

GHAZGKHULL MAG URUK THRACA'S

WAR HORDE

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying (see 5.5.1 and 5.5.2).

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	'UGE	
Warband	Two Nobz and six Ork Boyz and two Gretchin	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons, Any number of Battlewagonz for +20 points each Up to two Nobz for +35 points each Up to one Oddboy character for +50 points Any number of Stompas for +75 points each Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each
Kult Of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagonz	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each
Mekboy Stompamob	Three Stompas	225	n/a	n/a	Any number of Killa Kanz for +25 points each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75 points each Up to one Supa-Stompa for 250 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the Flakwagon for +35 points each: Any number of Battlewagonz for +20 points each Up to one Nobz for +35 points Up to one Oddboy character for +50 points
Fighta Squadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-bommers for +50 points each
Ork Landa	Ork Landa	200	n/a	n/a	None
Kill Kroozer	One Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None

6.5 GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

"I'm da band of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.

I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da bumies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da bumies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an' Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenab we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"

*Graffiti on Warlord Titan wreckage found
by Dark Angels at Westerisle, Piscina IV*

Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Ork warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

It is for this reason that Ghazghkull Thraka represents such a potent threat to the Imperium, as he seems to be able to unite the warring Ork tribes in a way that no Ork leader has ever been able to achieve before. Two of the most deadly Waaaghs the Imperium have faced were led by Ghazghkull. After suffering a nasty head wound, he became convinced he had been chosen by Gork and Mork to unite the whole of Orkdom and bring the galaxy under the heel of he greenskins. His rise to prominence was nothing short of meteoric, going from a simple warrior in the mob to being Warlord commanding thousands of Orks in a startlingly short time.

Normally rival warlords are fiercely competitive and spend much of their time fighting each other. However, they all hold an innate desire to gather as many boyz together as possible and lead a huge Waaagh against their greatest enemies. The Waaagh is a sort of crusade – the Orks stop fighting each other and decide to stomp someone else instead! This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic, so very potent ideas tend to filter from one Ork to another. When a warlord gets really powerful other Orks sense it and flock to join him, increasing





his power and encouraging more and more Boyz to join the growing Waaagh. As Ork Boyz from nearby worlds gather they form into huge armies ready to do battle.

Mekboyz, the engineers and inventors of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for the coming war. At the very core of the Waaagh lies the construction of the gigantic war engines known as Gargants. Each Gargant is a towering war machine with awesome destructive powers. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods, and building Gargants is thus very much an act of worship for the Orks. The Ork war gods, Mork and Gork, epitomise the Orkish character on a vast scale, being big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of the Ork gods of war.

Ghazghkull's War Horde is typical of these large Ork armies. It includes Orks from several hundred tribes gathered from over a hundred planets, and includes members of all of the major Ork clans, and quite a few minor ones too! The Boyz in the horde are backed up by prodigious numbers of Grot orderlies and Grot Big Gun mobs, and the most inventive and dangerous Mekaniaks in all Orkdom labour day and night to provide Ghazghkull with the most potent and dangerous Gargants belonging to any warlord in the Waaagh.

Ghazghkull's first invasion was stopped and he was assumed slain. As is now very well-known, this was not true, and he has proved to be the most dangerous of Ork leaders, one with both drive and ability in abundance. Now he has returned to Armageddon after decades of planning and testing the Imperium's defences. If Armageddon falls, Ghazghkull could unify Orks across the entire sementum into an unstoppable Waaagh that might threaten Earth itself!

How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a *'uge* formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is

SPECIAL RULE

6.5.1 Ork Warlords

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nob or a Gargant unit.

doubled for a big formation and tripled for a *'uge* formation. For example, a normal sized Kult of Speed can include 0-1 Oddboy, a big Kult of Speed can include 0-2, and a *'uge* Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Battlefortresses & Gunfortresses: In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).



5.5 THE ORKS

"Ere we go, ere we go, ere we go..."

Orks live for war. It's that simple – if Orks aren't in battle they're not really happy. There is something about the din of war, the blazing explosions and the feel of a bolter kicking in their hands which stimulates their nervous systems and makes them feel more alive than at any other time. Even when they're not in battle, Orks amuse themselves with various psychotic leisure activities such as vicious pit fights, racing bikes and buggies at lethal speeds, and generally scrapping amongst themselves.

Although the Orks constantly raid neighbouring worlds, this is a minor threat when compared to the devastating ferocity of an Ork Waaagh! Occasionally an Ork Warlord will rise above the infighting and squabbling and weld together a vast army to rampage across the galaxy. As the Waaagh begins the Ork gods, Gork and Mork, begin to stir their children, instilling them with an even greater desire for battle. Things start slowly, the incidence of raids increases, the Orks start selecting their war leaders and the Mekboyz begin construction of strange weapons and vehicles without really knowing why, or where the ideas come from.

As the Waaagh gathers pace, the Orks become more and more agitated, seeking out fresh enemies, using their traktor beams to latch onto the space hulks which occasionally drift through Ork space. The Orks from a particular area, which may be a single planet or a whole group of star systems depending on the power of the Waaagh, start to gather, coalescing in one place like a swarm. The Mekboyz start constructing ever larger war machines – Battle Fortresses and Gargants. The Orks' slaves churn out masses of weapons and armour, arming the Orks' massive mobz with bolters and stikk bomz. Then the green-skinned horde erupts into a war-frenzy,

pouring forth across the galaxy like a green tide of destruction. Whole planets are razed, millions of captives are put to work in crude factories building ever more weapons and vehicles, fuelling the massive Ork thirst for domination.

Luckily, the billions of Orks spread through the galaxy spend so much time fighting each other that their desire for battle is generally sated unless they find themselves faced with an obvious threat. If all the Orks were ever to band together in a single Waaagh, nothing in the galaxy would have the power to stop them.

The Origins Of The Orks

The records of the Imperium portray a long history of contact between Man and Ork but reveal few details of Orkish origins. What has become clear is that the Orks are the remnants of a once diverse race of green-skinned creatures whose colonies extended over most of the galaxy. This ancient Ork race appears to have been divided into three distinct physical castes: the slave caste called Grots, the warrior caste called Orks, and the master or ruling caste known to the Orks as Brain Boyz. The Brain Boyz were the driving force behind the civilisation, developing technology and directing the other castes. The Orks and Grots may well have been specialised mutants created deliberately by the Brain Boyz to perform restricted tasks, but it will probably never be known for certain.

Whatever the truth of the matter, the Brain Boyz died out long ago, leaving the Orks to inherit the remains of their civilisation. If Ork legends are anything to go by, the Brain Boyz died out in a great plague that lasted for many centuries, causing them to dwindle in numbers and eventually to die out altogether. Fortunately for the Orks, the Brain Boyz evidently predicted what would happen and took steps to preserve what they could of their knowledge by



engineering it into the genetic structure of their slaves. It is as a result of the Brain Boyz' efforts that Orks have such a relatively high level of technology today.

