

FREEBOOTERZ

SPACE ORK ARMY LISTS



WARHAMMER
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FREEBOOTERZ

ORKS IN THE WARHAMMER 40,000 UNIVERSE

By Bryan Ansell,
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WEAPONS AND WARGEAR



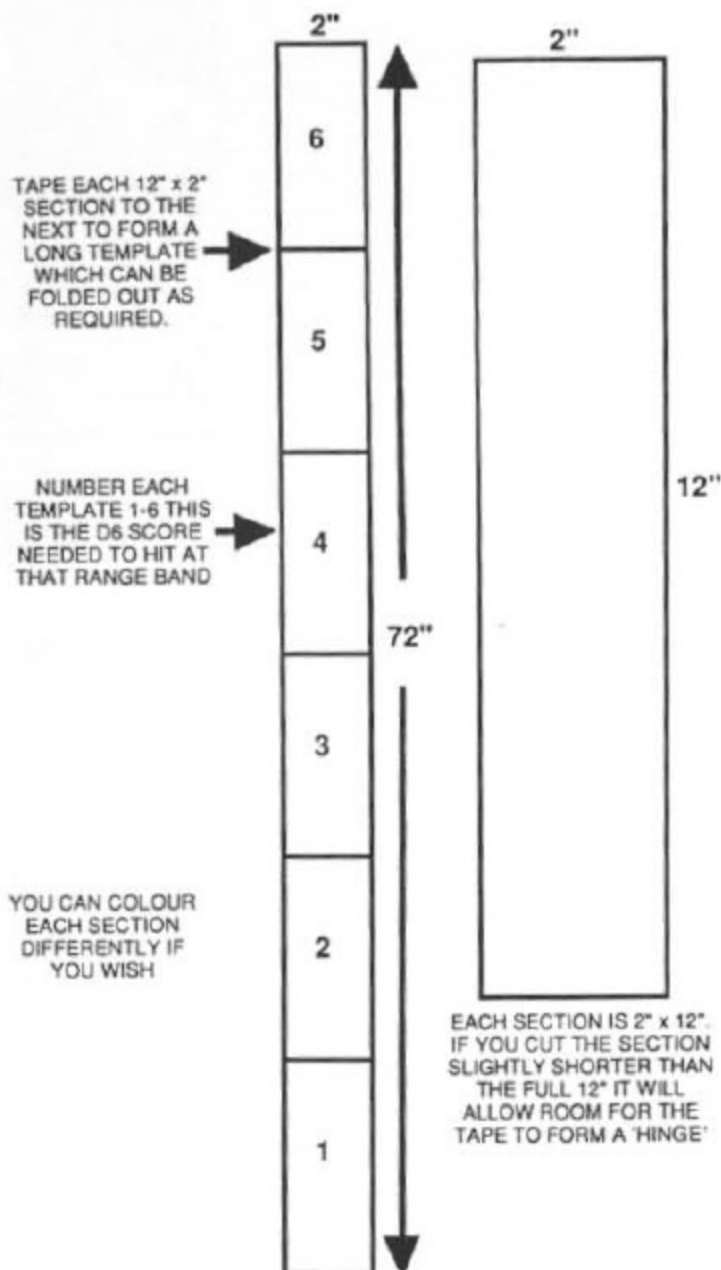
THE TRAKTOR KANON

Orks make much use of teleporter and force field technology. This may be an inheritance from the technically advanced but now extinct Brain Boyz, or possibly nothing more than a fortunate coincidence. The practical applications are many and varied: they include the gigantic weapons carried by spacecraft and used to tear apart enemy ships by force beams, protective force fields like transparent armoured bubbles, and many others besides. On the battlefield one of the most effective weapons which incorporates this technology is the Traktor Kanon. This projects a powerful burst of traktor beam energy which latches onto its target and pulls it towards the source of the beam with tremendous force. Even quite large vehicles are tugged helplessly forward, scattering formations and throwing the enemy into panic. Foot troops are thrown to the ground and dispersed like leaves in a gale. Solid structures are likely to be torn apart, and vehicles may be ripped open with a tremendous roaring explosion.

The Traktor Kanon has a crew of two Gretchin - often accompanied by an unspecified number of Snotlings who clamber about, pulling levers at random, and generally getting in the way. The normal Runt Crews rules apply to these Gretchin - they will only work if there is a Runtherd or a Nob within 6". Although Gretchin enjoy battles (and like to think they are just like the Orks) the role of weapon crew is not perceived as proper Orky fighting. Consequently, if there is no Runtherd or Nob within 6" of the Traktor Kanon the crew's discipline will inevitably slacken and the weapon cannot fire or move. Assuming they are properly supervised by a Runtherd or a Nob, the crew can move the Traktor

Kanon up to 2" during the turn and can also turn it to face another direction. If the Kanon moves or turns to face another direction it cannot be fired in the shooting phase of that turn. Should the crew be reduced to a single Gretchin then the weapon can only be fired on the D6 roll of a 4, 5 or 6. Obviously once both crew are slain the weapon is out of action and cannot fire at all.

The Traktor Kanon projects a 2" wide beam directly forward in a straight line for 72", or until it leaves the table edge. The range is sufficient to cover most sizes of gaming table. You can represent the beam by making a special Traktor Beam template. To do this you will need six pieces of card, each piece of 12" by 2". Tape each piece of card to the next to make a long folding card template 2" wide and 72" long. This gives you a template which can be extended between 12" and 72".



The closer the target is to the Traktor Kanon the stronger the effect of the beam. This is indicated by the template. One end of the template is always placed closest to the Kanon when it is fired; this 12" section of card must be numbered 1. Number the next section of card 2, the next 3, and so on up to 6. You now have a 72" template divided into six numbered sections. If you like you can also paint each section in a different colour so that it can be identified more easily.

To fire the gun place the template so that the end numbered 1 touches the end of the Kanon and unfold it outwards - the section numbered 6 should be furthest away from the gun. In fact, depending on your table and the potential targets in front of the Kanon you may not have to unfold the entire template at all. This ease of use and portability is the advantage of the folding template.

Any model wholly or partially within the template is struck by the traktor beam and may be affected by it. The chance of affecting the target is equal to the number on the section of template covering the target. Roll a D6 for each target on the template - if you score equal to or more than the number on the section covering the target then it is hit by the traktor beam and affected as described below. This means that any target within the first 12" will always be hit.

Once the effects of any hits have been worked out the template is removed from play leaving any models which have been knocked over able to regain their feet in their following turn. The Traktor Kanon fires bursts of energy - it does not maintain its beam from turn to turn.

FOOT TROOPERS: Foot troopers hit by the traktor beam are immediately knocked to the ground and dragged 2D6" directly towards the Traktor Kanon, even if wearing powered or Terminator armour. If they are dragged into another foot trooper then both are automatically knocked to the ground and each sustains a S3 hit. If dragged into a vehicle, building, or through a wood, the trooper sustains a S6 hit. All normal saving throws apply. Models dragged out of unit cohesion must attempt to reform as soon as they can. It takes troopers half their movement to regain their feet after they have been knocked down.

VEHICLES: Any vehicle hit by a Traktor Kanon sustains the equivalent of a S6 hit, causing 2D6 damage. This means the Traktor Kanon will penetrate 6+3D6 points of armour (6 for the strength of the weapon, 2D6 damage from the weapon, plus the normal D6 random factor). Locate the area

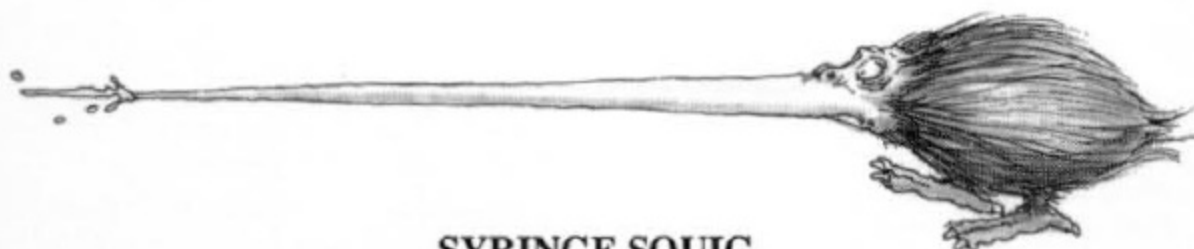
hit using the normal vehicle hit location rules, but roll again if the result indicates that the target is missed altogether. Once you have established the area which has been hit, roll normally for penetration - if successful this means you have ripped that part of the vehicle away and destroyed it! Refer to the damage effect charts and roll to discover the effect, but instead of rolling a straight D6 instead add +3 to the dice to represent the devastating effect of the traktor beam.

When a vehicle is struck by a traktor beam it is dragged D6" towards the Kanon. If dragged into another vehicle then damage is caused as if the two vehicles had collided. Refer to the vehicle rules for details. If dragged into a foot trooper then damage is also sustained as if the vehicle had attempted to run the trooper down - however the trooper is not allowed to leap out of the way as he is in the grip of the traktor beam and unable to move quickly enough. This means the trooper must make his saving throw or is killed - see the vehicle rules for further details.

BUILDINGS: Any building struck by a traktor beam suffers 6+3D6 points of damage in the same way as a vehicle. If this exceeds the building's damage points total then the portion covered by the traktor beam collapses.

FORCE FIELDS: A target protected by any kind of force field, Imperial power field, or any kind of psychic protective field, is not protected against a traktor beam. The normal protective effects of these shields are ignored. In the case of Runtbot Force Fields this may mean that Runtz are scattered beyond the protective umbrella of the Force Field as a result of the traktor beam wrenching the protective bubble open and plucking the unfortunate Runtz away. This does not affect the operation of the force field in subsequent turns.

COVER: Models beyond the line of sight of the weapon because they are protected by hills or hollows in the ground are safe from the traktor beam. Models inside buildings are safe as long as the buildings remain intact. The same applies to models and vehicles behind buildings - they are not affected so long as the buildings remain intact. Should the part of a building which is protecting troops be destroyed, then they automatically become eligible as targets. Walls, hedges, trees and other forms of cover offer no protection. Boulders and rock formations of sufficient size are considered to offer complete cover. As a rough guide any rock which is more than 1" high can be considered sufficient (you will have to take into account your own gaming set-up and may want to adjust this rule to suit your own scenery).



SYRINGE SQUIG

Syringe squigs have a long needle-sharp proboscis with which they inject venom into their prey. This venom is not deadly to Orks but can knock them out for anything up to three days at a time. Painboys use syringe squigs for administering anaesthetic, simply sticking the proboscis into the Ork's flesh and squeezing the squig to release the venom. The venom can also be extracted and used in the big brass syringes favoured by some Painboyz - especially

useful if a larger dose of venom is required. Syringe squigs come in several different sizes depending on the strength of the dose required (there are three main sizes - 'small', 'big' and 'urty'). The biggest syringe squigs - the sort that have thick 18 inch needles on them - are especially favoured by Freebooter Painboyz known as 'Bad Docs', notorious for using the 'urtyest syringe squigs they can find.

THE LIFTA-DROPPA - HAND OF GORK

The Hand of Gork (known to the Runt crews as the Lifta-droppa) is another invention which utilises traktor beam technology. The device is somewhat large and ungainly - not unlike a crane, which is quite appropriate considering how it works! The Lifta-droppa is fired at a target and if it hits latches a strong, narrow beam of traktor energy onto its victim. This is a more concentrated beam than the Traktor Kanon (for example) and can only hit one target at a time. When the target is hit the Lifta-droppa's boom-mounted projector begins to swing upwards, and the target is lifted into the air high above the battlefield. This is very disconcerting for the target, but a great laugh for the Orks. The Gretchin crew guffaw madly as they play with the controls, jiggling the unfortunate victim in the air above the enemy forces. Sometimes they keep the target suspended for several minutes waiting for the ideal opportunity to shut off the beam and send the victim hurtling down onto the battlefield, where he will hopefully land on some of his mates and make a great destructive mess.

The Lifta-Droppa has a crew of two Gretchin accompanied by the usual crowd of Snotlings whose main purpose is to cheer loudly whenever the Lifta-Droppa crew hit anything. The normal Runt Crews rules apply to these Gretchin - they will only work effectively if there is a Runtherd or a Nob within 6" of them. If there is not the crew will inevitably slacken in their duties and the weapon cannot fire or move. Assuming they are properly supervised, the crew can move the Lifta-Droppa up to 2" during the turn and can also turn it to face another direction. If the weapon moves or turns to face another direction it cannot be fired in the shooting phase of that turn. Should the crew be reduced to a single Gretchin then the weapon can only be fired on the D6 roll of a 4, 5 or 6. Obviously once both crew are slain the weapon is out of action and cannot fire at all.

The Lifta-Droppa's boom-mounted projector can be directed against any target within a 90° fire arc. There must be a clear line of sight to the target, not blocked by any intervening models or scenery. Any model may be chosen as the target, but the Lifta-Droppa works best against large targets such as vehicles and Dreadnoughts - troopers are rather small and difficult to hit. The chart below gives the D6 score required to hit different targets at different ranges. As you can see it is actually quite difficult to hit targets which are at less than 24" range - this is because the boom-mounted projector is awkward to adjust at short distances. Its optimum range is between 24 and 36".

RANGE	FOOT TROOPER	ROBOT, BIKE/TRIKE, TERMINATOR	OTHER VEHICLE, DREADNOUGHT
0-24"	6	6	5-6
24-36"	6	5-6	4-6
36-48"	6	6	5-6
48-60"	Miss	6	6

When the Lifta-Droppa hits its target the beam latches onto it and the victim is pulled off the ground. This is accompanied by much jeering and cat-calls from the Runtz controlling the weapon, and squeaky chants of 'Drop, Drop, Drop, Drop!' from the excited Snotlings. The captive target is carried high into the air and held until the Ork player decides to drop it.

The Ork player can decide to drop the target straight away, or wait until any moment during the opposing player's



movement phase, or indeed he can hold the target in the air indefinitely - letting it drop during any of his own shooting phases or enemy movement phases. As long as the Lifta-Droppa is holding a target in the air it cannot shoot again - nor can it drop a target and shoot at a new one in the same turn. This means that most players will want to either drop the target immediately or wait until some point during the enemy movement. The advantage of waiting until the enemy turn is that you can drop the target right on top of enemy moving below. The crew regard it as a great challenge and matter of considerable pride that they manage to crush as many enemy as possible. As soon as they think they have jiggled the victim over an appropriate target the Droppa lever is thrown, the traktor beam cuts out, and the vehicle or trooper plummets earthwards. The Runtz all cheer as the target hurls through the air, and scream 'SPLAT!' as loud as they can when it hits the ground.

A target held in the air by a traktor beam cannot move or fire weapons - it is completely helpless. The model may be left in its original position on the table with a suitable marker placed next to it, or you can balance it on top of a plastic tumbler to show that it is suspended in the air. When it is dropped, the Ork player nominates a landing point within 6" of the target's original position. The dropped victim will hit the point nominated on the D6 roll of a 5 or 6. On a roll of 1-4 it lands in a random direction within D6" of the nominated point and so may still land on top of something. A large vehicle may crush several targets in this way and so is an especially favoured target for the Lifta-Droppa crews.

A dropped foot trooper or a foot trooper hit by a falling object must make its basic saving throw with a -2 modifier in order to survive. A basic save of 4-6 therefore requires a 6 to save and any model with a save of 5 or 6 cannot save at all. Models which fail their save are killed.

A dropped vehicle or a vehicle hit by another dropped vehicle sustains damage as if involved in a collision at maximum speed. Roll 5D6. Any armour areas on any of the vehicles involved which have a value of less than the number rolled are automatically penetrated and sustain damage as if hit by a weapon. Dreadnoughts are treated exactly like vehicles. Bikes and Trikes obey the normal collision rules and so only ever penetrate one randomly determined area if they are dropped onto a larger vehicle. A vehicle struck by a falling foot trooper is not affected, but a bike sustains damage exactly as if struck by a vehicle.

PULSA ROKKIT

The Pulsa Rokkit is really a special Force Field generator which is hurled into the midst of the enemy ranks by means of a solid fuel rocket. The Rokkit is carried to the battlefield on its own little launcher, and it is aimed and fired by its crew of two Gretchin accompanied by their enthusiastic Snotling attendants. The Force Field itself is of a special kind known as a Pulsa - this is a strange whirling machine which detaches from its parent Rokkit and glides to earth by means of a parachute or anti-gravity motor (if the Mekboyz can dismantle a captured Imperial vehicle to get one). When it lands the Pulsa Force Field sends out powerful bursts of energy, like the ripples a stone makes when it is thrown into a pool. Ripples of energy spread outwards and become weaker and weaker. When they touch troops and vehicles they are pushed aside and spun round, throwing the enemy into disarray. Any enemy too close to the Pulsa may be toppled over, pinned to the ground and prevented from fighting at all.

The Pulsa Rokkit has a crew of two Gretchin accompanied by the usual crowd of non-combatant but enthusiastic Snotlings. The normal Runt Crews rules apply to these Gretchin - they will only work if there is a Runtherd or a Nob within 6". If there is neither a Runtherd or a Nob within 6" of the Rokkit the crew will inevitably become distracted and the weapon cannot fire or move. Assuming they are properly supervised, the crew can move the Rokkit up to 2" during the turn and can also turn it to face another direction. The weapon can be fired and moved in the same turn. Should the crew be reduced to a single Gretchin then the weapon can only be fired on the D6 roll of a 4, 5 or 6. Obviously once both crew are slain the weapon is out of action and cannot fire at all. The Pulsa Rokkit can only be fired once. When the crew have fired their Rokkit they attach themselves to the nearest Nob or Oddboy and follow him around for the rest of the battle: they do not fight.

The Rokkit can only be fired straight ahead, and the player should take the opportunity to direct it where he wants during the movement phase. Before the Rokkit is fired the fuse is trimmed to determine roughly how far it will fly before

releasing the Pulsa generator. The player does this by nominating a number of between 1 and 10 - 1 is a very short fuse while 10 is a very long one. To see how far the Rokkit travels before releasing the Pulsa generator the player rolls the nominated number of D6s, adds up the total, and then adds a further 12. The Rokkit always travels at least 12", so the number nominated by the player represents the extra distance it flies. For example, if the player opts for an average flight time and nominates 5, the Rokkit would travel $12+5D6$ " before the Pulsa generator is released. The Pulsa generator is placed directly in front of the Rokkit launch team the distance indicated.

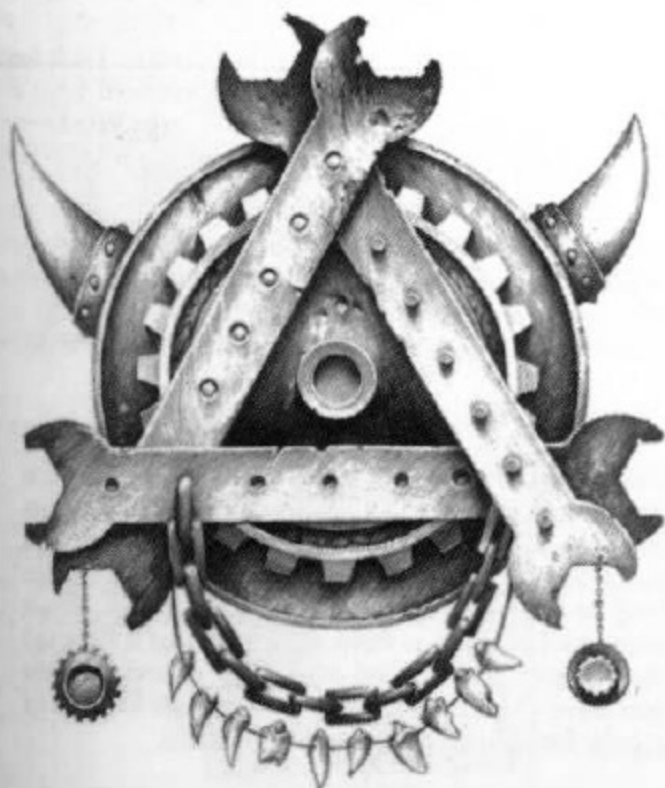
The Pulsa generator starts to build up energy as soon as it lands, blades spin, steam hisses from its vents, and internal cogs and wheels begin to clunk and grind. At the start of every enemy turn the Pulsa generates a strong pulse of Force Field energy which expands around it. Depending on how strong this pulse is it will affect a smaller or greater area. The Ork player rolls a D6 before the enemy player's turn.

