

ADVANCED SPACE CRUSADE

ORK WARBANDS IN ADVANCED SPACE CRUSADE BY JERVIS JOHNSON

The Tyranids are a threat to every race in the galaxy, not just the Imperium. Tyranids have no allies, they simply see all other living creatures as raw materials to be used up as needed. Every race they meet is suppressed and consumed. So when Ork meets Tyranid there can be only one result - WAR!

ORKS AND TYRANIDS

To the Tyranids, Orks are simply another race to overwhelm and feed to their voracious appetite for new genetic material. Ork genestocks are used in the creation of Tyranid bio-construct creatures and the organic machines that the Tyranids use in place of mechanical devices. For the Tyranids the Orkoid races are useful because of their diverse genetic structures – the Tyranids have no interest in the Orks' unique culture and racial character.

In contrast, whenever the Orks encounter Tyranids they suffer an instant and deep-rooted feeling of YUK! The Tyranids are just so absolutely un-Orky that they cause an almost physical revulsion in Orks. But like every other race in the galaxy, the Orks have to fight the invading Tyranid fleet or they risk complete annihilation.

There are also Ork legends of a long-standing enmity between the Orks and the Tyranids, half-remembered tales that speak of great loss and an epic quest across space, of vile experiments and twisted creatures. The origins of this legend are lost but for many Orks the vague memory of a grudge or feud with the Tyranids is present in their minds as they go to war.

The Orks launch their assaults on Tyranid ships from mighty space hulks, derelict spaceships originally built by other races that have been 'mended' by Mekaniaks. From these ships they teleport into the outermost areas of the Tyranid ships and fight their way into the vital organs. Ork teleporters, like so much of Ork technology, are crude but effective devices. The forces they employ would crush and destroy mere Humans, but the Ork's robust physique and tough metabolism allow him to survive the terrible strains of teleporting.

Sometimes Orks will attack from space ships built by Mekaniaks, strange and unique vehicles much smaller than the vast space hulks but able to manoeuvre close to the Tyranid ships. Huge grappling hooks, powerful traktor beams and explosive boarding harpoons are all used to break through the tough outer skin of a Tyranid ship and land the Warband.

CHOOSING AN ORK FORCE

Ork Warbands are led by a Warboss, and consist of his own personal retinue and a group of Ork Mobz. Ork Warbands are made up of Nobz, Boyz and Oddboyz. Nobz are Ork nobles, in charge because they are bigger and tougher than the average Ork and can get hold of the best equipment. Da Boyz are the rank and file troops that form most of the Mobz. Oddboyz are Mekaniaks, Painboyz, Runtherdz and Weirdboyz. They are all highly individual and rather eccentric characters.

You may choose to use an Ork Warband instead of fielding a Space Marine or Imperial Guard force. If you do so then all of the units you choose must be Orks – you can't combine Ork and Imperial units in the same force.

Use the Force Points Table just as if you were choosing a Space Marine force. Once you've chosen the force, record it on the force roster as usual, using the squad counters you'd normally use for Space Marines.

There are certain restrictions on the units you may choose for the force:

- The force must include a Warboss, his Retinue, and a Big Mob. It may not include more than one each of these units.
- The Warband may not have more than one Mob of Wildboyz, Madboyz or Ogryns.
- The number of Oddboyz in the force is limited to two of each type, including the Oddboyz in the Warboss's Retinue.
- Any Oddboyz that you take, apart from those in the Retinue, must be attached to a Mob and are not represented by a separate counter. Simply record the Oddboy's characteristics as part of the Mob.
- Ork Mekaniaks and Orks armed with heavy weapons have their weapons generated randomly (see below). You generate the weapon after you've finished choosing your force.

USING AN ORK FORCE

A number of special rules apply when you are using an Ork force, all of which are explained below.