The Ork Race

Orks are a savage, brutal race who love war. They are the dominant element of a race of Orkoids that includes Orks and their smaller cousins, Grots and Snotlings. The Orks are in charge because they are the biggest, toughest, meanest and most warlike of their kind.

A typical Ork stands about the same height as a man, but would be taller if he stood up straight. They have robust and muscular frames, with strong, long arms that end in clumsy fingers capable of a vice-like grip. Their skulls are thick with heavy protruding brow-ridges shading their savage red eyes. The jaw is elongated, and lined with an impressive array of long canine fangs. Orks' heads are naturally hairless, and they have to use special creatures called squigs for hair or beards. Their hide is tough and green, and bears the scars of many a fight.

The Ork mind is curiously specialised: it is devoted wholly to the pursuit of power and war. Orks are brave and tough, and their bodies have a natural resilience which allows them to survive traumatic injuries and the most primitive surgery. They feel very little pain and can keep fighting even if they lose a limb or sustain a major body wound. Their blood carries a symbiotic algae through their veins, digesting and reconstituting damaged body tissue and even rebuilding major organs. This unusual physique is common to both Orks and their smaller cousins, the Grots. In the case of Orks the ability to survive damage is more highly developed than amongst Grots. A Grot's instincts will tend to carry him away from danger – usually as fast as his legs will carry him!

Grots

Grots are much like Orks, though not as brutal, strong or tough as their larger cousins. Though smaller, Grots are more clever and cunning. Orks are lazy and forgetful, and organisation is not their strong point. Only the preparation for war and the excitement of battle really bring out an Ork's innate talents. Because of this, most of the day-to-day running of Ork society – finding and preparing food, taking messages, handling information, fetching and carrying things, organising belongings and so on are left to Grots.

The Oddboyz

If all Orks were nothing more than single-minded killing machines they would be dangerous enough, but they would be unable to sustain a significant level of technology. Grots, although obedient if beaten with sufficient regularity, are neither inventive nor intelligent enough to maintain the spaceships and advanced weaponry that Orks possess, and these highly technical demands are met by a group of Orks called Oddboyz.

There are many types of Oddboyz. The most important are Mekboyz, Painboyz, Runtherdz and Weirdboyz, each of which is described in detail later. Others include Brewboyz, Diggerz, Sumboyz and Yellerz, all of which have their own specialised role in Ork society.

Although it may seem very strange to humans, these Oddboyz all possess an intuitive understanding of complex technical matters. For example, a Mekboy knows how to create engines and generators even though he has never been taught to do so. If asked where his knowledge comes from he might say that engineering and mechanics were in his blood. If the Imperium's scientists are correct then this would be almost literally true! It appears that bound up within an Ork's genetic structure are artificial DNA strands that carry knowledge. Possibly these DNA strands were implanted into



the Ork metabolism by the Brain Boyz to enable the Orks to survive without their masters. As an Ork matures, any latent knowledge inherent in his genetic structure starts to make itself felt, and he assumes a role in society to which he is best suited.

Warbands and Tribes

The basic Ork fighting unit is the warband, an organisation roughly equivalent to a company in human military terms. A warband can comprise anywhere between thirty and three hundred Boyz plus their associated war machines and is commanded by a large and aggressive Ork chieftain called the Warboss and his personal retinue of Ork Nobz. Warbands can be independent, but are usually organised into larger groupings called tribes that are led by powerful Orks known as Warlords. A tribe is roughly analogous to an army or the inhabitants of a planet, but because Orks don't always settle in one place for very long, tribes are more important than planets to Ork society. Tribes are constantly growing and conquering other tribes, or else being conquered by them, so Ork society is one of constant strife and change. The Orks thrive on this conflict: the strongest rise to the top while the weak become subservient and thereby benefit from the superior leadership of their conquerors. To an Ork, this state of affairs is perfectly satisfactory. If an Ork tribe is beaten by another, stronger tribe, it welcomes the opportunity to be led into battle by a Warlord of such power!

A tribe can comprise anything from several hundred to tens of thousands of Orks and will usually control an entire continent or world. More commonly, a vaguely habitable world will sustain several Ork tribes in a more or less perpetual state of war with each other until they join in a Waaargh against non Orks. During a Waaargh, especially potent Ork Warlords may succeed in forging an empire from their conquests. The largest and most stable of these is undoubtedly the Ork Empire of Charadon, which has survived for several thousand years under a succession of Warlords. Warlords commanding empires usually select their own title. Hence the empire of Charadon is ruled over by the Arch-Arsonist, Octarius by the Over-Fiend, Jagga by the Great Tyrant and so forth.

Da Clanz

Ork society revolves around its clanz, which form the basic structure of Ork culture. Each clan has its own specific traits and values and an Ork raised in a particular clan will adopt its virtues and vices as well as its styles of clothing and reputation. There are many clanz, of which six predominate. Foremost amongst the clanz are the Goffs, who reckon they're the hardest of the Ork clanz. Goffs prefer to smash their enemies at close range, finishing them off in vicious hand-to-hand fighting. The Bad Moons are the richest of the Ork clanz and buy lots of snazzy equipment and guns. This is because Orks use teef (their own teeth!) as currency and Orks of the Bad Moon clan grow their teeth faster than anybody else! The Snakebites are known as traditionalists, preaching the benefits of ancient Ork beliefs, relying on more natural forms of transport such as war boars and Squiggoths. Snakebites are known as ferocious fighters, the equal of any opponent in close combat.

In contrast are the Evil Sunz who seem to produce more Ork engineers and mechanics (known as Mekboyz or Mekaniaks) than any of the other clanz. They have lots of Warbikes and Buggies and many Evil Sunz end up joining the Cult of Speed Freeks, spending their lives trying to go as fast as possible on the most outrageous vehicles imaginable. Then there are the Deathskulls, notorious thieves and looterz, who construct large, highly unreliable but potent weapons known as kustom combi-weapons. These are cobbled together from scraps and remnants left on battlefields, gathered up by their

Snotling and Grot servants as booty of war. Lastly, there are the Blood Axes. Blood Axes see themselves as the most forward-thinking of the Orks. They unashamedly mimic the Imperium, wearing camouflage uniforms and re-fitting captured Imperial tanks. Many Blood Axes end up in the Stormboyz Korps, preferring a life of (fairly) rigid discipline, shiny boots and the chest-swelling tramp of feet as they march proudly to war.

The Ork Gods

Orks and the Ork Way are strong and powerful forces in the universe. Orks are a highly successful race; they seem able to survive, expand and prosper almost effortlessly in comparison to struggling humanity. The Ork character, which is strong and virtually invulnerable, has its reflection in the warp in the form of the mighty, belligerent and boisterous Ork gods known as Mork and Gork. Gork and Mork are never defeated, they simply shrug off the blows of the other gods and laugh at them. Gork grins, bears his teeth, and lands a mighty blow on the head of his adversary with his gigantic club. Or Mork, master of low cunning, waits until his foe isn't looking and then clobbers him with a low blow.

