ork would be taken Out of Action by a ranged attack. It refuses to be shot down like that — set it Seriously Injured instead. If the enemy wants a Snakebite dead, the old ways say it can come and do it properly.	WHEN A FRIENDLY ORK WOULD GO OUT OF ACTION FROM A RANGED ATTACK
43	Squig Swarm. Squig Swarm: play at the start of your turn. Every friendly bonded squig and beast-mount makes an immediate free bite attack against an enemy within its reach, the whole snapping menagerie going off at once. The old ways fight with teeth as much as choppas.	START OF YOUR TURN
44	Dig In. Dig In: play at the start of your turn. Until your next turn, friendly Orks that do not move count as being in partial cover, hunkered behind hide, scrap and sheer stubbornness. A Snakebite that plants its feet is a very hard thing to move.	START OF YOUR TURN
45	Bond With Da Beast. Bond with da Beast: play at the start of your turn. Choose a friendly beast-mounted fighter; until your next turn rider and mount act as one furious animal, re-rolling both charge distance and failed attack rolls. The old bond runs deeper than reins.	START OF YOUR TURN

46	Hard To Put Down. Hard to Put Down: play during your Recovery phase. One friendly Seriously Injured fighter drags itself upright — treat its Recovery roll as the best result, coming back Flesh Wounded and standing. The mob has seen it a hundred times: a Snakebite you thought was finished, getting back up.	DURING YOUR RECOVERY PHASE
51	Endure. Endure: play any turn. Choose a friendly Ork; until the end of the round it simply endures — it may not be Pinned, and re-rolls failed Nerve and Cool tests. The old ways are mostly a matter of refusing to stop.	ANY TURN
52	Boarback Charge. Boarback Charge: play before your beast-mounted fighters activate. Until the end of the round, every friendly beast-mounted fighter that charges gains +1 Strength on its attacks, the whole squig-cavalry hammering the line together. One rider is a nuisance; the herd of them is a rout.	BEFORE FRIENDLY BEAST-MOUNTED FIGHTERS ACTIVATE
53	Last One Standing. Last One Standing: play while your gang is below half the fighters it started the battle with. The survivors turn vicious — until your next turn, every remaining friendly Ork gains +1 Attack and re-rolls failed Nerve tests. Whittling a Snakebites mob down only leaves the meanest parts of it.	WHILE THIS GANG IS BELOW HALF ITS STARTING FIGHTERS
54	Beast Fury. Beast Fury: play when a friendly beast's rider is taken Out of Action. The beast does not flee — maddened, it goes wild, immediately charging the nearest enemy and fighting on under its own fury for the rest of the round. Killing the Ork only frees the animal.	WHEN A FRIENDLY BEAST'S RIDER GOES OUT OF ACTION
55	Mounted Menace. Mounted Menace: play at the start of your turn. Until your next turn, friendly beast-mounted fighters may charge even after Running, closing ground no slow line could. The old ways ride down what they cannot walk up to.	START OF YOUR TURN
56	Wont Back Off. Won't Back Off: play when an enemy attempts to Retreat from a friendly Ork. The Snakebite refuses to let go — make an immediate free close-combat attack against the retreating fighter as it pulls away. Nobody walks out of a fight with the old ways unbitten.	WHEN AN ENEMY ATTEMPTS TO RETREAT FROM A FRIENDLY ORK
61	Second Wind. Second Wind: play at the start of your turn. One friendly fighter finds a fresh burst of feral vigour — it removes a single Flesh Wound, and stands up from Prone for free if it is down. The old blood is not done with it yet.	START OF YOUR TURN
62	Herd Instinct. Herd Instinct: play at the start of your turn. Until your next turn, friendly Orks within 3" of another friendly Ork re-roll failed Nerve and Cool tests, tightening into a mob the way the herd bunches against a predator. Snakebites are strongest packed together.	START OF YOUR TURN
63	Trample. Trample: play when the Squiggoth or another large beast moves through enemy fighters. The beast simply walks over them — each enemy fighter in its path suffers a hit at the beast's Strength as it is trodden down. There is no dignified way to be trampled by a Squiggoth.	WHEN THE SQUIGGOTH OR A LARGE BEAST MOVES THROUGH ENEMY FIGHTERS
64	Blood Of Da Old Ways. Blood of da Old Ways: play any turn. Choose a friendly Ork; until the end of the round the old blood runs hot in it, improving its Feel No Pain by one step and re-rolling failed Nerve tests. This is what the Snakebites are, distilled into a single stubborn fighter.	ANY TURN
65	Refuse To Die. Refuse to Die: play when a friendly Ork fails its final Feel No Pain roll and would be taken Out of Action. It refuses — re-roll that roll, and if it passes, the Ork stays on its feet against all sense. The old ways have a stubborn streak that borders on the impossible.	WHEN A FRIENDLY ORK FAILS ITS FINAL FEEL NO PAIN ROLL

Da Anvil Holds. **Da Anvil Holds:** play when defending an objective or holding ground. Until your next turn, friendly Orks wholly within 3" of the objective or the ground they hold may not be moved by any enemy effect and re-roll failed Feel No Pain rolls. The anvil does not move; the enemy breaks on it.

WHEN
DEFENDING AN
OBJECTIVE OR
HOLDING
GROUND

🦴 ALLIANCES

✂ NO TRUCK WITH FLASH

ALLIANCE

WHO	the flashy new-ways gangs — a speed-mad, dakka-heavy or gubbinz-proud mob (the Klans and gangs that traded the old ways for red paint, big guns and clever toys)
TERMS	a standing feud: the Snakebites will never agree map-level non-aggression with such a mob and may never borrow from or lend to its favour table; whenever a Snakebites gang fights a declared new-ways feud-gang, both sides treat the battle's Reputation stakes as one step higher — there is contempt on the line, not just ground

No Truck With Flash: the Snakebites hold nothing but contempt for the flashy new-ways gangs — the speed-mad, dakka-heavy, gubbinz-proud mobs that traded the old ways for red paint, big guns and clever toys. This is a standing feud, not a bargain: the Klan will never agree map-level non-aggression with such a mob, and may never borrow from or lend to its favour table. Whenever a Snakebites gang fights a declared new-ways feud-gang, both sides treat the battle's Reputation stakes as one step higher — there is contempt on the line as well as ground, and the old ways mean to prove themselves in the dirt.

✂ RIDE WITH DA OLD WAYS

ALLIANCE

WHO	another old-ways mob — a feral Ork gang, a Beast Snagga kin-band, or any greenskins who still ride beasts and keep the old ways (never the flashy Klans)
TERMS	map-level non-aggression while both mobs keep the old ways: neither attacks the other's worlds, and once per campaign each may borrow one beast from the other's favour table for a single battle; campaign-only, no shared gang list in a normal battle; the pact lapses the moment either mob is seen taking up dakka-heavy or speed-mad new ways

Ride With da Old Ways: the Snakebites will stand beside another old-ways mob — a feral Ork gang, a Beast Snagga kin-band, any greenskins who still ride beasts and keep the creed, though never the flashy Klans. The two mobs agree map-level non-aggression for as long as both keep the old ways: neither attacks the other's worlds, and once per campaign each may borrow a single beast from the other's favour table for one battle. It is a campaign pact only — no shared line takes the field in a normal fight — and it lapses the instant either mob is caught taking up dakka-heavy or speed-mad new ways. Among the old ways, a shared beast is worth more than any oath.

ROLL	FAVOUR	PATRON
2	A Runt Squig. A Runt Squig: the old Beast-Boss can spare a runt, and not much more. For your next battle, one friendly fighter is accompanied by a scrawny half-tame squig that snaps at whatever its handler is fighting — a single weak bite in melee before it flees or is squashed underfoot. It is barely a favour at all, but the old ways say you never turn down a beast, however runty.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
3	A Borrowed Grot Herder. A Borrowed Grot-Herder: the Beast-Boss loans you one of his squig-herders for a battle — a wiry Grot with a prod and a knack for beasts. Add a single Grot to your gang for your next game, returned to the pens afterward. He shoots his blasta, minds any beasts you field, and otherwise stays underfoot until something eats him. Small help, freely given between old-ways mobs.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
4	A Crate Of Squig Meat. A Crate of Squig-Meat: the Beast-Boss sends over a crate of gamey squig-meat to fatten your fighters before the fight. Before your next battle, one friendly fighter of your choice mends as though it had rested — remove a single recovery or lasting-injury marker of your choosing for that game. The old ways run on full bellies, and a fed Ork is a harder Ork to kill.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
5	A War Squig On Loan. A War-Squig on Loan: the Beast-Boss lends you one of his bonded War-Squigs for a single battle. For your next game, one friendly fighter may ride or be accompanied by the loaned squig, snapping in with its jaws and lending weight to a charge, exactly as a War-Squig does. Return it to the pens afterward — the Beast-Boss counts his beasts, and he will know if one comes back short.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
6	An Old Doks Patch Up. An Old Dok's Patch-Up: the Klan's oldest Dok owes the Beast-Boss a favour, and it rolls downhill to you. Before your next battle, one friendly fighter carrying a lasting injury is patched up the old-ways way — pick one recovering fighter and let the Dok have a go at mending it before the game. It is crude, it smells appalling, and more often than not it works.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
7	A Squighog On Loan. A Squighog on Loan: the Beast-Boss sends a Squighog-Boy from his own mob to ride with yours for a battle. For your next game, add a single Squighog-Boy to your gang, kitted as the Beast-Boss saw fit, returned when the fighting is done. A fast beast-striker on loan is a fine thing for a slow mob — use it to close a distance your own line cannot.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)

8	A Beast Snagga On Loan. A Beast Snagga on Loan: the Beast-Boss can spare one of his ded-'ard staples for a fight. For your next battle, add a single Beast Snagga to your gang, scarred and stubborn and ready to grind, returned to the pens afterward. It is exactly the sort of tough, unglamorous body the old ways are built on — one more Ork in the wall that will not fall.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
9	Da Painboss Lends His Needle. Da Painboss Lends His Needle: the Beast-Boss prevails on an old Painboss to walk with your mob for a battle. For your next game, treat one friendly fighter as carrying Old Doc's Brew, the feral stumm the old doks swear by, for that fight only. A jab of it can put a downed Ork back on its feet and swinging — or drop it outright, which is a risk the old ways have always been willing to run.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
10	A Loaned Squiggoth Calf. A Loaned Squiggoth Calf: the Beast-Boss opens the deepest pen and lends you a young Squiggoth for a single battle — not yet the mountain its elders are, but a living tank all the same. For your next game you may field the calf as a beast Brute, goring and trampling through the enemy line, returned the moment the fighting ends. Few favours say more about the old ways than a great beast walked to your war on trust alone.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
11	Da Beast Boss Blessing. Da Beast-Boss's Blessing: the oldest Beast-Boss himself names your mob true keepers of the old ways, and the herd answers. For your next battle, every friendly beast and beast-mounted fighter in your gang fights as though the pens were at its back — re-rolling failed Nerve tests and charging with real fury. A blessing from the keeper of the deepest squig-pens is not lightly given, and the beasts know it.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)
12	Da Oldest Ways. Da Oldest Ways: the Beast-Boss shares the deepest lore of the Klan — the oldest ways of all, the ones even most Snakebites have forgotten. For your next battle, your whole gang embodies the creed: friendly Orks that would be taken down cling on that little bit harder, and the mob simply refuses to break. It is the rarest favour the old Beast-Boss grants, and it turns an already stubborn mob into something the enemy cannot seem to finish.	THE OLDEST BEAST-BOSS OF THE KLAN (KEEPER OF THE OLD WAYS AND THE DEEPEST SQUIG-PENS)

🦴 SUB-PLOTS

✂ DA SWELLING HERD

SUB-PLOT

Reward: the herd swells: the House may add one beast mount or beast companion to its roster for free (subject to its normal slot limits), or promote an existing War-Squig / Squighog into a larger, tougher profile — the pens have bred something meaner and it is ready to ride

Da Swelling Herd: the old ways say a mob is only as strong as its beasts, and yours are thriving. If your gang wins three battles across the campaign in each of which at least one friendly beast — a War-Squig, a Squighog mount or the Squiggoth — finished the game still standing on the board, the herd swells. You may add one beast mount or beast companion to your roster for free, subject to your normal slot limits, or promote an existing War-Squig or Squighog into a larger, tougher profile. The pens have bred something meaner, and it is ready to ride.

✂ PROVE DA OLD WAYS

SUB-PLOT

Reward: the old ways are proven across the sector: the House banks a large one-off Reputation gain, and one Snakebites fighter who went down and got back up during the battle (was Seriously Injured and recovered, or shrugged a wound via Feel No Pain that should have felled it) may take a free advance or claim a chosen Legendary Name if eligible

Prove da Old Ways: nothing satisfies a Snakebite like grinding a flashy mob into the dirt. If your gang wins a battle outright against a declared new-ways feud-gang — the speed-mad, dakka-heavy or gubbinz-proud rivals the Klan despises — the old ways are proven across the sector. Your gang banks a large one-off Reputation gain, and one Snakebites fighter who went down and got back up during that battle — recovered from Seriously Injured, or shrugged off a wound through Feel No Pain that should have felled it — may take a free advance, or claim a chosen Legendary Name if it is eligible.

🦴 LEGENDARY NAMES

✂ DA BEAST WHISPERER

CHAMPION

XP cost (random): 8

XP cost (chosen): 12

Da Beast Whisperer: some Snakebites understand squigs better than they understand other Orks, and the herd knows it. Friendly beasts within 9" of this fighter automatically pass animal-control tests and re-roll failed Nerve tests, and if the fighter is itself mounted its beast gains +1 Attack — the whole herd fights better with it near. But its heart is with the beasts before its own kind: whenever a friendly beast within 6" of it goes Out of Action, this fighter must pass a Nerve test or spend its next activation enraged, able only to move toward and attack whatever felled the beast. A Beastmaster grieves a squig harder than it grieves a Boy.

✧ DA UNKILLABLE

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

Da Unkillable: the mob has genuinely never managed to see this one die, and has stopped expecting to. This fighter improves its Feel No Pain by one step at all times, and the first time each battle it would be taken Out of Action it is instead only Seriously Injured — dragged down, never finished. The years of surviving carry a weight: heavy with old wounds and scar-plate, it is slow, its Movement reduced by 1" for the whole battle, and it may never make a Sprint. The Unkillable does not run. It has never needed to.

✧ SCAR HIDE

CHAMPION OR GANGER

XP cost (random): 6

XP cost (chosen): 10

Scar-Hide: so much of this Ork is scar-tissue and grafted beast-hide that it has become a wall in its own right. Every attack against it treats its Armour Piercing as one point less punishing, and it re-rolls failed Feel No Pain rolls of a natural 1 — the accumulated leather simply turns blows aside. But it is stubborn past all sense: it may never voluntarily make a Retreat action, and must always charge the nearest enemy within its reach on its activation. Scar-Hide does not know how to give ground, and would not take the lesson if it were offered.

☠ TERRAIN

✧ DA BEAST PEN

TERRAIN

Da Beast Pen: wherever the mob holds ground long enough to keep a herd, it throws up a beast-pen — a stockade of scrap, bone and lashed hide penning half-tamed squigs, runts and worse. It is home ground to the herd and a hostile place to everyone else. Any friendly beast or beast-mounted fighter wholly within 6" of the pen re-rolls failed animal-control and Nerve tests and improves its Feel No Pain by one step, fighting hardest near its own. Any enemy fighter that begins its activation within 3" of the pen must pass a Nerve test or spend that activation unable to Sprint or Charge, harried by loosed squigs and biting runts.

✧ DA WATERING HOLE

TERRAIN

Da Watering Hole: on a dry world the herds gather at a muddy pool, seep or mire to drink and wallow, its churned banks thick with mud and half-sunk wreckage. The hole and the ground within 3" of it is difficult terrain for everyone, costing double to move through, and any fighter wholly within 3" counts as being in partial cover. Any friendly Ork that begins its turn within 3" of the water improves its Feel No Pain by one step until its next turn, refreshed by the mud and water the old ways swear by. The Snakebites fight rooted and stubborn here, and make the enemy wade to reach them.