EXTRA ACTIONS

Unlike Imperial troops, Orks don't have a rank system as such. Of course Nobz will order other Orks around, but this is more for show than part of a tactical plan. The Warboss keeps control over his Warband by physical might – he's bigger and tougher and meaner than anyone else.

Ignore the modifiers to the extra action roll listed in Advanced Space Crusade when you're using an Ork force, and use the following modifiers instead:

Warboss is involved in battle	+2
Per Mob involved in the battle	+1

The +1 bonus per Mob applies as long as at least one member of the Mob is still involved in the battle.

MADBOYZ

Madboyz are Orks whose behaviour marks them as obviously and unashamedly mad. Of course, even normal Orks do things which a Human would think insane, but Madboyz are so reckless, manic and downright strange that even other Orks consider them crazy. They are regarded with a mixture of amusement and awe by ordinary Orks. Due to their often completely barmy behaviour they are grouped together into their own Mob – the Mad Mob.

Madboyz are highly unpredictable. Roll a D6 (not a D12) each time you take an action with a Madboy to find out his speed and the bonus for his close combat dice for that turn.

D6 Roll	Speed	Close Combat Bonus
1	1	–
2	2	+1
3	3	+2
4	4	+3
5	5	+4
6	6	+5

MEKANIAKS

Mekaniaks are Orks with an exceptional innate technical understanding – they are masters of Orky know-wots and kustomization. They are vital for the Warband as they build and maintain all of its vehicles and mechanical devices. They also have a strange knack for building outlandish and sometimes very effective weapons.

Mekaniaks are armed with a special **kustom weapon**. Full details on kustom weapons are included in the *New Ork Weapons* section.

NOBZ

Nobz are the elite of Ork society. Nobz are found in command of Boyz Mobz or organised into their own select Nobz Mobz. They generally have better equipment than other Orks.

Nobz are included in the Warboss's Retinue and as part of each Boyz Mob. After you have chosen your force you may choose to combine any of the Nobz from the Boyz Mobz into a single Nobz Mob represented by a separate squad counter.



KEVIN WALKER

PAINBOYZ

Painboyz are the Ork equivalent of medics and surgeons who eccentrically exhibit a fascination with pain, wounds and surgery. A particular Painboy speciality is the implantation of bionik bitz produced by Meks and both professions frequently work together on bionik surgery.

In any battle that involves a Painboyz, keep all casualties to one side. If the Orks win the battle and the Painboy is still alive, roll a D12 for each casualty. On a roll of 11 or 12 the doc fixes up the Ork and the model may be returned to play.

RUNTHERDZ & HERDZ

Runtherdz breed and raise the Gretchin and Snotlings (collectively known as Runtz) which are vital to Ork society. Their herdz are mobz of Gretchin or Snotlings who have been raised by a Runtherd and not yet sold to Orks as servants. While not the most effective troops in the galaxy, they do occasionally have their uses.

Runtherdz are always accompanied by their herd of Runtz. For each Runtherd you may choose one herd of Runtz for free, either Gretchin or Snotlings. Note that if you have a Mekaniak with a Shokk Attack Gun he will need a supply of Snotlings in order to use the weapon.

Runtz cannot normally be given an extra action. However, this rule is ignored as long as a Runtherd is within 6 squares of the Runt when it is given the extra action. This represents the Runtherd encouraging his Runt and urging him on to greater things.

WILDBOYZ

Wildboyz are young Orks taken from the primitive wild bands where they are born. As they have not yet learned the benefits of Ork Kultur and Kustomz they dress and fight using primitive weapons. They are accompanied by a Drillboss assigned to the Wild Mob to instruct them in the ways of Orkdom and stop them doing anything especially stupid.

Wildboyz can either be armed with a bow and sword, or a sword and shield – it's up to you.

If the Wildboyz' Drillboss is killed they become confused and unhappy. To represent this, Wildboyz may only be given an extra action if their Drillboss is still alive.