An idea of the appearance of the Ork gods can be gained simply by looking at an Ork Gargant, which are constructed in the image of the Ork gods. The Mekboyz who build them try to create something that represents the essence of Orkishness in mechanical form. A Gargant is consequently both the ultimate war machine and a religious idol. These

DESIGN CONCEPT

Ork Weapons

Ork weapons are hand made by Ork mekaniaks, and while many share broadly similar capabilities, no two are ever identical. Because of this, in Epic most Ork weapons are divided into different categories, rather than having a specific name for each one. Doing anything else would create quite the wrong impression about how the Orks make things, and would mean that an Ork army ended up with a huge variety of weapons all with very similar (if not identical) effects. The categories we have used are listed below, along with some of the more commonly encountered weapon types that fall into the category. The most important thing to remember, though, is that no two Ork weapons are ever exactly the same!

Shootas: *The term shoota covers a wide variety of crude machine guns and cannons which spit out a hail of bullets with accompanying bone-breaking recoil and loud explosions.*

Big Shootas: *This includes all the different sorts of Ork-portable heavy weapons the Orks use, like big shootas (who'd have thought it!), rokkit launchas, kustom shootas, skorchas and mega blastas.*

Big Guns: *This category includes all of the big guns Orks mount on their vehicles and gun carriages. Sub-categories include the hop-splat gun, the Braincrusha cannon, Ork battlecannons, kustom kannons, Squiggoth bombards, pulsa rokkits, Squig katapults, and Grot bomb launchas.*

Soopaguns: *This category includes all of the very large cannons built by Ork mekaniaks. They are usually only built and mounted on Gargants, but are also built for sieges using scrap looted from the battlefield. They come in all shapes and sizes, from traktor beam slingshots to huge kannons made from pipelines. Examples include the gut-buster, detb kannon, magnum mega cannon, cluster busta and numerous others.*

Supa-Zzap-Guns: *This category includes the more esoteric weapons devised by Ork mekaniaks to deal with armoured targets. Examples include shokk attack guns, supa-lifta-droppas and bubble chuckers. They are usually only mounted on Gargants, but will sometimes be built for siege work in the same manner as a soopa gun.*

Choppas: *Orks call anything that is sharp and used for hand-to-hand fighting a 'choppa'. The term covers all kinds of close combat weapons, including knives, axes, cleavers, axes, chainsaws and clubs, and dozens of others far too numerous to list here!*

Big Choppas: *This category covers all of the especially large and dangerous close combat weapons used by Orks, especially Ork Nobz and Warbosses. It includes weapons like power claws, kombat klaws, and 'uge choppas, as well as numerous others.*

Mega-Choppa: *The mega-choppa is the name given to the wide variety of large close combat weapon fitted to Ork Stompas and Gargants. Examples include the ripper fist, slasha attack gun, 'ammerer, snapper, and krusher arm.*

great machines behave very much like Ork gods – they lumber about, leaving a trail of devastation in their wake. They go exactly where they please, striding from planet to planet, and they never shun a fight.

Bikes, Buggies and The Kult Of Speed

Orks like to go fast. Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle. They like to feel the wind on their faces, see the dust rising behind them in a big cloud, and to hear the roar of powerful engines. This being the case it is hardly surprising that bikes and buggies of all kinds are highly popular with the Orks. They may not be all that heavily armoured, but they are cheap, shooty, and most important of all, they go dead fast!

Vehicles that go really fast have great prestige value, and Orks will hoard teeth for years to afford a really fast vehicle. Whenever an Ork takes his buggy or bike to a Mek for repairs, he always asks “Can yer make it go faster?”. This usually necessitates a fresh coat of red paint, as well as a bit of noisy tinkering with the engine. For, as every Ork knows, red ones go faster! Rivalries among Nobz and Warlords as to who has the fastest machines leads to reckless racing around the perimeter of the Ork settlements.

The Orks’ love of fast vehicles – known by the Orks as ‘da Kult of Speed’ – accounts for the vast array of customised buggies, bikes and ramshackle vehicles that can be mustered by an Ork warband. Most are in a constant state of disrepair, with bits falling off every few miles or so. A lot of these vehicles are owned by Meks, who have been known to attempt repairs while the vehicle is in motion! Orks suffering from extreme speed addiction find it difficult to stop once they’ve revved up to full speed.

Ork Weapons

Orks make all kinds of weapons including types based roughly on those used by Imperial forces and the Eldar. This means the Orks have their own versions of boltguns, flamers, missile launchers and so on. Although Orks understand laser technology, they don’t really care very much for lasguns and laspistols, which are not nearly noisy enough for Orky tastes!

Ork weapons are manufactured by Mekaniaks, which means that their shape, size and appearance can vary greatly depending on which Mekboy made them and what was going on in his head at the time. Sometimes (quite often in fact) a Mekaniak will have a good idea that he happily imagines will vastly improve an ordinary weapon, giving it extra range, extra power, or several shots at the same time instead of just one. The enthused Mekaniak will disappear into his workshed for hours or even days, only re-emerging when he has completed his magnificent new invention. Occasionally this process results in a Mekaniak producing an incredibly effective weapon, but more often than not the weapon will be flawed in some small but vital way.

Regardless of the actual effectiveness of the weapon, a Mekaniak will be so enthusiastic about his invention that he will be quite unable to admit to any shortcomings it may have. A Mekaniak is only too pleased to sell his weapon once it is finished. These special ‘kustom weapons’, as they are called, are much sought after by Ork Nobz who are always eager to obtain the best and newest examples of Orky workmanship. Even though a kustom weapon may malfunction at any moment, especially in the heat of battle, many Orks consider it well worth the risk. After all, if the weapon functions all right on the day it may do incredible damage to the great satisfaction of the owner.

SPECIAL RULE

5.5.1 Mob Rule

Orks believe that as long as there’s a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there’s always a chance that they’ll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine’s count each point of starting damage capacity as a unit.

SPECIAL RULE

5.5.2 Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it’s the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.0).

The Waaagh!

Orks are evolved primarily for fighting, and this sometimes leads to rivalry and even outright war between the different tribes. Although this gives the impression that Orks are disorganised and rebellious, they are actually capable of a high degree of co-operation. The Techno-magi of the Adeptus Mechanicus have identified low levels of background psychic energy in the minds of Orks and Grots, and this seems to act like a hormonal stimulus, establishing territories and who is who in the hierarchy of Orkdom.