✂ DA BEAST HUNT

SCENARIO

ATTACKER	the Snakebites mob (out to snag a great feral beast for the pens)
DEFENDER	a rival gang that stumbled into the same beast's hunting ground and now wants it dead, or gone, or theirs
DEPLOY	a single great wild beast (a feral Squiggoth or comparable monster, controlled by neither player on a simple wander-and-maul routine) starts at the board centre; both gangs deploy within 6" of opposite edges
OBJECTIVE	the Snakebites must snare and subdue the wild beast — get two or more fighters into base contact with it and pass a combined Strength/animal-handling test over successive rounds to break it to the herd; the rival gang wins by putting the beast Out of Action first, or by driving the Snakebites off it
VICTORY	the Snakebites win if they subdue the beast and still hold the field; the rival wins if the beast is killed, or if the Snakebites bottle out before it is snared; a beast that escapes off a board edge is a draw and a long walk home for everyone
REWARDS	a Snakebites gang that snares the beast adds it to its herd (a permanent beast mount / Brute-slot creature, subject to the usual roster limits); the rival, if it kills the beast, strips valuable trophies worth a solid one-off credit haul
CONTROL TRACK	a wilderness / feral-world contest ('control-track') — subduing the beast shifts the marker +1 to the Snakebites (the herd grows, the old ways prove out on this world); killing it shifts the marker +1 to the rival; a draw leaves the marker unmoved and the ground still wild

A great feral beast has wandered into contested ground, and the Snakebites mean to break it to the herd before a rival can kill it.

ATTACKER & DEFENDER The Snakebites mob is the attacker, out to snag a great beast for its pens. A rival gang that stumbled into the same hunting ground is the defender, and now wants the beast dead, gone, or its own.

BATTLEFIELD & DEPLOYMENT A single great wild beast — a feral Squiggoth or comparable monster, controlled by neither player and following a simple wander-and-maul routine — starts at the centre of the board. Both gangs deploy within 6" of opposite edges.

THE HUNT The Snakebites must snare and subdue the beast: get two or more fighters into base contact with it and pass a combined Strength and animal-handling test over successive rounds to break it to the herd. The rival wins the beast a blunter way — by putting it Out of Action, or by driving the Snakebites off it.

ENDING THE BATTLE & VICTORY The Snakebites win if they subdue the beast and still hold the field. The rival wins if the beast is killed, or if the Snakebites bottle out before it is snared. A beast that escapes off a board edge is a draw and a long walk home for everyone.

REWARDS A Snakebites gang that snares the beast adds it to its herd as a permanent beast mount or Brute-slot creature, subject to the usual roster limits. A rival that kills it instead strips valuable trophies worth a solid one-off haul of credits.

CONTROL TRACK This is a wilderness contest for a feral world. Subduing the beast shifts the control marker one step to the Snakebites, killing it shifts the marker one step to the rival, and a draw leaves the marker unmoved

and the ground still wild.

✂ DA LONG GRIND

SCENARIO

ATTACKER	the Snakebites mob (content to make it a war of attrition)
DEFENDER	a rival gang that would very much rather this were quick
DEPLOY	both gangs deploy within 6" of opposite edges on open, feature-poor ground — nowhere to hide, nowhere to kite, just distance to close and a fight to have
OBJECTIVE	there is no objective but each other; the battle runs a minimum of five rounds and does not allow an early Bottle-out concession before then — this is a test of who is still standing when the grind has done its work
VICTORY	at the end of round five (or later, if both gangs fight on), the gang with more standing fighters wins; if one gang is wiped or finally bottles after round five, the other wins outright; equal survivors is a true draw, both mobs too stubborn to have settled anything
REWARDS	the winner banks Reputation for outlasting a rival in an honest grind; a Snakebites gang that wins with more than half its fighters still standing proves the old ways and gains a free advance for one Beast Snagga or Squighog-Boy
CONTROL TRACK	a slow contested-world grind (`control-track`) — the winner shifts the marker +1, and a Snakebites win in which they end with MORE fighters than they started engaging with (via Recovery / staying standing) shifts it +2, the world visibly learning who does not tire; a draw leaves the marker unmoved

Some fights are won by whoever is still standing when everyone else has had enough. The Snakebites are always happy to find out who that is.

ATTACKER & DEFENDER The Snakebites mob is content to make this a war of attrition. Its rival would very much rather it were quick.

BATTLEFIELD & DEPLOYMENT Both gangs deploy within 6" of opposite edges on open, feature-poor ground — nowhere to hide and nowhere to kite, just distance to close and a fight to have.

THE GRIND There is no objective but each other. The battle runs a minimum of five rounds and allows no early Bottle-out concession before then; this is a test of who is left on their feet once the grind has done its work.

ENDING THE BATTLE & VICTORY At the end of round five — or later, if both gangs fight on — the gang with more standing fighters wins. A gang wiped out or finally bottling after round five hands the win outright to the other. Equal survivors is a true draw, both mobs too stubborn to have settled anything.

REWARDS The winner banks Reputation for outlasting a rival in an honest grind. A Snakebites gang that wins with more than half its fighters still standing has proven the old ways, and takes a free advance for one Beast Snagga or Squighog-Boy.

CONTROL TRACK This is a slow contested-world grind. The winner shifts the control marker one step; a Snakebites win in which they end with more fighters standing than they had engaged — through Recovery and sheer refusal to fall — shifts it two, the world learning who does not tire. A draw leaves the marker where it stood.

ATTACKER	a rival gang trying to seize the only good water and beast-forage on a dry world
DEFENDER	the Snakebites mob (dug in around the watering hole its herd depends on)
DEPLOY	the watering hole (a single large terrain feature) sits at the board centre; the Snakebites deploy anywhere within 9" of it; the attacker deploys within 6" of one board edge and moves first
OBJECTIVE	the attacker must control the watering hole — have more standing fighters wholly within 6" of it than the defender — at the end of any two consecutive rounds; the Snakebites simply have to still be holding it when the attacker runs out of appetite
VICTORY	the Snakebites win if they hold the watering hole to the end of the battle or the attacker bottles; the attacker wins by taking and holding it for two consecutive round-ends; anything else is a bloody draw and a thirsty walk back for the loser
REWARDS	the holder secures the world's water and forage — a lasting income / beast-upkeep benefit for the campaign; a Snakebites gang that holds unbroken also comes back with its beasts well-watered, healing one battle-scar off a wounded beast for free
CONTROL TRACK	a dry-world hold ('control-track') — the Snakebites holding the watering hole shifts the marker +1 in their favour (+2 if the attacker bottles); the attacker seizing it shifts it +1 the other way; a contested draw leaves it where it stood, and both mobs thirsty

On a dry world, water is worth more than teef — and the Snakebites' beasts need it. Someone always wants to take it.

ATTACKER & DEFENDER A rival gang is the attacker, trying to seize the only good water and beast-forage on a parched world. The Snakebites mob is the defender, dug in around the watering hole its herd depends on.

BATTLEFIELD & DEPLOYMENT The watering hole, a single large terrain feature, sits at the centre of the board. The Snakebites deploy anywhere within 9" of it. The attacker deploys within 6" of one board edge and moves first.

HOLDING THE HOLE The attacker must control the watering hole — hold more standing fighters wholly within 6" of it than the defender does — at the end of any two consecutive rounds. The Snakebites simply have to still be holding it when the attacker runs out of appetite.

ENDING THE BATTLE & VICTORY The Snakebites win if they hold the watering hole to the end of the battle, or the attacker bottles. The attacker wins by taking and holding it across two consecutive round-ends. Anything else is a bloody draw and a thirsty walk back for the loser.

REWARDS The holder secures the world's water and forage — a lasting income and beast-upkeep benefit for the campaign. A Snakebites gang that holds unbroken comes back with its beasts well-watered, healing one battle-scar from a wounded beast for free.

CONTROL TRACK This is a dry-world hold. The Snakebites holding the hole shift the control marker one step their way, two if the attacker bottles; the attacker seizing it shifts the marker one step the other way; a contested draw leaves it where it stood, and both mobs thirsty.



OR KS · HOUSE DOSSIER

BLOOD AXES KLAN

the kunnin' Kommando klan

The Blood Axes are the most cunning and least *orky* Klan on any warzone they touch — the greenskins who fought the humans so long they learned to fight like them, and never told the rest of the green tide. Where the other Klans charge, dig in or race, the Blood Axes set an ambush, take the ground by stealth, and fade to do it again. This House deploys hidden, springs the trap, and opens fire from a place the enemy never watched. Its fighters are the Kommando strike force: the infiltrating specialist and its light-armoured raid-leaders, backed by decoy Grots and a camo'd walker, all moving where the foe is not looking.

At the table the Klan trades every stat of a stand-up fight for the angle. It has no melee wall, no flood of dakka, no red-painted speed and no beast-anvil toughness — once the lines join, it has nothing to fall back on. Its whole game is the first, unanswered blow and the disappearing act after it. A Blood Axes mob that keeps the fight on its own terms out-manoeuvres anything; one dragged into the open scrap it never wanted is only ordinary Orks caught in the light.



GANG COMPOSITION

CREDITS 1500

LEADERS 1

CHAMPIONS 2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss — the kunnin' old-campaigner)
- ♦ 0-2 Champions — Blood Axes lean the Kommando Nob, plus optional Nob / Meganob / Wyrdboy
- ♦ Kommandos / Boyz the bulk (Kommandos favoured over the plain Boy); Grots cheap and plentiful (the Distraction-Grot crews)
- ♦ 0-1 Brute (a Deff Dread walker — the Core walker Brute) OR 0-1 \$5c Vehicle (the preferred camo'd Kommando Killa Kan, re-homed onto the Ash-Wastes vehicle track; plus the inherited Ork Core \$Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers)
- ♦ Backbone (Blood Axes measured mob): Gangers + Juves $\geq$ 1x Leaders + Champions — a measured, positional mob, quality of position over quantity of bodies
- ♦ Every Ork foot fighter carries Mob Rule, the Waaagh, and the Kunnin' Plan Kultur — part of the fighter; Grots, walkers, mounted machines and superheavies don't share the Kunnin' Plan
- ♦ The Widening Web: campaign wins deepen the ambush positions and widen the Hired-Gun and alliance network

A Blood Axes gang forms on 1,500 credits. It fields exactly one Leader — a kunnin' old-campaigner Warboss — and no more than two Champions, where the House leans the Kommando Nob raid-leader ahead of the plain Nob, the Meganob or the Wyrdboy. Kommandos and Boyz make up the bulk of the mob, the infiltrating specialist standing as the backbone rather than the plain green body. Grots come cheap and plentiful, fielded as the Distraction crews that draw the enemy's eye. A gang may take no more than one Brute (a Deff Dread) — and by Blood Axes preference reaches instead for the camo'd Kommando Killa Kan, now re-homed onto the \$5c Ash-Wastes vehicle track (\$Vehicles) rather than the Brute grid.

The mob stays measured where its cousins swarm: the count of Gangers and Juves must at least equal the Leader and Champions together. This is the un-orky discipline of the Klan — position and a handful of the right bodies over a wall of green — and it holds a Blood Axes gang to a tighter, sneakier shape than the brute tides of the other Klans.

🦴 GANG RULES

✂ KOMMANDO DISCIPLINE

GANG RULE

Kommando Discipline: A boss who learned his trade warring the humans keeps the mob moving and shooting like soldiers. While a friendly Ork is within 6" of a Blood Axes Champion or the Warboss, it ignores the penalty for shooting in the same activation it made a move — the disciplined run-and-gun no other Klan can hold together — and it may re-roll a failed Cool test taken to avoid being Pinned. The aura grants no extra shot, no extra Move and no bonus to Hit; it steadies the line and frees it to reposition and fire in a single breath. This is the thinking-Ork Klan made plain on the battlefield, and the reason a Blood Axes gun-line advances and shoots where a straight-fighting mob would have to plant its feet and stand still.

✂ KUNNIN' PLAN

GANG RULE

Kunnin' Plan: Every Blood Axes Ork fighter may deploy using Infiltrate — set up hidden, out of the enemy's line of sight and more than 6" from any enemy fighter — where the other Klans must line up in the open. The first time in each battle a fighter attacks from cover or concealment, that attack is made at +1 to Hit: the prepared ambush, the blow lined up before the victim knew there was anyone there. The bonus is single-strike — once per fighter, on that first attack from concealment only. It raises the opening blow, it does not repeat, and it does not stack with the advantage of a Snipin' Shoota. Infiltrate here is the standard deployment, gated on the usual distance and line of sight. Once the lines are joined and the concealment is spent, a Blood Axes fighter is a plain Ork again; the whole of this Klan's edge is landing the first, unanswered blow from a place the enemy never watched.

FIGHTERS

WARBOSS

LEADER

✖ 225 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	4+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*)

Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Combat

Cunning

Leadership

Signature

SECONDARY

Brawn

Ferocity

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Kunnin But Brutal

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✧ Shokk Slugga 20 credits

A stubby short-range shokk pistol mek-welded from a shokk attack gun and a slugga — the shared Ork kitbash pool (Codex: Orks, Mek).

SPECIAL

Big Shoota 40 credits

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✧ Buzzsaw Klaw 60 credits

A power klaw fitted with a spinning buzzsaw head — the shared Ork kitbash pool (Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Kustom Kamo 40 credits

Cybork Body 45 credits

✧ Bionik Bonce 50 credits

A crude bionik skull-plate grafted over the boss's head — the shared Ork kitbash pool (Codex: Orks, Painboyz).

STATUS

Bosspole 25 credits

Sneaky Gitz Map 30 credits

Waaagh Banner

in kit

The Blood Axes Warboss is a kunnin' old-campaigner — the greenskin who has fought, and hired himself out to, more wars than any Ork alive, and lived by planning the ambush rather than leading the charge into it. He is still a monster in a scrum, WS 2+ and three Attacks behind a 'Uge choppa, but his worth to the mob is the head on his shoulders.

He calls the Waaagh! that surges the gang, and holds steady near his boys through Mob Rule. Like every foot fighter of the Klan he moves under the Kunnin' Plan, deploying by Infiltrate and striking his first blow from concealment at +1 to Hit. Around him the mob shoots on the move: he projects Kommando Discipline within 6", letting nearby Orks fire in the same activation they moved and re-roll a failed Cool test against Pinning. He begins with the founding trick of the thinking-Ork — Kunnin' but Brutal — and a slugga at his hip for when the plan meets the enemy. He is the mob's brain and its last argument both: the boss who decides where the fight happens, and wins it before the other side knows it has begun.

KOMMANDO NOB

CHAMPION

✖ 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	4+	5+	6+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*) Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Combat

Cunning

Signature

SECONDARY

Agility

Leadership

Shooting

STARTING GEAR Scrap Armour

FREE SKILL Dakka Ambush

EQUIPMENT LIST

BASIC

Shoota 15 credits

Snipin Shoota 25 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A stubby short-range shokk pistol mek-welded from a shokk attack gun and a slugga — the shared Ork kitbash pool (Codex: Orks, Mek).

SPECIAL

Kommando Burna 30 credits

Big Shoota 40 credits

✦ *Hushed Shoota* 50 credits

A big shoota wrapped in scavenged baffles and a stolen suppressor — kitbash from a Big Shoota and Kommando kit (Codex: Orks, Kommandos); the Blood Axes' quiet welded ambush-gun, priced above the stock big shoota.

✦ *Squig Launcha* 50 credits

A squig-hurling launcha kitbashed from a rokket tube and a squig pen — the shared Ork kitbash pool (Codex: Orks).

CLOSE-COMBAT

Garrote 20 credits

Big Choppa 25 credits

Power Klaw 45 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

WARGEAR

Smoke Bombs 25 credits

PERSONAL

Kustom Kamo 40 credits

Cybork Body 45 credits

ACCESSORY

✦ *Stikkbomb Chukka* 30 credits

A rack-fed stikkbomb chukka for lobbing frags on the move — the shared Ork kitbash pool (Codex: Orks).

The Kommando Nob is the Blood Axes raid-leader — a Nob who threw away his 'eavy plate for a camo-cloak and a longer reach, and takes the objective before the shooting has properly started. Lighter than his cousins at a 5+ save but sharper of eye and cooler of head, he leads the strike from the front of the infiltration, not the back of the mob.

He feeds and rides the Waaagh! and stands steady through Mob Rule. He moves under the Kunnin' Plan, deploying hidden by Infiltrate and landing his first blow from concealment at +1 to Hit, and he projects Kommando Discipline within 6" so the fighters around him move and shoot as one. He begins knowing the sprung trap by heart — Dakka Ambush, the free interrupt-shot into an enemy that walks too close — and carries a Garrote for the sentry no one hears, a slugga for the ones who do. He is the point of the Kommando strike: the disciplined infiltrator who has already taken the ground while the enemy is still working out where he came from.