D6 EFFECT

- | | |
|---|--|
| 1 | Nothing - the pulse extends only around the generator itself. This is sufficient to protect the generator from harm but does nothing else. |
| 2 | The shock-waves from the Pulsa Force Field Generator cause a shock wave which radiates out a distance of $2D6$ " around the machine. Any troops, vehicles, crewed weapons or other models within the distance indicated are pushed violently to the rim of the Force Field pulse. Models affected in this way may neither move nor shoot that turn. Any buildings, trees, rocky pinnacles (or similar features) within the affected area are knocked down on the D6 roll of a 4 or more. |
| 3 | As for 2 but the Force Field shock waves extend to $3D6$ ". |
| 4 | As for 2 but the Force Field shock waves extend to $4D6$ ". |
| 5 | As for 2 but the Force Field shock waves extend to $5D6$ ". |
| 6 | The Pulsa Generator overheats, emits one final burst of energy and explodes destroying itself completely. The Force Field shock waves extend to $6D6$ " around the Pulsa Generator. |

The energy pulses emitted by a Pulsa Generator are not stopped by scenery no matter how dense this is - so the pulse will affect troops even if they are on the other side of a hill or in a trench. Any models pushed into vehicles or against a building take damage as if they had collided with a vehicle. Foot troopers are unable to dive out of the way of a vehicle or other object that they are being pushed into (or which is being pushed into them) and so are not allowed to dive aside as they are in the case of a normal vehicle collision. This means they must make their basic saving throw or sustain D6 wounds just as if they had been hit by a moving vehicle. Any foot troopers pushed into or against other foot troopers are not hurt as a result, but they are unable to move or fire normally that turn. Models pushed off the table edge by the Pulsa Force Field may attempt to return at the start of a subsequent turn by rolling a D6. On a roll of 5 or 6, they return to the table exactly where they left it. Troops whose unit coherency is broken as a result of being pushed apart must try to rejoin their unit as soon as they can.

The Pulsa Generator is protected by its own Force Field, and as long as this is working it is impossible to damage the machine. In the event of two Pulsa Generators landing close by then neither is affected by the other's pulsing Force Fields. A Runtbot Force Field is no protection against a Pulsa Force Field - the Runtbot and any Runtz it is protecting are pushed aside just as if the Runtbot Force Field did not exist.



BUBBLE CHUKKA

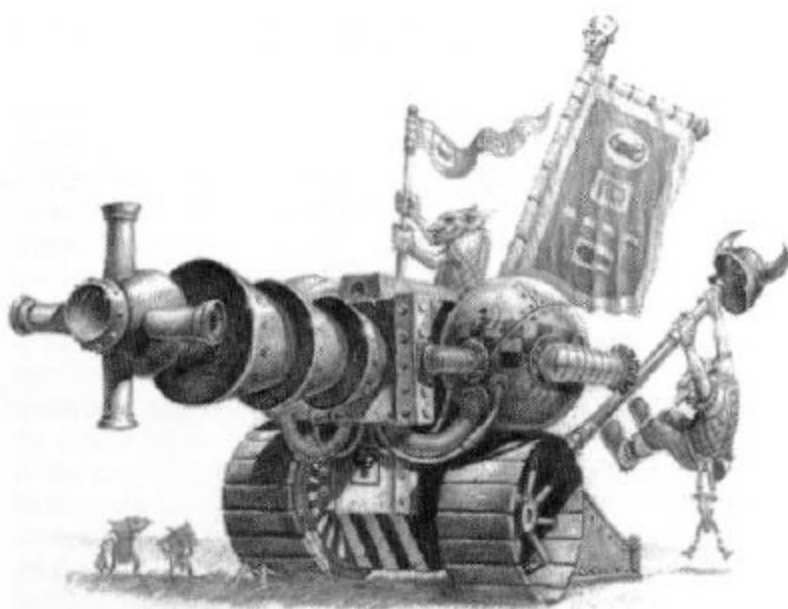
The Bubble Chukka is one of the most innovative of the Mekboyz' many adaptations of Force Field technology. From means its whirring innards the machine produces a stream of invisible, undetectable Force Field Bubbles - much like a mass of soap bubbles. Most of the fragile bubbles burst straight away but some stick together and amalgamate into larger but increasingly unstable spheres. If a bubble hits a suitable surface, such as the skin of a vehicle or the wall of a building, more bubbles will adhere to it increasing the size of the bubble around the object until the whole thing is surrounded by a giant Force Field bubble.

Because the Force Field is invisible the entrapped crew of a vehicle or inhabitants of a building will have no idea of their predicament until it's too late. As the bubble constricts around the target it hardens and becomes completely impenetrable. This does not stop a vehicle moving, but it does have a surprising and unpleasant effect the next time it tries to fire a gun. The shot hits the inside of the Force Field and rebounds back towards the vehicle. A shell or energy bolt will continue to bounce around in this way until the vehicle is hit or the bubble bursts. This causes immense hilarity among any nearby Orks, who will shout 'Surprise, Surprise!' and laugh uncontrollably at the sight of helpless humans desperately trying to escape their invisible cage while shells whizz around their ears.

The Bubble Chukka has a crew of two Gretchin accompanied by the usual crowd of exuberant but non-combative Snotlings. The normal Runt Crew rules apply to these Gretchin - they will only work if there is a Runtherd or a Nob within 6" of the Bubble Chukka. If not, the crew will lose their concentration and the weapon cannot fire or move. Assuming they are properly under control, the crew can move the Bubble Chukka up to 2" during the turn and also turn it to face another direction. If the weapon moves or turns it cannot be fired in the shooting phase of that turn. Should the crew be reduced to a single Gretchin then the weapon can only be fired on the D6 roll of a 4, 5 or 6. Obviously once both crew are slain the weapon is out of action and cannot fire at all.

The Bubble Chukka has a fire arc of 90° and may be fired at any vehicle or building in its line-of-sight and within its maximum 48" range. Foot troops are too small for the Force Field Bubbles to stick to, so any foot troopers in the field of fire are ignored. This means it is possible to fire a Bubble Chukka through your own troops and over the top of enemy troops at a vehicle or building beyond. When the Bubble Chukka is fired its effects are completely invisible - so neither you nor your opponent know if the bubble stream has actually hit or stuck to the intended target. In addition, the enemy is unable to tell which target you have chosen. The Ork player, however, must carefully note down which target he has fired at and must be prepared to show this written record to the enemy player later. It should be relatively easy to identify a building or vehicle - vehicles can be identified by their colour schemes or by the troops inside, and most players have some form of identifying marks on their models. If not, you will have to agree some sort of system with your fellow player - either stick a piece of Blu-tac underneath one model to mark it or place a small counter beside it.

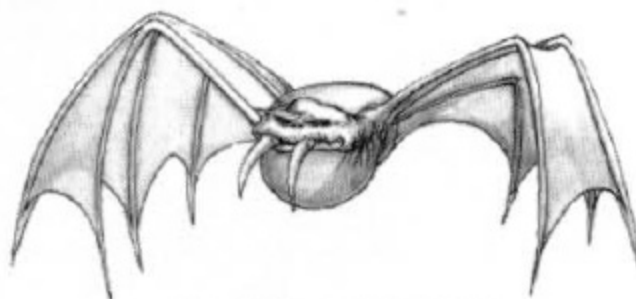
A Force Field bubble has no effect until someone tries to shoot at or from the enclosed vehicle or building. When any side attempts to shoot at or from the target the Ork player must reveal that he has attempted to Bubble the target and rolls a D6.



D6 RESULT

- 1-4 Missed! The target is completely unaffected.
- 5-6 Surprise! The target has been bubbled. A shot against the target from outside has no effect - the shell or energy bolt is deflected harmlessly away. If the target itself is attempting to shoot, or if troops are attempting to shoot from within a bubbled building or vehicle, then the shots rebound and automatically hit their firers. Work out damage as if troops had been shot with their own weapons. Work out shots against vehicles by rolling on the hit location template as normal. If the shot misses then the vehicle has had a lucky escape and the shot has lodged in the ground. Once the bubble has been revealed and shots rebounded, test immediately to see if the bubble has burst - the bubble bursts on a D6 roll of 4 or more. If the bubble is not burst then it continues to affect the target in following turns; test to see if the bubble bursts after every turn that one or more shots have been rebounded.

Once a target has been bubbled it is impossible for troops to board or leave a vehicle or enter or leave a building. The bubble lasts for the remainder of the game but will eventually wear off after a few hours. The Orks regard this as a good way of capturing vehicles and human slaves.



VAMPIRE SQUIG

The Vampire Squig is a blood-sucking creature with long sharp fangs, used by Painboyz to bleed the patient and suck bad blood and pus from septic wounds. The squig doesn't seem to mind what the blood is like so long as it gets a regular and plentiful supply. When times are hard (that is when there's not much fighting) the Painboyz have to find other ways of keeping their pets alive - which they do by extolling the benefits of regular bleeding to otherwise healthy Orks.



FREEBOOTERZ



Freebooterz are Orks who have abandoned their tribes to form roving bands of outcasts. The composition of Freebooter bands varies greatly depending on their origin and history. Some are fugitives from Ork society, others eccentrics, while some will be the remnants of shattered armies. A lot of Freebooterz are very treacherous and unpleasant characters

indeed and not the sort of individuals that would be tolerated in normal Ork society. Many of the Freebooterz are available for hire as mercenaries, others are easily persuaded to join in a battle with promises of loot and a good fight.

Freebooterz forsake their old clan allegiances and wear a distinctive style of dress to emphasise this. Even though an Ork may once have been a Goff or a Death Skull, once he becomes a Freebooter he no longer holds any loyalties for his old clan. To emphasise his identity as an outcast, a Freebooter may wear stripy trousers and may decorate himself with ear/nose rings and Jolly Ork tattoos. Being a pretty rough lot Freebooterz are forever fighting amongst themselves, so most of them have scars, eye-patches, and even the sorry reminders of more severe injuries such as missing limbs. Because they don't always have access to Painboyz and Mekboyz, missing limbs are often replaced with crude peg-legs and hook arms, although this is only a temporary measure until the Freebooter can buy or steal himself something better.

Freebooter Kaptins are extremely tough and aggressive Orks with fiery tempers. They command tremendous loyalty from their Boyz, who not only don't object to their bullying and violent ways but actually expect their commanders to behave in this fashion. The Kaptin's occasionally murderous outbursts serve only to impress the Boyz and remind them what a fine leader they have. Kaptins dress in an even more flamboyant style than Freebooter Boyz, favouring large decorated hats and voluminous coats in which they conceal numerous weapons and flasks of Fungus Rum (a particularly potent and indigestible kind of Ork Brew favoured by Freebooterz - it can also be used as fuel in emergencies).



The universal symbol of the Ork Freebooterz is the Jolly Ork - an Ork Skull and Crossbones design which they paint on their flags, clothes and vehicles. Each Kaptin makes up his own version of the Jolly Ork theme so that he can be identified on the battlefield and so that the enemy know who they are up against. Often the Kaptin will fix upon a conspicuous and well known feature of his own to add to the Jolly Ork design - for example a spectacularly bearded Ork might add a spiky beard to his Jolly Ork flag, while a Kaptin notoriously armed with a unique Kombi Weapon might include a picture of the weapon on his flag.

FREEBOOTERZ FOR HIRE

Freebooterz can be included in an Ork Warband as described in the Army Lists. If the player wishes to include a Freebooter Mob in his Warband he first rolls a D100 to determine what kind of Freebooterz offer themselves for hire. If the player does not have appropriate models to represent the Mob he has generated, then the player should roll again until he obtains a Mob of Freebooter Pirates or any other Mob for which he has models. As the player is allowed to re-roll in this way he can always field a Mob of Freebooter Pirates if he wishes. Freebooter Pirates are the most common type of Freebooter. Once a player has generated a Mob for one battle he may always include that same Mob in future Warbands because the Freebooterz are still in the area and can be hired again.

D100 FREEBOOTERZ MOB

01-15	Freebooter Pirates
16-20	Khorne's Stormboyz
21-25	Outcast Oddboyz
26-30	Renegade Mekboyz
31-35	Renegade Runtmaster
36-40	Bad Docs
41-45	Flash Gitz
46-50	Gretchin Bandits
51-55	Outcast Retinue
56-60	Renegade Speed Freeks
61-65	Wild Ork Outlaws
66-70	Bad Ork Bikeboyz
71-75	Weirdboy Warpheadz + Madboyz
76-78	Dreadmob
79-83	Freebooter Minderz
84-88	Chaos Renegade Ork Warband
89-91	Ork Mutant Mob
92-94	Possessed Warphead
95	Ork-Genestealer Brood
96-100	Human Mercenary Band

Wild Ork Outlaws. These are Wildboyz who have been found by Freebooterz before a 'civilised' tribe could get to them. Introduced to the rough end of Ork Kultur, they have learned some really bad ways.

Dreadmob. Building Dreadnoughts requires the cooperation of a Mekaniak and a Painboy. Some find that they enjoy the challenge so much that they devote their lives to building, repairing and hiring out these Gretchin driven machines.

Freebooter Pirates. The most common Freebooterz of all are the Mobz of Pirates or Banditz which roam from settlement to settlement in search of a good scrap and plenty of loot. They are led by an especially roguish Kaptin who affects a colourful and distinctive style of dress often featuring a large Kaptin's 'At with the Jolly Ork symbol painted on it.

Bad Ork Bikeboyz. These are the ultimate Ork Speed Freeks, addicted to the sensation of speed and the noise of battle. They ride huge, low-slung bikes adorned with gleaming paintwork and carefully polished chrome.

Weirdboy Warpheadz. These are Weirdboyz whose minds have been permanently unsettled by contact with the warp and the horrendous un-Orky things that live there. They are accompanied by a psychic circus of barmy Madboyz.

Khorne's Stormboyz. These are mature Stormboyz who have taken their cult of military virtue to the extreme and begun worshipping the Chaos Power Khorne as patron of their warrior code. They are no longer immature, posturing juveniles laughed at by older, tougher, Orks behind their backs. These Orks are really hard and no mistake!

'Well, well, well' said the Bad Moon Warboss, 'We 'ave been a naughty boy 'aven't we, Doc.'

'Yer wot?' said Doc Hacksore, looking round uneasily at the Nobz clustered about him. They were very large (especially about the girth), and the expression on their faces could be described as evil. He desperately tried to think why the Warboss had demanded to see him so urgently. And he'd been given no choice, the Retinue Nobz had simply dragged him off, despite his and Fuggit's best attempts to defend themselves with the tools of their trade.

'If it's about da slight overcharge on da repairs to yer Warbossness's bionik 'and - I can explain everyfink. Fuggit 'ere made a simple clerical error...'

'Ere!' protested Fuggit from between the Doc's legs, where he had been sheltering. The Doc silenced the Gretchin orderly with a quick kick.

Broadpaunch Hardgit, mighty Bad Moon Warboss, loosened his belt and settled his bulk more comfortably in his throne. For once, he was going to enjoy dealing with a Painboy.

'It 'as come ter my attenshun dat da doktering services offered by yerself are not entirely, shall we say, up ter scratch, Doc.'

'Dat's a lie, a vicious rumer put about ter slander my good name! It's 'im, innit? 'E's jealous because 'e's not as good as me!' Doc Hacksore angrily pointed to Doc Badbreff, who was standing to one side of the Warboss, looking smug. 'I challenge 'im ter a pit fight, den we'll see who's da best Doc around 'ere!'

The Warboss shook his head, jangling his heavy gold earrings. 'No. It's too late fer dat. You've fallen inter bad ways—bad, bad ways. Poor Nagbag's been a drooling idiot since yer operated on 'is brain, an' 'e's not da first. Da Boyz don't trust yer any more, an', ter be frank, I don't neither.'

Doc Hacksore heard the hardness in the Warboss's voice, and knew he was in for it. He looked round at the Nobz guarding him. They leered back, exposing serried ranks of teeth. He realised that there was no use in arguing, and turned back to face the Warboss, determined to take his judgment like an Ork.

Broadpaunch Hardgit levered himself out of his throne and stared down at the offending Painboy. Doc

Badbreff, the Retinue Nobz and all the Runt servants craned forward to hear the sentence.

The Warboss cleared his throat, spitting out a chewin' squig. 'I, Broadpaunch Hardgit, mighty Warboss of Waa-Hardgit, ruler of Hardgit's Town, slayer of da bug-eyez, conqueror of... an' all da other stuff, do hereby pronounce Doc 'Acksores guilty of crimes against 'is fellow Orks. The sentence I pass upon 'im is...'

The assembled Orks all breathed in and leaned nearer.

'Exile! Dat 'e leave Hardgit's Town today, an' never show 'is ugly face round 'ere again!'

Exile! Doc Hacksore was dumbfounded. He hadn't expected such a severe punishment. Fined to his last tooth, maybe, but exile... Without thinking, he blurted out: 'But wot about a fine?'

Quick as a carnivorous squig the Warboss replied. 'Ow much yer got, den?'

The Doc named a sum large enough to impress the Warboss (he hoped), but small enough to leave him a little over for 'necessities'. The Warboss immediately pushed him for more. There were few better bargainers than a Bad Moon Warboss, and the flustered Doc was out of his depth against such a skilled opponent. It was soon over. The fine amounted to the entirety of the Doc's personal tooth store and assets. All that remained to him were the clothes he was wearing, and his faithful Fuggit. Still, at least he didn't have to leave his home. A few years of hard work would restore his fortunes. 'So?' he said weakly 'Can I go now, yer 'onour?'

'Yer,' replied the Warboss, gesturing to the Nobz. 'Chuck 'im out da town, Boyz, an' make sure he goes.'

Unresisting, Doc Hacksore allowed himself to propelled unceremoniously to the town limits by the burly Nobz. All gone, everything he'd worked so hard for, all the teeth he'd saved up. But as he and Fuggit stood together outside the closed city gate, gazing at the far horizon, the Doc had already started to think that his new-found freedom wasn't such a bad thing after all. He'd travel, ply his trade across the stars, broaden the scope of his 'eksperiments'—he'd always known his special talents weren't fully appreciated. He belted the miserable Fuggit round the ears to cheer the Gretchin up, and strode off down the road into the future, whistling happily, his head full of plans and dreams.

Renegade Mekboyz. Meks from different tribes meet during the Waa-Orks and pool their skills to build Gargants and other weapons for the Waa. Some of these bands lose touch with their original tribes, or their households are wiped out in action, and so they remain together, hiring out their technical expertise to Warbosses who want them.

Renegade Runtmaster. Runtherdz become very protective towards their Runtz and sometimes cannot bear to part with them - which is bad news when other Orks want Runtz for Shokk Attack Teams or to clear mine fields. Sometimes a Runtherd will run away from his tribe rather than see his charges wasted in this way.

Bad Docs. These are dangerous, untrustworthy and deranged Painboyz, whose 'eksperimentz' have resulted in the other Orks throwing them out of the tribe. Now they offer their services to unscrupulous Warlords. They are accompanied by Ork henchmen whose brains have been transplanted with Squigs.

Outcast Oddboyz. A motley crew of Oddboyz who have been thrown out of their tribe, or who have deserted their homes to take up a life as Freebooterz. Many Oddboyz earn themselves the disapproval of their fellow Orks for one reason or another - a Painboy might lose one too many patients, a Mekboy's new Kombi-Weapon may blow up in the face of the Warboss, a Runtherd might be chucked out for being too soft with the Runtz and leading them into bad ways.

Flash Gitz. These Freebooterz have struck it lucky and are now considerably well equipped as well as being dressed in a completely over the top manner even by Freebooter standards. They literally drip with jewels and war gear ornamented in the richest and most ostentatious way possible. They are a real hard fighting, dangerous mob and a right bunch of show-offs.

Gretchin Bandits. All Gretchin really want to hang around with their Ork masters and prove just how good they are. To this end those Gretchin that can afford to do so arm themselves with simple firearms and follow the Boyz Mobz into battle. The Boyz hate this and find the Gretchin's constant mimicry a real pain in the neck. It is quite common for the Orks to get so fed up that they 'accidentally' forget to tell the Gretchin next time they break camp, and the poor old Gretchin wake up to find themselves abandoned. The Gretchin adapt by seeking out Warbands that will allow them to fight alongside, and they soon develop a quite distinct and independent character as Freebooterz.

Outcast Retinue. An ousted Warboss and his personal retainers sometimes find themselves distinctly out of favour when a new, younger, and meaner Warboss takes over the tribe. The old Warboss and the toughest Nobz from his household have little choice but to leave the tribe and fend for themselves as disinherited Freebooterz.

Renegade Speed Freeks. Speed Freeks have wholly given themselves over to the Ork Cult of Speed - their tribal loyalties are naturally eroded as they immerse themselves in a world of fast machines, engines, and dangerous acts of bravado. Many Speed Freeks abandon their tribes and set-up with others of their kind as daring, speed mad, cut-throat Orks riding an assortment of souped up Hot-Rods.

Ork Mutant Mob. Ork mutants lurk on the fringe of Ork society and just want to be among 'da Boyz' again. A courageous Warlord may employ their undoubted fighting talents if he can tolerate their freaky appearance.

Freebooter Minderz. If yer needz protekshun and yer got da teef ter spare call on 'Da Management,' if yer knows wotz gud for yer.