WEIRDBOYZ

Although it may not be immediately apparent, all Orks are psychic – their minds constantly bubble with psychic energy. In a minority of Orks this psychic ability is fully developed. Orks possessing this powerful talent are known as Weirdboyz. Weirdboyz act as a sort of psychic sponge, absorbing the psychic energies emitted by other Orks. They have no control over this process and the power builds up inside the Weirdboy until he can't contain it any longer and it's released in a blast of pure power.

WEIRDBOYZ MINDERZ

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

A Weirdboy must be accompanied by two Minderz at all times to stop him sneaking off and hiding in an out-of-the-way passage. To represent this, during exploration a Weirdboy without any Minderz will return to the Reserves area and remain there until he gets a new set of Minderz. In battles, a Weirdboy who finds himself at least 2 squares away from any other Orks at the start of the Orks turn must roll on the following table:

- 1-4 The Weirdboy moves back towards the entry area as fast as he can and leaves the board if he can get there. He may not use his psychic powers until two Boyz take over as his Minderz.
- 5-8 The Weirdboy remains where he is and immediately sticks his copper staff in the ground. His power store drains away and he will not do anything until two or more Orks take over as Minderz.
- 9-12 The Weirdboy continues as normal in a gesture of self-sacrifice and loyalty to his tribe.

WEIRDBOYZ AND EXPLORATION

While exploring, roll on the following table at the start of each Ork turn for each Weirdboy:

- 1 Unwitting psychic contact with the Tyranid hive mind overwhelms the Weirdboy. He goes catatonic and may not do anything until he recovers (though his Minderz can move him). Roll to see if he recovers at the start of each future turn. The Weirdboy recovers on a roll of 11 or 12.
- 2-8 Nothing Happens
- 9 Look at the next card in the exploration deck for the line of attack that contains the Weirdboy. If you don't like the card you may immediately place it to one side and bypass it.
- 10 Ignore any ambush cards that come up this turn (this applies to all ambushes, including those in other lines of attack).
- 11 You may have a look at the Tyranid's strategic display.
- 12 Combine the effects of 1, 9, 10 and 11.

WEIRDBOYZ IN BATTLES

In battles Weirdboyz may either make a **psychic probe** or a **brain-bursta psychic attack**. Both of the Weirdboy Minderz must be standing next to the Weirdboy to get him to use either power, and he must take a ready weapon action. The Weirdboy is not allowed to use reaction moves to make psychic probes or attacks.

PSYCHIC PROBE

The Weirdboy has inadvertently tapped into the Tyranid hive mind and has discovered something about the layout of the ship or the positions of his enemies. Although any contact with the unOrky hive mind is extremely disturbing for the Weirdboy, the other Orks manage to understand some of what he's seen through his semi-incoherent babbling, terrified gibbering and wild gesturing. Roll on the following table to find out what information the Weirdboy passes on:

- 1 The experience is too much for the Weirdboy – his eyes glaze over and he begins to drool and dribble uncontrollably. He can't make any more psychic probes or attacks during this battle (he'll have recovered by the next battle) but can still be moved around by his Minderz.
- 2-7 Nothing happens.
- 8-9 The Tyranid player must convert one blip of your choice.
- 10-11 The Tyranid player must choose a board section that has not yet been placed and reveal it.
- 12 The Tyranid must reveal all board sections that have not yet been placed.

BRAIN-BURSTA PSYCHIC ATTACK

The brain-bursta psychic attack, as its name implies, allows the Weirdboy to attack enemy models with a devastating release of raw psychic power. In order to make the attack the Weirdboy must first build up a store of psychic energy. Each ready weapon action allows the Weirdboy to store 1D12 psionic energy points. This energy is an accumulation of the psychic Orkyness generated by the stomping and chanting of the battle-frenzied Orks nearby so add +1 to the score of the dice for each Ork within 4 squares of the Weirdboy (not including his Minderz).