As a particular Ork Warlord grows in power, other Orks are attracted to his armies, and clamour to assume subordinate positions under his command. This means that Ork armies can assemble very quickly, growing into massive hordes, appearing out of nowhere and attacking unsuspecting planets.

This process is controlled in some way by the Ork psyche. When massive Ork armies embark upon wars of conquest, this psychic stimulus gives rise to what the Orks call a Waaagh! The Waaagh takes hold in the minds of every Ork and Grot, driving them towards fresh conquests upon a wave of bloodthirsty euphoria. A Waaagh will last until the Orks are defeated or until they run out of enemies, after which the armies will dissipate and the various Ork factions divide into mutually antagonistic tribes once more.

5.5.3 ORK UNITS

The following section describes all of the different units used by the Orks, and provides all of the information you will need to use them in your games of Epic. Ork armies have a strategy rating of 3, and all Ork formations have an initiative rating of 3+ and use the “Power Of The Waaagh!” and “Mob Rule” special rules.

The hierarchy of the Orks is defined by size, strength and ferocity rather than charisma or intelligence (though some Ork Bosses display a certain amount of low cunning). The overall commander of the force is generally known as the Warlord and his direct subordinates (the mobz’ commanders) are the Warbosses. Each Warboss has his retinue of Nobz who bellow orders at the Boyz. Promotion can be achieved in a number of ways. Generally it is done in battle, with the superior taking an unlucky shot to the head and the Warboss noticing a particularly burly Ork nearby who could bash heads together and get the ladz to do what they’re told. When not at war, most disputes and advances of this nature are settled by a ritual pit fight. These can be to first blood or a knockout, but generally the two combatants fight to the death, usually using nothing more than their claws and fangs. The victor’s scars will be a subject of pride and respect, and his authority will be unquestioned until someone else is brave enough to face him in the pit.



ORK WARLORD

All Ork warbands are led by an Ork Warlord. These Warlords achieve their status as leader of their warband by quite simply being the biggest, most cunning Ork in the group. A loud voice for bellowing at the Boyz is also useful, but more importantly is the

strength and savagery to survive the many fights and challenges that are all part of the Ork’s rise to power, and of

maintaining power once it has been gained! As leader of a warband, Ork Warlords rarely see eye to eye with another Warlord except where it suits both to combine their forces if there is the slightest chance of a good fight. Mustering his forces for Armageddon, Ghazghkull pulled off the seemingly impossible by uniting over a dozen of the sector’s most notorious Warlords with the promise of a great and glorious fight in the name of Gork and Mork. With a force numbering into the millions, Ghazghkull’s rise to a Warlord of such stature has been nothing short of meteoric.

ORK WARLORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Big Choppas	(base contact)	Assault weapon	Macro-weapon, Extra Attack (+1)	



Notes: Character, Supreme Commander



ORK ODDBOYZ

Oddboyz is a generic term for those Orks who show an aptitude for a particularly valued skill other than fighting. Big Meks are quite possibly the most prized and command a sizeable respect in their own right. Blessed with orky know how for

anything mechanical, they are responsible for overseeing the manufacture and operation of the Orks’ numerous war

machines; whether they be simple Shoota or Trukk, to Gargant and Traktor Beam. Painboyz or ‘Doks’ see to patching up various injuries or more often augmenting missing limbs and organs with mechanical ones provided by the Meks. Last, but not least are the Slavers. These brutish Orks keep the Grot followers of a warband in check and ensure they are always at the front of the fight where they can “catch da bullets”. All are numerous within the clans and warbands and it is unlikely that the Orks would be able to function as such an effective fighting force without their skills.

ORK ODDBOYZ

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Supa-Zzap-Gun OR	60cm	MW3+	Titan Killer(D3)	
Soopagun	60cm	2BP	Macro-weapon	



Notes: Ork Oddboyz can be one of two types: Big Meks or Slavers. Both are Characters. A Big Mek can be added to a gunwagon or gunfortress and upgrades *one* of the big gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the characteristics shown above. A Slaver may added to a big gun and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics above.

ORK NOBZ

Nobz are the biggest, toughest and best armed warriors in a warband. In a race where size matters, leadership is determined by physical strength and intimidation. Those Orks fortunate or devious enough to survive longer than a few years will reach a physical stature that dwarfs their kin. These massive brutes, known as Nobz are the closest thing the Orks have to any kind of command hierarchy. Equipped in the best armour and with the best weapons the warband can muster

the Nobz lead the Boyz into battle and are most often found where the fighting is at its most intense. Their powerful physical frame encased in mega-armour is almost a match for a Space Marine Terminator, a fact not lost amongst those Guardsmen that survived the slaughter by Ghazghkull's elite Nobz at Hive Tartarus and the Mannheim Gap.



ORK NOBZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—
2 x Big shootas	30cm	AP6+ / AT6+	—
Big Choppas	(base contact)	Assault weapons	Extra Attacks (+1)

Notes: *Leader*



ORK BOYZ

Ork Boyz are by far the most numerous type of Ork found in a mob and, although lightly armoured in comparison to the largest of their kind, are nevertheless tough enough to withstand all but the most direct killing blow. Armed with various kinds of shoota and savagely brutal close combat choppas, Ork Boyz overwhelm their enemies in wave after wave of frenzied attacks, their size and strength a match even for the elite Adeptus Astartes. Although normally fiercely

territorial and as hostile to Orks outside of their own tribe as they are towards other races, Ghazaghkull's invasion of Armageddon provided an opportunity for a war on such a magnitude as to eclipse any petty tribal rivalries. United under Ghazaghkull's personal banner, the number of Ork Boyz on Armageddon numbers in the tens of millions.



ORK BOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—
Choppas	(base contact)	Assault weapons	—
Big shootas	30cm	AP6+ / AT6+	—



ORK GROTZ

Grots are a physically smaller sub-species of the Ork race. Destined for a life of servitude by their larger cousins, Grots are viewed as little more than cannon-fodder and are pressed into service by Herders and Slavers. Armed only with an assortment of primitive weapons and small firearms, Grots will be forced ahead of the Ork mobs to overwhelm defenders and distract them. Those Grots that make the mistake of

showing any signs of their higher intellect are quickly rounded up and put to work as riggers or repair gangs on some of the larger Gargants and Battle Fortresses, their diminutive size being ideal for squeezing in between the gaps in the machinery in order to affect running repairs.



ORK GROTZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	6+

Weapon	Range	Firepower	Notes
Shootas	(15cm)	Small arms	—

Notes: Formations that include at least one Ork unit don't receive Blast markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.





ORK STORMBOYZ

Although often mistakenly perceived as unintelligent savage creatures, Orks possess a natural cunning that can make them crude but effective tacticians in combat. Seeing how effective the humans were at using jump packs to rapidly negotiate the

battlefield, the Orks stole the idea and created the Stormboyz mob. Considerably cruder, noisier and a lot more dangerous, the Stormboyz use nothing more sophisticated than a small rocket and harness to propel themselves haphazardly over obstacles and towards the enemy. Quite naturally those Boyz chosen for the task think that it is the best thing ever and aside from the very real chance of them literally detonating mid-flight are viewed with a kind of awe by their more down to earth kin.