Chaos Renegade Ork Warband. An Ork Kaptin who has thrown in his lot with one of the Chaos Gods and become a Chaos Champion. He is accompanied by his Chaos Warband.

Possessed Weirdboyz. Weirdboyz sometimes become possessed by daemons from the warp. This is a tragedy for both parties, as daemons find it completely impossible to supplant the single-minded Ork personality. The daemon becomes trapped and helpless in the Ork's mind, having realised his mistake and desperate to escape. As for the Weirdboy... he talks to himself a lot.

Ork-Genestealer Hybrids. The Green Brood, shunned by any proper Orks, but hired by Warbosses with the lowest cunning. Orks are not the best host for the Genestealers because their life-cycle is too slow to suit the alien's purpose. The Patriarch is determined to lead his band to where they can find a new and more suitable host species.

Human Mercenary Band. These are humans who live in or around parts of the galaxy dominated by Orks. They are mightily impressed by the strength and no-nonsense attitude of Orks and openly admire their way of life. Some of these mercenary groups actually go as far as to ape the Orks' styles of dress and other of their customs. If human mercenaries are really hard, even Ork Warlords will hire them.

ODDBITZ

Some Ork Freebooter Mobs are entitled to include various Oddbitz on account of the fact that they contain Oddboyz. The Bad Docs, for example, may include a Squig-brained Dreadnought. These Oddbitz may be chosen from the Freebooterz Oddbitz List at the end of the Freebooter List itself.

FREEBOOTER EQUIPMENT

Most Freebooter Mobz include at least one character (usually the Kaptin) who can carry randomly generated equipment such as Assault Weapons, Kombi-Weapons, and so forth. Indeed, this is one of the advantages of choosing a Freebooter Mob for your Warband - they usually have access to all sorts of goodies which they picked up during their travels. Freebooterz generate equipment from the Freebooter Equipment Chart given at the end of the Freebooterz list.

Equipment and Oddbitz generated on behalf of Freebooter Bands must be used by those Freebooter Bands. They cannot be used by other Orks in your army. Similarly, Freebooterz cannot use items generated for the Warband. The Freebooterz have been hired by the Warboss, but they are quite separate from the forces under his direct command and don't form part of his tribe.



ORK FREEBOOTER PIRATES

Following the ravages of war or some other disastrous disruption of their lives, some Orks abandon what is left of their tribe and join a roving band of Ork Freebooter Pirates. Sometimes fugitives or strange eccentrics will leave their tribe and join a Freebooterz Pirates Mob, so it is hardly surprising that many have very treacherous and unpleasant characters indeed. Most Freebooter Mobz hire themselves out as mercenaries, or else they can be persuaded to join in a battle with promises of loot.

FOR 75 POINTS

1 PIRATE KAPTIN WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN.

AND

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

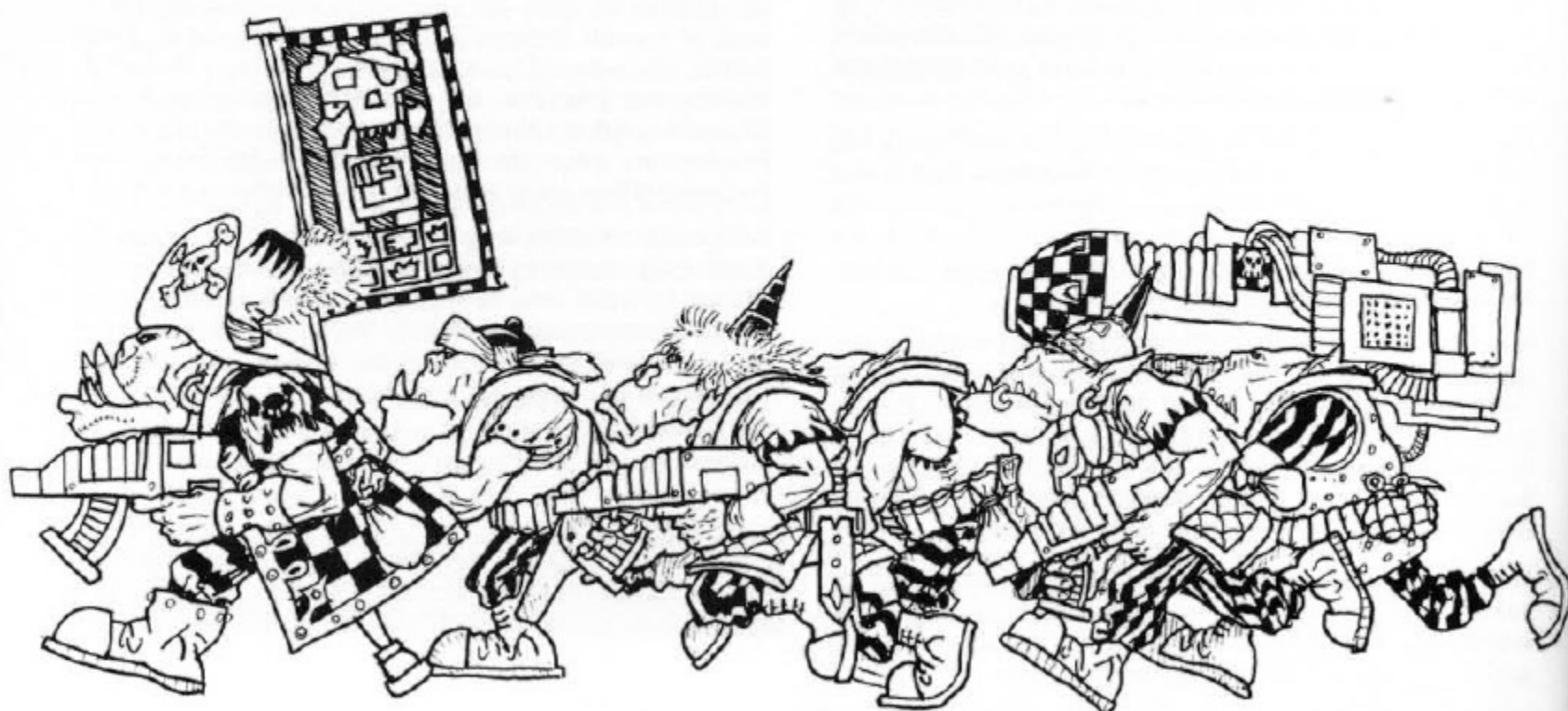
AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
PIRATE KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
PIRATE BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

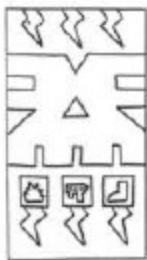
HEAVY WEAPONS: A Boy with a heavy weapon can have any weapon chosen from the list below. Extra points are paid for this weapon so it is up to you how much you spend.

HEAVY WEAPON	COST FOR WEAPON
AUTO-CANNON	35
GRENADE LAUNCHER	15
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LAS CANNON	90

HEAVY WEAPON	COST FOR WEAPON
MISSILE LAUNCHER	30
MULTI MELTA	50
FRAG MISSILES	1
KRAK MISSILES	20
MELTA MISSILES	4
SMOKE MISSILES	1



FREEBOOTER BANNERS FOR YOU TO PHOTOCOPY AND CUT OUT



STORMBOYZ
OF KHORNE
BACK BANNER



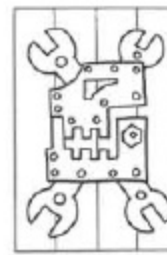
OUTCAST ODDBOYZ
MEKANIAK'S BACK BANNER



ORK MUTANT MOB
BACK BANNER



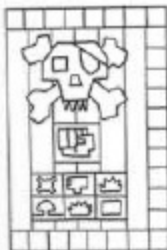
RENEGADE MEKANIAK
BACK BANNERS



RENEGADE MEKANIAK
BACK BANNERS



RENEGADE MEKANIAK
BACK BANNERS



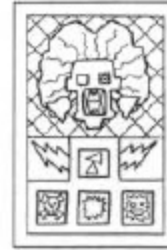
FREEBOOTER PIRATEBACK
BANNER



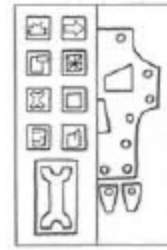
OUTCAST ODDBOYZ
RUNTHERD'S BACK BANNERS



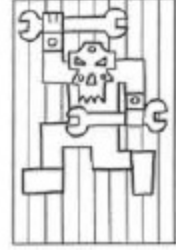
FREEBOOTER MINDERZ
BACK BANNER



WEIRDBOY WARHEADZ
BACK BANNER



RENEGADE MEKANIAK
BACK BANNERS



RENEGADE MEKANIAK
BACK BANNERS



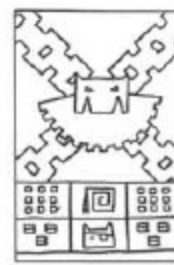
CHAOS RENEGADE ORK
WARBAND'S BANNER



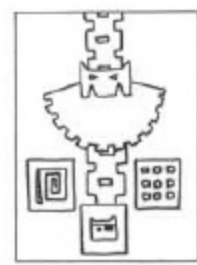
OUTCAST ODDBOYZ
PAINBOY'S BACK BANNER



GRETCHIN BANDIT
BACK BANNER



RENEGADE RUNTHERD
BACK BANNERS



RENEGADE RUNTHERD
BACK BANNERS

EXTRA WARGEAR: A Freebooter Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon. The Kaptin does not have to have the same extra gear, but can do if he wishes.

WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1
CHAINWORD	2
POWERGLOVE	15
POWER SWORD	7
SMOKE STIKKBOMZ	1

WEAPON	COST PER MODEL
PLASMA PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4

KAPTIN'S GEAR: The Freebooter Kaptin obviously gets first pick of any good gear that the Mob buys or finds, so he can have any of the special gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Kaptin can roll as many times on how many charts as you want, and can carry any of the equipment generated. Unwanted equipment may be ignored but it still has to be paid for. Equipment not used is assumed to be left behind at the Pirates' base and can be used in future games if you want.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5
FORCE FIELDS	10

ATTENDANTS: The Freebooter Pirates can be accompanied by as many non-combatant Gretchin and Snotling servants as you wish. Although they do not fight, they can carry the Freebooterz' flags and sundry items of battlefield equipment on behalf of their masters.

VEHICLES: The Freebooter Pirates may ride in an unarmed Battlewagon at no points cost. Any weapons generated by the Kaptin may be installed on the vehicle and fired by the Boyz inside. The Pirates may have more Battlewagons at a cost of 25 points each.

VEHICLE	POINTS
BATTLEWAGON	25

KHORNE'S STORMBOYZ

Most Stormboyz eventually grow out of their obsession with marching about, dressing in uniforms, and other militaristic behaviour. However, a few individuals find it hard to give up the old ways, watching their mates drift away or die, while the new Stormboy recruits often come to regard them as cranky old-timers. Some become Stormboy Kaptins and continue to lead Stormboy Mobz in combat, but others are drawn into one of the Freebooter bands which worship the Blood God Khorne. Worship of the Chaos Powers is not tolerated amongst sane and sensible Orks, but the cult is rampant amongst Freebooter Stormboyz. The Blood God epitomizes the martial virtues which they hold dear, including a harsh disciplinary code, binding rules governing their conduct as honourable warriors, and, of course, a life of almost continual blood-letting. Stormboyz of Khorne are good hand-to-hand fighters and easily find employment. Their strange sense of honour permits them to fight with equal vigour on behalf of Human Chaos Champions and other Chaos Forces, as well as for Ork Warlords. Khorne's Stormboyz who survive long enough may be rewarded with gifts or attributes of which they are very proud. Once committed to the Blood God the Orks know they can never return to normal Ork society. They are destined to fall on some far flung field, their blood and bleaching bones a sacrifice to Khorne. You only have to look at the face of any idol of Khorne to see how that Power thrives on the worship and sacrifice of Orks such as these.



FOR 90 POINTS

1 KAPTIN WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN.

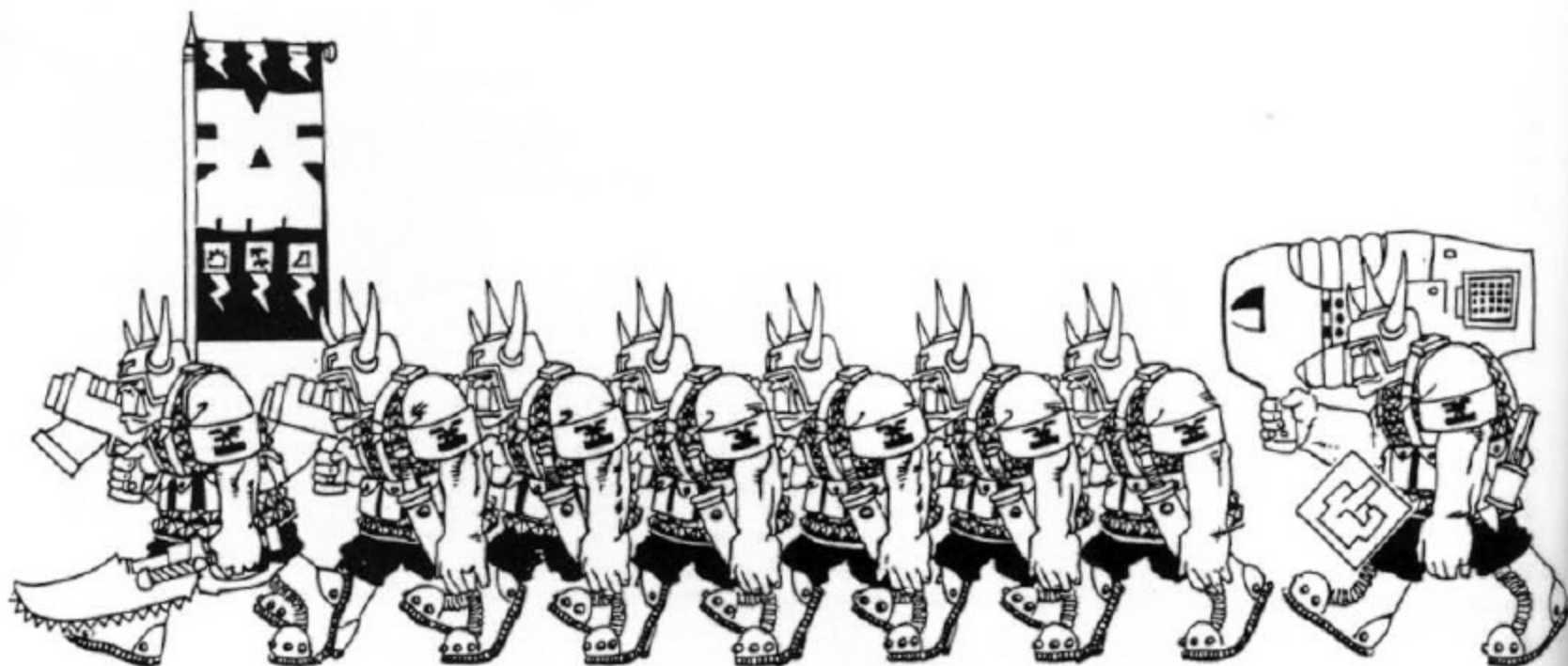
AND

6 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

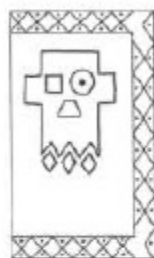
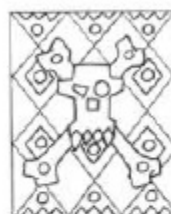
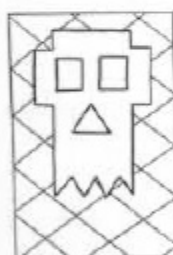
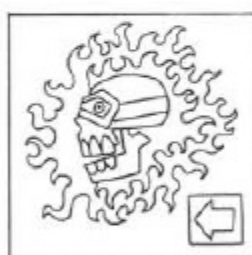
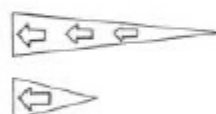
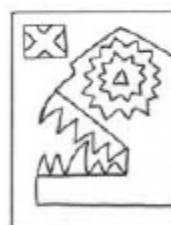
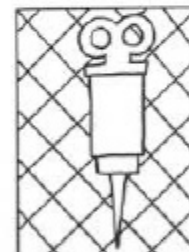
AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KHORNE'S KAPTIN	4	5	4	4	5	2	4	1	8	7	8	7
KHORNE'S STORMBOYZ	4	4	4	3	4	1	2	1	7	6	8	7



FREEBOOTER BANNERS FOR YOU TO PHOTOCOPY AND CUT OUT

FLASH GITZ
BACK BANNERSFLASH GITZ
BACK BANNERSFLASH GITZ
BACK BANNERSFLASH GITZ
BACK BANNERSFLASH GITZ
BACK BANNERSWILDBOY OUTLAWS
BACK BANNERHUMAN MERCENARIES
BANNERFLASH GITZ
BACK BANNERSRENEGADE SPEED FREAKS
BANNERSPOSSESSED WARPHEAD
BACK BANNERBAD DOG
BACK BANNERSBAD DOG
BACK BANNERSORK-GENESTEALER
BROOD'S BANNER

HEAVY WEAPONS: A Khorne's Stormboy with a heavy weapon can have any weapon chosen from the list below. Extra points are paid for this weapon so it's up to you how much you spend. Stormboyz of Khorne are hardened warriors whose experience gives them plenty of opportunity to pick up heavy weaponry - for this reason they pay relatively little for heavy weapons compared to some other Orks.

HEAVY WEAPON	COST FOR WEAPON
AUTO-CANNON	30
HEAVY BOLTER	5
HEAVY PLASMA GUN	60
HEAVY STUBBER	5
MULTI-MELTA	30

HEAVY WEAPON	COST FOR WEAPON
MISSILE LAUNCHER	20
FRAG MISSILES	1
KRAK MISSILES	10
MELTA MISSILES	4

EXTRA WARGEAR: The Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same gear, even the Boy with the heavy weapon. The Kaptin does not have to have the same gear but can do so if he wants.

WEAPON	COST/MODEL
EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINWORD	2
POWERGLOVE	15
POWERSWORD	7

WEAPON	COST/MODEL
PLASMA-PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
JUMP PACK	2

KAPTIN'S GEAR: The Kaptin can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as the player wants.

CHART	COST/ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST/ROLL
FORCE FIELDS	10
BIONIK BITZ	10
KUSTOM WEAPONS	25

THE KAPTIN MAY HAVE UP TO D4+1 CHAOS REWARDS. A Stormboy Kaptin may have up to D4+1 Chaos Rewards, but does not have to have any if you do not want them. If you decide to give your Kaptin rewards you will need a copy of Realm of Chaos - The Lost and The Damned and Realm of Chaos - Slaves to Darkness. Roll the dice indicated to determine your maximum number of rewards, then roll for each reward in turn referring to the Chaos Rewards Table in The Lost and the Damned as you do so. You may stop rolling rewards at any point, but must accept any rewards you roll. Any Gift rolled on the table may be exchanged for a randomly generated Gift of Khorne as described in Realm of Chaos - Slaves to Darkness. Any Chaos Reward rolled a second or subsequent time may be either taken by the Kaptin or passed on to one of his Stormboyz.

For every Chaos Reward given to the Kaptin roll on the Followers Reward Table in either Realm of Chaos volume to establish if any other Stormboyz gain rewards. Any rewards generated in this way may be applied to any Stormboy the player wishes - so one Stormboy can be given several rewards if you prefer.

OUTCAST ODDBOYZ

Mekaniaks, Painboyz and Runtherdz have much in common and tend to get on better with each other than with the other Orks. They often feel that ordinary Orks just do not understand or appreciate them. Now and again a group of such disgruntled Oddboyz will get fed up with the tribe and wander off. Perhaps a Mek has become tired of making the same kind of predictable Battlewagon for the Warboss, perhaps the Runtherd can no longer bear to see his carefully nurtured Runtz being used for mine clearance, or perhaps no one wants the Doc's patent special de-luxe bionik bitz. It's all enough to make them go their own way and show the rest what they can do on their own. They soon find employment as mercenaries, especially in the service of those who do not know quite how eccentric they are... but they will soon find out!