MEGANOB

CHAMPION

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*) Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Brawn

Combat

Cunning

SECONDARY

Ferocity

Shooting

Signature

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

A mek-built kustom blasta kannon welded from looted dakka — the shared Ork kitbash pool (Codex: Orks, Mek)s.

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw fitted with a spinning buzzsaw head — the shared Ork kitbash pool (Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

PERSONAL

Cybork Body 45 credits

The Meganob is the plate the Kommando shuns — a slab of mega-armour at a 2+ save, S5 and T5, slow at 4" and utterly unsubtle. He is off-lean for a Klan that wins by not being seen, and the Blood Axes field him rarely: the brick brought out when the plan wants an anvil the enemy cannot shift, not a knife it cannot find.

He feeds and rides the Waaagh! and holds steady through Mob Rule. He moves under the Kunnin' Plan like the rest, though a walking wall of armour keeps its concealment poorly and takes its opening +1-to-Hit blow and then trudges on. He projects Kommando Discipline within 6", a boss's steadiness the mob can shelter behind. He begins with a power klaw and the mega-plate that is his whole character. He is the Klan at its least kunnin' — a plodding fist of a fighter — but a well-set trap sometimes needs one thing that simply will not die, and the Meganob is that thing.

NOB

CHAMPION

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Combat

Cunning

Signature

SECONDARY

Brawn

Ferocity

Leadership

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST	
BASIC	
Shoota	15 credits
PISTOL	
Slugga	10 credits
SPECIAL	
Big Shoota	40 credits
CLOSE-COMBAT	
Big Choppa	25 credits
✧ Dakka Choppa	35 credits
A choppa with a cut-down slugga bolted along the blade — the shared Ork kitbash pool (Codex: Orks).	
Power Klaw	45 credits
✧ Buzzsaw Klaw	60 credits
A power klaw fitted with a spinning buzzsaw head — the shared Ork kitbash pool (Codex: Orks).	
GRENADE	
Stikkbombs	30 credits
ARMOUR	
Eavy Armour	
included	
PERSONAL	
Kustom Kamo	40 credits
Cybork Body	45 credits
✧ Bionik Bonce	50 credits
A crude bionik skull-plate grafted over a battered Nob's head — the shared Ork kitbash pool (Codex: Orks, Painboyz).	

The Nob is the plate-and-choppa muscle of the mob — the elite Boy grown big, mean and heavy, the Champion the Blood Axes bring when the plan calls for a brick rather than a knife. Where the Kommando Nob trades armour for stealth, the Nob keeps his 4+ save and swings a power klaw: the one who stands in the breach when the ambush becomes a straight fight.

He feeds and rides the Waaagh! and holds firm through Mob Rule. He still moves under the Kunnin' Plan, deploying by Infiltrate and striking his opening blow from concealment at +1 to Hit, and he projects Kommando Discipline within 6" to keep the line shooting on the move. He begins with Krumpin', the melee aura that sharpens the boys who fight beside him, and carries a power klaw and slugga into the scrum. He is the Klan's answer to the moment position runs out and the mob has to trade blows after all — the heavy hand that lets a gang of sneaks survive the fight it could not avoid.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*) **Mob Rule** (*auto-steady near friendly Orks*)
Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*) SEE SPECIAL RULES

PSYKER (*manifests the shared Power of the WAAAGH! discipline and the universal Smite*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. Among the Blood Axes the keyword belongs to the Wyrdboy alone — no other Ork of the Klan touches the warp — and through it he draws on the shared Power of the WAAAGH!, the mob's roar made manifest, alongside the universal witch-blast of Smite. Each working is attempted through the standard Wyrd Power rules, and every one courts the warp's price: a botched manifestation can turn on the caster as readily as the foe. The powers are drawn free at creation, the gift baked into the Wyrdboy's cost rather than bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY **Cunning** **Power of the WAAAGH!** SECONDARY **Savant** **Shooting** **Signature**
Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL	GRENADE
Slugga 10 credits	Stikkbombs 30 credits
CLOSE-COMBAT	ARMOUR
Choppa 10 credits	Scrap Armour
	<i>included</i>

The Wyrdboy is the frail lightning-rod of the mob — a twitching psychic Ork who channels the raw Waaagh! energy of the green tide into blasts and bolts, and just as often into his own smoking boots. Weak in the arm and thin of hide at a 6+ save, he is fielded occasionally rather than leaned on: a wild card the kunnin' Klan keeps for the days the plan needs a bolt of something no gun can throw.

He feeds and rides the Waaagh! and holds steady through Mob Rule. He moves under the Kunnin' Plan, deploying hidden by Infiltrate and taking his opening blow from concealment at +1 to Hit. His Wyrd Powers are worked out apart from the ordinary skill tables, the crackling gift and curse of his kind. He begins with slugga and choppa for when the power fails him — as it does. He is a risk fielded on purpose: a fighter who can turn a battle with a single unnatural strike, or drop dead of his own gift before he throws it, and either way an Ork the enemy learns to fear crossing a hidden line.

BOY

GANGER

70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

Jammy (its slugga carries the Ork ranged drawback)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Combat

Cunning

Signature

SECONDARY

Agility

Brawn

Ferocity

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
BASIC	GRENADE
Shoota15 credits	Stikkbombs30 credits
PISTOL	ARMOUR
Slugga10 credits	Scrap Armour
CLOSE-COMBAT	included
Choppa10 credits	PERSONAL
✦ Dakka Choppa35 credits	Kustom Kamo40 credits
A choppa with a cut-down slugga bolted along the blade — the shared Ork kitbash pool (Codex: Orks).	

The Boy is the plain green body of the mob — cheap, willing and unsubtle, the number-filler the Blood Axes lean on less than any other Klan, since here the Kommando is the preferred striker and the Boy is simply more bodies. He still swings a choppa well enough and soaks a wound like any Ork, and in a pinch he holds ground the sneaks would rather not.

He feeds and rides the Waaagh! and stands steady through Mob Rule. Even the plain Boy moves under the Kunnin' Plan, deploying by Infiltrate and striking his first blow from concealment at +1 to Hit — the ambush is the whole gang's habit, not the specialist's alone. His slugga carries the Jammy trait, the Ork's old ranged curse: a wild shot can leave the gun silent at the worst moment. He begins with choppa and slugga and no learned trick of his own. He is what he has always been — a green body pointed at the enemy — but a Blood Axes boss points him from a place the enemy was not watching, and that is enough to make the plain Boy dangerous.

DEFFKOPTA

GANGER

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	4+	5+	4	5	3	4+	2	6+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

STARTING GEAR Big Shoota

EQUIPMENT LIST	
SPECIAL	WARGEAR
Big Shoota	✦ Grot Riggers 30 credits
included	A crew of grot riggers bolted to the skimmer to keep it flying — the shared Ork kitbash pool (Codex: Orks, Grots).
HEAVY	PERSONAL
Rokkit Launcha 45 credits	✦ Kustom Boosta 25 credits
	A welded kustom speed-booster for a scout that lives by outrunning trouble — the shared Ork kitbash pool (Codex: Orks, Speed Freaks).

The Deffkopta is a one-Ork rotor-skimmer — a mad greenskin strapped beneath a spinning blade-rotor, screaming across the battlefield at 10" a turn with a big shoota bolted to the front. Loud, fast and fragile-brave at three Wounds and T5, it is the one machine that fits a Klan that prizes stealth, fielded not as a war-engine but as a recon outrider that ranges ahead and finds the ground the ambush will use.

It feeds and rides the Waaagh! and holds steady through Mob Rule. It does not share the Kunnin' Plan of the foot mob — a howling rotor keeps no concealment — so it earns its place another way, by moving faster and seeing further than anything else the gang owns. It carries a big shoota to bully what it outpaces. The Blood Axes take almost none of the loud machines their cousins love, ceding the buggies and bikes to faster Klans; the Deffkopta is the exception, the scout that tells the sneaks where the enemy is before the enemy knows the sneaks are there.

KOMMANDO

GANGER

75 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	3+	2	6+	5+	6+	7+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Cunning

Shooting

SECONDARY

Agility

Combat

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC		GRENADE	
Shoota	15 credits	Stikkbombs	30 credits
Snipin Shoota	25 credits	ARMOUR	
PISTOL		Scrap Armour	
Slugga	10 credits	<i>included</i>	
♣ <i>Shokk Slugga</i>	20 credits	WARGEAR	
<i>A stubby short-range shokk pistol mek-welded from a shokk attack gun and a slugga — the shared Ork kitbash pool (Codex: Orks, Meks).</i>		Grot Grapnel	25 credits
SPECIAL		Smoke Bombs	25 credits
Kommando Burna	30 credits	Stikk Mine	30 credits
♣ <i>Hushed Shoota</i>	50 credits	PERSONAL	
<i>A big shoota wrapped in scavenged baffles and a stolen suppressor — kitbash from a Big Shoota and Kommando kit (Codex: Orks, Kommandos); the Blood Axes' quiet welded ambush-gun, priced a bove the stock big shoota.</i>		♣ <i>Kustom Boosta</i>	25 credits
HEAVY		<i>A welded kustom speed-booster for a fast infiltrator — the shared Ork kitbash pool (Codex: Orks, Speed Freeks).</i>	
Rokkit Launcha	45 credits	Kustom Kamo	40 credits
CLOSE-COMBAT		ACCESSORY	
Choppa	10 credits	♣ <i>Stikkbomb Chukka</i>	30 credits
Garrote	20 credits	<i>A rack-fed stikkbomb chukka for lobbing frags on the move — the shared Ork kitbash pool (Codex: Orks).</i>	
Big Choppa	25 credits		
♣ <i>Dakka Choppa</i>	35 credits		
<i>A choppa with a cut-down slugga bolted along the blade — the shared Ork kitbash pool (Codex: Orks).</i>			

The Kommando is the centrepiece of the Klan — the infiltrating specialist no other green mob fields, a disciplined body built on the plain Boy but quicker of hand and cooler of head. He carries the sneaky kit and the patience to use it, and he is the striker the whole gang is built around: the one who deploys hidden, springs the trap, and is gone before the answer comes.

He feeds and rides the Waaagh! and holds steady through Mob Rule. He moves under the Kunnin' Plan, setting up out of sight by Infiltrate and landing his first shot from concealment at +1 to Hit — the ambush his statline is made for. He begins with a Snipin' Shoota for the long quiet opener and a Garrote for the work done up close and silent. His Initiative is keen but his Ballistic Skill is still poor: even the kunnin' Ork shoots straight only when he has set the shot up first, from cover, on his own terms. Loose in the open he is one more green body; hidden with the plan laid, he is the reason the enemy never saw it coming.

GROT

JUVE

× 30 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES **Mob Rule** (auto-steady near friendly Orks) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

Cunning

SECONDARY

Savant

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Grot Blasta 5 credits

CLOSE-COMBAT

Choppa 10 credits

ARMOUR

Scrap Armour

included

WARGEAR

Grot Grapnel 25 credits

Smoke Bombs 25 credits

The Grot is the cheap, expendable little gunner of the mob — squealing, cowardly and surprisingly good with a blasta, since a Grot actually aims where an Ork just points. For the Blood Axes the Grot is more than a body-count: these are the Distraction crews, the decoys sent scurrying to draw the enemy's eye and its shots while the Kommandos slip past in the quiet the Grots have bought.

He holds steady only so long as the big lads are close, kept in line by Mob Rule and the threat of the boss behind him. He carries a grot-blasta and little else, and he is not built to fight — he is built to be seen fighting, somewhere the real blow is not falling. Where the fighting Orks move under the Klan's kunnin' habits, the Grot simply runs, dies cheap, and by dying in the wrong place makes the ambush work. He is the smallest, loudest lie the Blood Axes tell in a battle, and one of the most useful.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 12"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Claw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The claw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

KILLA KAN

VEHICLE

≈ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	6	5	4	4	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Big Shoota — Front arc (Crew)
- ♦ Power Klaw — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Killa Kan is the Blood Axes' preferred war-engine — a terrified grot bolted into a stomping armoured shell, no longer a Brute on the gang grid but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a light Walker: four Hull Points behind a 4+ save and a front-weighted hull (Toughness 6 to the front, 5 flank, 4 rear), stamping forward at Movement 5" on legs rather than wheels. A big shoota chatters from a fixed Front mount while a power klaw tears apart anything the walker corners — both are Front hardpoints, so the Kan must face its prey to bring a gun or a klaw to bear. By Blood Axes taste it is a Kommando Killa Kan: draped in Kustom Kamo and scrap until it reads as just another heap of ruin, a walker the enemy strolls past right up until it steps out of the wreckage. Cheaper and sneakier than a Deff Dread, it ambushes rather than charges, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Artillery (static)
- ◆ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (12 fighters)
- ♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

The Power of the WAAAGH! is the psychic art of the Ork — not the precise incantation of a sorcerer but the mob's roar made manifest through a single twitching conduit. Where another warp-caster commands lightning

with cold control, the Wyrdboy simply conducts the green tide: the louder the WAAAGH!, the wilder the power that spills out of him. Through it he folds space to hurl the Boyz across the field, bursts an enemy's skull from within, pours raw strength into a comrade's arms, strips armour with a lash of green lightning, stamps down the ghostly Foot of Gork, and swells a fighter larger on the mob's own belief. It is one loud discipline, not a library of traditions, and every Klan's Wyrdboy shares it alike. A Wyrdboy with access picks or rolls one power from it at creation, each a Wyrdb power that courts the warp's price.

ROLL	POWER
1	Da Jump. The Wyrdboy gathers the roar of the mob and folds the ground in front of him. One friendly Ork fighter within range — himself or another — is lifted clean off the board and set down again anywhere more than 4" from an enemy, arriving where the foe least wants it. The jolt of the passage leaves that fighter unable to Charge in the round it lands, but otherwise free to move and fight as normal. It is the mob's shortcut through the warp: the Boyz are here, and then, with a crack of green light, they are behind the enemy line.
2	'Eadbanger. The Wyrdboy fixes his glare on one enemy within range and line of sight, and the pressure builds behind that fighter's eyes until its 'ead goes bang. The target suffers a single automatic hit at Strength 6, AP -2, Damage 2, a killing thought that cares nothing for the cover the fighter cowers behind. It is the crudest of the Wyrdboy's workings and one of the surest — a burst of raw warp-force hurled across the board with none of the aim a gun would ever need.
3	Warpath. The Wyrdboy pours the WAAAGH! into the arms of a friendly Ork — himself or one within 6" — and for as long as he sustains the power that fighter gains +1 Attack on its close-combat attacks and re-rolls its charge distance. The green energy sings in its muscle, driving it into the enemy faster and harder than its own strength allows. Holding the working costs the Wyrdboy his own action each round, so the gift flows to one fighter at a time, bought with the caster's tempo rather than given freely.
4	Zzap. The Wyrdboy hurls a crackling bolt of green lightning at one enemy within range. The target suffers a single automatic hit at Strength D3+4 — the charge building unpredictably from one manifestation to the next — with a savage AP -3 and Damage 1. It is the armour-strip of the discipline, reaching further than any of his other workings and tearing through the heaviest plate when the current runs high, though a low charge can gutter and fizzle against a lucky mark.
5	Foot of Gork. The Wyrdboy calls down a translucent green boot the size of a battlegon, and it stamps. Place a Blast (3") marker anywhere within range; every fighter beneath it suffers a Strength 5, AP -1, Damage 1 hit, and any not taken out of action is knocked Prone and Pinned by the god's tread. It is the area-control stomp — less a killing blow to one than a scattering, pinning weight brought down on a whole cluster of the enemy at once.
6	Bigged Up. The Wyrdboy feeds a friendly Ork — himself or one within 6" — the mob's own certainty, and for as long as he sustains the power that fighter counts as +1 Strength and +1 Toughness. The Ork swells with the belief that it is bigger and harder than it was, and because the whole mob believes it too, it is. The bonus caps at a single step and does not stack on itself, and like every sustained working it holds only while the Wyrdboy gives it his action each round.