ORK STORMBOYZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms	—	
Choppas	(base contact)	Assault weapons	—	

Notes: *Jump Packs, Scouts*



ORK KOMMANDOS

Carved into solid rock two thousand feet up in the Messnier Mountains, the Vox-Relay Station "Eagle's Reach" was considered to be one of the most secure and impregnable facilities on Armageddon. Two weeks into the Third War, this was dramatically

proven wrong when a force of Ork Kommandos from the infamous Blood Axe clan not only scaled the razor sharp

peaks, but also took the station completely by surprise, securing it intact. Showing a remarkable grasp of discipline and squad level tactics, traits not generally associated with Orks, the Kommandos took the station virtually without a fight. Under the Orks' control, Ghazghkull used the station not only to disrupt communications in the southern hemisphere, but also to broadcast directly to the Imperial forces in the field. Ghazghkull's grasp of propaganda and the effect on morale was not lost on the Southern Imperial Commander who was forced to make arrangements for the elimination of the station.

ORK KOMMANDOS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	(15cm)	Small arms	—	
Choppas	(base contact)	Assault weapons	—	
Big shootas	30cm	AP6+/AT6+	—	

Notes: *Scouts, Infiltrators*



ORK WARBIKES

Ork Warbikes bring together two of an Ork's favorite things – the chance to drive fast and shoot things! During the early days of Ghazghkull's invasion of Armageddon, it was clear that speed was a factor that Ghazghkull had carefully considered. In the past, Ork

invasions had been slow lumbering affairs, the Orks relying on sheer weight of numbers to overwhelm their enemies, their ability to sustain huge numbers of casualties and still

fight on a real danger to those that faced them in battle. After studying the tactics used by the Imperium's Space Marines during the second war for Armageddon, Ghazghkull made sure his force not only consisted of an overwhelming number of troops, but the ability to strike quickly. Mounted on warbikes, large groups of Orks quickly assaulted Imperial lines and within a matter of days after the Ork Rok's initially touched down on Armageddon, several key Imperial supply routes were dangerously close to being severed. If not for the timely intervention of several Space Marine Chapters, the tactic would have been a complete success.

ORK WARBIKES

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	6+
Weapon	Range	Firepower	Notes	
Twin sawn off Big Shootas	15cm	AP5+/AT5+	—	

Notes: *Mounted*



ORK WARBUGGIES/WARTRAKS

In addition to two-wheeled warbikes, the Orks employ numerous four-wheeled light and tracked light vehicles. The Orks' surprising mobility drove much of the early stages of the Armageddon conflict. Huge swarms of light vehicles such as Buggies and Wartraks engaged the Imperial lines in running battles ahead of Ghazghkull's main force. Constantly attacked and harassed by these fast moving formations, the Imperial Guard defenders had very few opportunities to repel the Orks' giving Ghazghkull plenty of time to deploy his Gargants and heavy siege guns. These 'Speed Freak'

formations were one of the most successful forces Ghazghkull employed during the campaign. Equipped with a range of weapons from Big Shootas to Rokkits and Zzap Gunz, the Buggies were as much a threat to Imperial armour as they were to the Guard's light infantry. Their only true weakness was their thin armour, which provided their two-Ork crew with virtually no protection, leaving them vulnerable to both heavy weapons and small arms alike.



ORK WARBUGGIES/WARTRAKS

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	—	



ORK SKORCHA

Burna Boyz are Orks with an almost unhealthy obsession with fire and anything flammable, and for them the best thing that can ever happen is to be given a Skorcha to drive around. The Skorcha is an Ork flamethrower, which is mounted in a turret on the back of a wartrak, and fed by a small reservoir of fuel towed behind the vehicle. The devastating effect of the weapon on infantry and soft-skin vehicles, coupled with the Wartrak's speed make the Skorcha a very potent part of an Ork assault and rightfully feared by the Imperial Guard. The

weak armour around a Skorcha does however make it a tempting target and on more than one occasion quick thinking Imperial heavy weapon crews have managed to knock them out at a safe distance. The resulting explosion from the vehicles volatile mixture almost always immolates the Skorcha's crew and any Orks unfortunate enough to be too close. Understandably, most Orks learn to maintain a healthy distance from the vehicle.



ORK SKORCHA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Skorcha	15cm	AP4+	Ignore cover	



ORK DETH KOPTA

The Deth Kopta is yet another example of Ork ingenuity and an almost pre-natural affinity with any kind of technology or machinery. Built for speed, the Deth Kopta can carry only a single Ork and is generally armed with a Big Shoota or Kustom Shoota. With its twin rotors keeping it aloft, the Deth Kopta has proven to be a considerable menace to the Imperial war effort on Armageddon. Although not generally capable of taking out Imperial armour on its own, the distraction and harassment caused to infantry by the constant

low-level attacks favoured by their pilots have resulted in several defensive lines being overwhelmed by the lightning attack of a squadron of Deth Koptas. Too small and agile to be engaged by conventional strike aircraft, the Deth Kopta occupies a niche battlefield role that once again underlines Ghazghkull's innate grasp of military tactics.



ORK DETH KOPTA

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	—	

Notes: *Skimmer*





ORK BATTLEWAGONZ

Unlike the Imperium, Orks don't use any kind of fixed template for vehicle design, each instead being built from whatever salvage and materials are to hand. This can result in a rather ramshackle, but no less effective combination. Because of this, Ork

battlewagons cover a massively diverse array of different Ork vehicles, including trukks, 'aulers, wartrukks and wagonz.

What all these vehicles have in common is being able to carry at least ten Ork Boyz, and an armament of one or more (usually more!) big shootas. Battlewagonz were at the centre of Ghazghkull's blitzkrieg towards Hive Volcanus. With so many vehicles at his disposal, Ghazghkull was able to move the bulk of his forces, some fifteen thousand Orks across the plains and in sight of Volcanus in under three days. Using their battlewagonz as mobile bunkers, the Orks used their mobility to great effect in keeping the Imperial defenders at Volcanus hemmed in whilst heavy siege artillery was brought up.

ORK BATTLEWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+	—	

Notes: Transport (may carry any two of the following units: Boyz, Kommandos, Nobz, Warlord. Alternatively, one of the two units transported may be a Big Gun. May carry one Grot in addition to any other units).