FOR 75 POINTS

1 PAINBOY ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL, (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

1 RUNTHERD ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL, (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

1 MEKANIAK ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL, (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

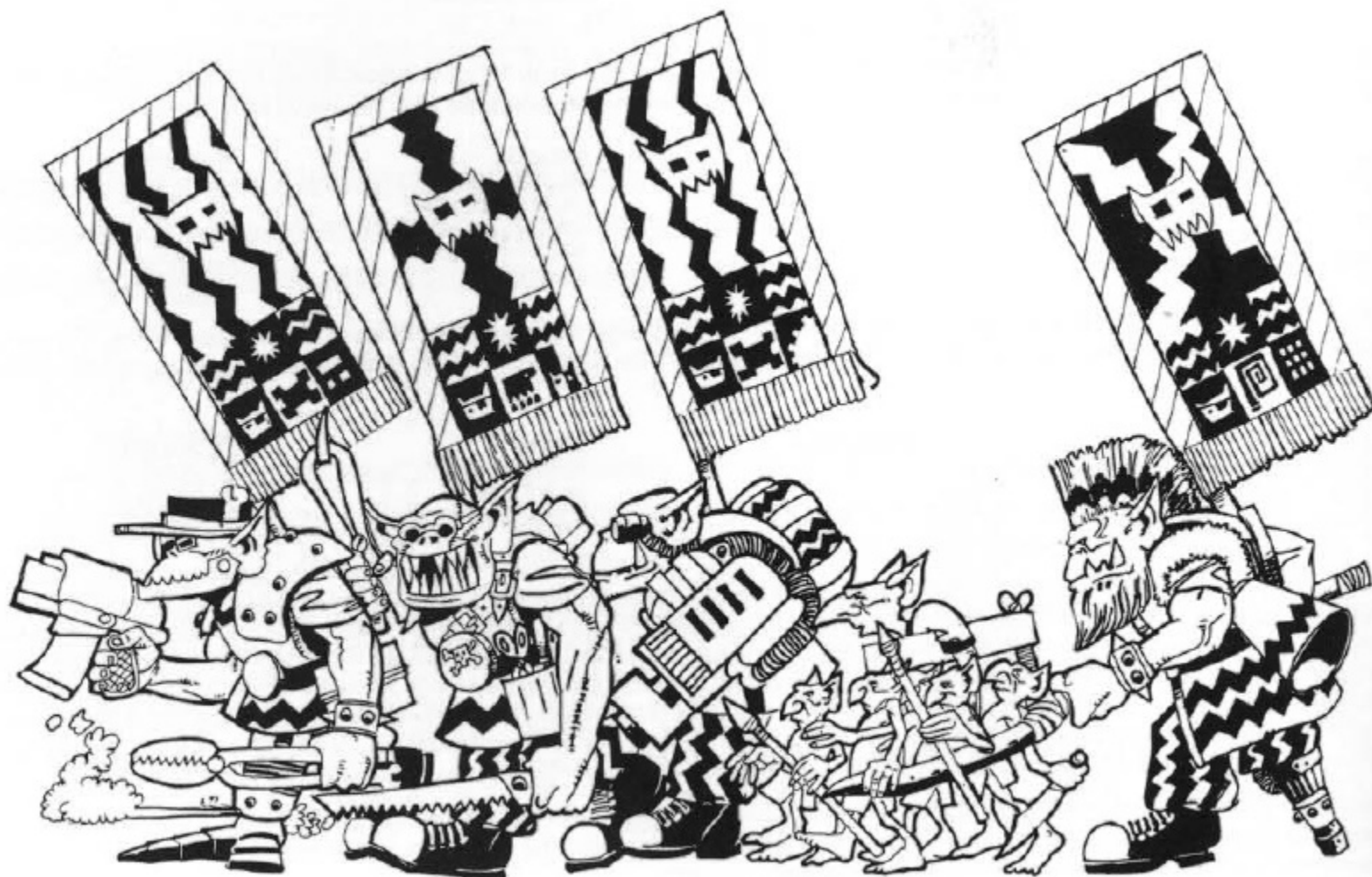
PLUS

UP TO 3 MORE OF THE ABOVE ODDBOYZ (CHOOSE WHICH YOU WANT) AT 15 POINTS EACH.

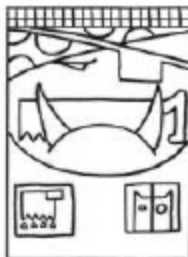
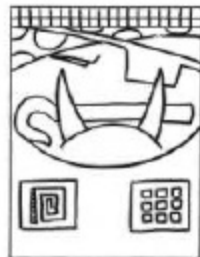
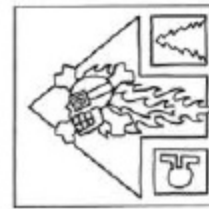
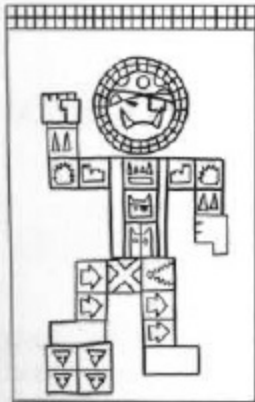
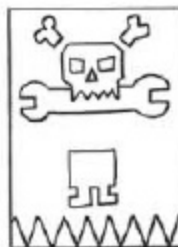
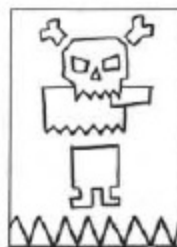
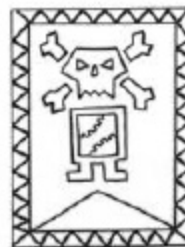
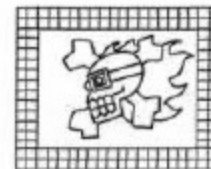
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK	4	4	4	4	4	1	3	1	7	7	7	7
PAINBOY	4	4	3	4	4	2	3	1	7	8	7	7
RUNTHERD	4	4	4	4	4	1	3	1	7	7	7	7

OPTIONAL WARGEAR: Oddboyz can have the following extra gear for the points shown.

BOLT PISTOL	1
SHOKK ATTACK GUN (Meks only)	50



FREEBOOTER BANNERS FOR YOU TO PHOTOCOPY AND CUT OUT

OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)OUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)BAD ORK BIKEBOYZ
BANNERSBAD ORK BIKEBOYZ
BANNERSOUTCAST RETINUES
BACK BANNERS
(Evil Sunz in this case)DREADMOB
BACK BANNERSDREADMOB
BACK BANNERSDREADMOB
BACK BANNERSBAD ORK BIKEBOYZ
BANNERSBAD ORK BIKEBOYZ
BANNERSBAD ORK BIKEBOYZ
BANNERS

The Oddboyz are able to obtain and fabricate a great deal of equipment for their own use or to trade with other Orks for things they need. If you want you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed amongst the Oddboyz as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	5
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	5
BIONIK BITZ	15
KUSTOM WEAPONS	10

ATTENDANTS: Oddboyz are usually surrounded by Gretchin and Snotling servants to carry tools and weapons, fetch food and ammunition, and perform other vital tasks on behalf of their masters. The Outcast Oddboyz may be accompanied by any number of non-combatant servants of this kind for no extra points.

ODDBITZ FOR MEKS: Each Mekboy in the Outcast Oddboyz Mob entitles you to buy either a vehicle or a Tin Boyz Mob to include in the Mob. These are chosen from the lists given in the Freebooter Oddbitz section. A Tin Boyz Mob must be controlled by a specific Mekboy. See Freebooter Oddbitz for more details, options, and points values.

ODDBITZ FOR RUNTHERDZ: Each Runtherd in the Outcast Oddboyz entitles you to buy a single Oddbit chosen from the Freebooter Oddbitz section. Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd. See the Freebooter Oddbitz section for details and options.

ODDBITZ FOR PAINBOYZ: Each Painboy in the Outcast Oddboyz entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Freebooter Oddbitz section for details and points values.

HERDZ: Any Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin Herd consists of any number of Gretchin models, each armed with a hand weapon and shield, at 3 points each. A Snotling Herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points each	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling Herd may be equipped with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin, or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their strength in hand-to-hand combat. This bonus is determined for the whole unit during each round of close combat, so the bonus and overall effect of the Snotlings will vary in an unpredictable way from round to round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

RENEGADE MEKBOYZ

During the time of Waa-Ork Meks from every corner of the galaxy gather to construct Gargants and other war machines. Strong friendships are struck, and after the Waa-Ork has gone its way, some Meks cannot bear to part from their new comrades and indeed, many have completely forgotten where home is anyway. What else can they do but stick together just like in the old days of the Waa-Ork, making new and better devices to their hearts content. Soon a local Warboss will hear about their work and they will be given some great commission. And so the various bands of Mekaniak Freebooterz are ready to be hired by any Warboss desperate or reckless enough to take them on.

FOR 90 POINTS

1 MEKANIAK KAPTIN ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

4 MEKANIAKS ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK KAPTIN	4	4	5	4	4	1	4	1	8	8	8	7
MEKANIAK	4	4	4	4	4	1	3	1	7	7	7	7

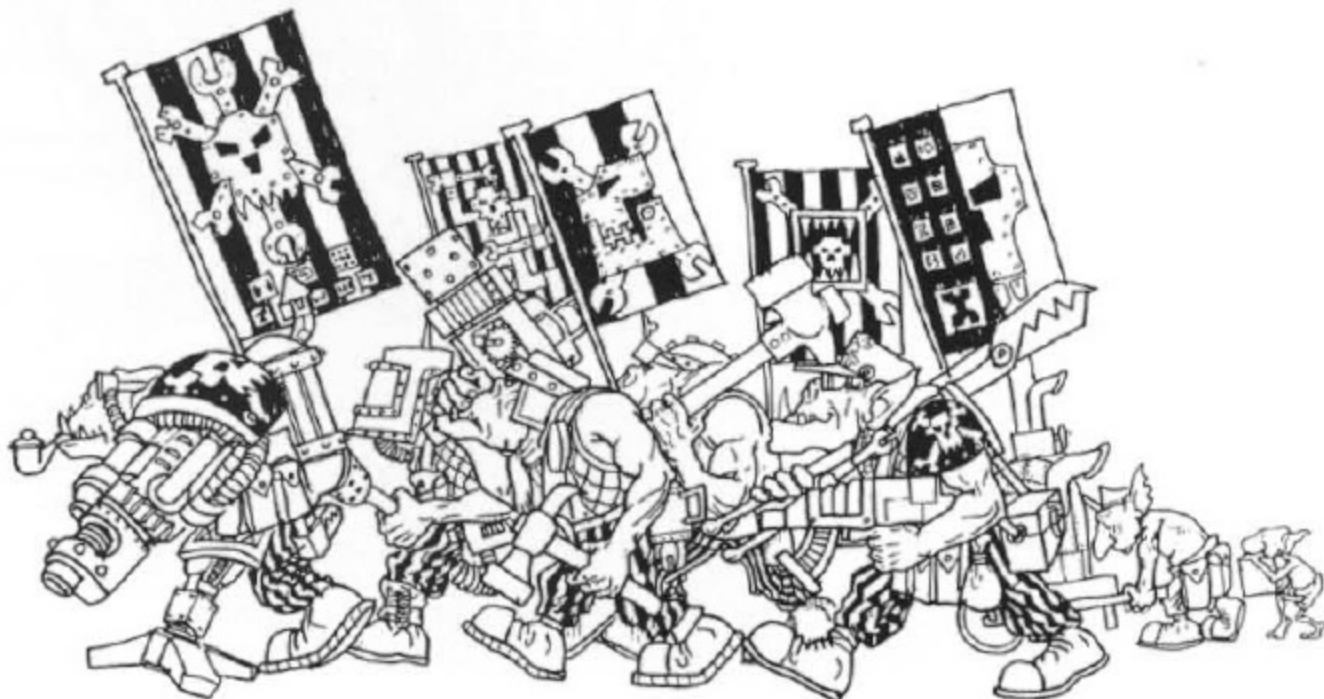
OPTIONAL WARGEAR: The Mekboyz are able to obtain and fabricate a great deal of equipment for their own use or to trade with other Orks for things they need. If you want you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed among the Mob as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	5
ASSAULT WEAPONS	5	BIONIK BITZ	15
STIKKBOMZ	5	KUSTOM WEAPONS	10

ATTENDANTS: Meks require a great many Gretchin and Snotling servants to carry tools and spare parts as well as to fetch food and ammunition, and perform other vital tasks on behalf of their masters. The Renegade Meks may be accompanied by any number of non-combatant servants of this kind for no extra points.

ODDBITZ FOR MEKS: Each Mekboy in the Mob entitles you to buy either a vehicle or a Tin Boyz Mob to include in the Mob. These are chosen from the lists given in the Freebooter Oddbitz section. A Tin Boyz Mob must be controlled by a specific Mekboy. See Freebooter Oddbitz for more details, options, and points values. Vehicles are driven by Ork Boyz who are part of the Renegade Mekboyz Mob.

SPECIAL RULES: If you include a Mob of Renegade Mekboyz then you may reasonably expect to benefit by receiving 5 extra Mek repair cards. Unfortunately Renegade Meks are not as reliable as all that. They will promise faithfully to give the buggies a thorough going over, but the chances are they'll only do half a job before sloping off for a pint of fungus ale and a game of Spit the Grot - reliability is not their strong point. So, rather than taking 1 repair card per Mek as you normally would, roll a D6 subtract 1 and take the number of cards indicated. This isn't too bad as you will still end up with an average of 2 or 3 cards, and you might even end up with a truly first class job and 5 cards. You could equally well end up with no cards at all. That's the trouble with Renegade Mekboyz (unreliable gits).



GRETCHIN BANDITS

These are bands of Gretchin who have run away from the tribe, or just as likely, have been driven out for making a nuisance of themselves following Orks about and pretending to be just as good. There is nothing left for such Gretchin except a life of banditry in the wilds, where they will prey on Ork and alien alike, ambushing travellers and extorting anything worth having from them. The most cunning and audacious Gretchin will soon emerge as the leader. Most Warbosses would not bother to recruit such skumbos, but sometimes it proves to be a wise policy to prevent the little nuisances spying for the enemy or creeping into the camp at night to filch things. They are easily persuaded into fighting alongside Orks as mercenaries, and a cunning Warboss soon learns to expend them in battle for some worthwhile purpose, thus saving him the cost of paying them later. If surviving Gretchin ever discover this cunning plan, the Warboss can expect to suffer spiteful acts of revenge. Poisoned squigs or booby traps in the drop are the usual ploys.

FOR 25 POINTS

1 GRETCHIN KAPTIN ARMED WITH BLUNDERBUSS, A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

5 GRETCHIN ARMED WITH BLUNDERBUSS, A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

PLUS

AS MANY EXTRA GRETCHIN AS YOU WANT ARMED WITH BLUNDERBUSS, A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 4 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN KAPTIN	4	4	5	4	4	2	4	2	7	7	7	7
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5

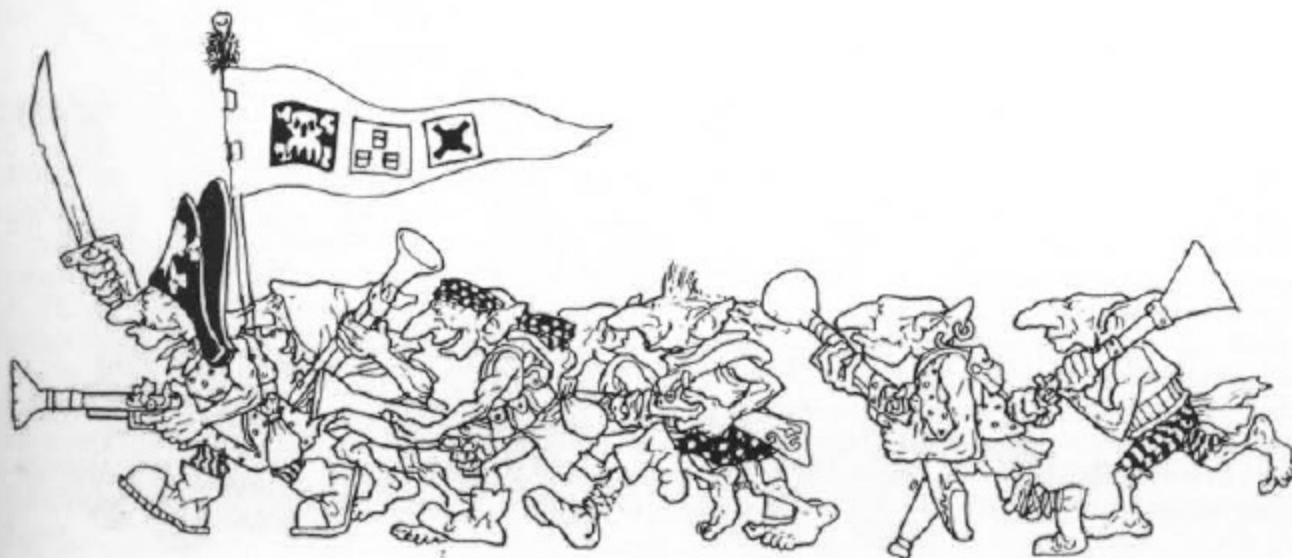
EXTRA WARGEAR: The Mob can be better armed than Gretchin entrepreneurs usually are due to looting and scavenging on the battlefield. They can have any of the extra gear shown on the chart below. The Gretchin have what they can grab on the battlefield, or during the share-out, so they do not all have to have the same gear; each model can be individually armed. They usually have to make do with second rate stuff that the Orks have left behind. Unfortunately Gretchin are not strong enough to use most of the hefty Ork wargear, and find discarded or unexploded stikkbomz to be the most practical scavenged weapons to use. The Kaptin can be armed from this list as well as from the random Kaptin's Gear charts listed below.

WEAPON	COST/MODEL
FRAG STIKKBOMZ	1
SMOKE STIKKBOMZ	1
PRIMITIVE SHIELD	1
FLAK ARMOUR	2
CHAINMAIL	1

WEAPON	COST/MODEL
ANTIQUÉ PISTOL	1
MUSKET	1
SAWNOFF SHOTGUN	1
SHOTGUN	1
STUB GUN	1

KAPTIN'S GEAR: The Kaptin can have any of the special gear generated from the charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as the player wants. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left at home and may be used in future games if you wish.

CHART	COST/ROLL
STIKKBOMZ	5
FORCE FIELDS	10
BIONIK BITZ	20



RENEGADE RUNTMASTER

These are Runtherdz who follow the teachings of an obscure and probably deranged Runtherd philosopher called Naflug who devised a unique way of training Runtz to a higher level of performance, creating what he claimed were 'Super-Runtz'. The technique involved ringing of bells and rewarding the Runtz with juicy squigs among other things, but the results were indeed remarkable. The Super-Runtz performed better on the battlefield and were generally more aggressive and dangerous. Naturally this alarmed most traditionally-minded Orks, who viewed the idea of Super-Runtz as a threat to the stability of Ork Kultur. No-one would buy Naflug's 'Super-Runtz' and he wandered off into the wilderness in disgust to live alone with his Herdz. This happened a long time ago, but it is clear that his teachings influenced many Runtherdz that he met on his wanderings and his methods are perpetuated by a few eccentric Runtherdz. Those steeped in Naflug's heretical philosophy are known as Runtmasters, and gather a following of other Runtherdz eager to learn the secrets of the new breed. Such groups and their Herdz are usually shunned by their tribe and soon wander off, selling their services to any Warboss desperate and reckless enough to try the dreaded 'Super-Runtz' in battle.

FOR 75 POINTS

1 RUNTMASTER ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

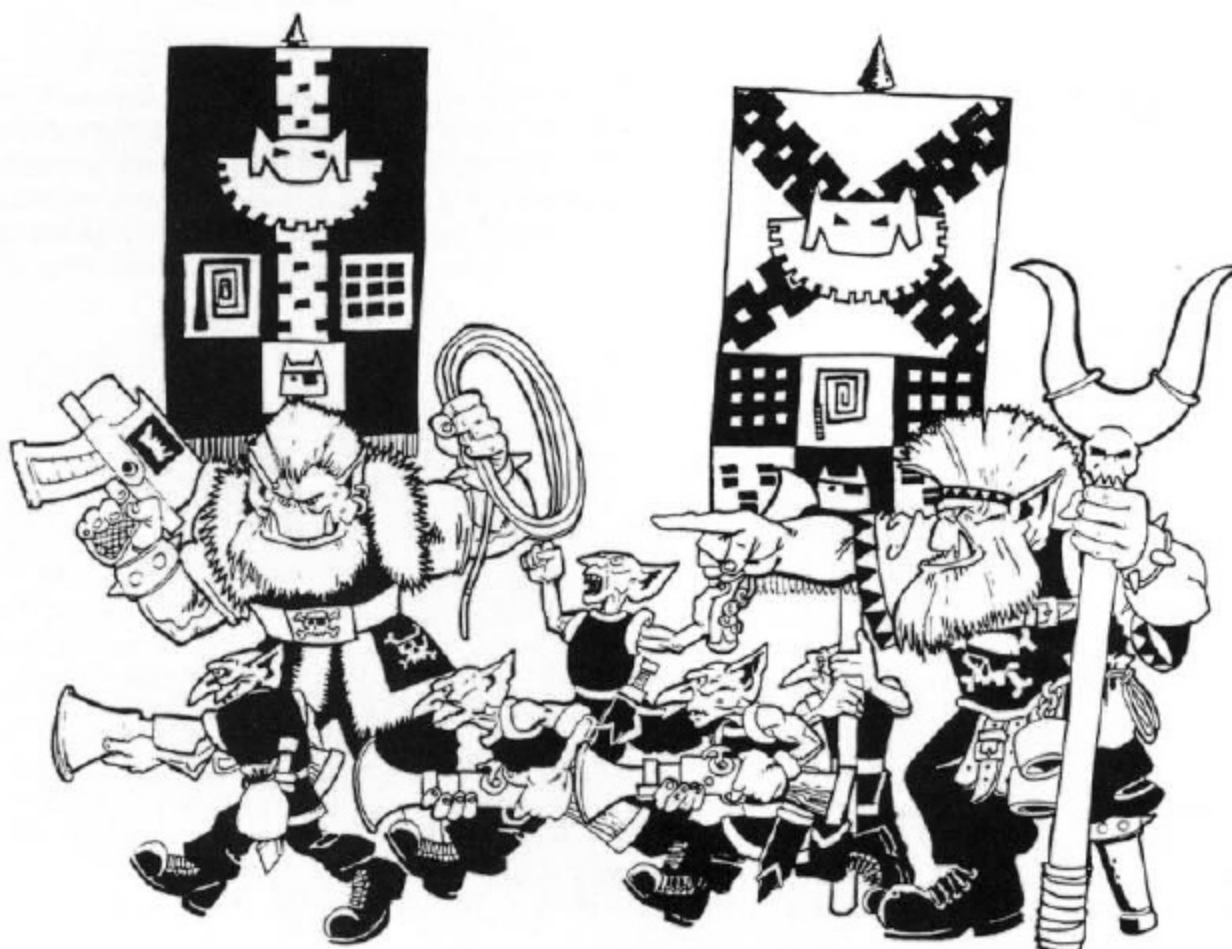
AND

UP TO 2 RUNTHERDZ ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 15 POINTS EACH.