Smite is the raw witch-blast every psyker can loose, warp-force flung from the mind with no working of its own. One chosen enemy within range suffers a single automatic hit, and for each further enemy within 2" of it the blast arcs on and adds another hit, biting hardest into a bunched-up line. It belongs to no discipline and needs none — any fighter with the Psyker keyword and the access to use it may call it alongside its own school. In a Wyrdboy's hands it is the plain hammer beside the wilder gifts of the WAAAGH!, the one working that simply hurts whatever stands closest.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Sprung Trap. Sprung Trap. Play at the start of any round. Choose one friendly fighter that is Concealed or in cover: until the end of that round, the first attack it makes gains +1 to Hit and +1 to Wound. The whole plan comes together in one moment, and one of your fighters was waiting for exactly this.	START OF ANY ROUND
12	Kommando Insertion. Kommando Insertion. Play during deployment. One friendly fighter that would deploy normally may instead be set up using Infiltrate — hidden, out of line of sight and more than 6" from enemies — even if it could not otherwise do so. Someone slipped through a gap in the line the enemy swore it had closed.	DEPLOYMENT
13	Now You See Us. Now You See Us. Play during deployment, after both gangs have set up. Move up to two friendly Concealed fighters up to 3" each, so long as they end still Concealed. By the time the enemy looks again, the Blood Axes are not quite where it counted them.	DEPLOYMENT
14	Smoke An Fade. Smoke an' Fade. Play on any turn, when a friendly fighter finishes a Shoot action. That fighter may immediately make a free move of up to 3" and, if it ends in cover or out of line of sight, becomes Concealed. Fire, and be gone before the answer comes.	ANY TURN
15	Feigned Retreat. Feigned Retreat. Play on any turn, when an enemy declares a charge against a friendly fighter that has not yet activated. That fighter may make a free Retreat move before the charge is resolved; if the charge then fails to reach it, the enemy ends its move in the open, right where you wanted it. Run, and let them chase you onto the guns.	ANY TURN
16	Dakka Ambush. Dakka Ambush. Play when an enemy charges a friendly fighter that has not yet activated this round. Before the charge is resolved, that fighter may make a free Shoot action against the charging enemy. The trap fires the instant the enemy commits to it.	WHEN AN ENEMY CHARGES
21	Hit An Away. Hit an' Away. Play on any turn, when a friendly fighter takes an enemy Out of Action in close combat. That fighter may immediately make a free move of up to 4", breaking away from any remaining enemies. Land the blow, then be somewhere else before anyone answers it.	ANY TURN
22	Sneaky Gitz Ground. Sneaky Gitz Ground. Play before the battle, after terrain is set but before deployment. Choose one piece of terrain: for this battle, any friendly fighter wholly within 3" of it counts as being in cover. The Blood Axes always knew this ground better than whoever thinks they hold it.	PRE-BATTLE

23	From Where You Weren't. From Where You Weren't. Play on any turn, when a friendly Concealed fighter makes a ranged attack. The target counts its Toughness as one lower against that attack, struck from an angle it never watched. It never saw the shooter, and it never covered the line.	ANY TURN
24	Cut Their Line. Cut Their Line. Play at the start of the battle. Choose one enemy fighter: until it is activated for the first time, it may not be given a Ready marker's benefit and treats all friendly fighters as out of communication for any group-activation or leadership bubble. The Kommandos went in the night before and cut something important.	START OF BATTLE
25	Patient Gun. Patient Gun. Play on any turn, when a friendly fighter that did not move this activation makes a ranged attack. That attack is made at +1 to Hit and, on a hit, inflicts +1 Damage. The best shooters this Klan has are the ones who waited, and waited, and only then fired.	ANY TURN
26	Booby Trap. Booby Trap. Play before the battle. Place a hidden trap marker in or beside one piece of terrain in the enemy's half. The first enemy fighter to move within 2" of the marker takes a Strength 4, AP -1 hit, and the marker is then removed. Something was waiting in the ruin long before the enemy walked into it.	PRE-BATTLE
31	Kunnin Withdrawal. Kunnin' Withdrawal. Play at the end of any round. Up to two friendly fighters that are not engaged may each make a free move of up to 3", provided each ends the move in cover or out of the enemy's line of sight. When the ground is no longer worth holding, the Blood Axes simply are not on it any more.	END OF ANY ROUND
32	Angle On Em. Angle On 'Em. Play on any turn, when a friendly fighter makes a ranged attack against an enemy in cover. For that attack, the target's cover counts one step worse — full cover as partial, partial as none. The Kommandos always find the one line the enemy forgot to screen.	ANY TURN
33	Ghost Step. Ghost Step. Play on any turn, when a friendly fighter makes a move. For that move, the fighter ignores the penalty for moving across difficult terrain and does not trigger reactions from moving within an enemy's reach. It goes where no one thought a fighter could, and quietly.	ANY TURN
34	Split Off. Split Off. Play when a friendly fighter is activated. That fighter may make two separate moves this activation instead of the usual one action-and-move, so long as it takes no other action, peeling away on its own path. One of the mob breaks off to work an angle no one is watching.	ACTIVATION
35	Marked Man. Marked Man. Play at the start of any round. Choose one enemy fighter: until the end of that round, friendly fighters make ranged and melee attacks against it at +1 to Hit. The boss picked a target, and the whole krew knows exactly who is to fall.	START OF ANY ROUND
36	Sabotaged Ground. Sabotaged Ground. Play before the battle. Choose one piece of open terrain in the enemy's half: for this battle it counts as difficult, dangerous ground. The Kommandos were here first, and they left the footing worse than they found it.	PRE-BATTLE
41	Fall Back Fightin. Fall Back Fightin'. Play on any turn, when a friendly fighter is engaged in close combat and chooses to Retreat. That fighter may make a single close-combat attack against an enemy it is engaged with before it moves away. The Blood Axes give ground, but never for free.	ANY TURN
42	Second Ambush. Second Ambush. Play once per battle, at the start of any round. Choose one friendly fighter that is not Concealed and is out of an enemy's line of sight: it immediately becomes Concealed and is treated as freshly hidden, its first attack thereafter counting as made from concealment. The trap the enemy thought it had sprung was only the first one.	ONCE PER BATTLE
43	Kommando Nerve. Kommando Nerve. Play on any turn, when a friendly fighter must take a Cool or Nerve test. That test is passed automatically. A Blood Axes Kommando has waited out worse than this, unseen and unmoving, and does not flinch now.	ANY TURN

44	Slip The Net. Slip The Net. Play when a friendly fighter is activated while engaged in close combat. It may Retreat without taking the usual test, and any enemy it was engaged with may not follow up. It was never really caught — it only let the enemy think so.	ACTIVATION
45	Called Shot. Called Shot. Play on any turn, when a friendly fighter that made an Aim action shoots. That attack ignores the target's cover entirely and, on a hit, may be resolved against a specific location as if the shooter had chosen exactly where to place it. The patient gun finds the gap in the plate.	ANY TURN
46	Kill The Comms. Kill The Comms. Play at the start of the battle. The enemy gang may not use any group activation, and its leaders and champions project no leadership bubble, for the first round. The night before the fight, the Kommandos found the wires and the vox and cut every one.	START OF BATTLE
51	Ready Trap. Ready Trap. Play when a friendly fighter on Overwatch is triggered. Its reactive Shoot action is made at +1 to Hit and, on a hit, inflicts Knockback. The gun was not merely watching — it was waiting, laid on the exact spot the enemy stepped into.	OVERWATCH
52	Vanish. Vanish. Play at the end of a friendly fighter's activation, if it is in cover or out of the enemy's line of sight. That fighter immediately becomes Concealed. One moment it was there; the next the ground is empty, and the enemy is left staring at where it used to be.	END OF ACTIVATION
53	Bait. Bait. Play at the start of any round. Choose one friendly Grot or Ganger as the bait: until the end of that round, any enemy that can charge it must test to resist doing so, and if it charges, one other friendly fighter within 8" may make a free move of up to 4". The greedy eye follows the easy kill, and walks straight past the real one.	START OF ANY ROUND
54	Two Doors. Two Doors. Play during deployment. Choose up to two friendly fighters set up by Infiltrate: instead of placing them now, note down two hidden positions for them and reveal which fighter is where only when each first activates. The enemy has to guard both ways in, and can only truly watch one.	DEPLOYMENT
55	Quiet Blade. Quiet Blade. Play on any turn, when a friendly Concealed fighter makes a close-combat attack against an enemy that has not yet activated this round. That attack is made at +1 to Hit and inflicts +1 Damage, and the fighter remains Concealed if it takes no other action. The knife does its work, and no one hears it.	ANY TURN
56	Pull Back. Pull Back. Play at the end of any round. Every friendly fighter that is not engaged may make a free move of up to 2" toward the Blood Axes board edge or into the nearest cover. When a fight stops paying, the whole mob quietly starts leaving, and the enemy is left holding empty ground.	END OF ANY ROUND
61	Kunnin Plan Holds. Kunnin' Plan Holds. Play at the start of the battle. Every friendly fighter deployed by Infiltrate this battle makes its first attack from concealment at +1 to Wound, in addition to the usual bonus to Hit. Every step of the plan came off exactly as the boss drew it, and the opening blow lands all the harder for it.	START OF BATTLE
62	Smoke Screen. Smoke Screen. Play on any turn. Place a smoke marker anywhere within 9" of a friendly fighter; it breaks line of sight through that point until the start of the next round. Throw enough smoke and the enemy stops shooting at what it can see, because it can no longer see anything worth shooting.	ANY TURN

63	Trap The Approach. Trap The Approach. Play before the battle. Choose one of the enemy's likely approach routes and place two hidden trap markers along it: the first enemy fighter to move within 2" of either takes a Strength 4, AP -1 hit, and that marker is removed. The Blood Axes worked out which way the enemy would come, and got there first.	PRE-BATTLE
64	Cut An Run. Cut an' Run. Play on any turn, when a friendly fighter carrying a loot token or objective is activated. It may make a free move of up to 3" before or after its action, so long as it ends in cover or out of line of sight. Take what you came for and be gone; the fight was never the point.	ANY TURN
65	Read The Field. Read The Field. Play at the start of the battle, after deployment. Look at the enemy's positions, then move up to three friendly Concealed fighters up to 2" each, so long as each ends still Concealed. The boss reads the ground the way other Orks read nothing at all, and adjusts the plan before a shot is fired.	START OF BATTLE
66	Da Whole Plan. Da Whole Plan. Play once per battle, at the start of a round. For that round, every friendly fighter that is Concealed or in cover makes its attacks at +1 to Hit, and every enemy within 3" of two or more friendly fighters suffers -1 to Hit. This is the ambush the boss has been building all game — every gun, every blade, every hidden git moving at once.	ONCE PER BATTLE

ALLIANCES

TURNCOATS NAME

ALLIANCE

WHO	the straight-fighting Klans — the Goffs above all, and any mob that calls cunning cowardice and hiding shame
TERMS	a standing feud the Blood Axes cannot buy off with any contract or fee: they may never agree map-level non-aggression with a declared straight-fighting feud-gang; whenever the two meet, that feud-gang gains +1 to its Bottle checks (contempt steadies it), while the Blood Axes treat the battle's Reputation stakes as one step higher — to the other Klans this is the fight that decides, over and over, whether kunnin' is a kind of strength or just a coward's excuse

Not every relationship is an alliance. The straight-fighting Klans — the Goffs above all, and any mob that calls cunning cowardice and hiding shame — hold a standing feud with the Blood Axes that no contract or fee will ever buy off. You may never agree map-level non-aggression with a declared straight-fighting feud-gang. Whenever the two of you meet on the board, that feud-gang gains +1 to its Bottle checks, contempt steadying it where fear might break it, while you treat the battle's Reputation stakes as one step higher. To the rest of the green tide this is the fight that keeps deciding, over and over, whether kunnin' is a kind of strength or just a coward's excuse — and it is never quite settled.

✂ WORK FOR ANYONE

ALLIANCE

WHO	any gang willing to pay — the Blood Axes are the Klan that hires its guns out, and will treat with orks, humans, xenos or worse if the coin is good and the job is interesting
TERMS	once per campaign phase the Blood Axes may declare a paid contract with any one gang: for a set credit fee paid INTO the Blood Axes stash (the client's down-payment), both gangs treat each other as map-level non-aggression for that phase and may nominate one shared objective in any multiplayer game they both attend; the Blood Axes may break the contract at any time by refunding nothing and taking a Reputation hit — a mercenary's word lasts exactly as long as the coin behind it, and every client on the board knows it going in

The Blood Axes are the Klan that hires its guns out, and will treat with orks, humans, xenos or worse when the coin is good and the job is interesting. Once per campaign phase you may declare a paid contract with any one gang: for a set fee paid into your stash — the client's down-payment — both gangs treat one another as map-level non-aggression for that phase, and may nominate one shared objective in any multiplayer game you both attend. You may break the contract at any time, refunding nothing and taking a Reputation hit for it. A mercenary's word lasts exactly as long as the coin behind it, and every client on the board knows that going in — which is precisely why they keep paying anyway.

✂ WORK WITH DA HUMANS

ALLIANCE

WHO	human gangs and warbands — the Blood Axes are the only Klan that will knowingly, willingly fight alongside 'umies, having spent generations at war with them and learned more than they will ever admit
TERMS	the Blood Axes may agree map-level non-aggression + a shared objective with one nominated human-faction gang per campaign; while that pact holds, a Blood Axes fighter wholly within 6" of an allied human fighter may re-roll one failed Cool test per battle (the borrowed discipline cuts both ways); the pact costs no credits, only standing — the other Klans regard treating with humans as the plainest proof yet that the Blood Axes have gone soft in the head

Alone among the Klans, the Blood Axes will knowingly and willingly fight alongside 'umies — generations at war with them taught this Klan more than it will ever admit. Once per campaign you may agree map-level non-aggression and a shared objective with one nominated human-faction gang. While that pact holds, a Blood Axes fighter wholly within 6" of an allied human fighter may re-roll one failed Cool test per battle, the borrowed discipline cutting both ways. The pact costs no credits, only standing: the other Klans regard treating with humans as the plainest proof yet that the Blood Axes have gone soft in the head — and the Blood Axes let them think it, and keep the better contacts.

💀 FAVOURS

2D6

ROLL FAVOUR

PATRON

2	A Bad Contract. A Bad Contract. Da Fixa had only sour work on his ledger this time, and took it anyway. The job pays a meagre handful of credits, but the client talked — word of your coming got out. In your next battle this campaign phase, one enemy fighter of the opposing player's choice begins the game already aware of your gang: it may not be ambushed by, and ignores the Concealment of, the first Blood Axes fighter it sees. A broker who deals with everyone sometimes deals you a bad hand, and this was one of them.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
3	Old Debts. Old Debts. Da Fixa keeps a ledger of who owes what, and this phase he calls one in on your behalf. Someone who owed the Klan a favour settles up: take a modest sum of credits into your stash, no strings and no contract to honour. The broker's real wealth was never coin — it was the long memory of every debt owed across a hundred warzones, and now and then it pays out clean.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
4	Smoke Ration. A Smoke Ration. Da Fixa sends over a crate of the good smoke — oily, thick and quick to rise. For your next battle this phase, one nominated friendly fighter carries Smoke Bombs at no cost, able once each round to throw a cloud that breaks line of sight through a point within 6". A small favour, but in this Klan a wall of smoke thrown at the right second decides more fights than a bigger gun ever could.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
5	A Borrowed Kommando. A Borrowed Kommando. Da Fixa lends you a sneak from another crew's books — a hired Kommando who owes the broker and works off the debt at your side. For your next battle this phase you may field one extra Kommando, deploying by Infiltrate as your own do, who leaves once the fighting is done and takes no share of the loot. A gun for a day, and a good one: the broker only lends the ones who come back.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
6	Da Fixas Map. Da Fixa's Map. The broker knows the ground before you set foot on it, and this phase he shares what he knows. In your next battle, before the first round, you may either redeploy one friendly fighter to a better spot or let one fighter Infiltrate closer than the Kunnin' Plan would normally allow. It is the kunnin' edge on a scrap of filthy parchment: proof the Blood Axes were thinking about this fight long before the enemy arrived to have it.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT

7	Mercenary Pay. Mercenary Pay. The commonest favour on Da Fixa's table, and the one that keeps the Klan fed: a straight purse of credits for guns delivered and jobs done. Take a solid sum into your stash, no conditions attached. The Blood Axes fight for the coin as much as the fight, and this is the coin — the plain, reliable payout of a crew the whole sector knows will turn up and do the work.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
8	Sabotage Kit. A Sabotage Kit. Da Fixa turns up a crate of charges, wire and dirty little surprises. For your next battle this phase, one nominated friendly fighter carries a Stikk-Mine at no cost, planting a marker in cover on deployment to catch the first enemy that strays too close. A favour built for the Klan's whole way of war: the ground seeded before the enemy ever chooses to cross it.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
9	A Borrowed Sniper. A Borrowed Sniper. Da Fixa knows a quiet gun for hire — a patient shooter with a long, clean barrel who works off a debt to the broker. For your next battle this phase you may field one extra fighter armed with a Snipin' Shoota, deploying hidden by Infiltrate, who departs once the shooting stops. A marksman lent for a single ambush is worth a dozen loud Boyz to a Klan that opens every fight with one careful, unheard shot.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
10	Human Contacts. Human Contacts. The broker's ledger runs to names no other Klan would touch — 'umie fixers, smugglers and gun-runners who deal with the Blood Axes because the Blood Axes deal fair enough, for Orks. This phase, one Hired Gun you recruit costs markedly fewer credits than usual, brought in cheap through a contact who owes Da Fixa. Generations at war with the humans left this Klan with the one thing the rest of the green tide lacks: friends on the other side.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
11	A Proper Krew. A Proper Krew. Da Fixa assembles a full ambush team for a single job — a handful of sneaks who know the trade. For your next battle this phase you may field up to two extra Kommandos, deploying by Infiltrate alongside your own and leaving when the fighting ends, taking no share of the spoils. A borrowed krew this size can turn a raid into a rout: enough guns, in enough of the right places, that the enemy never works out how many of you there really were.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT

12

Snikrots Ear. Snikrot's Ear. The rarest favour of all: Da Fixa gets word to the master ambusher himself, and Boss Snikrot takes an interest. For your next battle this phase, the legendary Redskull Kommando fights at your side — arriving from ambush anywhere on a board edge or from concealment, striking with +1 Attack on the turn he appears, and gone again the moment the work is done. When the greatest ambusher the Klan has ever known lends you his blades for a single fight, the enemy has already lost and simply does not know it yet.