As long as he has points stored up, the Weirdboy may only collect more energy or release the energy he's stored as a psychic attack. If he does anything else, stored points are lost.

When you do decide to launch the brain-bursta attack, there is still a chance that something will go wrong. Roll on the following table when you declare that you will attack, adding +1 to the score for each full 10 points that are stored:

- 1-3 The Weirdboy gets carried away, and decides to store more energy to make a really impressive attack. The Weirdboy may not attack with this action and must store energy instead.
- 4-12 The Weirdboy makes a brain-bursta psychic attack (see below).
- 13+ The Weirdboy has stored too much energy and his head explodes! (This is the other reason the attack is called a brain-bursta.) The Weirdboy is killed and any model in an adjacent square is attacked with a to hit roll of 1D+0.

If you rolled 4-12, the Weirdboy immediately makes a brain-bursta psychic attack. Take the plasma bolt template and place it as if the Weirdboy was making a plasma gun attack.

Because the brain-bursta attack is made up of psychic energy it will pass through objects, so anything under the template will be attacked even if the Weirdboy does not have LOS to it – this includes objects on the other side of walls, doors and models. Don't count cover – all models are attacked against their exposed armour rating.

However, before you can attack you must check to see if the bolt deviates. The Weirdboy does not always have full control of his powers and sometimes the brain-bursta attack goes off in unexpected directions. To see if it deviates, roll a D12:

- 1 The attack flies off in the opposite direction. Take the template and rotate it round the Weirdboy 180° to face the other way.
- 2-8 The brain-bursta attack is bang on target.
- 9 Move the end of the template one square to the left.
- 10 Move the end of the template one square to the right.
- 11 Move the end of the template two squares to the left.
- 12 Move the end of the template two squares to the right.

(When you move the template, make sure the other end stays by the Weirdboy.)

Anything under the final position of the template is attacked. The strength of the brain-bursta attack depends on the number of psychic energy points the Weirdboy had stored up:

Stored Energy	Attack Strength
1-5	1D+1
6-10	1D+2
11-15	1D+3
16-20	1D+4

...and so on with an extra +1 per 5 points of stored energy.

ORK CLANS

Orks are split into a number of clans, each with their own characteristics. The Ork force list shows a typical warband, made up of a number of clans. If you want, you can specify which clan the warband belongs to, in which case the following special rules apply.

BAD MOONS

Bad Moons are noted for their wealth and flamboyance – they are constantly buying, selling, swapping, bartering and conning to get more teef (which are used as currency by Orks). Because they grow their teef faster than other Orks, they've always got access to a better selection of wargear. The clan also has an unusually large number of Weirdboyz.

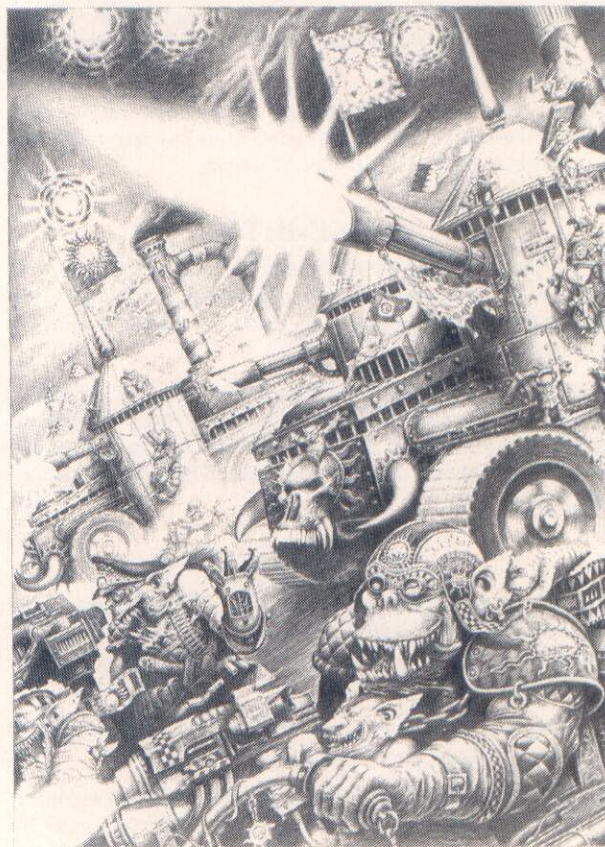
The Warband may include any number of additional Weirdboyz.