ORK GUNWAGONZ

At the heart of the Ork's armoured offensives on Armageddon were hundreds of gunwagons. What differentiates a gunwagon from a battlewagon is that the gunwagon is designed to carry as big a gun as possible, while a battlewagon is

primarily an armoured transport. Although no match for the Leman Russ, Land Raider or Predator, the sheer number of

gunwagons present in Ghazghkull's invasion force made them a potent threat and more than capable of breaking the Imperial defences by weight of numbers alone. Each gunwagon is as individual as its crew; some are fitted with Kannon's, others with energy weapons such as the Zzap Gun. The greatest threat that these vehicles represent is the ease with which they can be manufactured. Ghazghkull's mekaniaks seem to be able to produce an endless line of gunwagons. Eliminating the Ork's production facilities has become one of the Imperial force's most urgent tasks

ORK GUNWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Big gun	45cm	AP5+/AT5+	—	

Notes: Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).



ORK FLAKWAGONZ

There is little doubt that the Ork idea for the Flakwagon came from seeing an Imperial Hydra. What Ork could possibly resist the idea of a four barreled weapon capable of pumping out hundreds of shells per minute!

Never one to let a good idea go to waste, the Orks duplicated the Hydra's quad-autocannon design and then mounted it onto a spare wagon to produce a reasonably effective anti-air battery. With just a single Ork

gunner in charge of the weapons controls, the Flakwagon does not boast the same degree of automated or accurate target tracking systems that the Hydra has. Nevertheless a particularly skilled or experienced Ork is more than capable of predicting the movements of ground attack aircraft and unleash hundreds of rounds of heavy slugs a minute in their direction. For unwary Imperial pilots, the Flakwagon is a very real threat and only ignored at their own peril. Like their human counterparts, Flakwagon crews have no problem in using the vehicle's heavy projectiles with equal enthusiasm at ground based targets.

ORK FLAKWAGONZ

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Flak Gun	30cm	2 x AP6+/AT6+/AA6+	—	

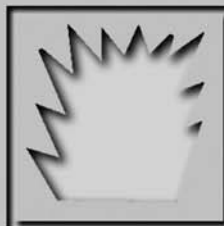
Notes: Transport (may carry any one of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun).



BATTLEFORTRESS AND GUNFORTRESS

The Battlefortress, and its closely related counterpart, the Gunfortress, are huge versions of Ork battlewagons and gunwagons respectively. With additional weaponry and the benefit of more armour plating, these super heavy vehicles are usually only seen in engagements where one of more Ork Warlords are present or a large proportion of the force is made up of more influential Nobz. Their increase in firepower turns what were already effective fighting vehicles into a truly formidable ones, putting them close on a par with the Imperium's Baneblade. During the assault on Hive

Infernus, no fewer than thirty Battlefortresses and Gunfortresses were counted by Salamander reconnaissance teams, each displaying banners and glyphs pertaining to one or more Warlords. The force was eventually driven off by the combined might of Titans from Legio Metallica and Legio Ignatum, but not before the loss of three Warlord Class Titans and a single Warhound Scout Titan made the victory a costly one for the Imperium.



ORK BATTLEFORTRESS

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

Damage Capacity 3. Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6.

Notes: Transport (may carry any eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).

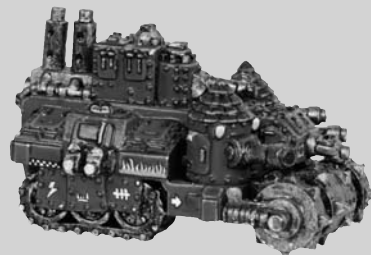


ORK GUNFORTRESS

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

Damage Capacity 3. Critical Hit Effect: The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed and any units on board will only survive on a roll of 6.

Notes: Transport (may carry any four of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).





ORK KILLA KAN

The Killa Kan is smaller and more lightly armed than a Dreadnought, but are none the less a dangerous foe in close combat. They are equipped with a deadly power claw and big shoota. Killa Kans accompany Ork mobs in small groups, the Killa Kan's armour

providing reasonable protection against most small arms fire. Although they have a rolling gait that can appear quite

peculiar and ungainly at first sight, Killa Kans can produce a surprising turn of speed when their Ork pilot is sufficiently frenzied, a fact not always appreciated by the average Guardsmen until they have found themselves suddenly face to claw with one! The Imperial Infantryman's Uplifting Primer recommends the best tactic to use against a Killa Kan is either to ram it with the armoured dozer blade of a Chimera knocking it over, or wedge a grenade into the leg actuators. It is not recorded who discovered the latter technique or whether they survived the encounter.

ORK KILLA KAN

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+/AT6+	—	
Kombat Claws	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)	

Notes: *Walker*



ORK DREADNOUGHT

In a sickening parody of the rituals used by the Adeptus Astartes to entomb a mortally wounded brother within the sarcophagus of a Dreadnought, Ork Doks and Meks sometimes perform the same task on Boyz to wire them into the controls of

an Ork Dreadnought. Fortunately, for most Ork Dreadnought pilots this is not always the case and most Ork Dreadnoughts are controlled through a confusing array of levers and

buttons, although the end effect is much the same. With a pair of savage close combat weapons at their disposal and a couple of heavy weapons, Ork Dreadnoughts are virtually unstoppable once they get into close combat. During the assault on the Helsreach shipyards, three Dreadnought Mobs descended on the Ironside Docks, their thickly armoured hides and heavy shootas easily outshooting the lightly armed Hive Militia. The predictable result was a massacre of the Imperial defenders, resulting in the Orks holding the shipyards for several weeks until Space Marine and Stormtrooper reinforcements drove them back out.

ORK DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Big Shootas	30cm	AP6+/AT6+	—	
Kombat Claws	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)	

Notes: *Walker*



ORK BIG GUNZ

Ork Mekaniaks constantly create a plethora of bizarre weapons and tanks. Many of these are battlefield support weapons which move forward with the boyz to lend some heavy firepower to the fight. They take all manner of shape and design, from the crude but

effective Squig Katapult to the strange and ungainly Traktor Kannons, Smasha Guns, Splatta Kannons, Pulsa Rokkits and

Shokk Attack Guns. All are used to pound the enemy into submission from afar, before the weight of the Ork Boyz close in to crush the enemy in a final brutal assault. Unfortunately, very few Ork Boys are capable of holding themselves back from a good scrap in order to man the supporting artillery, and because of this Big Guns are usually crewed by Grots, who are kept in line by a Slaver or the Ork meknaiak that built the gunz being used.

ORK BIG GUNZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Big Gun	45cm	AP5+/AT5+	—	



ORK SUPA-STOMPA

Supa-Stompas occupy a middle ground between the smaller Stompa and a fully fledged Gargant. With an impressive array of weapons, Supa-Stompas are most often commanded by Boss Meks who have built one for themselves from the spare scrap left over from a Gargant construction. Supa-Stompas are deadly tank killers and more than capable of taking on an Imperial Titan far greater in size if they have to. Rated by General Kurov as one of the deadliest war engines at the Orks' disposal, Supa-

Stompas are thankfully a rare sight on the battlefield. Although it is uncertain how many were landed on Armageddon as part of the Orks 'Stompa Mobs', the sheer number of heavy weapons available at a Supa-Stompas Kaptain disposal have made them a primary target to both Shadowword and Titan commanders alike.