DA FIXA — THE
BLOOD AXES
BROKER WHO
HIRES THE
KLAN'S GUNS
OUT TO THE
HIGHEST
BIDDER AND
KEEPS A
LEDGER OF WHO
OWES WHAT

SUB-PLOTS

✂ DA LONG CON

SUB-PLOT

Reward: the Blood Axes bank a large one-off Reputation gain (a clean job is worth more to a mercenary's name than a bloody win) and the gang stash takes a bounded credit bonus as the client pays the premium for work done right; in addition, one friendly fighter that made an attack from Concealment during that battle may immediately take a free Advance

Da Long Con. Take the win the way a Blood Axes boss dreams of it: complete a scenario's primary objective without a single friendly fighter going Out of Action — a plan that worked exactly as drawn, start to finish, with nobody left behind to answer for it. When you do, the Klan banks a large one-off step of Reputation, for a clean job is worth more to a mercenary's name than a bloody one, and the stash takes a bounded bonus of credits as the client pays the premium for work done right. In addition, one friendly fighter that made an attack from Concealment during that battle may immediately take a free Advance. This is the Klan's whole creed made good: not to win the fight, but to win it so well the enemy never landed a blow.

✂ SELL TO DA HIGHEST BIDDA

SUB-PLOT

Reward: the Klan's name as reliable guns-for-hire is made: for the remainder of the campaign the Blood Axes may roll on Da Fixa's favour table with a +1 modifier (the broker steers better work toward a crew that has proven it delivers), a standing but bounded benefit that reflects a reputation earned rather than bought

Sell To Da Highest Bidda. Make the Klan's name as reliable guns-for-hire. Complete three paid contracts over the campaign — three separate phases in which the Blood Axes took a client's coin, honoured the terms, and did not break the deal for a better one. Do that, and word gets round that this crew delivers: for the rest of the campaign you may roll on Da Fixa's favour table with a +1 modifier, the broker steering better work toward a gang that has proven it can be trusted with it. It is a standing benefit but a bounded one — a name earned by keeping three bargains, not bought — and in a Klan that breaks its word for coin, three kept contracts is a reputation worth more than the coin itself.

LEGENDARY NAMES

✧ DA QUIET ONE

CHAMPION OR GANGER

XP cost (random): 6

XP cost (chosen): 10

Da Quiet One. A Champion or Ganger who has made a name as a Kommando killer — the one the enemy never hears coming and never gets to hear again. Earned for 6 XP rolled or 10 chosen, the name marks a fighter who does its worst work on the unready: its melee attacks against an enemy that has not yet activated this round, or that is unaware of it, are made at +2 to Hit and inflict +1 Damage — the garrote from behind, the blade under the plate, the fight settled before the victim knew there was one.

But it is a killer, not a brawler. While this fighter is not Concealed and stands within 3" of two or more enemy fighters, it suffers -1 to Hit. Dragged into an open, crowded scrap it is only ordinary, and every enemy that lives long enough to learn its name learns to keep it in a crowd and in the light.

✧ DA RED SKULL

LEADER OR CHAMPION

XP cost (random): 8

XP cost (chosen): 12

Da Red Skull. A Leader or Champion who has become a master of the sprung trap — the ambusher the whole Klan tells stories of, who is simply never where the enemy prepared for him. Earned for 8 XP rolled or 12 chosen, the name lets this fighter deploy anywhere on the board more than 6" from enemies and out of line of sight, whatever the scenario's deployment rules, and strike at +1 to Hit and +1 Damage on the first attack it makes from Concealment each battle. It arrives where it chooses and makes the arrival count.

Its price is solitude. No other friendly fighter may deploy within 6" of it, and it may never benefit from the boss's Kommando Discipline aura or any friendly leadership bubble. The greatest ambusher in the Klan trusts the plan, and no one else, to keep it.

✧ DA TURNCOAT

ANY CHAMPION OR GANGER

XP cost (random): 6

XP cost (chosen): 10

Da Turncoat. Any Champion or Ganger who has fought for and against everyone and lived to know all the tricks. Earned for 6 XP rolled or 10 chosen, the name marks a fighter who has seen every move because it has made every move, for pay, more than once: once per battle it may force one enemy fighter within 12" to re-roll a successful Hit roll it just made against a friendly Blood Axes fighter. It saw that coming.

Its loyalty, though, is a contract and not a bond. Whenever the gang fails a Bottle test, this fighter is the first model removed from the battle — no injury roll, it simply leaves. A mercenary does not stay to die for a war that has stopped paying, and this one has walked out of more battles early than most Orks have finished.



TERRAIN

✧ KOMMANDO HIDE

TERRAIN

The Kommando Hide. A camo-netted nest of scrap, dug spoil and scavenged 'umie kit that the Blood Axes rig wherever they hold ground — all but invisible until the moment it is far too late to matter. A friendly Ork wholly within 3" of the hide counts as Concealed even in the open, and even in the round after it has shot. One friendly fighter may begin the battle set up inside the hide, whatever the scenario's normal deployment rules. And any enemy fighter that ends its activation within 3" of the hide, before a friendly model has revealed itself from it, must pass an Initiative check or forfeit its Ready marker next round — snared and second-guessing amid tripwire, false ground and things that were not there a moment ago. Ground the Blood Axes prepared is never quite the ground it looks like.

✧ SABOTAGED SPAN

TERRAIN

The Sabotaged Span. A gantry, pipe-run or scrap bridge that the Blood Axes Kommandos wired with charges before the enemy ever arrived — left looking exactly as solid and inviting as it did the day it was built. Once per battle, any friendly fighter within 6" of the span and with line of sight to it may trigger the charges as a simple (single) action. Every fighter, friend or foe, wholly on the span or within 2" of it takes a Strength 5, AP -1 hit, and the span then counts as impassable, dangerous ground for the rest of the battle. The Blood Axes always know in advance which ground they can afford to lose — and this was always going to be it.

✂ DA AMBUSH

SCENARIO

ATTACKER	the Blood Axes mob (lying in wait along a route it knows the enemy must take)
DEFENDER	a rival gang moving through, expecting a fight but not this one, and not here
DEPLOY	the defender deploys along the centre line as if crossing the board and must nominate a table edge it is marching toward; the Blood Axes do not deploy at the start — every Blood Axes fighter begins in ambush and is set up during the game more than 6" from enemies and out of line of sight, up to half of them permitted to arrive from the first round
OBJECTIVE	the Blood Axes must break the enemy before it crosses to its chosen edge — take a third or more of the defender's crew Out of Action, or Pin/engage enough of it that it cannot reach the far edge; the defender wins simply by getting half or more of its starting crew off its nominated edge
VICTORY	the Blood Axes win if the enemy fails to march off its edge and takes the losses; the defender wins by escaping the killbox with its mob mostly intact; if both partly succeed, the side holding the field at the end takes it
REWARDS	a successful ambush lets the Blood Axes loot the fallen for a bounded one-off credit haul and claim the enemy's route as scouted ground (a Reputation gain); an escaping defender loses nothing but the pride of having walked into it
CONTROL TRACK	a route-denial contest ('control-track'): springing the ambush shifts the marker +1 to the Blood Axes (the lane is theirs to close), while an enemy that marches through clean shifts it +1 the other way — the road stays open to whoever can move down it unbled

The Blood Axes have lain up along a route they know the enemy must take. A rival gang is moving through, expecting a fight — but not this one, and not here.

ATTACKER & DEFENDER. The Blood Axes are the attacker, waiting in ambush. The defender is the gang crossing the ground.

BATTLEFIELD & DEPLOYMENT. The defender deploys along the centre line as though crossing the board, and nominates the table edge it is marching toward. The Blood Axes place nothing at the start: every Blood Axes fighter begins in ambush, set up during the game more than 6" from enemies and out of line of sight, and up to half of them may arrive from the first round.

THE OBJECTIVE. Break the enemy before it reaches its chosen edge — take a third or more of the defender's crew Out of Action, or Pin and engage enough of it that it cannot get across. The defender's goal is simply to march half or more of its starting crew off its nominated edge.

ENDING THE BATTLE. The game ends when one side meets its objective or a side bottles out.

VICTORY. The Blood Axes win if the enemy fails to march off its edge and takes the losses; the defender wins by escaping the killbox with its mob mostly intact. If both partly succeed, whoever holds the field at the end takes it.

REWARDS. A sprung ambush lets the Blood Axes loot the fallen for a one-off haul of credits and claim the enemy's route as scouted ground, a step of Reputation. An escaping defender loses nothing but the pride of having walked into it. Springing the ambush shifts the control track one step to the Blood Axes; an enemy that marches through unbled shifts it one step the other way.

TACTICS. This is the Blood Axes' own fight — position and first strike against a foe strung out and moving. Set the traps deep, let half the mob wait, and hit the column where it is thinnest.

✂ DA SABOTAGE RAID

SCENARIO

ATTACKER	the Blood Axes mob (in to wreck something and out before the alarm finishes sounding)
DEFENDER	the gang holding the site — a promethium store, a gun-position, a comms mast, something the enemy would rather keep
DEPLOY	place a single Objective (the target to be wrecked) at the centre of the defender's half; the defender sets up within 6" of it; the Blood Axes deploy using Infiltrate, hidden and more than 9" from the objective
OBJECTIVE	the Blood Axes must get a fighter into base contact with the objective and spend an action to plant charges, then survive to the end of the following round with the charge un-defused (an adjacent enemy fighter may spend an action to defuse it); if the charge stands, the objective is destroyed
VICTORY	the Blood Axes win outright if the objective is destroyed, regardless of casualties — the raid does not care who holds the field, only whether the thing is still standing; the defender wins by defusing the charge or clearing the site before it is planted, then holding it to the end
REWARDS	a destroyed objective denies the defender its associated campaign boon for the following phase and pays the Blood Axes Da Fixa's bonus (a bounded credit sum from whoever commissioned the wreck); a foiled raid costs the Blood Axes nothing but the wasted infiltration
CONTROL TRACK	a denial strike ('control-track'): wrecking the objective shifts the marker +1 to the Blood Axes and denies the defender the site's benefit next phase; a defended site holds the marker where it was — the Blood Axes came to break a thing, not to take the ground, and the ground was never the point

The Blood Axes are in to wreck something and out before the alarm finishes sounding.

ATTACKER & DEFENDER. The Blood Axes are the raiders. The defender holds the site — a promethium store, a gun-position, a comms mast, something it would rather keep.

BATTLEFIELD & DEPLOYMENT. Place a single Objective, the target to be wrecked, at the centre of the defender's half. The defender sets up within 6" of it. The Blood Axes deploy using Infiltrate, hidden and more than 9" from the objective.

THE OBJECTIVE. A Blood Axes fighter must reach base contact with the target and spend an action to plant charges, then the gang must keep the charge un-defused to the end of the following round. An adjacent enemy fighter may spend an action to defuse it. If the charge still stands, the target is destroyed.

ENDING THE BATTLE. The game ends when the charge resolves, the site is cleared, or a side bottles out.

VICTORY. The Blood Axes win outright if the target is destroyed, whatever the cost in bodies — the raid cares nothing for who holds the field, only whether the thing is still standing. The defender wins by defusing the charge or clearing the site before it is planted, and holding it to the end.

REWARDS. A destroyed target denies the defender its associated campaign boon for the following phase and pays the Blood Axes a bounded sum of credits from whoever commissioned the wreck. A foiled raid costs the Blood Axes nothing but the wasted infiltration. Wrecking the target shifts the control track one step to the Blood Axes; a defended site holds it where it was.

TACTICS. The ground is not the point — the target is. Screen the planter, seed the approaches, and be ready to fade the moment the charge is set.

ATTACKER	the Blood Axes mob (in to take a prize the enemy does not yet know is the target)
DEFENDER	the gang guarding the loot — unaware, at first, which of its holdings the Orks actually came for
DEPLOY	place three loot tokens across the defender's half — only ONE (recorded secretly by the Blood Axes player before the game) is the real prize; the defender deploys within 8" of the tokens; the Blood Axes deploy using Infiltrate, hidden and more than 6" from any token
OBJECTIVE	the Blood Axes must reach the tokens, identify the true prize (revealing a token costs an action in base contact), carry it, and get it off the Blood Axes board edge; the defender wins by taking the prize-carrier Out of Action and holding the true token to the end, or by driving the raiders off empty-handed
VICTORY	the Blood Axes win the instant the true prize leaves their board edge in a fighter's hands; the defender wins by keeping it — a decoy carried off the board counts for nothing, so the defender need only work out, in time, which token is really moving
REWARDS	the true prize is worth a substantial one-off credit haul and a Reputation gain to whoever walks off with it; a defender that keeps it loses nothing, while a defender that guessed wrong and chased a decoy loses a great deal of face
CONTROL TRACK	a smash-and-grab ('control-track'): carrying off the true prize shifts the marker +1 to the Blood Axes (they have what they came for and the leverage that comes with it); a foiled snatch shifts it +1 to the defender, whose hold on the site is proven — the ground is only as held as the thing worth holding it for

The Blood Axes are in to take a prize the enemy does not yet know is the target.

ATTACKER & DEFENDER. The Blood Axes are the raiders. The defender guards the loot, unaware at first which of its holdings the Orks actually came for.

BATTLEFIELD & DEPLOYMENT. Place three loot tokens across the defender's half; only one — recorded secretly by the Blood Axes player before the game — is the real prize. The defender deploys within 8" of the tokens. The Blood Axes deploy using Infiltrate, hidden and more than 6" from any token.

THE OBJECTIVE. The Blood Axes must reach the tokens, identify the true prize (revealing a token costs an action in base contact), carry it, and get it off their board edge. The defender wins by taking the prize-carrier Out of Action and holding the true token to the end, or by driving the raiders off empty-handed.

ENDING THE BATTLE. The game ends the instant the true prize leaves the Blood Axes board edge, or when the raiders are broken or bottle out.

VICTORY. The Blood Axes win the moment the true prize crosses their edge in a fighter's hands. The defender wins by keeping it — a decoy carried off the board counts for nothing, so the defender need only work out, in time, which token is really moving.