At a cost of 25 extra points, each Mob may include an extra heavy weapon.

EVIL SUNZ

Evil Sunz are the epitome of Orkyness. They just love being Orks and live for the joy of battle and the deafening noise of bolter fire. They take particular delight in the sensation of speed and often ride to battle on bikes, buggies and battlewagons.

Evil Sunz households often include a Mek (to make sure their vehicles have the latest in kustomization) so you may have as many additional Mekboyz in the Warband as you want.





DEATH SKULLS

Death Skulls are renowned as the plunderers of the battlefield. They often loot armour and clothes as well as weapons, giving them a striking if bizarre appearance. They have many Gretchin, Painboyz and Madboyz.

You may include as many additional Painboyz or Mobz of Madboyz in the Warband as you want.

You may buy extra Gretchin for 100 points per Mob. These are enterprising Gretchin that have scraped together enough teef to arm themselves with simple weapons and accompany their Ork masters into battle. They are represented by a separate squad counter and do not have to be accompanied by a Runtherd (other than this, they have the same stats as a Gretchin Herd).

GOFFS

Goffs are a very militaristic clan and they dress in predominantly black gear. They have the reputation of having the biggest, meanest, most ferocious and plain ugliest of Orks. Goff Warbands contain many Nobz but few Runtherdz and Weirboyz.

The Warboss's Retinue includes 5 extra Nobz but does not have a Weirboy. You are not allowed to buy any additional Runtherdz or Weirboyz for the Warband.

SNAKE-BITES

Snake-Bites are the most traditional Ork clan. They hold with many of the old ways such as keeping stables of Boarz to ride into battle (or even better – Cyboarz, kustomized by their Painboyz and Meks).

You may include as many additional Weirboyz or Wildboyz in the force as you want, and you may buy extra Gretchin or Snotling Herdz for 100 points each. These are represented by separate squad counters and do not have to be accompanied by a Runtherd.

BLOOD-AXES

Blood-Axes are regarded by all the other Orks as sneaky gitz that can't be trusted while your back's turned. They are the only Orks to have any dealings (other than on the battlefield) with Humans.

A Blood-Axe Warband may not include Runtherdz or Weirboyz but can have any number of Mekaniaks.

In addition the Warband may include one Human mercenary squad. This has exactly the same characteristics and cost as an Imperial Guard Tactical Squad and is led by a Lieutenant.

NEW ORK WEAPONS

HEAVY WEAPONS

When the Orks go to war, it is traditional for every household to bring along one heavy weapon – if there are any more around they're taken by the Nobz. You should generate the heavy weapon carried by an Ork on the following table (if you haven't got the appropriate model, roll again):

1-3	Autocannon
4-6	Heavy Bolter
7-9	Missile Launcher with frag and melta missiles
10-12	Heavy Plasma Gun

Most of these weapons have been described in *Advanced Space Crusade*. The exception is the **heavy plasma gun**. The heavy plasma gun can be fired on one of two settings, either sustained or maximal. The Ork player must declare which setting the weapon will use before it is fired.

On the **sustained** setting the weapon fires just like a normal plasma gun, except that it is not single shot weapon because it has much larger reserves of plasma than the normal weapon.

On the **maximal** setting the heavy plasma gun fires all of its plasma in a single, devastating blast. This means that the gun must be reloaded after it has fired. When fired on maximal the heavy plasma gun has an area effect the same size as a frag grenade. Anything within this area is attacked with 1D+6.