ORK SUPA STOMPA

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Mega-choppa	45cm (base contact)	AP5+/AT5+ and Assault weapon	Fixed Forward Arc Titan Killer (D3), Extra Attacks (+1)	



D3 Power Fields. Damage Capacity 4. Critical Hit Effect: The Supa-Stompa's head is blown clean off, killing the Kaptain. It suffers a -1 to hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead.

Notes: *Reinforced Armour, Fearless, Walker.* May be armed with 3 soopaguns or 2 soopaguns and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.

ORK STOMPA

Not all Ork Warlords can afford to have something built as grand as a Gargant, and settle instead for a Stompa. Although considerably smaller than the behemoth Gargants, Stompas are still a well armed and armoured walker and a fitting platform for a Warlord to bellow orders at his Boyz from. It is not uncommon for lesser Warlords and Meks to combine their forces prior to a battle into Stompa Mobs; petty rivalries are set aside temporarily for the greater opportunity of a good fight against a common foe. Such was the case on

Armageddon where Ghazghkull persuaded an unthinkable number of Warlords that the Armageddon system was ripe for conquest and rule under a united Ork Waaargh. With Stompas easily produced by the Ork Meks, they are almost as common a sight in Ghazghkull's combined forces as Battlefortresses.



ORK STOMPA

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
2-3 x Big Guns	45cm	AP5+/AT5+	—	
0-1 Kombat 'Ammer	30cm (base contact)	AP5+/AT6+ and Assault weapon	— Macro-weapon, Extra Attacks (+1)	



Notes: *Reinforced Armour, Walker.* May be armed with 3 big guns or 2 big guns and 1 Kombat 'Ammer. The Kombat 'Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.





ORK GARGANT

Standing the height of a four storey building and bristling with guns and kustom force fields, the Gargant is the most prominent War Engine constructed by the Orks. Gargants are built in the approximate image of the Orks' patron deities Gork and Mork, and are the pride of every Warboss who has managed to bully, coerce or otherwise persuade a gang of Mekboyz into building one for him. Although not as technologically advanced as the Titans and other great war machines of the Adeptus

Mechanicus, Gargants are nevertheless lumbering bastions of destruction, more than capable of obliterating entire companies of infantry and tanks. In Ghazghkull's war horde alone no fewer than eighteen Gargants were counted, this number rising to forty when combined with the forces of Ork Warlords Morfang, Skarfang and Burzuruk. The threat of such a large number of powerful war engines was quickly realised by the Imperial defenders of Armageddon, and the Adeptus Mechanicus tasked the Titan Legios Invigilata, Magna and Victorum with the destruction of the Orks gargantuan machines, a task not easily completed without great loss to the Imperium's Titan Legions.

ORK GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2-3 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
0-1 x Supa-Zzap-Gun	60cm	MW3+	Titan Killer (D3) Fixed Forward Arc	
0-1 x Mega-choppa	45cm	AP5+/AT5+ <i>and</i>	Fixed Forward Arc	
	(base contact)	Assault weapon	Titan Killer (D3), Extra Attacks (+1)	

D3+3 Power Fields. Damage Capacity 8. Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.

Notes: *Reinforced Armour. Fearless, Walker.* May be armed with 3 soopaguns or 2 soopaguns and either 1 mega-choppa or 1 supa-zzap-gun. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.



ORK GREAT GARGANT

Ork Great Gargants are more powerful even than the massive Gargants of Ghazghkull's horde. Fortunately for the Empire of Mankind they are very rare, and the few Great Gargants that have been seen on Armageddon were reserved for Ghazghkull himself and those warlords in Ghazghkull's army that wielded the most power. In the Fire Wastes, Urgok the Unstoppable's Great

Gargant *Skullsmasha* led the assault on the 'Iron Line' defences surrounding the Chaya Ranas Ore facility. Likewise in the Mannheim Gap, Warlord Thogfang's Great Gargant *Da Pain Hamma* was instrumental in the massacre of the Celestial Lions' assault on the construction yards. Although the *Skullsmasha* was eventually crippled and destroyed by the Adeptus Mechanicus Ordinatus used to help defend the Imperial outpost at Sreya Rock, many Great Gargants are still at large on Armageddon and represent a potent threat to Imperial forces on the planet.

ORK GREAT GARGANT

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer	
2 x Big Guns	45cm	AP5+/AT5+	—	
1 x Soopaguns	60cm	2BP	Macro-weapon, Fixed Forward Arc	
1-2 x Twin Soopagun	60cm	3BP	Macro-weapon, Fixed Forward Arc	
0-1 x Lifta-Droppa	60cm	MW3+ <i>and</i>	Titan Killer (D3), Fixed Forward Arc	
	(base contact)	Assault weapon	Extra Attacks (+1)	

D6+6 Power Fields. Damage Capacity 12. Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.

Notes: *Reinforced Armour. Fearless, Walker.* May be armed with 2 twin soopaguns or 1 twin soopagun and 1 Lifta-Droppa. The Lifta-Droppa may shoot and be used as an assault weapon. The Lifta-Droppa's Extra Attack abilities may only be used in an assault.



ORK FIGHTA BOMMERS

Neither elegant or attractive, the Ork Fighta Bommer wings on Armageddon have nevertheless proved savagely effective at dominating the skies above the planet. Operating out of airfields in the frozen peninsula of the Deadlands and the orbiting Kroozer fleet, the latticework of black exhaust trails has become a common sight over Armageddon's war torn landscape. Led by the then notorious 'Green Barun', three squadrons of 'Da Red Choppas' preyed on Imperial supply lines and shipping for over two months until a combined Imperial strike force of the 301st Airwing and Cruiser

Ascention finally defeated the Orks in a three hour aerial battle over Hades Gap. Even with the loss of one of the Orks' most infamous pilots, the Fighta Bommer squadrons demonstrated their total superiority of Armageddon's skies long into the Third War. Only when the "Orkwick" Airfield was eventually captured towards the end of the war was this position ever challenged.