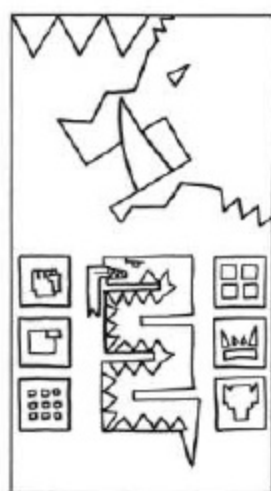
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTMASTER	4	5	4	4	5	1	4	1	8	8	8	7
RUNTHERD	4	4	4	4	4	1	3	1	7	7	7	7

Any Ork can have extra gear which the Renegade Runtherdz have bought or traded. If you wish to use any of this gear then it is randomly generated from the charts indicated below. You may roll as many times on as many charts as you wish, and any equipment generated may be distributed among them. Any equipment not carried is assumed to have been left back at camp and may be used in future battles. All equipment must be paid for as it is generated, even equipment which is not carried.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	15
ASSAULT WEAPONS	5	BIONIK BITZ	20



SNAKEBITE BANNERS FROM UGULHARDZ CHARGERZ, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT



UGULHARD'S BOSS POLE



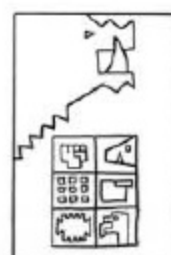
UGULHARD'S BACK BANNER



NAFFSHAK'S BACK BANNER



GOBGOG'S BACK BANNER



DURFUG'S BACK BANNER



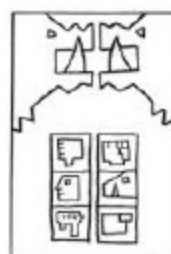
DOK DAKASHAK'S BACK BANNER



DOK MEKGOR'S BACK BANNER



NAZGOG'S BACK BANNER



NARFUG'S BACK BANNER



WORTSHAK'S BANNER
(carried by Gretchin follower)



WORTSHAK'S MINDERZ BACK BANNER

ATTENDANTS: The Mob can be accompanied by unlimited unarmed and non-combatant Snotlings and Gretchin who may function as bearers and servants but who take no part in the fighting.

HERDZ: Any Ork Renegade may be accompanied by a Herd of specially bred and extremely ferocious Super-Runtz. These may be either Snotlings (Super-Snotz) or Gretchin (Super-Grotz). A Super-Grotz Herd consists of any number of Gretchin models, each armed with a hand weapon and shield, at 5 points each. A Super-Snotz Herd consists of any number of Snotling bases at a cost of 20 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SUPER-GROTZ 5 points	4	3	3	3	3	1	4	2	x	x	x	x
SUPER-SNOTZ 20 points	4	3	2	2	2	4	4	4	x	x	x	x

An entire Super-Snotz Herd may be equipped with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin, or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their strength in hand-to-hand combat. This bonus is determined for the whole unit during each round of close combat, so the bonus and overall effect of the Snotlings will vary in an unpredictable way from round to round.

Herds of Super-Grotz may be given additional weapons at the points cost shown. Herdz are not normally allowed weapons of this kind, but Super-Grotz are brighter and better trained than ordinary Gretchin, and the Runtmaster is indulgent with them. If chosen these weapons must be given to each model in the herd at the following cost per model.

BLUNDERBUSS	1
FRAG STIKKBOMZ	1

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

SPECIAL RULES FOR SUPER-RUNTZ: Super-Runtz have enhanced abilities as a result of their careful selective breeding and thorough training. However, this sort of thing is quite unnatural to their kind. Their tiny minds are not really suited to such stress and can crumble if put under further pressure. This is represented by volatile characteristics which fluctuate between that of a timid Runt and a brave Ork (or as Naffug called it 'Faktor X'). Whenever a Super-Runt unit is required to test against any of the Ld, Int, Cl, or WP characteristics marked x on the profile, first roll a D6+3 to determine the characteristic value for that test. For example, a roll of 4 gives a value of 4+3=7 a respectable score (especially for a Runt). If they fail any test, Runtz ignore the usual result and instead go completely crazy, losing control of their actions and running amok over the battlefield. They move in a random direction each turn, shooting at the nearest non green-skinned unit and charging into hand to hand combat if within reach. Once in close combat they will fight to the death and so ignore rout tests. The Runtz' minds are so completely cracked that they cannot even feel wounds and so ignore all but the most severe damage - giving them a D6 saving throw of a 5 or more for the rest of the battle. Any Super-Runtz which survive the battle can be calmed down and returned to their normal state in time for the next fight.

BAD DOCS

Not content with fixing bioniks and mending the wounded with rivets, some Painboyz are tempted into all kinds of deranged experimentation. Some breed strange kinds of blood-sucking squigs (the so-called 'vampire' squigs) which they use as leeches to bleed patients and suck out pus from festering wounds. Others milk venom from snakes and spiders and there are those who go rather too far when tinkering with patients unfortunate enough to be wounded in the head. Eventually other Orks become suspicious when the number of patients who have had their brains replaced by a squig increases, or a frighteningly large proportion of wounded Orks become Madboyz soon after the bandages are off their heads. Soon no one trusts these Docs to do anything, even at a knockdown price. The Doc may be forced to ply his trade elsewhere as his reputation plummets and other Orks avoid him. He will meet others of his kind, sharing his interest in eksperimentz, and another cell of the insidious cult of Bad Docs is born. However, there are depraved Warbosses only too pleased to hire a band of crazy Painboyz, especially those who are trying to hold down the tribe or a subject population, because Bad Docs tend to be expert interrogators.

Bad Docs are accompanied by a retinue of squig-brained Orks, who have little option but to follow the Doc after the operation, since they lose most of their ability to think for themselves or cope without the Doc's guidance. The Doc of course benefits from this retinue of devoted and mindless Orks who protect him, since they are pathetically devoted to their master and not at all lacking in brute force or aggression (especially if the brains of ferocious carnivorous squigs were transplanted into their heads). Bad Docs are often seen riding in a sort of sedan chair carried by four squig-brained retainers. The brain-transplant is not the last eksperiment that the unfortunate retainers have to experience, for they are frequently the guinea-pigs for any of the Doc's lunatic bionik inventions.

FOR 75 POINTS

1 BOSS DOC ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

UP TO 2 APPRENTICE PAINBOYZ ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

A RETINUE OF 5 SQUIG-BRAINED ORK FOLLOWERS ARMED WITH FLAK ARMOUR, A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT) A SUITABLE HAND WEAPON (SUCH AS KNIFE, CLUB, SWORD).

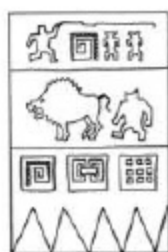
AND

ANY NUMBER OF EXTRA SQUIG-BRAINED ORK FOLLOWERS AT 4 POINTS EACH

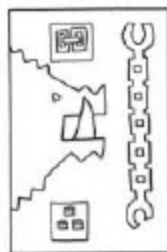
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BOSS DOC	4	5	4	5	5	2	4	1	8	9	8	7
APPRENTICE PAINBOYZ	4	4	3	4	4	2	3	1	7	8	7	7
SQUIG-BRAINED ORKS	4	3	2	6	6	2	2	2	3	3	8	3



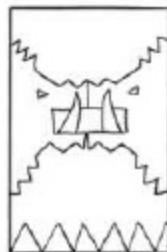
SLAKEBITE BANNERS FROM UGULHARDZ CHARGERZ, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT



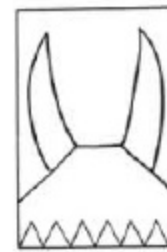
ZODGROD'S
BACK BANNER



GRIMMUNT'S
BACK BANNER



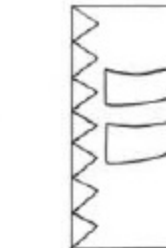
BIGMOB BOYZ BACK BANNERS (Each Snakebite boy in the bigmob wears a different but thematically linked banner)



MEKBAD'S
BACK BANNER



BIGMOB BOYZ BACK BANNERS (Each Snakebite boy in the bigmob wears a different but thematically linked banner)



OPTIONAL WARGEAR: Bad Docs are able to buy or exchange equipment from the profits of their Freebooting. If you want you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed among the Mob as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5
STIKKBOMZ	5
POWER FIELDS	5

CHART	COST PER RANDOM ROLL
BIONIK BITZ	5
KUSTOM WEAPONS	25

GEAR FOR SQUIG-BRAINED ORKS. Bad Docs can also buy extra gear for their Squig-brained Ork Followers. All followers may be equipped with the item indicated at the cost indicated. For example, a single roll on the Assault Chart for 5 points could give all the Squig-brained Orks a Chainsword.

CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5
PAINBOYZ BIONIK BITZ	UP TO D3 BITZ FREE

SPECIAL RULES FOR SQUIG-BRAINED ORKS. The brain of a squig was never intended to cope with the same stresses and strains of life as an Ork, so it's not surprising that Squig-brained Orks are subject to occasional bouts of confusion. Any time that one of these rolls a 1 on any dice roll, for whatever reason and whatever the result, it also means that he has suddenly become confused. Virtually anything, from frustration to random noises could trigger this reaction. Once confused, the Ork wanders at half his normal rate in a random direction, and will attack any model he is touching during the close combat phase on a D6 roll of 4 or more. He won't shoot any weapons except in close combat. This means he may well end up attacking other Orks and even other Squig-brained Orks! Once confused, the Squig-brained Ork doesn't bother with unit coherency but moves as a rather dazed individual. The Ork remains confused for the rest of the game - but will come round in time for the next game if he survives.

SQUIG-BRAINED DREADNOUGHT: The Bad Doc's Mob may include 1 Dreadnought chosen from the Freebooter Oddbitz List. However, this is no ordinary Dreadnought but a Squig-brained Dreadnought. Although it hardly bears thinking about, some Mad Docs are sufficiently crazed to experiment with using Squigs instead of Gretchin to control a Dreadnought. Naturally the result is rather extraordinary - one minute you're a big fat Squig settling down for a kip in the drops and the next thing you know you're a fifteen foot high metal fighting machine festooned with potent weapons of destruction. It's hardly surprising if the Squig-brained Dreadnought tends to behave a bit erratically! Every turn the Squig-brained Dreadnought moves D6" in a direction nominated by the Ork player - however if a 1 is rolled it instead moves D6 inches in a random direction. If the Dreadnought moves into a model it will fight it on the D6 roll of a 4 or more, whether the model is a friend or foe (the Squig can't tell the difference anyway). If the Dreadnought is armed with weapons it can fire in the shooting phase, then roll for each weapon. On the score of 4, 5 or 6 the Dreadnought fires that weapon in a random direction. It doesn't matter which way the Dreadnought is facing - it's probably spinning round a bit anyway as the Squig tries to cope with its inexplicable transformation.

ATTENDANTS: The Bad Docs can be accompanied by unarmed and non-combatant Gretchin and Snotling orderlies, some of which may have been experimented on by their masters. The Bad Docs always make sure they have a good supply of Squigs carried in big jars by Gretchin servants.

WEIRDBOY WARPHEADZ

Warpheadz are deranged Weirdboyz whose minds have been saturated with warp energy just once too often. While other Weirdboyz suffer agonizing spasms when they use their powers the Warpheads have become so perverted by the sensation that they actually enjoy it. They become addicted to the near fatal thrill that wracks their body every time they use their powers. Warpheadz are Weirdboyz of great mental endurance. Simply to have become addicted they must have withstood levels of power that would cause most Weirdboyz' heads to explode. Warpheadz know from experience that they can stand a lot of psychic stress and survive. This makes them reckless and confident, and quite unlike other Weirdboyz who are miserable and depressed, feeling that they are doomed to die painfully on some battlefield. Warpheadz are also cunning enough to have slipped away from their Minderz and wandered off for good, so they are likely to be fairly bright as well as innovative. Warpheadz are really half-way to becoming Madboyz and share many of the same manias. Not surprisingly, they attract a following of real Madboyz who latch on to them. Of course the Warpheadz are only too pleased to have such dangerous and devoted henchmen, and their chanting is second to none, sending the Warpheadz into an unparalleled ecstasy of warp induced power.

Warpheadz, accompanied by their Madboy retinues, indulge their addiction to the warp by blasting away at anything that takes their fancy: trees, rocks, and animals, purely for the thrill of it. Many Warpheadz wander from tribe to tribe earning teeth by putting on shows of pyrotechnic psychic extravaganza for the entertainment of the locals. Not surprisingly, these travelling shows are very popular, and a Warphead who puts on a good display might end up being hired by the Warboss to do his stuff in the next battle. Warphead showmen dress even more elaborately than other Weirdboyz, and their retainers are also dressed for the carnival roles as clowns, bouncers, buskers, ringmasters, jugglers, puppeteers and other sideshows. The whole troupe travel about in garishly decorated vehicles covered in bunting, adverts and bells.

FOR 100 POINTS

1 WEIRDBOY ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

4 MADBOYZ ARMED WITH FLAK ARMOUR, A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT ARMED AS ABOVE AT 7 POINTS EACH.

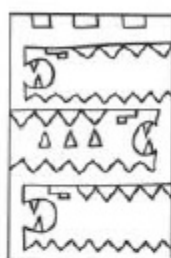
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY	4	4	3	4	4	1	2	1	7	6	7	7
MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



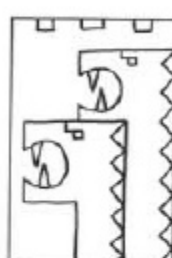
SLAKEBITE BANNERS FROM UGULHARDZ CHARGERZ, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT



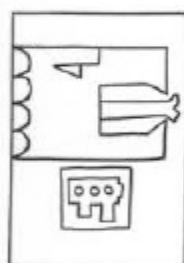
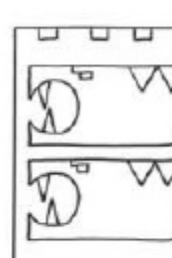
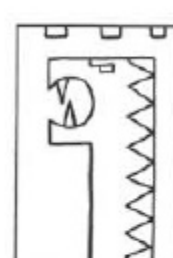
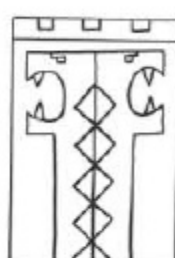
GITFANG'S
BACK BANNER



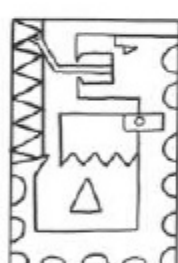
GITFANG'S PAINBOY
BACK BANNER
(Not in Warband)



GITFANG'S BOYZ BACK BANNERS (Each Snakebite boy in the mob wears a different but thematically linked banner)



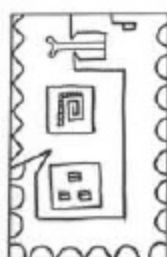
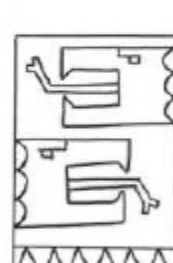
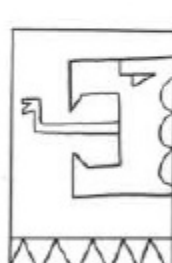
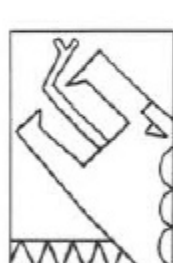
BLASTAZ'S
BACK BANNER
(Not in Warband)



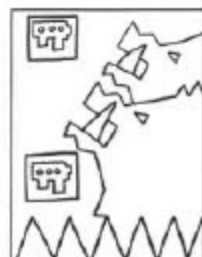
BLASTAZ'S PAINBOY
BACK BANNER
(Not in Warband)



BLASTAZ'S BOYZ BACK BANNERS (Each Snakebite boy in the mob wears a different but thematically linked banner)



BLASTAZ'S RUNTHERD
BACK BANNER
(Not in Warband)



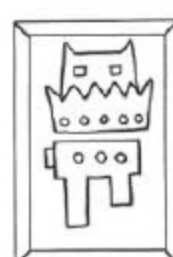
UKLUQ'S
BACK BANNER



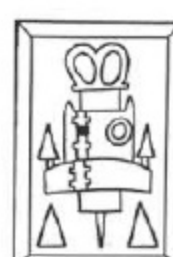
MUKDREG'S
BACK BANNER



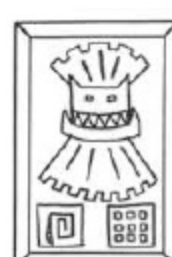
NARGRUB'S
BACK BANNER



BOOMAZ'S
BACK BANNER
(Not in Warband)



BOOMAZ'S PAINBOY
BACK BANNER
(Not in Warband)



BOOMAZ'S RUNTHERD
BACK BANNER
(Not in Warband)

OPTIONAL WARGEAR: The Weirdboy Warpheadz buy equipment from the settlements they visit, or sometimes accept weapons and other gear in exchange for putting on their pyrotechnic psychic extravaganza. If you want, you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed amongst the Mob as required. Any equipment not used must still be paid for; it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5	BIONIK BITZ	20
FORCE FIELDS	5		

ATTENDANTS: The Warpheadz can be accompanied by any number of unarmed non-combatant and slightly mad servants who carry banners and placards advertising their travelling shows. Gretchin soon acquire a carnival manner of their own which they practice endlessly until it becomes habitual. For example, some juggle with coloured balls, other ride little unicycles, while others dress as clowns in outrageous costumes. A few carry hoops through which they train Squigs to jump. One Gretchin often adopts the costume and inflated manner of a Ringmaster complete with top hat and tails.