Orks armed with heavy weapons use the following ranges, to hit rolls etc. They all have the same speed, reaction and armour ratings (see the Ork Warband Force List).

HEAVY WEAPON TABLE

Name	Ammo	Target	Snap Fire		Aimed Fire	
			Range	To Hit	Range	To Hit
Autocannon	3	–	–	–	U	1D+5
Heavy Bolter	3	–	20	2D+2	40	2D+3
Missile Launcher	3	A ¹	–	–	U	'
Heavy Plasma Gun						
Sustained	U	A ²	–	–	8 ²	1D+4
Maximal	S	A ³	–	–	U	1D+6

Notes:

- 1) Area of effect and to hit roll depend on type of missile fired. May fire frag or melta missiles.
- 2) Use plasma bolt template for sustained fire.
- 3) Maximal fire affects target square and all adjacent squares.

KUSTOM WEAPONS

Ork Mekaniaks can carry a wide range of weapons of their own design or which have been specially kustomised. An Ork Mekaniak's weapon is generated on the following table:

1-3	Kombi-weapon (bolter and heavy weapon)
4-6	Kombi-weapon (2 heavy weapons)
7-8	Kustom special – bolter
9-10	Kustom special – heavy weapon
11-12	Shokk Attack Gun

KOMBI-WEAPONS

Kombi-weapons, as their name implies, combine two different weapons. Any heavy weapons should be generated randomly as usual. When the Mekaniak shoots he may decide which of the weapons to use. Each weapon has its own supply of ammo, which runs out and needs to be reloaded separately.



Ork Space Pirates

PAUL BONNER

KUSTOM SPECIALS

Kustom specials have been modified by the Mekaniak to improve their performance. Although he adds plenty of cranks and gears, enlarges the barrels and makes sure the weapon is extra-noisy, even the Mekaniak is not absolutely certain how effective these modifications are. The first time the weapon is used, roll on the following charts to find out how the weapon's characteristics have been changed. Make separate rolls for the weapon's ammo, range and to hit roll.

AMMUNITION TABLE

1	Single shot
2	Roll a D12 – the number rolled is the weapon's ammo number.
3-9	No change.
10-12	Unlimited ammunition.

RANGE TABLE

1	The weapon's range is halved.
2-4	Roll a D12 for the weapon's snap fire range. Then roll a second D12 and add it to the score of the first roll to find the weapon's aimed fire range.
5-10	No change.
11-12	The weapon's range is doubled.

TO HIT ROLL TABLE

1	The number of dice rolled is decreased by -1.
2	The weapon's to hit roll bonus is decreased by -1.
3-6	No change.
7-8	The weapon's to hit roll bonus is increased by +1.
9-10	The weapon's to hit roll bonus is increased by +2.
11-12	The weapon rolls one extra dice.

SHOKK ATTACK GUN

The Shokk Attack Gun is a bizarre and highly unpredictable weapon which is none the less very popular among Ork Mekaniaks. It produces a short force field tunnel through the warp connected by an entrance just in front of the gun and an exit wherever the operator directs his aim.

Snotlings are sent into the tunnel and by the time they reach the exit they are so frenzied with terror (the warp is not a nice place!) that they attack anything and everything that is nearby. Snotlings would not normally enter a small dark tunnel, so teams of Snotlings have to be specially trained by Runtherdz to perform the task.

If you generate a Shokk Attack Gun on the Kustom Weapons Chart you're allowed to convert any Runtherd's herd into Snotlings (obviously this only applies if you had not taken any Snotling Herdz in the first place).

The Shokk Attack Gun itself is carried by the Mekaniak and he must be accompanied by the Runtherd and the herd of Snotlings. The Snotlings will only jump into the warp tunnel if the Runtherd is close by, so the Runtherd and at least 1 Snotling base must be within 2 squares of the gun when the Snotlings enter the tunnel.