REWARDS. The true prize is worth a substantial one-off haul of credits and a step of Reputation to whoever walks off with it. A defender that keeps it loses nothing; one that guessed wrong and chased a decoy loses a great deal of face. Carrying off the prize shifts the control track one step to the Blood Axes; a foiled snatch shifts it one step to the defender.

TACTICS. The lie is the weapon. Move on all three tokens at once, keep the real carrier hidden in the confusion, and let the defender spend its turns guarding the wrong thing.



ORKS · HOUSE DOSSIER

FREEBOOTERZ KLAN

the pirate magpie klan

The Freebooterz are the pirate maggies of the green tide — a mongrel crew stitched together from every Klan's castoffs, deserters and dreamers, flying no banner but their Kaptin's own grinning colours. Where a focused Klan drills one way of war until it is the best in the tide at that single thing, the Freebooterz reach for all of them and master none: a bit of Goff brawling, a bit of Bad Moons dakka, a bit of Evil Sunz speed, a bit of everyone's luck, all crammed into one gaudy raiding mob. They fight for plunder and for glory, in that order, and the crew grows wider and louder with every haul. On the table this makes them the broadest, most flexible force in the faction — a Kaptin's flagship command feeding a crew that borrows a trick from anywhere, takes all comers into its ranks, and turns a single loud kill into momentum. The price of reaching for everything is a peak that every specialist Klan out-fights in its own lane. The Freebooterz answer is simple: fight in every lane at once, and grab the loot while the others argue over which one matters.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader — the Freebooter Kaptin by preference (the flagship pirate boss), or the plain Warboss
- ♦ 0-2 Champions (Nob / Meganob / Wyrdboy — the mongrel mix; hired Flash Gitz count as Hired Guns, not Champion slots)
- ♦ Boyz the bulk, kitted from the mongrel pile; Grots cheap and plentiful (the crew)
- ♦ 0-1 \$5c Vehicle (a looted Deff Dread walker, resolved through the Ash-Wastes vehicle rules — \$Vehicles; the inherited Ork Core \$Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers — rides the same \$5c track)
- ♦ Backbone (Freebooterz-eclectic): Gangers + Juves $\geq$ 1x Leaders + Champions — the flexible mid-crew, the widest mix of any Klan (a bit of every body-type, hired Flash Gitz, take-all-comers scum)
- ♦ Take-all-comers: the widest crew-mix in the green tide — hired Flash Gitz (borrowed dakka, hired not owned) and mercenary scum brought IN for a cut of the plunder
- ♦ Every Ork carries Mob Rule, the Waaagh, and Freeboota Swagger — part of the fighter; Grots, walkers, superheavies and mounted machines don't share Freeboota Swagger
- ♦ The Growing Hoard: campaign wins bank Plunder (spend between battles for discounted Trading-Post loot), the crew grows gaudier and wider, and the Kaptin's legend swells

A Freebooterz crew is the widest muster in the green tide. A starting gang forms on 1,500 credits and is led by exactly one boss — the Freebooter Kaptin by preference, the flagship pirate lord, or a plain Warboss for a crew that would rather krump than swagger. Up to two Champions ride behind the boss, drawn freely from the mongrel mix of Nob, Meganob and Wyrdboy, and a single looted Deff Dread may round out the heavy end, fielded through the \$5c Ash-Wastes vehicle rules (\$Vehicles) rather than the Brute grid. Boyz form the bulk, kitted from the crew's scavenged pile, with cheap and plentiful Grots making up the deckhands. The composition demands only a flexible spine — the count of Gangers and Juves must at least match the count of Leaders and Champions — the loosest backbone rule of any Klan. Above all, a Freebooterz crew takes all comers: hired Flash Gitz and mercenary scum are brought in for a share of the plunder, giving the mob the broadest crew-mix a boss can field.

🦴 GANG RULES

✂ DA KAPTIN'S GLORY

GANG RULE

Da Kaptin's Glory is the crew's habit of fighting harder when the boss is watching. When a friendly Ork within 6" of the Freebooter Kaptin or a Freebooterz Champion takes an enemy Out of Action, the first such kill each round earns that fighter a free Aim (Basic) or Reload (Simple) action, the mob spurred by a boss's example and eager to top it. Only the first qualifying kill within a given aura each round pays out, so a crew that spreads its Champions wide can light the whole line up, one glorious moment at a time. It is the engine that turns the Freebooterz' scattered aggression into momentum: put a boss where the killing is loudest, and the killing keeps coming.

✂ FREEBOOTA SWAGGER

GANG RULE

Freeboota Swagger is the Kultur every Freebooterz Ork fights under — the mongrel confidence of a crew that has begged, borrowed and stolen from every Klan in the green tide and flies no banner but its own. In rules it is two things at once. First is Freeboota's Pick: any fighter allowed it may take a single signature gubbin drawn from another Klan's list, one borrowed trick per fighter, the magpie reaching across the whole faction for whatever catches its eye. Second is the flattest skill access in the tide — the crew's fighters draw from a broader spread of skill sets than any focused Klan, jacks of every trade. The trade is depth: a Freebooterz crew can reach for anything and truly masters nothing, wide where the others are deep.

FIGHTERS

KAPTIN

LEADER

✖ 245 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	3+	4+	5+	5+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Freeboota Swagger (*grants Freeboota's Pick and the broadest skill access*)

Da Kaptin's Glory (*the aura source — free Aim/Reload on the first OOA within 6" each round*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Combat

Ferocity

Leadership

Shooting

Signature

SECONDARY

Agility

Brawn

Cunning

STARTING GEAR Eavy Armour

FREE SKILL Kunnin But Brutal

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✧ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

Kaptins Brace 30 credits

SPECIAL

Big Shoota 40 credits

✧ Kombi Plunderer 65 credits

A looted snazzgun and a scavenged rokket welded into one gaudy flagship gun — kitbash from a Snazzgun + Rokket bitz, Codex: Orks (Freebooterz). Priced above the shared kustom-blasta-kannon 60/the stock big-shoota 40.

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

Plunderin Klaw 55 credits

✧ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock 'uge-choppa 35/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Gaudy Lootplate 30 credits

Eavy Armour

included

PERSONAL		STATUS	
Cybork Body	45 credits	Bosspole	25 credits
♣ <i>Bionik Bonce</i>	50 credits	Da Jolly Ork	25 credits
<i>A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock cybork-body 45.</i>		Waaagh Banner	
		<i>in kit</i>	

The Freebooter Kaptin is the flagship boss made flesh — a swaggering pirate warlord who leads a crew of every Klan's castoffs and answers to no banner but his own. On the table this fighter is a leader built to be everywhere the fighting is loudest, striding in behind a gilded blade and a brace of pistols with the highest Weapon Skill and Leadership in the crew. He calls the Waaagh! that surges the whole gang, steadies the mob around him through Mob Rule, and carries the flexibility of Freeboota Swagger — the reach that lets his crew scrounge a trick from any sibling Klan's list. Most of all he is the heart of Da Kaptin's Glory: the first time a friendly Ork nearby drops an enemy each round, the boss's example hands out a free Aim or Reload, the crew feeding on his legend. His free skill is the low animal cleverness of Kunnin' but Brutal, and his starting Plunderin' Klaw and Kaptin's Brace mark him as a duellist who leads from the front and takes the best kill for himself.

WARBOSS

LEADER

✖ 226 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Freeboota Swagger (*grants Freeboota's Pick and the broadest skill access*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Leadership

Signature

SECONDARY

Brawn

Cunning

Ferocity

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Smash N Grab

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced a bove the stock slugga 10.

SPECIAL

Big Shoota 40 credits

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock 'uge-choppa 35/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Gaudy Lootplate 30 credits

Eavy Armour

included

PERSONAL

Cybork Body 45 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced a bove the stock cybork-body 45.

STATUS

Bosspole 25 credits

Waaagh Banner

in kit

The plain Warboss is the crew's other kind of boss — a straightforward greenskin tyrant for a Kaptin who would rather krump than swagger. This fighter is a front-line leader with brutal Strength and Toughness, three Wounds and three Attacks, built to wade in and win the melee that decides a fight. He calls the Waaagh! that surges the whole gang forward, holds the mob steady through Mob Rule, and carries Freeboota Swagger, the flexibility that lets his crew scrounge a trick from any sibling Klan's list. His free skill is Smash 'n' Grab, the raider's knack for hitting hard and leaving with the loot, and his starting 'Uge Choppa and slugga mark him as a killer first and a captain

second. Lacking the Kaptin's own relics and pirate flag, the Warboss trades legend for reliability — no glory aura, just a boss who ends the fighter in front of him and expects the rest to follow.

MEGANOB

CHAMPION

181 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)

Da Kaptin's Glory

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

Shooting

STARTING GEAR Mega Armour

EQUIPMENT LIST	
SPECIAL	GRENADE
Kustom Mega Blasta45 credits	Stikkbombs30 credits
✦ Kustom Blasta Kannon60 credits	ARMOUR
Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbash from the Kustom Mega-blasta, Codex: Orks (Mek weaponry). Priced above the stock kustom-mega-blasta 45.	Mega Armour
CLOSE-COMBAT	PERSONAL
Power Klaw45 credits	Cybork Body45 credits
Killsaw55 credits	
✦ Buzzsaw Klaw60 credits	
A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock power-klaw 45/killsaw 55.	

The Meganob is a Nob who has stomped into a suit of mega-armour and become a walking strongpoint. This champion trades speed for a near-impervious save and the raw mass to shrug hits that fell lesser Orks, lumbering forward at a slow Movement while everything it reaches folds under a power klaw. It feeds on the Waaagh!, holds through Mob Rule, and carries Freeboota Swagger, and as a Freebooterz Champion it projects Da Kaptin's Glory to the crew around it, rewarding the first nearby kill each round with a free Aim or Reload. The armour is the whole point: the Meganob is neither fast nor subtle, but it is very hard to stop and very bad to stand near — an anvil the rest of the crew swings around.

NOB

CHAMPION

✖ 131 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES	WAAAGH! (feeds and benefits from the gang surge)	Mob Rule (auto-steady near friendly Orks)
	Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)	Da Kaptin's Glory SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY	Brawn	Combat	Signature	SECONDARY	Cunning	Ferocity	Leadership
					Shooting		

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Big Shoota 40 credits

CLOSE-COMBAT

Big Choppa 25 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock big-choppa 25.

Power Klaw 45 credits

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock big-choppa 25 / power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Gaudy Lootplate 30 credits

Eavy Armour

included

PERSONAL

Cybork Body 45 credits

ACCESSORY

Gitfinda 15 credits

The Nob is the crew's enforcer — a big, mean, well-armed Ork who does the boss's krumping when the boss is busy elsewhere. On the table this fighter is a champion with two Wounds and two Attacks, a step below a Warboss but well above the mob, built to anchor a knot of Boyz and out-fight anything its size. It benefits from the Waaagh! surge, steadies on Mob Rule, and carries Freeboota Swagger's cross-Klan reach. As a Freebooterz Champion it also projects Da Kaptin's Glory, handing a free Aim or Reload to the first friendly Ork nearby to drop an enemy each round. Its free skill is Krumpin, the plain joy of hitting things, and it starts with a power klaw and a slugga — kit for a fighter that solves problems by walking into them.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)
Freeboota Swagger (*grants Freeboota's Pick and the broadest skill access*) **Da Kaptin's Glory** SEE SPECIAL RULES

PSYKER (*manifests the shared Power of the WAAAGH! discipline + Smite; the crew's sole caster*)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In a Freebooterz crew the keyword belongs to the Wyrdboy alone — a mad greenskin lightning-rod for the ambient WAAAGH! every mob radiates, kept aboard like any other bit of borrowed danger. Through it the Wyrdboy channels the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite. Each working is resolved with the standard psyker rules, and every one risks the warp turning on the git who calls it — Perils are the price of a skull full of green lightning. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time. The Ork warp is one shared, crude thing — a Freebooterz Wyrdboy channels the same six powers as every Klan's; the magpie borrows kit, never the warp.

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Cunning

Power of the WAAAGH!

SECONDARY

Savagery

Shooting

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Slugga **10 credits**

✦ *Shokk Slugga* **20 credits**

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

CLOSE-COMBAT

Choppa **10 credits**

GRENADE

Stikkbombs **30 credits**

ARMOUR

Scrap Armour

included

The Wyrdboy is the crew's living weapon-that-shouldn't-be — a greenskin psyker crackling with the raw Waaagh! energy of every Ork around it, as likely to blow itself apart as the enemy. On the table this champion is fragile in the flesh, a middling fighter behind a thin save, because its real armament is not the slugga and choppa it carries but its Wyrd Powers. It feeds on the Waaagh! surge, holds through Mob Rule, and carries Freeboota Swagger, and as a Freebooterz Champion it projects Da Kaptin's Glory to the crew nearby. It is kept back and pointed, not sent in — a battery of green lightning the rest of the mob is careful to stand slightly clear of when it goes off.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)

Beastly Rage (the Beast Snagga charge-fury)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

CLOSE-COMBAT

Snagga Klaw 30 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock snagga-klaw 30.

Power Klaw 45 credits

✦ Buzzsaw Klaw 60 credits

A powerklaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock snagga-klaw 30/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Attack Squig 60 credits

The Beast Snagga is a thick-skinned brute bred to hunt things bigger than itself — an Ork with extra Toughness and a hunter's fury, built to charge the largest enemy on the board. This ganger is sturdier than a plain Boy and comes into its own on the attack, driven by Beastly Rage, the charge-fury that makes it hit hardest against the biggest and meanest thing it can reach. It benefits from the Waaagh! surge, steadies through Mob Rule, and carries Freeboota Swagger's cross-Klan reach. It starts with a snagga-klaw for dragging monsters down and a slugga for the run-in — a specialist that wants to be pointed at whatever the rest of the crew is afraid of.

BOY

GANGER

× 69 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Signature

SECONDARY

Agility

Brawn

Cunning

Ferocity

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
BASIC	GRENADE
Shoota15 credits	Stikkbombs30 credits
PISTOL	ARMOUR
Slugga10 credits	Gaudy Lootplate30 credits
✦ Shokk Slugga20 credits	Scrap Armour
A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.	included
SPECIAL	PERSONAL
Big Shoota40 credits	✦ Kustom Boosta25 credits
✦ Squig Launcha50 credits	A Deffkopta rotor-jet exhaust bolted to a fighter's back — kitbash from Red Paint Job + vehicle exhaust bitz, Codex: Orks (Speed Freek kustom jobs). Priced above the stock red-paint-job 15.
A bomb-squig hopper welded onto a big-shoota chassis — kitbash from Bomb Squigs + a Big Shoota, Codex: Orks. Priced above the stock big-shoota 40.	ACCESSORY
HEAVY	Gitfinda15 credits
Rokkit Launcha45 credits	✦ Stikkbomb Chukka30 credits
CLOSE-COMBAT	A spring-arm grenade-chukka bolted over the shoulder — kitbash from a Grot-Grapnel winch + scrap, Codex: Orks. Priced above the stock gitfinda 15 / more-dakka-mod 20.
Choppa10 credits	
Big Choppa25 credits	
✦ Dakka Choppa35 credits	
A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10 / big-choppa 25.	

The Boy is the green tide's rank and file — an ordinary Ork with a choppa, a gun, and a bottomless appetite for a fight. This ganger is the bulk the whole crew is built on: cheap, tough enough to take a hit, and dangerous in the numbers Orks always come in. It benefits from the Waaagh! surge that sweeps the gang forward, holds its nerve through Mob Rule so long as bigger Orks are near, and carries Freeboota Swagger — the magpie breadth that lets even a common Boy scrounge one borrowed trick from a sibling Klan's list. It starts with a choppa and a slugga, the plain tools of a fighter that exists to close the distance and start swinging. The Boy is where the Freebooterz' width actually lives — a mongrel mob kitted from a mongrel pile.

GROT

JUVE

✖ 28 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

Cunning

SECONDARY

Savagery

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Grot Blasta 5 credits

CLOSE-COMBAT

Choppa 10 credits

ARMOUR

Scrap Armour

included

PERSONAL

Ammo Runt 20 credits

Grot Grapnel 25 credits

✖ Grot Riggers 30 credits

Extra repair-grots chained to a fighter's back with tool-arms — kitbash from Grot Oiler + Ammo Runt bitz, Codex: Orks. Priced above the stock grot-grapnel 25 / ammo-runt 20.