SPECIAL RULES FOR WARPHEADZ: Warpheadz are so powerful that they add an extra 2D6 power points to their energy store during each turn of chanting. Fortunately, Warpheadz can stand a lot of psychic energy before they suffer a head explosion. A Warphead's power points limit is found by rolling a D10 and multiplying the result by 10 as normal, then adding a further D6 multiplied by 10. Freebooter Weirdboyz are even less stable than other Orks of their kind, so roll on the following chart during each turn of chanting to see if an attack is unleashed:

D6	Effect of Chanting
1	The chanting continues
2-3	The chant reaches critical pitch. The Weirdboy has the option to unleash an attack or wait for more power to build up.
4-6	The psychic surge cannot be held any longer and an attack bursts out of the Weirdboy

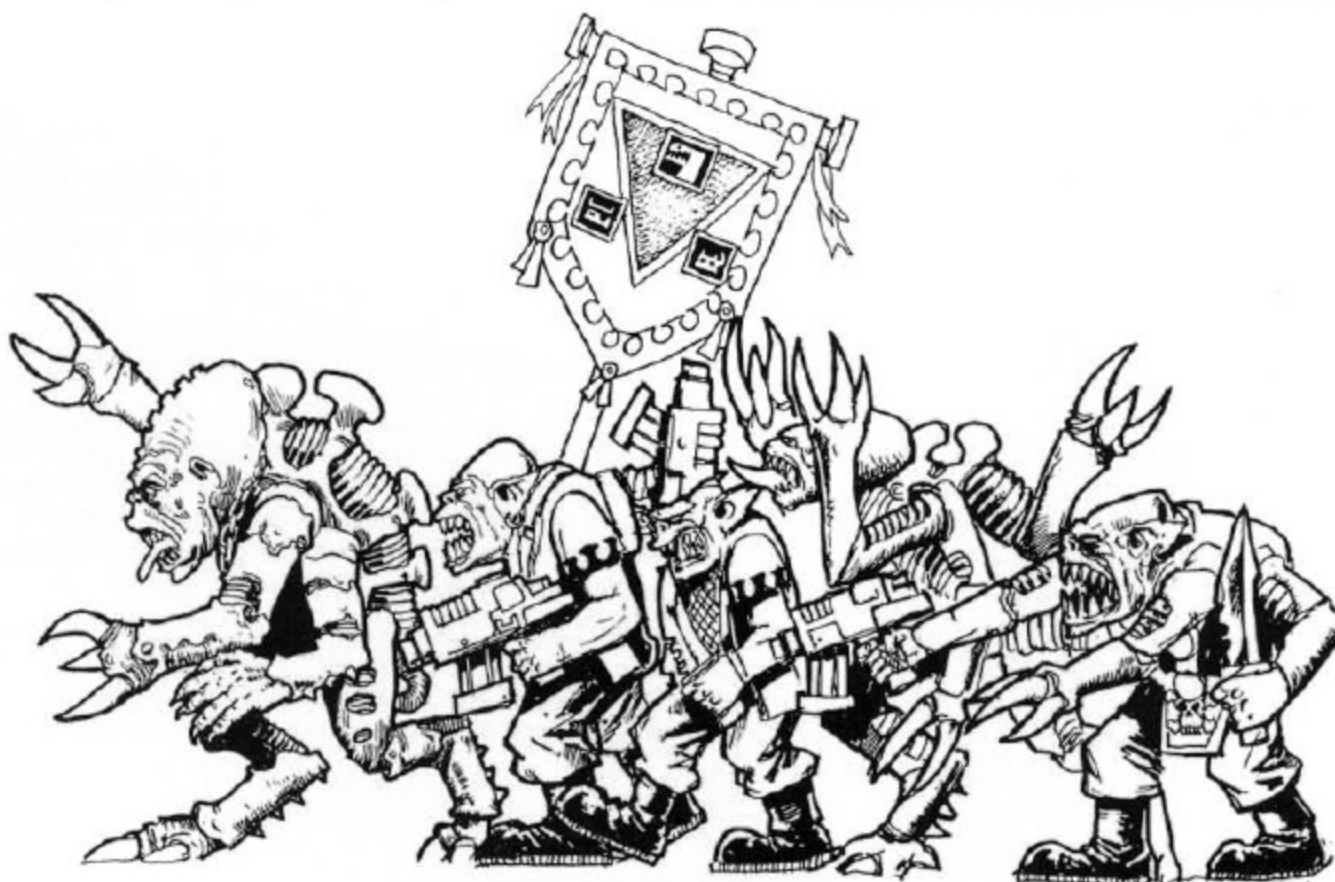
ORK GENESTEALER HYBRIDS

Orks are not an ideal host race for Genestealers and eventually any Genestealers who infect them will realise that the Orks are a dead end as far as the prospects for furthering the Genestealer species is concerned. Ork society is not structured like Human society and the sophisticated techniques of infiltration around a secure power base will not necessarily work. Sometimes Genestealers find that they must infect Orks simply because no better hosts are available. Orks find and board drifting space hulks and delve into deserted ruins which are exactly the sort of places where Genestealers might lurk. If the Genestealer has been waiting for centuries to infect a host and a party of Orks just happen to turn up, the Genestealers will simply follow their instinct to procreate their race. They are just unlucky it was Orks!

Sometimes, albeit rarely, a Genestealer-Ork hybrid brood grows and prospers. Genestealer broods are usually only successful once a breeding community of Wild Orks has been infected. If a 'civilised' community is infected, it has a catalytic effect on the Ork breeding urge (due to the influence of the Genestealer gene) and Ork hybrids occur eventually, but usually the Genestealer incursion simply dies out. It is very rare for the brood to survive long enough for Purestrains to emerge, and then there are few. This is because the Ork life cycle simply does not favour the propagation of a Genestealer Brood. Orks do not breed until the end of their lives and so the development of a brood is very slow. Also hybrid whelps are unlikely to be adopted by the 'civilised' Orks. A Patriarch who realises his mistake will tend to use the Ork brood as a temporary stage in making contact with more suitable hosts.



A brood that does begin to thrive, and has sufficient technology to be of use to the Patriarch in spreading the gene further into the universe, is also likely to make contact with other Orks. When surrounding tribes notice that there is 'sumfink wrong' with the brood tribe, that they are 'not proper Orkses' and have been 'taken over by da Bug-eyez', they will probably wipe them out pretty quickly. Thus prospects are bleak for an Ork hybrid brood even if they go over to Chaos worship in a desperate effort to survive, since Chaos, like Genestealers is also of little threat to the Ork race as a whole. Occasionally Hybrid bands are encountered wandering on the fringes of Ork society wondering what they can do about their predicament. This Mob represents just such a group, who might be recruited by a Warboss of exceptional low cunning to unleash against his most bitter enemy.



The chart below lists the characteristics of Ork Hybrids of different generations. The natural colouring of the Genestealer is pinkish-mauve with bluish-purple carapace. Ork hybrids tend to gain a greenish hue as the generations progress until the fourth generation, which are very much like genuine Orks.

GENERATION	FIRST	SECOND	THIRD	FOURTH
HEAD	Bulbous	Bulbous	Bulbous	Orkoid
BODY	Carapace	Carapace	Crouched	Orkoid
LEGS	Long	Long	Orkoid	Orkoid
ARMS	4	3 or 4	2 or 3	2
FANGS	Yes	Yes	Yes	Ork teeth
CLAWS	Yes	Yes	Yes	Ork hands
OVIPOSITOR	Yes	Yes	Yes	No
HYPNOTIC GAZE	Yes	Yes	Yes	No
TELEPATHY	Yes	Yes	Yes	Yes
PSYCHOLOGY	Immune	Immune	Immune	Immune

FOR 60 POINTS

1 PURESTRAIN GENESTEALER PATRIARCH

AND

1 FOURTH GENERATION HYBRID ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

1 THIRD GENERATION ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

ANY NUMBER OF SECOND GENERATION ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 10 POINTS EACH.

PLUS

ANY NUMBER OF FIRST GENERATION HYBRIDS ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 15 POINTS EACH.

PLUS

ANY NUMBER OF PURESTRAIN GENESTEALERS AT 40 POINTS EACH.

PLUS

ANY NUMBER OF ORK BOYZ WEARING FLAK ARMOUR AND ARMED WITH A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
FOURTH GEN. HYBRID	4	3	3	4	4	1	4	1	7	8	7	8
THIRD GEN. HYBRID	4	4	2	4	4	1	3	1	6	7	6	7
SECOND GEN. HYBRID	5	5	1	5	4	1	4	2	7	6	7	7
FIRST GEN. HYBRID	6	6	1	6	4	1	5	3	8	6	8	7
PURESTRAIN	6	7	0	6	4	2	7	4	10	7	10	8
PATRIARCH	6	7	0	6	5	2	7	4	10	8	10	9
ORK BOY	4	3	3	3	4	1	2	1	7	6	7	7

EXTRA WARGEAR: The player may generate any amount of extra wargear from the charts below, paying the points shown for each roll. Due to the difficulties Genestealers have in trading and interacting with ordinary Ork society these rolls cost a lot more than they do for some other types of Freebooter. Any of this equipment may be distributed between the third and fourth generation hybrids and Ork Boyz as you wish. Other Hybrids and Purestrains may not carry these weapons. Any weapons not used may be left in the Genestealers' stash, but must still be paid for. This equipment may be used in future games if the player wishes.

CHART	COST PER ROLL
ASSAULT WEAPONS	10
STIKKBOMZ	10
FORCE FIELDS	15

CHART	COST PER ROLL
BIONIK BITZ	25
KUSTOM WEAPONS	30

FLASH GITZ

There are so many Freebooter bands that some inevitably get lucky and become successful. A Freebooter Mob that is especially successful will have not only survived, but have escaped with heaps of loot. Part of this good fortune will doubtless be due to the exceptional low cunning of the Kaptin, who has probably double-crossed or intimidated quite a few employers out of their rightful share. No doubt the Mob also fights well and so gets hired for the most lucrative jobs and difficult jobs.

These highly successful and experienced Freebooters are known as Flash Gitz. The entire Mob is armed and equipped to an incredible degree, not only on account of all the loot they have earned but also because of the many gifts presented to them by grateful Warbosses. The Kaptin is a flamboyant character who indulges in such fancies as gold plated armour or gilt scrolling on his power suit, as might a few of his scurvy crew as well. A few legendary Kaptins of Flash Gitz, such as the notorious Kaptin Blacksquig, are rumoured to have left great chests of teeth buried on wasted worlds and isolated asteroids, having never survived to collect them. These have since become the object of many fruitless Freebooter quests and feuds.

FOR 90 POINTS

1 FREEBOOTER KAPTIN WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN.

AND

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN
(CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

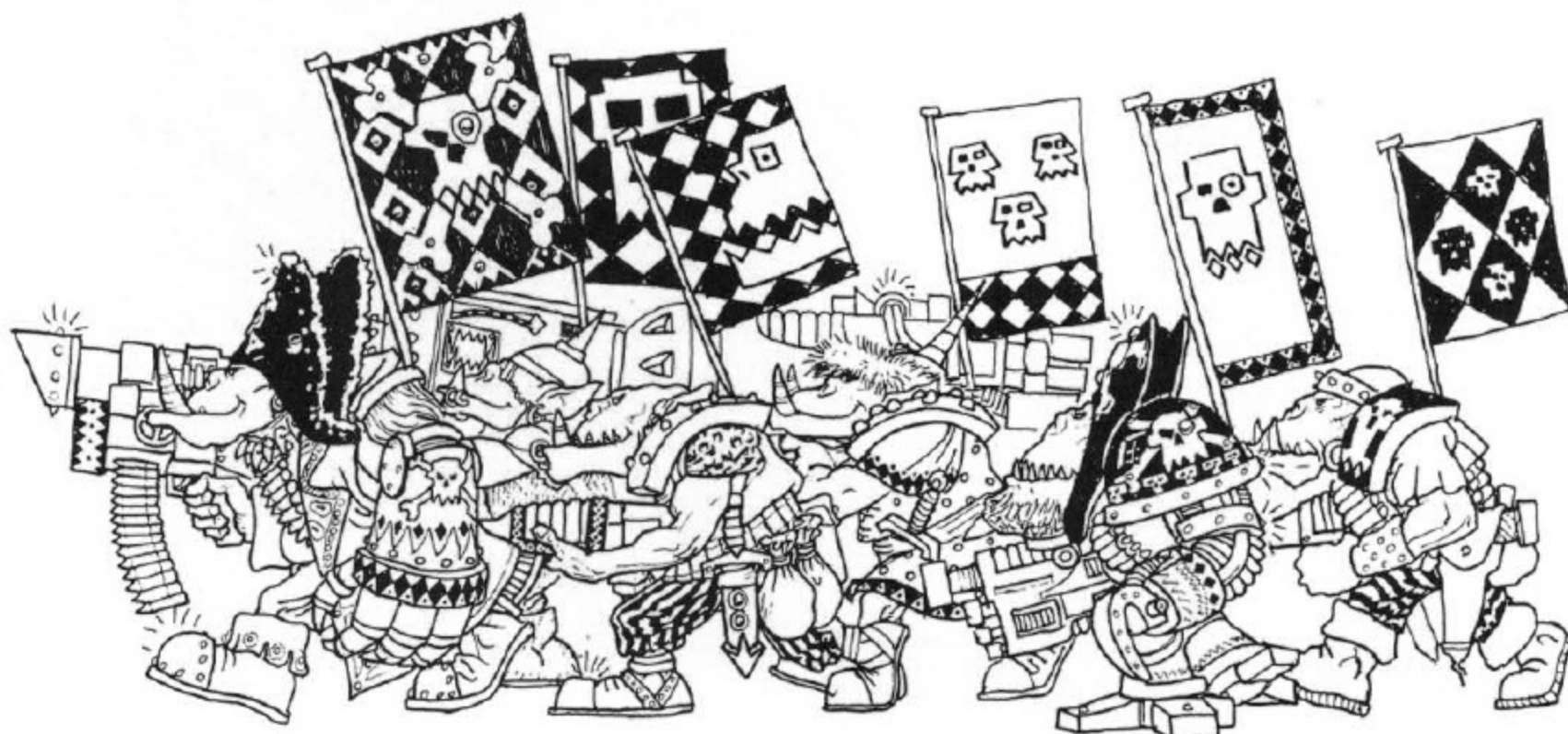
AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN
AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

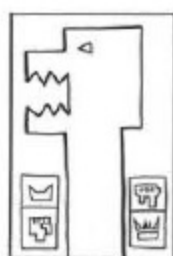
PLUS

AS MANY EXTRA BOYZ AS YOU WANT ARMED AS ABOVE AT A COST OF 7 POINTS EACH.

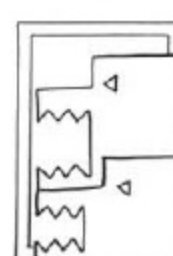
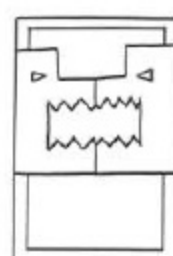
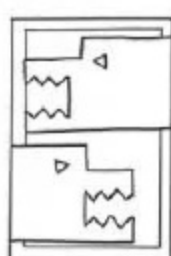
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	6	5	4	5	3	5	1	9	8	9	8
FREEBOOTER BOYZ	4	4	4	3	4	1	3	1	7	6	7	7



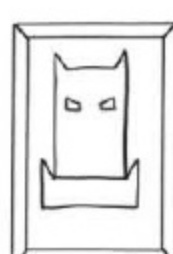
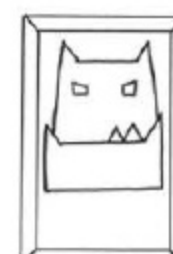
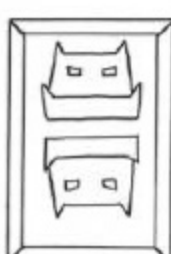
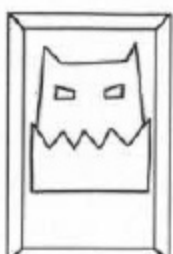
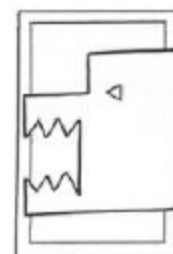
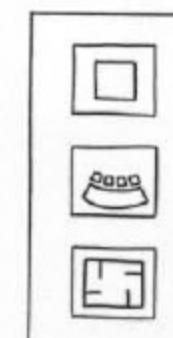
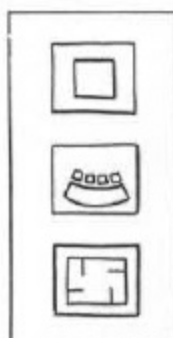


SNAKEBITE BANNERS FROM UGULHARDZ CHARGERZ, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT

**BOMBAZ'S
BACK BANNER**
(Not in Warband)

**BOMBAZ'S RUNTHERD
BACK BANNER**
(Not in Warband)

**BOMBAZ'S PAINBOY
BACK BANNER**
(Not in Warband)

BOMBAZ'S BOYZ BACK BANNERS

(Each Snakebite boy in the mob wears a different but thematically linked banner)


BOMBAZ'S BOYZ BACK BANNERS
BOOMAZ'S BOYZ BACK BANNERS (Each Snakebite boy in the mob wears a different but thematically linked banner)

DA BIG LADZ (OGRYNS) BACK BANNERS
DA BIG LADZ (OGRYNS) BACK BANNERS

HEAVY WEAPONS: The Boy with a heavy weapon can have any weapon chosen from the list below. Extra points are paid for this weapon so it's up to you how much you spend.

WEAPON	COST FOR WEAPON
AUTO-CANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LAS CANNON	90
MISSILE LAUNCHER	30

WEAPON	COST FOR WEAPON
MULTI-MELTA	50
FRAG MISSILES	1
KRAK MISSILES	20
MELTA MISSILES	4
SMOKE MISSILES	1

EXTRA WARGEAR: The Mob can be exceptionally well armed due to the loot captured in many battles and raids. The Boyz equip themselves pretty much to their taste, with all kinds of exotic and expensive gear. To represent this the player may roll as many times he wishes on any of the charts listed below, paying the points cost indicated for each roll. The gear generated in this way may be distributed among any of the Flash Gitz as you please. You may decide not to use the gear you generate, in which case it is left behind in the Mob's stash, but you must still pay the points for it. Naturally any of this reserve equipment can be used in future games.

CHART	COST/ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST/ROLL
FORCE FIELDS	10
BIONIK BITZ	10
KUSTOM WEAPONS	10

Any of the Flash Gitz may also wear Powered Armour or carry extra Bolt Pistols at the cost noted below.

BOLT PISTOL	1
POWERED ARMOUR	6

VEHICLES: The entire Mob may ride in a Battle Wagon free of charge - a Flash Gitz Battle Wagon is always painted in the most spectacular manner and adorned with trophies and mementoes of past successes. Any weapons generated on behalf of the Mob may be fitted to the Battle Wagon if you wish.

ATTENDANTS: The Flash Gitz need lots of servants to carry the masses of gear they have. The Mob is accompanied by any number of non-combatant Snotlings and Gretchin. Even the Flash Gitz Runtz drip with pendants and jewels, with carefully engraved teeth studs, and all kinds of snazzy decoration. The Runtz are excessively proud of their wealthy masters and delight in showing off their posh gear to other less fortunate Grotz.

OUTCAST RETINUE

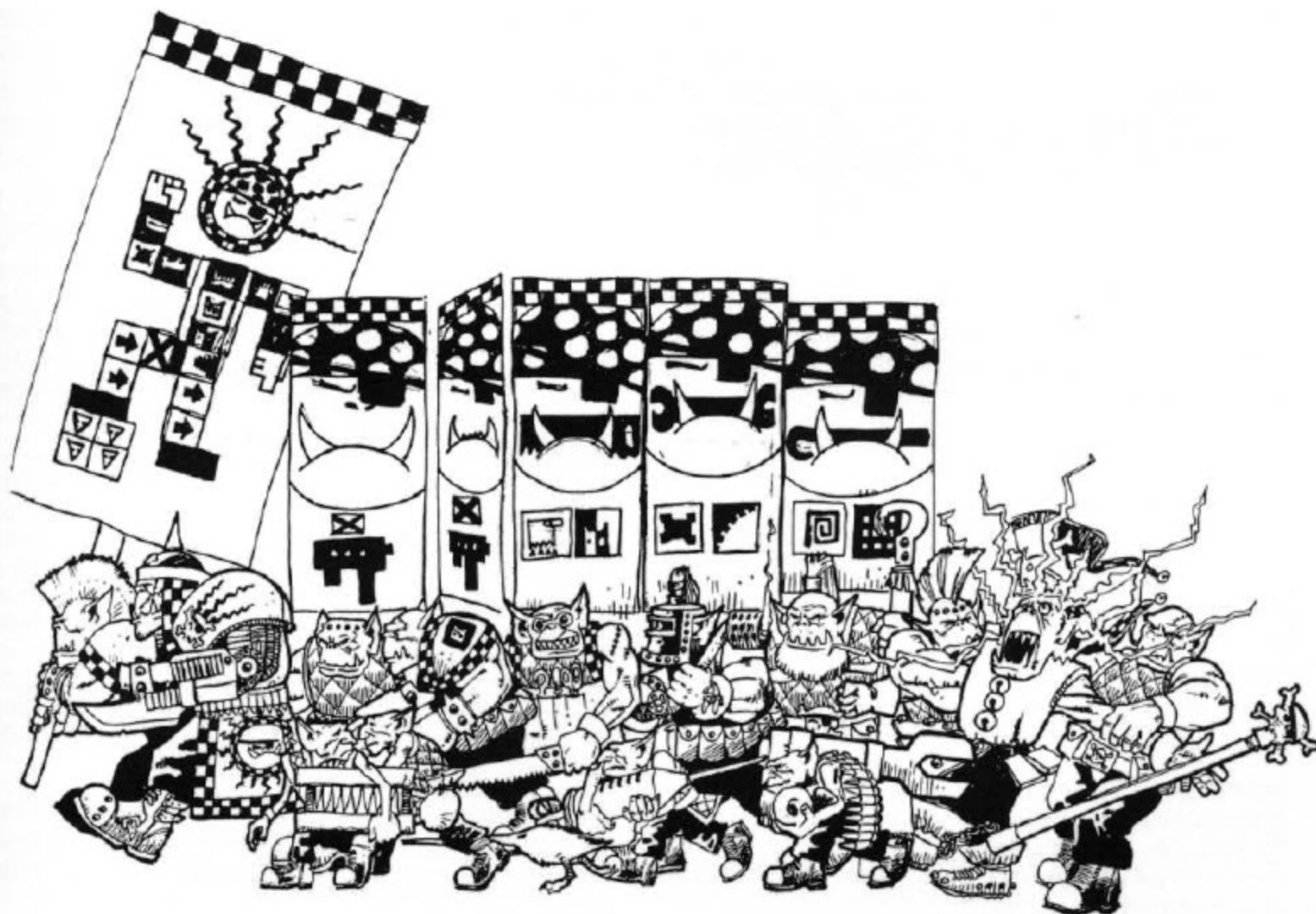
Some disputes between the Nobz of the tribe are too deep to be solved by a pit fight, especially fights for the leadership of the tribe itself. Ousted Nobz sometimes choose to run away accompanied by a handful of their closest and most loyal companions. Warlords or Warbosses who have been ousted from power may decide to flee or are forced into banishment together with their Retinue - if they are lucky enough to survive the strife and treachery that always accompany Ork power struggles. Once a Nob, always a Nob, as an old Ork saying goes, and indeed, Nobz cannot settle down to a life of poverty, as their pride won't allow it. All that is now left for these outcasts is a life as mercenaries and pirates, selling their swords to the highest bidder simply to pay their way. It is a terrible thing for an Ork to bear, but at least there is always the prospect of a good scrap to cheer them up. Another good way to get teeth is to raid the tribe of the Ork who threw them into the wilderness, which gives them the added satisfaction of getting their own back.