The Shokk Attack Gun may only be fired if the Mekaniak takes an aimed fire action. He then removes one or more Snotling bases from the board. Once the player has allowed as many Snotlings as he wants into the tunnel he may elect either to immediately open the exit tunnel or to wait.

If he waits, place the Shokk Attack Gun on overwatch. The Mekaniak may fire the Shokk Attack Gun as a reaction. – if he fails to do so, he must fire the weapon as his next normal action or any Snotlings in the tunnel are lost.

To position the exit hole, pick a square in the Mekaniak's LOS and arc of fire. Then roll on the following table:

1-2	Scatter 3 squares
3-6	Scatter 2 squares
7-8	Scatter 1 square
9-12	Bang on target!

If the exit scatters, roll once for the direction of scatter and then move the exit point the appropriate number of squares in that direction. Don't worry if this moves the exit point out of the Mekaniak's LOS.

Once the exit hole is opened, the Snotlings inside shoot out. Place the first Snotling base in the square with the exit point. Additional Snotling bases spill into adjacent squares – roll for scatter to see where they land, rerolling scores of 9 or more. No square may hold more than 1 Snotling base. Snotlings that appear inside a wall or off the board are killed. Snotlings that appear inside other objects are killed – the object is destroyed.

Snotlings that appear in the same square or adjacent to an enemy model immediately attack it in close combat. The attack is far too sudden for the enemy model to react.

Due to the horrifying nature of their journey through the warp the Snotlings are subject to frenzy and remain frenzied for the rest of the game. This means that:

- Their close combat to hit roll is changed from 3D-3 to 3D.
- They may only take charge actions and must move towards the nearest enemy.

Snotlings that appear in the same square as a Dreadnought or Terminator have a chance of actually appearing inside the suit! Roll on the following table to see what happens:

1-6	The Snotlings appear outside the suit and attack it using the rules above.
7	The leg of the suit is jammed with squirming Snotlings, reducing movement to half normal rate.
8	One randomly-determined arm is stuffed with Snotlings rendering it useless – any weapons carried by this arm no longer function.
9	One randomly-determined weapon is infested with Snotlings and rendered completely useless.
10	A terrified Snotling emerges crammed next to the pilot's head and evacuates its digestive tract. The driver is suffocated to death by the Snotling's bodily fluids. The model drops face down with a crash (remove it from the board).
11	As for 10, except that the occupant flicks the self-destruct switch before he dies. The machine explodes and anyone in an adjacent square is attacked with a to hit roll of 1D+3.
12	Snotlings materialise inside the body of the unfortunate occupant of the suit (yuk!). The model halts, standing ominously upright and silent, and does nothing for the rest of the game. It blocks LOS and blocks movement for unmanoeuvrable models.

GRENADES

We missed out the range for grenades in the Advanced Space Crusade rulebook – our apologies for any inconvenience this has caused. All grenades have a range of **8 squares** (melta bombs are still placed on targets in an adjacent square as previously stated).

ORK WARBAND FORCE LIST

WARBOSS AND RETINUE

1 WARBOSS, 5 NOBZ, 1 MEKANIAC, 1 PAINBOY, 1 RUNTHERD AND 1 WEIRDBOY FOR 250 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Warboss ¹	4	—	8	9	10	Boltgun & Powerfist	1	—	12	1D+1	24	1D+2	1D+5	—
Nobz	4	—	7	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+3	—
Mekaniac	4	—	8	9	10	Kustom Weapon ²	#2	#2	#2	#2	#2	#2	1D+2	—
Runtherd	4	—	8	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+4	—
Painboy	4	—	8	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+3	—
Weirdboy	4	—	7	8	9	None	—	—	—	—	—	—	1D	—

Notes: 1) Warboss is a Hero and has 3 fate points.

2) See special rules for the Mekaniac's kustom weapon.

Oddboyz (Mekaniacs, Runtherdz, Painboyz and Weirdboyz) all have their own special rules – see the relevant rules section for details.