ORK FIGHTA BOMMERS

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Heavy Shootas	15cm	AP5+/AA5+	—	
Tankbusta Rokkits	30cm	AT4+	—	



ORK LANDA

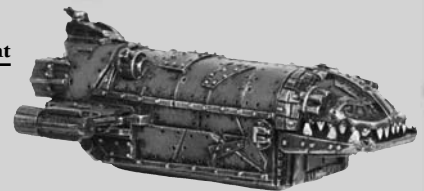
Ork Landas are large transport aircraft that are used to land Orks from orbiting spacecraft and to move them about quickly once they are on a planet's surface. Landas are a classic example of Ork design, being huge ungainly machines that are brutally efficient at the task for which they are designed. Compared to almost any other aircraft in the skies over Armageddon, the Ork Landa is slow and ponderous, and many Imperial Thunderbolt pilots have lost their lives assuming that it would easy prey for their sleek fighter aircraft. However, while not nimble, the Landa is immensely

tough, and it can shrug off damage that would send almost any other aircraft down in flames. In addition, the Landa's hull is studded with numerous weapon turrets that are capable of laying down a withering hail of fire against any enemy aircraft that get too close, as well as being capable of providing supporting fire for troops as they disembark. Rockets located on the forward hull provide additional firepower for use against armoured targets.



ORK LANDA

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	6+	4+
Weapon	Range	Firepower	Notes	
Gun Turrets	15cm	D6+3 x AP5+/AA6+	—	
2 x Tankbusta Rokkits	30cm	AT4+	Fixed Forward Arc	



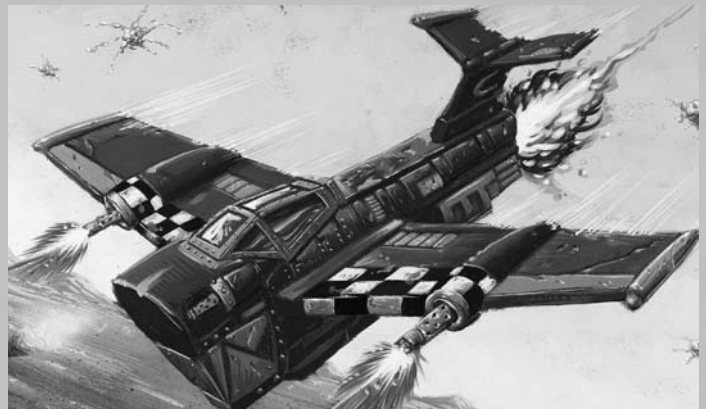
Damage Capacity 3. Critical Hit Effect: The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.

Notes: *Planetfall*, *Reinforced Armour*, *Transport* (may carry ten of the following units: Boyz, Kommandos, Stormboyz, Nobz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up two spaces each. In addition it may also carry 4 Grots).

SPECIAL RULE

Power Fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see 5.4.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.





ORK KILL KROOZER

Constructed from the hulks of abandoned ships and any scrap that can be salvaged, Ork Kroozers are monolithic superstructures with patch-worked hull plates and compartments. With cavernous internal bays holding huge numbers of Orks and their many

vehicles, Kroozers form the mainstay of the Ork fleet,

hundreds of which assaulted Armageddon as part of Ghazghkull's invasion force. Easily a match for an Imperial cruiser sized capital ship in firepower, Ork Kroozer Kaptins like nothing better than to use their ship's massive engines to ram Imperial craft with their reinforced fang-like prow. With most of the Orks' gun batteries devastatingly effective at close range, Imperial Captains have learned to maintain a healthy distance from the Kroozers, punishing them at extreme range with Nova Cannon and torpedoes.

ORK KILL KROOZER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	D6+1BP	Macro-weapon	



ORK BATTLEKROOZER

Ork Battlekroozers are considerably larger than Kill Kroozers, and have launch bays that allow them to deploy assault craft. When Ghazghkull's vast fleet was first detected entering the Armageddon sector, augers and long ranged sensors identified a new class of

ship hidden amongst the clutter of Roks and Hulks. Classified as a Battleship class, the new vessels were much larger even than the Kroozers, reconnaissance pictures of the fleet

showing them bristling with heavy gun batteries and beam weapons along their flanks and dorsal superstructure. Four of the ships became notorious during the campaign for their involvement in the invasion, most notably the *Detbdeala* and *Gorbag's Revenge*. As invasion flagships, these two vessels alone landed close to two hundred thousand Orks onto Armageddon via teleporta and landakraft before withdrawing to spearhead the hunt for the withdrawing Imperial Navy. Accompanied by a further two battleships; the *Slambasta* and *Kroolboy* they became a powerful core to the Orks fleet operations in the Armageddon sector.

ORK BATTLEKROOZER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	D6+3BP	Macro-weapons	



Notes: *Transport (may carry up to 12 Ork Landas plus the troops carried in them). Slow and steady — may not be used on the first or second turn of a game unless the scenario specifically states otherwise.*





ORK CLANS

Ork armies are basically Ork societies on the move. Their no nonsense philosophy is reflected in their brightly coloured vehicles. Each clan favours a particular colour scheme overladen with Ork glyphs and other stark patterns. As each Mekboy constructs a vehicle to his Boss' orders, he embellishes it with details such as extra spikes, red paint to make it go faster and a myriad of other small adjustments. However, beneath the bright patterns and bold proclamations of wealth and power, the vehicle's engine spews forth oil and smoke, stained with rust with only the shiny heads

of new nails showing through the grime and filth. The Ork Gargants are equally colourful, moving, fighting idols to the gods Gork and Mork. Massive banners hang from their hulls and weapons, each displaying the Warboss' or Warlord's achievements. To Orks, a dreadnought or a warbike is far more than a simple war machine, it is a status symbol and reflects their own prosperity and skill in battle. Each Ork goes to great lengths to ensure his tank or buggy is the biggest, brightest, hardest-looking vehicle on the battlefield in an attempt to outdo all his fellow Orks in the quest for recognition and respect.



Goffs

Goffs are the most brutal Orks who regard themselves as the toughest of all the Clans. They favour stark patterns and black, red and white colours for their uniforms and vehicles.



Battlewagon



Stompa



Boyz Mob



Evil Sunz

The Evil Sunz are irresistibly attracted towards fast war bikes, buggies and loud noise. The totem of the clan is a grinning blood red face, and they wear red clothes and paint their machines red. As every Ork knows "da red wunz go faster!"



Warbuggy



Bikes



Battlewagon



Flakwagon



Snakebites

Snakebite Orks are savage traditionalists who shun recently developed technology. They dress in simple clothing of leather and furs and are known for riding into battle mounted upon ferocious warboars.



Squigoth



Boarboyz



Wierdboyz



Blood Axes

Blood Axes were the first Ork clan to encounter the armies of the Imperium and have had the longest contact with Imperial culture. This has led to them adopting some aspects of 'da humies' including driving captured tanks and other vehicles.



Kommandos



Battlewagon created from a looted Rhino



Bad Moons

Bad Moons are rich. Filthy rich! They want everybody to know it, and these massive show-offs just can't resist having the brightest and most extravagant clothes and biggest gunz around.



Big Gun



Big Gun



Bad Moon Nobz



Dreadnought



DeathSkulls

DeathSkulls collect their uniforms and gunz from the dead of the battlefield, and their mismatched clothing and erratic colour schemes are a warning to any other Orks to nail down anything they want to keep.



Boyz



Big Gun



Boyz