STATUS

Da Jolly Ork 25 credits

The Grot is the crew's expendable deckhand — a small, cowardly greenskin that survives by numbers, spite, and staying behind bigger Orks. On the table this juve is cheap and weak, a warm body with a pop-gun that exists to hold objectives, soak a shot, and run the errands the Boyz can't be bothered with. Its one saving grace is Mob Rule: hemmed in among proper Orks it will hold ground it has no business holding, steadying on the courage of its betters. It starts with a grot-blasta and little else. A Grot does not win fights; it is there to be somewhere useful when a fight is won, and cheap enough that losing it costs the crew nothing.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✕ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	6	6+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ Power Klaw — Arm arc (Crew)
- ♦ Big Shoota — Built-in arc (Crew)
- ♦ Big Shoota — Built-in arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Deff Dread is a looted, gilded walking arsenal — and, since the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The crew has stripped some clanking iron killing-machine, painted it in its own plunder-colours and crammed an angry Ork inside: a Walker of Sv 3+ hull-plate over six Hull Points, front-weighted (Toughness 7 to the fore, 6 to the flank, 5 to the rear) and stomping forward at five inches — the heaviest thing the roster fields short of the superheavy Gorkanaut and Stompa that stay Brutes. Twin dread claws rip apart anything that lets it close while its built-in big-shootas spray the approach; the arms swing on either flank and the dakka is hull-fixed, so the walker must clank toward its prey. Greener and cheaper than a Space Marine Dreadnought — poorer gunnery, one facing-Toughness lower — it is the Ork answer to the interred hero, a near-unstoppable anchor that dares the enemy line to hold. It owns no bespoke war-gear; it is a scavenged machine wearing a fresh coat of plunder, which is exactly how the crew likes it. Its damage, its handling, and every catastrophic Loss of Control are resolved through the Ash-Wastes vehicle rules, and its price is provisional — re-derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Claw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The claw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0-1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Artillery (static)
- ◆ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkits, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

Power of the WAAAGH! is the mob's roar made manifest — the Wyrdboy does not command the warp the way a sorcerer does with precise incantation; he simply **conducts the WAAAGH!**, and the louder the mob around him,

the wilder the power that comes out. He does not finesse; he **discharges**. Green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork. The Ork psychic is a single loud thing, not a library of traditions — a crude lightning-rod for the mob's collective anger, not a scholar of the warp — so this one shared discipline is the whole of a Wyrdboy's art, and a Freebooterz Wyrdboy channels the very same six powers as every other Klan's. A Wyrdboy with access picks or D6-rolls one power from the table below at creation, each a Wyrd power that courts the warp's price. The crew keeps a good few paces clear of it when it goes off.

ROLL	POWER
1	Da Jump. The mob's roar folds space and the Boyz arrive where they're least wanted. The Wyrdboy removes one friendly Ork fighter within range — the Wyrdboy itself or another — from the board and immediately sets it back up anywhere more than 4" from an enemy. The redeployed fighter may act normally afterward, but it cannot Charge the round it Jumps. It is the discipline's mobility trick — a redeploy gated off a same-round charge, so it repositions the mob rather than firing off a psychic alpha-strike.
2	'Eadbanger. The pressure builds behind an enemy's eyes until its 'ead goes <i>bang</i> . The chosen enemy fighter within range and line of sight suffers a single automatic hit at Strength 6, AP -2, Damage 2 . It is a single-target burst that ignores cover — the flat, reliable killer of the six, distinct from Zzap's swingy long-range strip and Foot of Gork's spread-and-pin.
3	Warpath. The WAAAGH! sings in a fighter's arms. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offense buff that feeds the melee identity, but it is continuous : it consumes the Wyrdboy's action each round it holds, so pumping one killer costs the crew its only caster's tempo.
4	Zzap. A crackling green bolt leaps the length of the board. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — rolled each time, because the current builds unpredictably — AP -3, Damage 1 . It is the armour-strip power: long range and savage AP, but low and swingy Strength, so a bad roll fizzles against a tough target. Distinct from 'Eadbanger's flat burst — Zzap trades reliability for reach and shred.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere in range; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit , and any not taken Out of Action is knocked Prone and Pinned . It is the area-control stomp — Da Krunch — spreading hits and pinning a cluster rather than killing one model, the discipline's answer to a bunched-up enemy line.
6	Bigged Up. The mob's belief makes an Ork bigger — Warp Strength swelling it up where everyone can see. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — counts as +1 Strength and +1 Toughness . It caps at +1 each and does not stack with itself. The defensive/stat buff of the six, pairing durability with a melee bump; like Warpath it is continuous , so it ties up the crew's only caster each round it holds.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Freebootas Pick. Freeboota's Pick. At the start of the battle, choose one friendly fighter eligible for Freeboota's Pick. For this battle it may carry one extra borrowed gubbin from a sibling Klan's list, beyond its usual single Pick — the crew's scrounging running especially hot today, and the fighter kitted out gaudier than ever.	START OF BATTLE
12	Grab Da Loot. Grab da Loot. During your turn, one friendly fighter in base contact with a Loot marker or objective may pick it up and still make its normal move this activation, snatching the prize on the run instead of stopping to heave it — exactly the sort of greedy shortcut a Freebooter takes without thinking.	YOUR TURN
13	Da Kaptins Glory. Da Kaptin's Glory. The first time a friendly fighter within 6" of your Leader or a Champion takes an enemy Out of Action this battle, every friendly Ork that can see it may immediately make a free Aim (Basic) or Reload (Simple) action, the whole crew roaring at once and racing to top the boss's example.	WHEN A FIGHTER TAKES AN ENEMY OUT OF ACTION
14	Mongrel Kit. Mongrel Kit. Before the battle, swap one weapon or item on any single fighter for a different legal item of equal or lower value from its list, digging a better tool out of the crew's mongrel pile for this fight only. The gear goes back in the heap once the shooting stops.	PRE-BATTLE
15	Hired Gun. Hired Gun. At the start of the battle, add a single Hired Gun to your crew for this fight at no upkeep — a mercenary who turned up on a rumour of plunder and a promised cut, guns first and questions never.	START OF BATTLE
16	Snatch An Run. Snatch an' Run. During your turn, one friendly fighter carrying a Loot marker or objective may make a free move of up to 4" straight toward your own board edge, breaking for the exit with its prize while the rest of the crew covers the getaway.	YOUR TURN
21	Bit O Goff. A Bit o' Goff. When a friendly fighter charges, it gains +1 to its Attacks for that combat — the crew borrowing a bit of Goff brawling and hitting like it means it. The magpie never learned to fight properly, but it has watched the Goffs do it often enough to fake it for one glorious moment.	WHEN CHARGING
22	Bit O Dakka. A Bit o' Dakka. Somewhere in the crew's mongrel pile is a fistful of borrowed Bad Moons shells and a gun that has never been fired dry. During your turn, choose one friendly fighter that has not yet activated this round. The next ranged attack it makes gains one additional shot, resolved against the same target. The magpie has pinched a bit of the shooty Klan's swagger — just enough to make one burst count.	YOUR TURN
23	Bit O Speed. A Bit o' Speed. At the start of the round, one friendly fighter adds D3" to its Movement until the end of the round, running on a bit of borrowed Evil Sunz speed — a looted engine, a stolen trick, or just red paint and conviction.	START OF ROUND
24	Bit O Luck. A Bit o' Luck. At any time this battle, you may re-roll a single dice for a friendly fighter — a bit of Deathskulls luck, spent when it counts. Use it once; a Freebooter's borrowed fortune only stretches so far.	ANY TIME

25	Bit O Grit. A Bit o' Grit. When a friendly fighter would be taken Out of Action, roll a D6; on a 4+ it is instead only Seriously Injured, shrugging the blow on a bit of Snakebites grit and too stubborn to notice it should be dead. Usable once per battle.	WHEN A FRIENDLY FIGHTER WOULD BE TAKEN OUT OF ACTION
26	Bit O Cunnin. A Bit o' Cunnin'. At the end of your turn, one friendly fighter that is Standing may make a free move of up to 3" into cover, slipping away on a bit of Blood Axes cunning — the least Orky trick in the crew's stolen repertoire, and all the more useful for it.	END OF YOUR TURN
31	Plunder Da Fallen. Plunder da Fallen. When a friendly fighter takes an enemy Out of Action in close combat, it may immediately pick up one weapon the victim carried and use it for the rest of the battle, stripping the fallen where they lie. Waste not, wants a Freebooter.	WHEN AN ENEMY IS TAKEN OUT OF ACTION
32	Show Off. Show Off. At the start of the round, nominate one friendly fighter; until the end of the round, the first enemy it takes Out of Action lets it make a free Aim (Basic) or Reload (Simple) action, playing loud to the crowd and enjoying every second of it.	START OF ROUND
33	Kaptins Orders. Kaptin's Orders. At any time, your Leader may bellow an order: one friendly fighter within 12" that can hear it immediately makes a free move of up to its Movement, the boss barking the crew into place whether or not it wanted to go.	ANY TIME
34	Everyones Klan. Everyone's Klan. Before the battle, choose one Klan; for this fight, one nominated fighter may take a single Freeboota's Pick gubbin from that Klan's list for free, the crew leaning hard into one borrowed tradition for a day and wearing its colours with cheerful disregard.	PRE-BATTLE
35	Crew O Castoffs. Crew o' Castoffs. At the start of the battle, if your crew is outnumbered, add one free Grot to your starting fighters — another castoff drawn to a mob that never turns away a warm body, however small and disposable.	START OF BATTLE
36	Gaudy Bravado. Gaudy Bravado. When your crew takes a Bottle test, you may re-roll it — the sheer gaudy nerve of the mob carrying it through where a soberer gang would break and run for the hills.	WHEN TAKING A BOTTLE TEST
41	Pick Da Fight. Pick da Fight. Before deployment, you may choose which enemy fighter deploys first, the Kaptin sizing up the enemy line and pointing the crew at exactly the end it fancies robbing.	PRE-BATTLE
42	Loot Cart Rolls In. Loot Cart Rolls In. At the start of the battle, place one extra Loot marker within 6" of the centre of the board — a stray cart of plunder that has wandered into the fight, free for whichever crew grabs it first and fastest.	START OF BATTLE
43	Da Best Bits. Da Best Bits. Before the battle, one friendly fighter may raise the Strength of a single carried weapon by 1 for this fight, bolted together from the best bits in the crew's scrap-pile — a stolen power cell here, a looted blade there, all lashed on with wire and optimism.	PRE-BATTLE
44	Swaggerin Advance. Swaggerin' Advance. At the start of the round, each friendly fighter that is Standing and Active may move D3" toward the nearest enemy without ending its Ready status, the whole crew swaggering forward as one, guns up and grinning.	START OF ROUND
45	Kaptin Rides Down. Kaptin Rides Down. During your turn, when your Leader ends a charge move in base contact with an enemy, that enemy suffers -1 to its hit rolls against your Leader this round, run down and rattled before it can set itself against the boss.	YOUR TURN
46	Take All Comers. Take All Comers. At the start of the battle, add up to two Hired Guns already on your roster to the crew for this fight at no upkeep — the mob happily taking all comers who fancy a share of the plunder, the more guns the merrier.	START OF BATTLE

51	Magpies Eye. Magpie's Eye. Before the battle, nominate one enemy fighter; your fighters gain +1 to Hit that fighter in close combat this battle, the crew having eyed up the shiniest prize on the field and decided it wants what that one is carrying.	PRE-BATTLE
52	Fortune Favours. Fortune Favours. At any time this battle, you may turn one failed Ammo check by a friendly fighter into a success, fortune favouring the bold and the loud — the gun coughs, then thinks better of it and keeps firing.	ANY TIME
53	Boardin Party. Boardin' Party. When two or more friendly fighters charge the same enemy this turn, each gains +1 to Hit in that combat, the crew swarming over the rail all at once the way it boards a hulk — no lines, no waiting, just everyone piling on together.	WHEN CHARGING
54	Cut O Da Haul. Cut o' da Haul. At the end of the battle, if your crew carried off at least one Loot marker, bank an extra measure of plunder into your hoard — a fatter cut than the tally alone would give, skimmed off the top before anyone counts too closely.	END OF BATTLE
55	Grot Loot Runner. Grot Loot-Runner. During your turn, one friendly Grot may carry a Loot marker at its full Movement with no penalty, the little runner scuttling off with the swag while the Boyz cover it — the one job a Grot is genuinely good at.	YOUR TURN
56	Weird Kit. Weird Kit. At the start of the battle, roll a D6 for one nominated fighter. On a 4+ a bit of weird scrounged kit works perfectly this fight, and that fighter gains +1 to a single characteristic of your choice until the end of the battle. On a 1-3 it does nothing at all, as weird kit so often does.	START OF BATTLE
61	Pirates Nerve. Pirate's Nerve. When a friendly fighter takes a Nerve test or your crew takes a Bottle test, you may re-roll it, the pirate's nerve holding where sense says it shouldn't — a Freebooter is never so dangerous as when it has clearly already lost and refuses to admit it.	WHEN TAKING A BOTTLE OR NERVE TEST
62	Flash Da Plunder. Flash da Plunder. At the start of the round, if your crew is carrying more Loot markers than the enemy, every friendly fighter gains +1 to Cool checks this round, flashing the haul about and feeling untouchable — nothing steadies a Freebooter like being visibly ahead.	START OF ROUND
63	A Bit O Everything. A Bit o' Everything. Before the battle, choose any two other Freebooterz Gang Tactics with a pre-battle or start-of-battle timing and apply both this fight — the crew, unable to settle on one plan, grabs a bit of everything at once and somehow makes it work.	PRE-BATTLE
64	Da Kaptins Legend. Da Kaptin's Legend. At the end of the battle, if your Leader took an enemy Champion or Leader Out of Action, gain an extra measure of Reputation as the tale of the boss's latest famous kill goes round the sector, growing louder with every retelling.	END OF BATTLE
65	Winnin Streak. Winnin' Streak. At the start of the round, if your crew has taken more enemies Out of Action than it has lost fighters, every friendly fighter gains +1 to Hit in close combat this round, riding the winnin' streak — Orks fight hardest when they can already smell the victory.	START OF ROUND
66	Kaptins Masterstroke. Kaptin's Masterstroke. Once per battle during your turn, your Leader may take one full extra activation immediately after its normal one — a masterstroke of pirate audacity that catches the enemy flat and reminds the crew exactly why it follows this particular boss.	YOUR TURN

✂ DA CHEATED SHARE

ALLIANCE

WHO	a rival Kaptin or gang that welched on a split — a former partner cheated of its cut, or a crew that grabbed loot the Freebooterz had already claimed; the one thing a pirate cannot forgive is being robbed of a robbery
FACTION	any
MY ROLE	feud
PHASE GATE	none — a Freebooterz grudge is live from the moment the share goes unpaid until it is collected, in loot or in blood
TERMS	no muster and no truce with a cheat: the two may never form the Mongrel Muster pact; the Freebooterz gain +1 to all Loot-grab and steal-related rolls against the cheat-gang, and a Freebooterz win over them banks the Reputation plus 20 Plunder 'reclaimed' from the loser's hoard; the grudge is personal to the Kaptin and campaign-only

A Freebooterz feud is the simplest grudge there is — someone welched on a split. Whether a rival Kaptin cheated the crew of its cut or grabbed loot the Freebooterz had already claimed, the one thing a pirate cannot forgive is being robbed of a robbery. The two crews may never form the Mongrel Muster pact. Against the cheat-gang the Freebooterz gain +1 to all Loot-grab and steal-related rolls, and a win over them banks Reputation plus twenty measures of plunder reclaimed straight from the loser's hoard. The grudge is personal to the Kaptin and campaign-only, and it lives until it is collected — in loot or in blood.