An Outcast Retinue is chosen by referring back to the Clan Army Lists and selecting a Warboss and his Retinue just as you would if choosing the army itself. The Warboss (or Warlord if he is particularly prestigious) simply changes his title to 'Kaptin' but retains his profile. The Retinue will obviously reflect the clan from which it came; clan symbols may be retained, often combined with the Jolly Ork sign of the Freebooter.

Roll a D6 to determine the Clan from which the Outcasts came then refer back to the main list to find out what the Retinue contains, points values and further options. Retinues always have the option of riding in a Battle Wagon for free, with further options to uparm, exchange or add more vehicles depending on the Clan.

D6	Clan
1	Goffs
2	Blood-Axes
3	Snakebites
4	Evil Sunz
5	Bad Moons
6	Death Skulls

Retinues can include Oddboyz and this naturally entitles the Outcast Retinue to additional equipment in the form of vehicles, special weapons, and Dreadnoughts. Use the appropriate Clan lists to choose the Oddbitz and use the Clan Equipment charts for the Outcasts rather than the Freebooter, Equipment lists. You may include Oddbitz in the Retinue if you wish, although points must be paid for them as normal, increasing the value of the Retinue considerably.





FREEBOOTER ORK-GENESTEALER HYBRIDS

Ork-Genestealer Hybrids, known as the Green Brood, are shunned by proper Orks and only hired by Warbosses with the lowest cunning. Orks are not the best host for Genestealers because their life-cycle is too slow to suit the aliens' purpose. The Patriarch of a Hybrid Freebooter mob is therefore determined to lead his band to where they can find a new and more suitable host species. Here we describe how we modelled and painted **Zodgog's Brood**, a typical Hybrid Freebooter mob.

A unit of Ork-Genestealer Hybrids is a good subject for converting as it contains a whole range of variants from Purestrain Genestealers through Hybrids of various generations, down to pure-blooded Ork Boyz. The readily-available plastic parts for Orks, Genestealers and Hybrids give you lots of potential variants and plenty of scope for simple but effective modelling.

The Ork-Genestealer Hybrids section of the Ork Freebooter list has a table that tells you what the Hybrids of different generations look like. It gives you details of the appearance of a Hybrid's head, body, legs, arms, fangs and claws. Using this table as a guide, you can work out how Orky your Hybrids will look – a first generation Hybrid is very close a Purestrain Genestealer in appearance whereas a fourth generation Hybrid looks almost like a normal Ork.

PAINTING THE HYBRIDS

The Patriarch, Purestrain Genestealers and first generation Hybrids have all been painted using shading and highlighting. The rest of the mob have simply had the main areas blocked out in solid colour with black lining between colours and in areas of deep shadow.

Even though all the models haven't been painted with shading and highlights, the unit's ready to field in a game of Warhammer 40,000. When you're building an army you want to get your models onto the tabletop as soon as possible. We always start gaming with models once they've been given their basic colour schemes. Anything more detailed is left for later when we've got enough models painted to play and there's time to go back and add extra detail to heroes, champions and other character models.

The green flesh colour of the Orks was darkened with blue the nearer the Hybrid was to a Purestrain (so first generation Hybrids are the bluest). The basic Ork flesh colour is a 50/50 mix of Bilious Green and Goblin Green with Enchanted Blue added as required to darken the mix. We experimented with mauve colouring for the Hybrid's heads but found this made them look rather false and unrealistic. Instead we opted for an overall green-blue colour on heads and limbs, though you'll notice there's mauve dappling on some of the heads to unify the colouring of the Hybrids with that of the Purestrain Genestealers.

We used Enchanted Blue for tunics and trousers to complete the Genestealer feel. Typical Genestealer wedge-shaped decoration was painted on to tunics and shoulder pads – bright red and white were used for these symbols, in true Orky style.



The Patriarch is a standard metal Citadel Miniatures Genestealer model. We wanted him to stand out from the other two Purestrain Genestealers, so we painted his claws red and painted a white dappled pattern over his head. The two Purestrain Genestealers, also both metal Citadel Miniatures, were painted in the usual Genestealer colour scheme of blue-grey carapaces and mauve areas of flesh.



The first generation Hybrid was based on a metal Purestrain Genestealer model. Its left arms are taken from a Hybrid model. The clawed right arm is from the original metal Purestrain model but the lower right arm is a plastic Ork arm holding a plastic Ork bolter. To fit this arm to the Hybrid, we first trimmed away its sleeve with a modelling knife. When you're cutting away excess material like this, it's best to whittle the arm down slowly by taking off thin slivers of plastic each time. You're much more likely to damage the model or snap the blade if you try to cut it all off in one go.

The arms were fitted by pinning and gluing them into place so that they were holding the bolter forwards in an attack position. We didn't worry too much about the fit at the shoulders and just aimed to get the pose of the bolter correct. Once we were happy with the pose, we filled any gaps with plasticine and then smoothed the plasticine flush using the tip of pencil.



The sword and bolter armed second generation Hybrid is based on a plastic Citadel Miniatures Hybrid model. Its right arms are both plastic Ork arms. Its clawed left arm is a plastic Purestrain arm and below that is a plastic Hybrid arm. The weapons are a plastic Ork bolter and chainsword. We've trimmed all the mechanical-looking workings off the chainsword to make it into a saw-toothed sword.

The other second generation Hybrid has been made using a Plastic Hybrid body and three plastic Ork arms. With both of these models, we trimmed the tops of the arms until we got a comfortable fit at the shoulder. Once they were superglued in place, we filled any gaps with plasticine. The plasticine was covered with a thin coat of superglue – this seals the plasticine hard.



3rd generation Hybrid before filling



Side view showing tunic and shoulder pad decoration



Rear view showing back plate symbol



The finished miniature

The third generation Hybrid was constructed from a metal Ork Freebooter Hybrid model, adding plastic Genestealer Hybrid arms, a plastic Ork bolter and a plastic Ork shoulder pad.

The arms were fitted in the same way as for the earlier generations. This time, to get the pose we wanted, we cut nicks out of the middle of the arms and bent them into the desired position. The gaps were filled with plasticine and then covered with a thin layer of superglue.



Using a pin vice to drill a hole



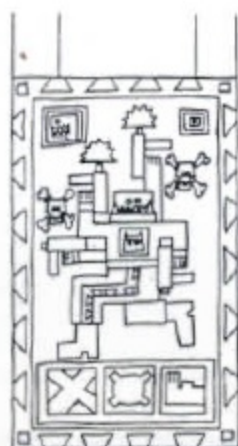
Inserting a pin and cutting it to the correct length



Drilling a hole in the right arm



Trimming the left arm to fit



You can photocopy and paint this banner for use with your own Ork Hybrids

For the fourth generation Hybrid, we used a metal Ork Nob model with plastic Hybrid arms. The arms were pinned to the body and then posed as already explained. One arm holds a plastic Ork chainsword, the other a kombi-weapon made by gluing two bolt pistols side-by-side – one side of each bolter was trimmed flat with a modelling knife before gluing them together. The model is finished off with an impressive back banner in Nob tradition. The banner pole is simply a length of thin stiff wire glued into a hole that we drilled with a pin-vice just above the Nob's backplate. Before gluing the cross-piece in place, we filed a small nick out of the middle using a round needle file – this fitted around the vertical pole and gave us more surface area for the glue to hold. To finish the banner pole off we added a plastic Genestealer's claw to the top.



The completed miniatures painted in block colours and lined with black

For the two normal Ork Boyz we used standard plastic Ork models. We chose the bald heads to fit in with the look of the Hybrids.

We trimmed the sleeves at the tops of the Orks' plastic arms so that we could position them with both hands holding their bolters. As usual, we filled any gaps with plasticine and sealed it with a thin coat of superglue.

ZODGOG'S BROOD – 264 points

1 Patriarch

1 Fourth Generation Hybrid – chainsword, knife, smoke stikkbombz, bionik bit – targeter eye, kustom weapon
Kustom Weapon – 2 bolt pistols:

Range		To Hit		S		D		Sv		C		H		S		F		A	
8"	16"	+3	+1	4	1	-1	X												

1 Third Generation Hybrid – boltgun and knife

2 Second Generation Hybrids – boltgun (1 with sword)

1 First Generation Hybrid – boltgun

2 Purestrains

2 Ork Boyz – flak armour and boltgun

Zodgog's Brood is a fairly large Ork-Genestealer Hybrid unit because we wanted to include at least one of each generation and two of most. The basic brood at 60 points is only 3 models: a Patriarch, a 4th generation Hybrid and a 3rd generation Hybrid so these were the models that we converted and painted first. This meant we could get the brood into play while working on the other models.

It'll make an interesting unit to play on the tabletop because of the wide variety of characteristics and armaments. These range from the Purestrain Genestealers with their high Weapon Skills and Strengths who'll be excellent in hand-to-hand combat, to the Ork Boyz and 4th generation Hybrid who are better suited to shooting with their boltguns and bolt pistols.



BAD MOON

The Bad Moon Clan are famously rich and consequently dead flash - they wear colourful and sometimes highly decorated clothing and their equipment displays the best and most elaborate workmanship that teeth can buy.

Clockwise from bottom left: Warboss Nazdreg - as the Warboss his gear is even more ornate and splendid than the other Bad moonz, he is accompanied by a prestigious pet Squig; Nobmug the Nob carries Nazdreg's banner; at the rear and right is Wazmek, the Mek from the Retinue; below him is an Ork Freebooter Kaptin; Doc Snazbitz and behind him a faithful Gretchin servant carrying his banner and some marker penants; an Ork Boy from the Big Mob.



EVIL SUNZ

The Evil Sunz, more than any other Orks, like fast bikes and other vehicles. They prefer to paint these red, either in one solid coat of paint or as a strong feature such as stripes or bars. Red is the colour which they also prefer to use for their clothes and their weapons. All Evil Sunz Orks wear bak banners, even the Boyz, so an Evil Sunz Warband looks very spectacular as it tears across the battlefield on its bikes and buggies.

Clockwise from bottom right: Clanboss Naz-Scab; Warboss Skumrot Grimzog riding his Nobz Bike - his back banner could be attached to his bike rather than carried on his back; Magskab's Runtz shown carrying his banner; Magskab the Runtherd can be seen right at the back cheering on his Runtz as they leap unsuspectingly into a Shokk Attack Gun warp-hole; a Boy from Da Big Mob.



DEATH SKULLS

The Death Skulls are notorious scroungers, looters, and dealers in battlefield scrap including captured weapons and abandoned gear. They are also incredibly superstitious (for Orks) and paint themselves with blue paint to attract good luck. The unluckier an ork feels himself to be the more blue paint he daubs on to make up for it.

Clockwise from bottom right: This is Warboss Burzdakka Snaga portrayed before he was wounded and subsequently fitted with a steel jaw - his back banner is carried by a Gretchin servant; Mad Boy from da Gaa-gaa Mob, Dok Wortgrub; Burzdakka's Boss Pole carried by Shakrot; a Storm Boy.

KAPTIN BADRUKK'S FLASH GITZ



Flash Gitz are the flashiest of Freebooterz, flamboyant in appearance and armed to the teeth – and Kaptin Badrukk's mercenaries are no exception. Most of the conversions on these models centre on their weapons – every Ork is armed with a kombi-weapon or a kustom speshul, with a handful of snazzy bitz thrown in for good measure.

Weapon conversions and additions are fast, easy and fun to do. Flash Gitz are good for this sort of modelling work because of their choice of eccentric and exotic weapons. All you need are spare weapons from your bitz box – or you can order extra plastic weapon sprues from Mail Order.

Lengths of thin brass rod are also extremely useful – these are easily available from most model shops at a modest price. The basic models are all Citadel Miniatures Freebooterz. Once you've got your components, all you need to do is clean up the models and extra parts and then glue them together with superglue – it couldn't be easier!

PAINTING THE FLASH GITZ

There's no denying that Badrukk's Flash Gitz look great and present an imposing sight on the wargames table. At first glance, it might seem that the work that's gone into them is really complicated. Actually, it's all been achieved by the use of large banners, striking colour schemes and the check and hoop patterns on the models. The painting itself is simply a single solid coat of the right colours with a thin line of black paint around each edge where two colours join.

There's no highlighting, shading or blending and, as you can see, the effect is more than acceptable for a unit you can use when fighting a tabletop battle.

Once the main areas of colour have been blocked in, the models are ready for gaming. You can add extra detail at a later date if you want, but in the meantime you can field the models as part of your army.

The main colours that have been used are a 50/50 mix of Bilious Green and Goblin Green for the Orks' flesh, Striking Scorpion Green for checks and flags, Go Fasta Red, Ultramarine Blue and Bad Moon Yellow.

We've provided black and white copies of all the banners used by Kaptin Badrukk's Flash Gitz. You can photocopy these and use them on your own Orks if you want. Or use them as a source of inspiration for your own banner designs.





Kaptin Badrukk's gun is a combination of a Ripper Gun from an Ogryn model and a bolter. The original barrel of the Ripper Gun has been cut off and replaced with the front of an Ork bolter. The Ripper Gun barrel has then been glued onto the side of the gun to produce a double-barrelled weapon.

Kaptin Badrukk has three banners because he's very flash – even by the standards of Flash Gitz. All three banners use variants of the Freebooter Jolly Ork symbol. The main colours of a red skull on a yellow background with blue and green bones and guns run as a theme throughout the mob.



Zogrot is wearing a hat just like Badrukk's – if it's good enough for the Boss, it's good enough for Zogrot. The hat was cut off another Freebooter model – Zogrot's head was filed flat and the hat superglued in place.

His weapon is based on a plastic bolter. The animal head end of a plastic Chaos autocannon has been added to the bolter's barrel and a multi-launcher from an Epic scale Knight has been glued on top.

Zogrot has also been given various extra plastic bits from the Ork sprue (such as pouches and stikk-bombz), as have many of the other Orks in the mob. This is coz they're Flash Gitz and the more bitz they've got the flashier they are.



Lugwort's belt-fed weapon has been constructed from an Epic scale Knight weapon, plastic lasguns, the barrel of a plastic Chaos autocannon with the head removed, and the magazine from a Space Marine bolter. The bullet belt was made by sticking plasticine onto a thin strip of foil and then scoring cartridge shapes into it with a needle. A thin coat of superglue over the top ensures that the plasticine keeps its shape.



An animal head has been added as a snazzy bit to Badgor's gun – this has been taken from the end of a plastic Chaos autocannon. The ammo clip has been sawn off the bottom of Badgor's original gun and glued back on top.

Badgor is Badrukk's sidekick, but he wants to lead the mob himself. To show his independence he's chosen a banner that deviates from the mob's usual design (though notice it retains the red-skulled Jolly Ork).



Gorsnik's gun has been constructed from all sorts of spare weapons: a metal melita-gun, bolter magazines, an Epic scale lascannon and the gun from an Epic scale Eldar Knight. The chimney has been cut off Gorsnik's shoulder and added to the top of the gun.

The glyph plate on his right shoulder was simply made from a ball of plasticine that was pressed flat and then glued into place. A thin coat of superglue over the top holds the plasticine in shape.



Nazrot has got a bionik leg. This has been made using the leg from an Epic Knight model with a plastic Space Marine elbow pad fitted at the top to help the bionik effect. When the original leg was removed using cutters, the slotta-base tab was left intact to help stabilise the model in its base – this also meant that no pinning was required to fit the bionik leg.

Nazrot's gun is based on a Space Marine bolter (captured in an earlier encounter) to which has been added a lasgun and a short piece of brass tube that was sawn to the right length and the ends filed smooth.



For Rotnob's gun, two plastic bolters have been filed on one side and superglued together. The ends of melt-gun barrels have been added and a cut-down plastic Chaos autocannon superglued on top.

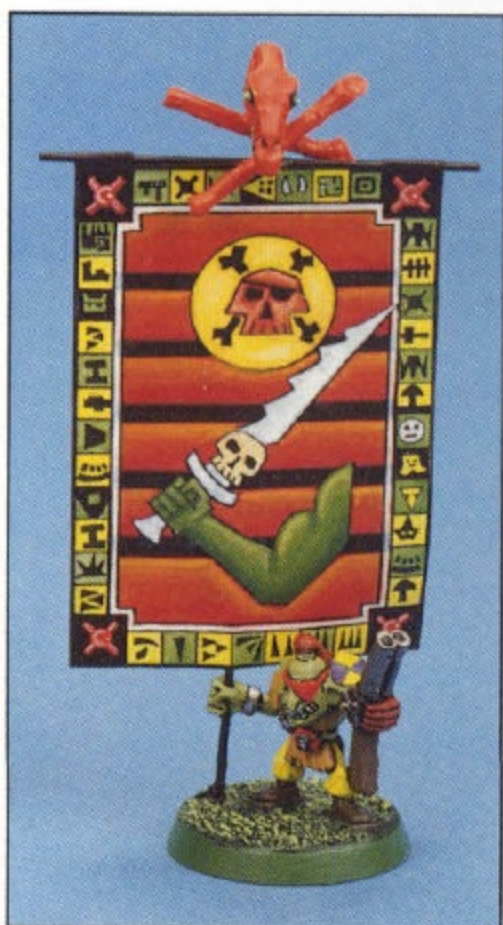


This awesome weapon is Skarfang's kustom speshul extra-long-range plasma gun (at least when it works!). The gun's been made from a pair of plasma guns taken from an Ork War Buggy. The front of one has been glued to the back of the other to create the extra length. The sight is made from brass tubing, sawn to length and filed smooth at the ends – the straps that hold the sight in place are simply two thin strips of paper wrapped around the tubing.

Skarfang has got a Gretchin servant to hold up the far end of the gun. Being so close to the shooty end of this weapon, the Gretchin looks understandably worried.