BIG MOB

8 BOYZ WITH BOLTGUNS AND 2 BOYZ WITH HEAVY WEAPONS FOR 200 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Boyz	4	—	7	8	9	Boltgun	1	—	12	1D+1	24	1D+1	1D+2	—
Boyz	4	U	7	8	9	Heavy Weapon ²	#2	#2	#2	#2	#2	#2	1D+1	—

Notes: 1) Nobz may be combined with Nobz from other mobz to form a Nobz Mob.

2) See special rules for heavy weapons.

BOYZ MOB

1 NOB, 4 BOYZ WITH BOLTGUNS AND 1 BOY WITH HEAVY WEAPON FOR 125 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Nob ¹	4	—	7	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+3	—
Boyz	4	—	7	8	9	Boltgun	1	—	12	1D+1	24	1D+1	1D+2	—
Boyz	4	U	7	8	9	Heavy Weapon ²	#2	#2	#2	#2	#2	#2	1D+1	—

Notes: 1) Nobz may be combined with Nobz from other mobz to form a Nobz Mob.

2) See special rules for heavy weapons.

MAD MOB

5 MADBOYZ WITH BOLTGUNS FOR 75 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Madboyz	#1	—	7	8	9	Boltgun	1	—	12	1D+1	24	1D+1	1D+ ^{#2}	—

Notes: 1) Roll D6 for Madboyz' speed each action – see special rules.

2) Roll D6-1 for Maboyz' close combat bonus each action – see special rules.

WILD MOB

1 DRILLBOSS AND 10 WILDBOYZ FOR 100 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Drillboss ¹	4	—	7	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+3	—
Wildboyz	4	—	7	7	8	Bow ²	S	—	—	—	18	1D-1	1D+1	—
Wildboyz	4	—	7	8	9	Sword and Shield ²	—	—	—	—	—	—	1D+2	P

Notes: 1) Wildboyz cannot be given an extra action if their Drillboss is killed.

2) Choose which weapons each Wildboy is armed with.

EXTRA ODDBOYZ

UP TO 1 MEKANIAC, 1 PAINBOY, 1 RUNTHERD AND 1 WEIRDBOY FOR 25 POINTS EACH¹

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Mekaniac	4	—	8	9	10	Kustom Weapon ²	#2	#2	#2	#2	#2	#2	1D+2	—
Runtherd	4	—	8	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+4	—
Painboy	4	—	8	9	10	Boltgun	1	—	12	1D+1	24	1D+1	1D+3	—
Weirdboy	4	—	7	8	9	None	—	—	—	—	—	—	1D	—

Notes: 1) Some clans have different numbers of Oddboyz – see clan notes.

2) See special rules for the Mekaniac's kustom weapon.

Oddboyz must be attached to a mob. They all have their own special rules – see the relevant rules section for details.

HERDZ

4 SNOTLING BASES OR 10 GRETCHIN FREE FOR EACH RUNTHERD IN THE WARBAND

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Snotlings ¹	3	—	2	4	6	None	—	—	—	—	—	—	3D-3 ¹	—
Gretchin	4	—	5	5	7	Flintlock Rifle	S	—	6	1D-1	18	1D-1	1D-2	—

Notes: 1) Each Snotling base takes 3 hits to kill – reduce the number of close combat dice rolled by -1 for each hit.

A Herd accompanies its Runtherd at all times. Snotlings and Gretchin may only be given an extra action if a Runtherd is within 6 squares.

OGRYN MOB

1 OGRYN LEADER AND 4 OGRYNS FOR 150 POINTS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Ogryn Leader ¹	6	U	6	12	12	Hand Weapons	—	—	—	—	—	—	1D+8	—
Ogryn	6	U	5	12	12	Hand Weapons	—	—	—	—	—	—	1D+7	—

Notes: 1) Ogryns may not be given extra actions if their leader has been killed.