WHO	anyone with a gun and a price — a Flash Git between contracts, a mercenary Klan willing to fight for a cut, hive-scum, a bounty hunter, another gang's castoffs; the widest hire-in net in the green tide
FACTION	any
MY ROLE	hire
PHASE GATE	none — the Freebooterz muster a mongrel crew from the first battle to the last, whenever there's plunder to promise
TERMS	a hire-IN pact paid in plunder, not tribute: the Freebooterz promise a partner a cut of every haul in exchange for guns on the field, and the two gangs will not attack each other's worlds while the arrangement holds; the partner may be called to lend a fighter as a Hired Gun in one battle per campaign turn, and each may call the other's favour table once; the pact lapses the moment a haul goes unshared; campaign-only — the borrowed crew never joins a normal-battle gang list as anything but an agreed Hired Gun

The Mongrel Muster is the widest hire-in net in the green tide — a pact with anyone who has a gun and a price. The Freebooterz promise a partner a cut of every haul in exchange for guns on the field, and the two crews will not raid each other's worlds while the arrangement holds. The partner may be called to lend a fighter as a Hired Gun once per campaign turn, and each crew may call the other's favour table once. The pact lapses the moment a haul goes unshared. It is campaign-only: the borrowed crew joins a battle list only as an agreed Hired Gun, never as anything more.



FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Bad Bargain. A Bad Bargain. The worst deal the fortune-fence offers, struck only because the crew was desperate. You gain the loan of one fighter or gubbin for your next battle, but the patron takes an outsized cut: after that battle, surrender your single largest Loot haul, or pay double the fence's usual share. The kit turns up; the bill turns up worse.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER-PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

3	A Krate O Mixed Kit. A Krate o' Mixed Kit. The fortune-fence sends over a crate of mismatched gear. One nominated fighter may take a single random item from any sibling Klan's list for your next battle at no cost — you do not choose which; roll for it or let the arbitrator pick. Mixed kit, exactly as the name promises, and about as reliable.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
4	A Loaned Gubbin. A Loaned Gubbin. The fortune-fence loans one signature gubbin of your choice from a sibling Klan's list to a nominated fighter for your next battle. It must go back afterward — and if that fighter is taken Out of Action, the fence adds the loss to your tab and takes first pick of your next haul. Borrowed kit, borrowed risk.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
5	A Mercenary Muster. A Mercenary Muster. The fortune-fence knows a gun for hire. Add one Hired Gun to your crew for your next battle at half the fence's usual rate, mustered on the patron's word and the promise of a share of the plunder. Cheap muscle, arranged with a nod.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

6	A Flash Git For Hire. A Flash Git for Hire. The fortune-fence puts you in touch with a Flash Git between contracts. Hire the Flash Git Mercs for your next battle at a discount off their usual rate, borrowed Bad Moons dakka arriving with all its insufferable swagger intact.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
7	A Cut O Plunder. A Cut o' Plunder. The commonest arrangement of all. The fortune-fence fronts the crew a little coin against the next haul: gain a modest sum of credits now, repaid out of whatever plunder you carry off your next battle. Grab nothing, and the debt simply rolls over — and grows.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
8	A Looted Wagon. A Looted Wagon. The fortune-fence has a looted wagon going spare. For your next battle your crew may carry off one extra Loot marker beyond its normal limit, the added hauling capacity turning a good haul into a great one and a great one into a legend.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

9	A Glory Hunt Bounty. A Glory-Hunt Bounty. The fortune-fence posts a bounty. Nominate one enemy fighter before your next battle; if your crew takes it Out of Action, the patron pays out a sum of credits and a measure of Reputation — coin and glory in a single stroke, exactly the kind of deal a Freebooter cannot resist.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
10	Da Kaptins Own Crew. Da Kaptin's Own Crew. The fortune-fence, impressed, lends the crew proper muscle. Add two Hired Guns from your roster to your next battle at no upkeep, the patron betting coin on a boss who delivers — and expecting a cut of the winnings for the faith.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
11	Da Fences Best Kit. Da Fence's Best Kit. The fortune-fence opens the good crates. One nominated fighter may take any single legal item from any sibling Klan's list for your next battle at no cost — the fence's finest gear handed over on a handshake and a promise of a very large future cut.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

12

Da Kaptin Rides In. Da Kaptin Rides In. The best the fortune-fence can do. For your next battle the patron rides in personally with kit and coin: gain a generous sum of credits, one free Freeboota's Pick gubbin for a nominated fighter, and the fence fights alongside the crew as a Hired Gun. When fortune smiles on a Freebooter, it smiles loud and it smiles armed.

A FREEBOOTER
FORTUNE-FENCE
— A PLUNDER-
PATRON (A
SWAGGERING
GUN-LORD
KAPTIN WHO
BANKROLLS
OTHER CREWS'
GLORY-HUNTS)
WHO LENDS
KIT, MUSCLE
AND COIN UP
FRONT AND
TAKES THE
FIRST PICK OF
THE HAUL

🦴 SUB-PLOTS

✂ DA FATTEST HOARD

SUB-PLOT

Reward: the hoard buys breadth: the House unlocks a permanent extra Freeboota's Pick slot (one nominated fighter may carry TWO borrowed sibling-Klan gubbins for the rest of the campaign), and gains a standing +10 Plunder to every post-battle haul — the fattest, gaudiest crew in the sector, drowning in other people's kit

Da Fattest Hoard. A crew earns this the slow way — by getting rich and staying ahead. If this House carries off Loot markers or scenario plunder in five separate battles without ever ending a battle having lost more fighters than it grabbed markers, the hoard grows fat enough to change the crew itself. It unlocks a permanent extra Freeboota's Pick slot — one nominated fighter may carry two borrowed sibling-Klan gubbins for the rest of the campaign — and adds a standing +10 Plunder to every haul thereafter. The fattest, gaudiest crew in the sector, drowning in other people's kit.

✂ DA KAPTINS LEGEND

SUB-PLOT

Reward: the legend pays forward: Da Kaptin's Glory aura permanently extends to 9" instead of 6" for the rest of the campaign, and the House gains a standing +1 to every post-battle Reputation gain — a Kaptin famous enough draws a bolder crew, and a bolder crew wins louder

Da Kaptin's Legend. Some bosses are remembered. If the Kaptin personally takes an enemy Champion or Leader Out of Action in three separate battles across the campaign, the tale of a boss who kills famous — three times over — becomes a name the whole sector knows. From then on, Da Kaptin's Glory reaches to 9" instead of 6" for the rest of the campaign, and the House gains a standing +1 to every post-battle Reputation gain. A Kaptin famous enough draws a bolder crew, and a bolder crew wins louder.

LEGENDARY NAMES

✧ KAPTIN GITRAKA DA BOLD

LEADER

XP cost (random): 14

XP cost (chosen): 20

Kaptin Gitraka is the boldest boss in the sector, a Freebooter Kaptin whose legend runs well ahead of his sense. Around him Da Kaptin's Glory reaches to 9" instead of the usual 6", and once per battle the first enemy Gitraka personally takes Out of Action sends every friendly Ork within that aura surging forward in a free Move toward the nearest enemy — the whole crew riding the boss's glory in a single roar. The trouble is that a Kaptin this hungry for a famous kill cannot leave one alone: Gitraka must always charge or move toward the nearest enemy Champion or Leader when able, chasing the loud fight even when the plunder is elsewhere and the smart play is to grab and go.

✧ LUCKY ZOG

SPECIALIST

XP cost (random): 8

XP cost (chosen): 12

Lucky Zog is the greenskin who should have died a dozen times over and somehow keeps not doing. Fortune rides with him: once per battle he may re-roll any single dice, his own or a friendly fighter's within 6", and when Zog earns an Advancement the crew's borrowed luck lets him roll twice on the advance table and take whichever result he likes. But luck borrowed always comes with a bill. Whenever Zog leans on his fortune and the re-rolled dice comes up a natural 1, it turns on him at once — he is immediately Pinned, or takes a Flesh Wound if already Pinned or engaged. His luck runs out at exactly the worst moment, which is precisely why they call him Lucky.

✧ SNAGGS DA MAGPIE

CHAMPION

XP cost (random): 10

XP cost (chosen): 14

Snaggs is the crew's finest scrounger, a Nob whose kit is a museum of everyone else's gear. He may carry two Freeboota's Pick gubbins where any other fighter manages one — two borrowed tricks from sibling Klans at once — and once per battle he may swap one of them mid-game for a different legal item, digging a better tool out of the loot on the fly. But a magpie's hoard is never a soldier's loadout. Snaggs may never carry two weapons of the same type, and must always field at least one item from a Klan no other fighter in the crew is borrowing from. His gear is gloriously eclectic and never quite matches — a hoard, not a kit, and all the more his own for it.



TERRAIN

✂ DA GROUNDED HULK

TERRAIN

Da Grounded Hulk. The beached wreck of a Freebooterz flagship, or a drifting hulk run aground — a rusting warren of decks, holds and gun-galleries the crew has half-stripped and wholly claimed, the closest thing a mob of pirates has to a home port. A fighter that begins its activation inside the hulk treats the wreck as heavy cover, and once per battle may dig through the holds: roll a D6, and on a 4+ recover one free single-use item — a spare weapon, a bit of ammo, a random gubbin, whatever the arbitrator agrees is a minor boon — for that fighter. A crew that controls the hulk at battle's end banks 15 Plunder from what it strips out of the hull.

✂ DA PLUNDER STASH

TERRAIN

Da Plunder Stash. A heaped, half-sorted mound of loot a Freebooterz crew has grabbed and not yet split — crates, looted guns, gilded scrap and teef, dumped wherever the crew stopped running and guarded by whichever Grots drew the short straw. Any gang that ends a battle with a fighter in base contact with the stash and no enemy within 3" may ransack it, banking 20 Plunder into its hoard — or 30 if that gang is the Freebooterz reclaiming their own pile. A stash left uncontested by both crews spills: remove it, and place a fresh Loot marker at its centre for the next battle.

✂ DA BOARDIN ACTION

SCENARIO

ATTACKER	the Freebooterz crew, storming a fortified position the way it boards a hulk — over the rail, all at once, no waiting turns
DEFENDER	the gang dug into the strongpoint, holding the high ground the Freebooterz mean to swarm
DEPLOY	the defender deploys inside a central fortified zone (a raised platform, bunker, or hulk-deck ~8" across) with a single objective — the prize — at its heart; the Freebooterz deploy within 6" of any board edge, in as many separate knots as they like
OBJECTIVE	the Freebooterz must get a fighter into base contact with the prize and hold it; the defender must keep them off it to the end of round six
VICTORY	the Freebooterz win if a friendly fighter controls the prize (in base contact, no enemy within 1") at the end of any round from the fourth on; the defender wins by denying the prize to the end of round six
REWARDS	a Freebooterz win banks 30 Plunder and the boarded position's fixtures as loot; the defender, holding, keeps the prize and the Reputation of a gang that repelled a full pirate boarding
CONTROL TRACK	a boarding assault on a held strongpoint ('control-track' + 'victory-condition'): a Freebooterz win shifts the marker +1 and seizes the position's economy outright; a repelled boarding shifts the marker +1 to the DEFENDER, because a pirate crew that came over the rail and got thrown back has lost more than it risked — the one scenario where the magpie's own aggression can cost it ground

THE BOARDING. The Freebooterz storm a fortified position the way they board a hulk — over the rail, all at once, no waiting. The attacker is the crew; the defender is the gang dug into the strongpoint, holding the high ground the pirates mean to swarm.

BATTLEFIELD & DEPLOYMENT. The defender deploys inside a central fortified zone — a raised platform, bunker or hulk-deck roughly 8" across — with a single prize at its heart. The Freebooterz deploy within 6" of any board edge, in as many separate knots as they like.

OBJECTIVE. The Freebooterz must get a fighter into base contact with the prize and hold it. The defender must keep them off it to the end of round six.

ENDING THE BATTLE. The Freebooterz win if a friendly fighter controls the prize — in base contact, no enemy within 1" — at the end of any round from the fourth onward. The defender wins by denying the prize to the end of round six.

REWARDS. A Freebooterz win banks 30 Plunder and the boarded position's fixtures as loot. A defender that holds keeps the prize and the Reputation of a gang that repelled a full pirate boarding.

CONTROL TRACK. A won boarding shifts the world's marker one step toward the crew and seizes the position's economy outright. A repelled boarding shifts the marker one step to the defender instead — a pirate crew that came over the rail and got thrown back has lost more than it risked, the one scenario where the magpie's own aggression can cost it ground.

ATTACKER	either gang — a rumoured buried haul draws every crew, and the Freebooterz most of all
DEFENDER	neither — this is a contested treasure-grab, both crews attack the ground
DEPLOY	five Loot markers are placed in a rough cluster within 6" of the board centre; each crew deploys along opposite board edges
OBJECTIVE	both crews race to dig up and carry off Loot markers; there is no defender, only the mad scramble over a shared haul
VICTORY	the crew that carries off the most Loot markers by the end of round seven wins; ties are broken in favour of the crew that took the most enemies Out of Action
REWARDS	each marker carried off banks 15 Plunder; the winning crew additionally gains +1 Reputation as the mob that dug up the richest score in the sector
CONTROL TRACK	a scramble over unclaimed wealth ('control-track' + 'victory-condition'): the crew that carries off the majority of the markers shifts the marker +1 in their favour and banks the haul; a dead-even split leaves the marker unmoved and both Kaptins claiming they won — no economy changes hands, only bruised pride and buried teef

THE RUMOUR. A buried haul draws every crew, and the Freebooterz most of all. Either gang may count as the attacker; in truth neither defends, for this is a contested treasure-grab and both crews attack the ground.

BATTLEFIELD & DEPLOYMENT. Five Loot markers are placed in a rough cluster within 6" of the board centre. Each crew deploys along an opposite board edge.

OBJECTIVE. Both crews race to dig up and carry off Loot markers. There is no defender, only the mad scramble over a shared haul.

ENDING THE BATTLE. The crew that carries off the most markers by the end of round seven wins. A tie is broken in favour of the crew that took the most enemies Out of Action.

REWARDS. Each marker carried off banks 15 Plunder. The winning crew also gains a measure of Reputation as the mob that dug up the richest score in the sector.

CONTROL TRACK. The crew that carries off the majority of the markers shifts the world's marker one step in its favour and banks the haul. A dead-even split leaves the marker unmoved and both Kaptins loudly claiming they won — no economy changes hands, only bruised pride and buried teef.

ATTACKER	the Freebooterz crew, come to plunder — the raid is the Klan's natural fight, and it always turns up as the attacker
DEFENDER	the gang that holds the settlement the Freebooterz have decided is worth robbing
DEPLOY	three Loot markers are placed across the defender's half, no two within 6" of each other; the defender deploys anywhere in their own half, the Freebooterz deploy within 6" of any one board edge
OBJECTIVE	the Freebooterz must carry Loot markers off their own board edge; the defender must stop them or hold the loot to the end of the sixth round
VICTORY	the Freebooterz win by carrying at least two of the three Loot markers off their edge; the defender wins by holding two or more markers at the end of round six, or by taking Out of Action every fighter carrying loot
REWARDS	plunder is the whole point: each Loot marker carried off banks 20 Plunder into the Freebooterz hoard; the defender, if it holds, banks the loot it kept plus the Reputation of a gang that saw off the green tide's greediest crew
CONTROL TRACK	a raid for portable wealth ('control-track' + 'victory-condition'): each marker the Freebooterz carry off shifts the marker +1 toward them AND transfers that Loot's value from the defender's held economy into the Freebooterz hoard; a failed raid leaves the marker unmoved and the crew slinks off empty-handed, having paid for the fight and grabbed nothing — the one outcome a Freebooter cannot stomach

THE RAID. The loot-grab is the Freebooterz' natural fight, and the crew always turns up as the attacker — come to rob a settlement it has decided is worth robbing. The defender is whatever gang holds the place.

BATTLEFIELD & DEPLOYMENT. Three Loot markers are placed across the defender's half, no two within 6" of each other. The defender deploys anywhere in its own half; the Freebooterz deploy within 6" of any one board edge.

OBJECTIVE. The Freebooterz must carry Loot markers off their own board edge. The defender must stop them, or hold the loot to the end of the sixth round.

ENDING THE BATTLE. The Freebooterz win by carrying at least two of the three markers off their edge. The defender wins by holding two or more at the end of round six, or by taking Out of Action every fighter carrying loot.

REWARDS. Plunder is the whole reason for the fight: each marker carried off banks 20 Plunder into the Freebooterz hoard. A defender that holds keeps the loot it kept, and the Reputation of a gang that saw off the green tide's greediest crew.

CONTROL TRACK. Each marker the Freebooterz carry off shifts the world's marker one step toward them and transfers that loot's value from the defender's held economy into the Freebooterz hoard. A failed raid leaves the marker unmoved and the crew slinking off empty-handed, having spent itself on the fight and grabbed nothing — the one outcome a Freebooter cannot stomach.