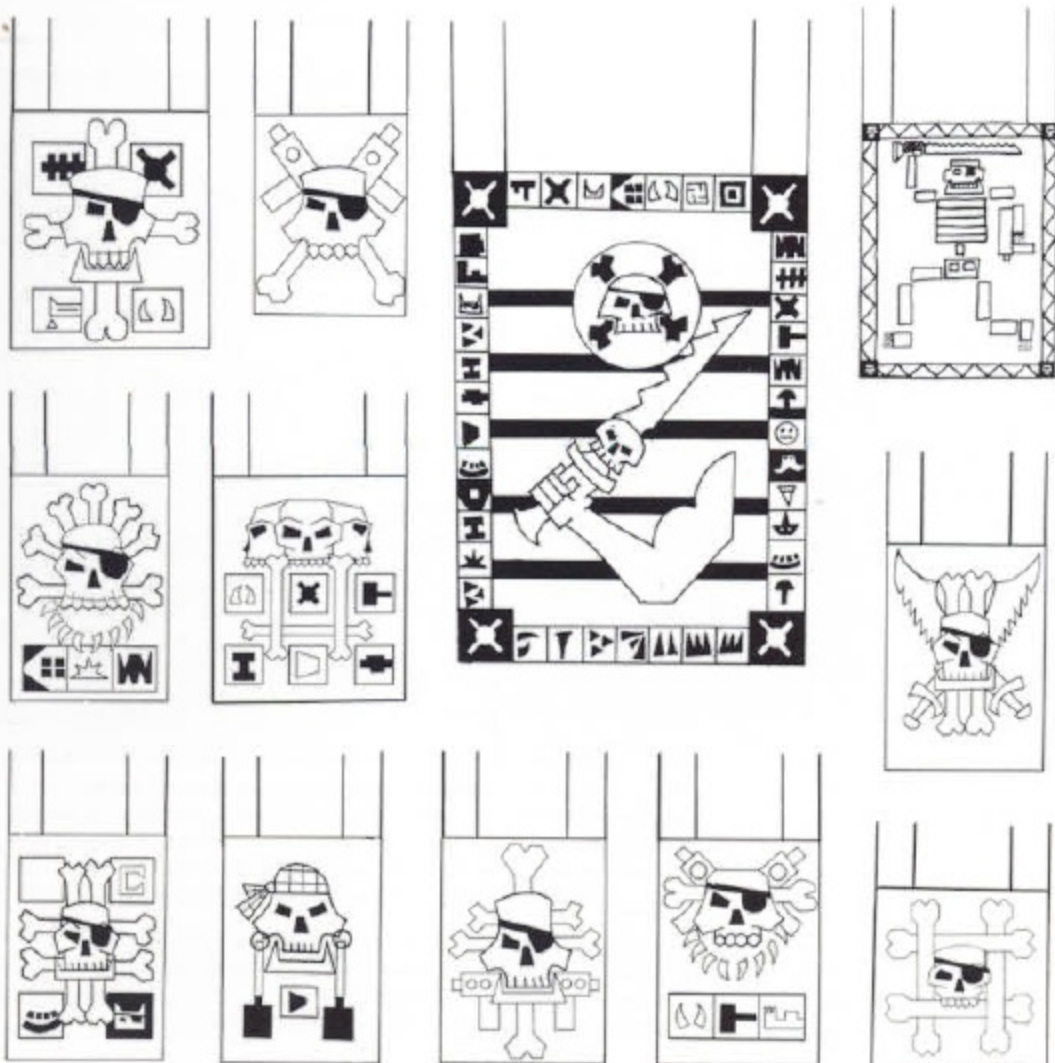


Snotwort's gun is based on a metal multi-melta. A plastic plasma gun has been filed flat on one side and added to the outside of the multi-melta. The snazzy bitz have been chopped off plastic Chaos weapons. Just in case this awesome weapon doesn't give Snotwort enough firepower, he's got an extra plastic bolter attached to his belt!



One of Badrukk's Gretchin retainers carries his boss-pole into battle. This impressive banner boasts the size of Badrukk's Freebooter mob, the noisiness of its guns and offers its services against all-comers: Humies, Squats, Space Marines and Eldar – they're all welcome enemies. The central images on the banner are the red-skulled Jolly Ork on a yellow background that appears in all the Gitz' banners (except for Badgor's, of course) and an arm holding a white saw-toothed sword, representing Badrukk's own chainsword.

Like all the other banners, this one was first drawn out in pencil and then painted. It was fixed to a T-shaped piece of stiff wire which was fitted into a hole that had been drilled through the Gretchin's hand. The version of the Jolly Ork Freebooter symbol on top of the banner pole was made using the skull of a plastic Skeletal Horse with a pair of leg bones.



You can photocopy and paint these banners for use with your own Ork Freebooters.

KAPTIN BADRUKK'S FLASH GITZ

Kaptin Badrukk's Flash Gitz are part of the Design Studio's Ork forces. Up till now they've fought as part of our Goff army, Waa-Ghazghkull, but one of the great things about Freebooter mobz is you can use them with any Ork army – just like Freebooterz themselves, selling their services to whoever offers the most teef!

We started off with a basic squad of Gitz: Kaptin Badrukk himself plus five Boyz, one of whom carried a heavy weapon. We wanted this mob to be outrageously flash and decided that everybody would have a kustom weapon, including the Boy with the heavy weapon (who'd therefore have to abandon his heavy weapon – though it can be left behind at the mob's base and used in future games if required).

The next stage was to roll on the Equipment Charts to find out what kustom weapons, bionik bitz and so forth our Gitz possessed. We rerolled a couple of the bionik bitz to suit the Freebooter models we had. We were quite happy with whatever we rolled for the kustom weapons – as we were going to convert the models, the more over-the-top and unusual the weapons the better.

Once we'd found out what the weapons were, we looked through our bitz box to see what useful weapon parts we could find – anything we didn't have was ordered as specific part through Mail Order. Based on the stats we'd rolled up, we exercised a bit of imagination to decide what the guns looked like. For example, the heavy plasma gun with +12" range, D6 damage and +2 to hit was obviously a weapon to be reckoned with – we decided this was going to BIG – so big, the Boy holding it needed a Gretchin to hold up the far end.

As soon as we'd got Kaptin Badrukk and his five Gitz modelled and painted in their basic colour schemes we fielded them as part of Waa-Ghazghkull. Their kustom weapons looked great and worked well, if erratically, on the tabletop. In fact, we were so impressed with the Gitz that we got carried away and decided to make some more.

We've played a few games with them now, trying out the mob each time we add a new model. In future games we've got the choice of using some or all of the Gitz depending on the size of the battle.

Kaptin Badrukk and the original five Boyz came to a total of 235 points – with the extra three Boyz (Zodgrot, Gorsnik and Lugwort) the full mob of nine Flash Gitz now totals 321 points.

For details of side effects see the Kustom Weapons rules in 'Ere We Go.

KAPTIN BADRUKK

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	6	5	4	5	3	5	1	9	8	9	8

Flak Armour, Chainsword, Frag Stikkbombz, Peg Leg, Kustomized Kombi-Weapon

Kustomised Kombi-Weapon – 2 Barrels: Boltgun and Heavy Stub

Boltgun: Rate FF, +3 to hit, 2" radius

Heavy Stub: -2 to hit

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Boltgun	0-12"	13-24"	+4	+3	4	1	-1				X	2"
Heavy Stub	0-20"	21-40"	-2	-2	4	12	-1			1"	X	X

BADGOR

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger, Goo-bomb (1), Bionik Bit – Power Glove, Kustom Weapon

Kustom Weapon – Missile Launcher: +4" range, decorated with gaping mouth

2 Side Effects: Armour Buster and Wild Shot

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
M Launcher	0-22"	23-76"	*	*	*	*	*			1"	X	

* Depends on type of ammunition being fired

SNOTWORT

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger, Boltgun, Sawm-off Shotgun, Goo-bomb (1), Kombi-Weapon

Kombi-Weapon – 2 Barrels: Multi-Melta and Plasma Gun

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Multi-Melta	0-12"	13-24"	+1		8	4D4	-4			2"	X	2"
Plasma Gun	0-8"	9-24"	+1		7	1	-2					X

ROTNOB

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger,

Kustomised Kombi-Weapon – 2 Barrels: Multi-Melta and Autocannon

Multi-Melta: -2 to hit, D3 damage, +1 Strength

Autocannon: decorated with gaping mouth

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Multi-Melta	0-12"	13-24"	-1	-2	9	D3	-4			2"	X	2"
Autocannon	0-20"	21-72"			8	D6	-3			2"	X	1"

SKARFANG

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger, Frag Stikkbombz, Bionik Bit – Stainless Steel Mandible and Teeth, Kustom Weapon

Kustom Weapon – Heavy Plasma Gun: +12" range, D6 damage, +2 to hit

Side Effects: Overheats and Cloud of Smoke

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Sustained	0-26"	27-62"	+2	+2	7	D6	-2			2"	X	1"
Maximal	0-26"	27-84"	+2	+2	10	D6	-6			2"	X	1"

NAZROT

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger, Bolt Pistol, Bionik Bit – Bionik Leg, Kombi-Weapon

Kombi-Weapon – 2 Barrels: Boltgun and Lasgun

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Boltgun	0-12"	13-24"	+1		4	1	-1					
Lasgun	0-12"	13-24"	+1		3	1	-1					

ZODGROT

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Smoke Stikkbombz, Bionik Bit – Targeter Eye*, Kustom Weapon

Kustom Weapon – Boltgun: 2" radius, infra-red searchlight, decorated with gaping mouth

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Boltgun	0-12"	13-24"	+1		4	1	-1					2"

* Targeter Eye included in Boltgun stats

GORSNIK

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger, Bionik Bit – Kustomized Kombi-Weapon Arm, Bionik Bit – Auto-senses

Kustomized Kombi-Weapon – 4 Barrels: 2 x Multi-Meltas, Boltgun, Autogun

Multi-Melta 1: -4" range

Multi-Melta 2: D12 damage

Boltgun: +2 Strength

Autogun: 1" radius, -1 to hit

Side Effects: Jams and Incredible Noise

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Multi-Melta 1	0-10"	11-20"	+1		8	4D4	-4			2"	X	2"
Multi-Melta 2	0-12"	13-24"	+1		8	D12	-4			2"	X	2"
Boltgun	0-12"	13-24"	+1		6	1	-1					
Autogun	0-12"	13-32"	+1		6	1	-1					1"

LUGWORT

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	4	4	3	4	1	3	1	7	6	7	7

Flak Armour, Dagger, Kombi-Weapon

Kombi-Weapon – 5 Barrels: Autocannon, 2 x Lasgun, Flamer, Needle Gun

Barrel	Range		To Hit		S	Dam	Sv	C	H	S	F	Area
	S	L	S	L								
Autocannon	0-20"	21-72"			8	D6	-3			2"	X	1"
Lasgun x 2	0-12"	13-24"	+1		3	1	-1					
Flamer	0-6"	7-12"	+2	-1	4	1	-2					1½"
Needle Gun	0-16"	17-32"	+1		3	1	+1			X		

RENEGADE SPEED FREEKS

The Cult of Speed is a constant social problem for the Orks. Nobody minds a few reckless races around the stronghold, but sometimes it gets out of hand, especially if the Warboss's fleet of new red wagons gets smashed up by crazed hoodlums in ramshackle Mekboy Hot-Rodz. The Warboss is sometimes left with no option but to banish the offenders together with their vehicles. From that moment on they become a roving band of troublemakers looking for adventure, willing to fight for anybody. All they want is some red paint for their buggies and enough teeth to buy a can of high octane squig gas to keep the engines running. They are usually a good choice of mercenaries from a prospective employer's point of view, since there is a fair chance that they will hurtle into the enemy and pursue them into the distant horizon never to be seen again and not stopping to collect their share of the booty.

FOR 75 POINTS

1 KAPTIN ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

5 BOYZ ARMED WITH WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

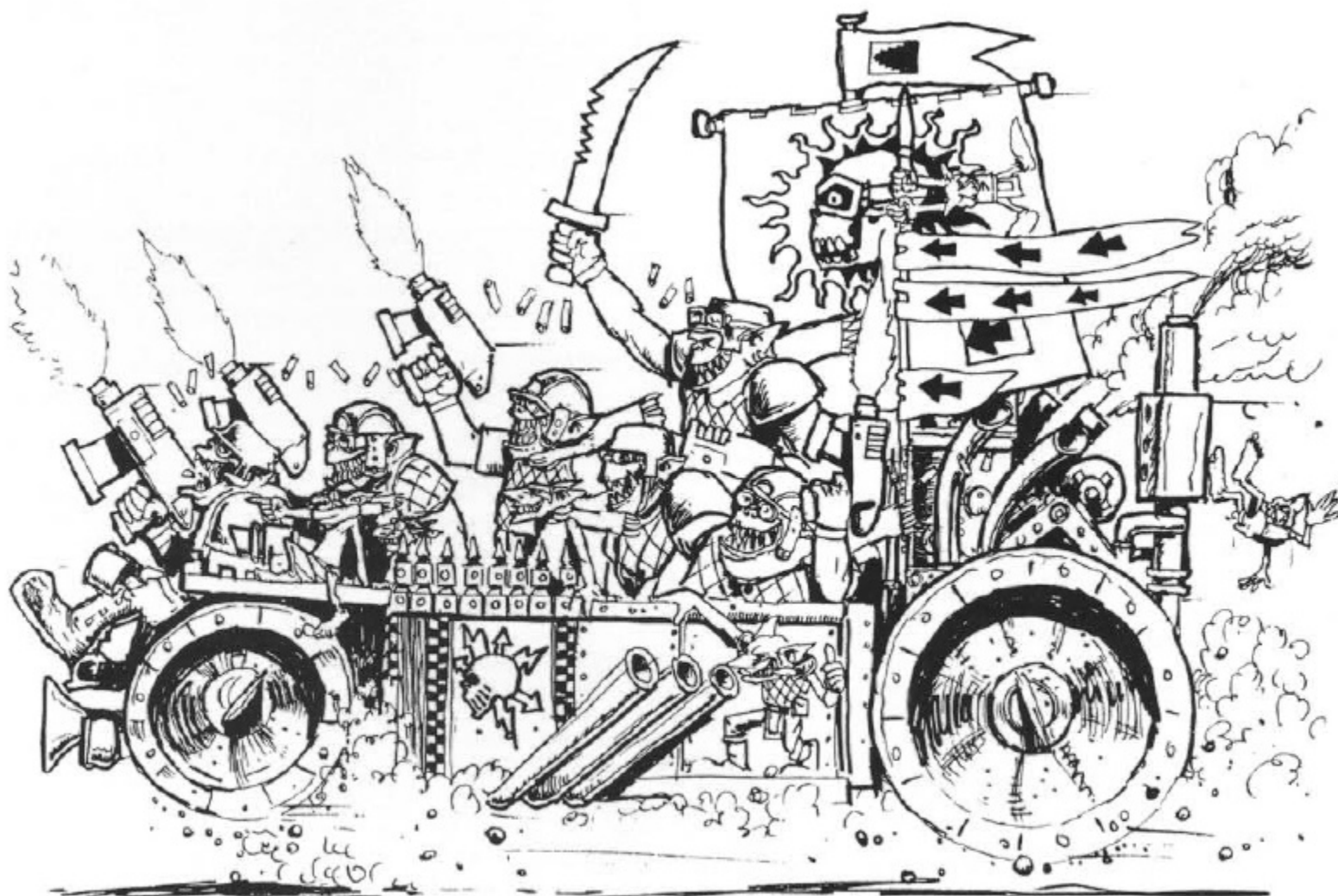
AND

1 BATTLE WAGON

PLUS

AS MANY EXTRA BOYZ AS YOU WANT ARMED WITH WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A SUITABLE HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AT 7 POINTS EACH.

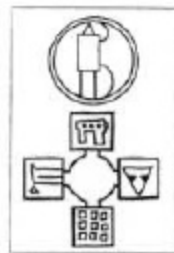
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BOYZ	4	3	3	3	4	1	2	1	7	6	7	7



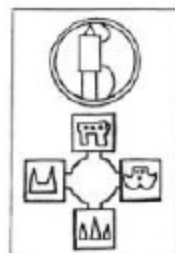
BLOOD AXE BANNERS FROM WAA-BOGROTS WARFAND, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT



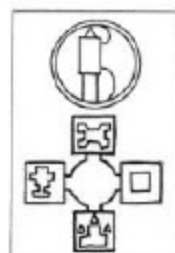
BOGROT'S BOSS POLE



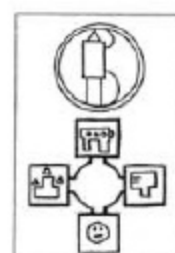
NAZ KUL'S
BACK BANNER



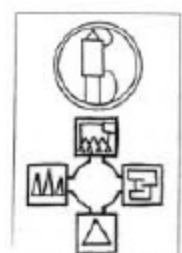
GORWAZ'S
BACK BANNER



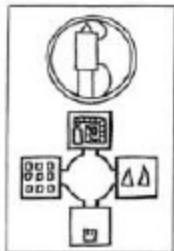
MEKGRIM'S
BACK BANNER



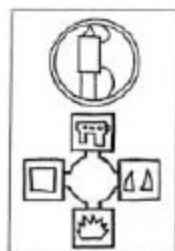
BADROT'S
BACK BANNER



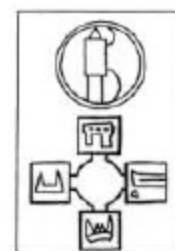
DOC DREGWORT'S
BACK BANNER



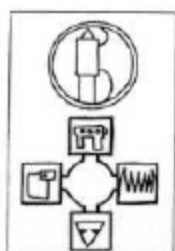
GRIMGOG'S
BACK BANNER



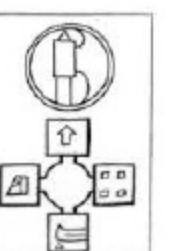
GOBWORT'S
BACK BANNER



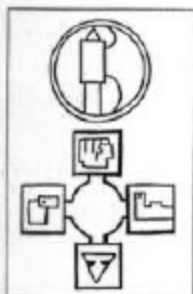
SKUMGROT'S
BACK BANNER



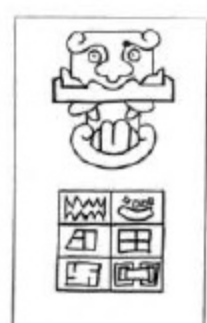
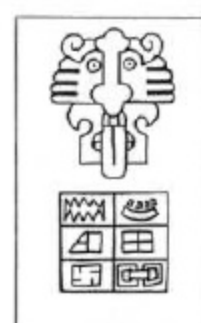
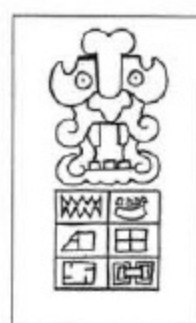
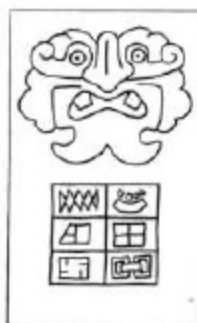
EXTRA BANNERS FOR NOBZ IN BOGROT'S RETINUE



EXTRA BANNERS FOR NOBZ IN BOGROT'S RETINUE



BOGROT'S
BACK BANNER



OGRYN'S BACK BANNERS

EXTRA WARGEAR: The Mob can have any of the extra gear shown on the chart below. The Boyz all have the same gear. The Kaptin may also be armed with gear from this list as well as the random charts given below.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
ADDITIONAL BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
PLASMA-PISTOL	5	SMOKE STIKKBOMZ	1

KAPTIN'S GEAR: The Kaptin can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as the player wants. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left behind at the Freebooterz' camp and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
RANGED WEAPONS	5	FORCE FIELDS	10
HEAVY WEAPONS	50	BIONIK BITZ	20
STIKKBOMZ	5	KUSTOM WEAPON	25

VEHICLES: Speed Cultist Freebooterz are famous for their vehicles, which are always painted and decorated in the most extravagant manner and often heavily modified by their proud owners. The Mob has a Battle Wagon automatically but this may be replaced or augmented by any other vehicles chosen from the list below. These vehicles are cheaper than for other Mobz because the Renegade Speed Freek Freebooterz are such excellent mechanics.

WAR BUGGY	50
WARBIKE	35
WARTRAK	50
BATTLE WAGON	20

SPECIAL RULES: The Renegade Speed Freeks are so obsessed with tinkering with their vehicles that they can keep them in working order without the aid of Mekaniaks. If an enemy player uses a Malfunction Card on a Speed Freek vehicle the Ork player does not have to counter it with a Repair Card, but rolls a dice instead. On the D6 score of a 3 or more the vehicle has been maintained by its owner and is not affected by the Malfunction. Should a score of 1 or 2 be rolled the vehicle is affected by the Malfunction, but a Repair Card may be expended as normal to cancel out its effects.

BAD ORK BIKEBOYZ

Ork Bikeboyz who opt for a roving nomadic lifestyle are known as Bad Ork Bikerz, and are very bad characters indeed. The tribe breathes a deep sigh of relief as they roar off up the road to cause trouble somewhere else. Their favourite sport is running over ranks of drilling Stormboyz, but they are quite happy to practice on Gretchin, Snotlings, Madboyz and anyone else who wanders in front of them. Bad Ork Bikerz are willing to fight for anyone for free, just for the fun of it, and nothing is more important to them than their beloved bikes which they polish and pamper constantly. When not actually riding their bikes they enjoy maintaining them. Maintenance consists of taking the bikes apart and putting them back together again, hopefully leaving out (or 'saving') as many bits as they can in the process.

FOR 200 POINTS

1 KAPTIN ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS KNIFE, CLUB OR SWORD) AND RIDING A BIKE OR WARBIKE (CHOOSE WHICH YOU WANT).

AND

4 BOYZ ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS KNIFE, CLUB OR SWORD) RIDING A BIKE OR WARBIKE (CHOOSE WHICH YOU WANT).

PLUS

AS MANY EXTRA BOYZ AS YOU WANT ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS KNIFE, CLUB OR SWORD), AND RIDING A BIKE OR WARBIKE (CHOOSE WHICH YOU WANT) AT 40 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BIKEBOYZ	4	3	3	3	4	1	2	1	7	6	7	7

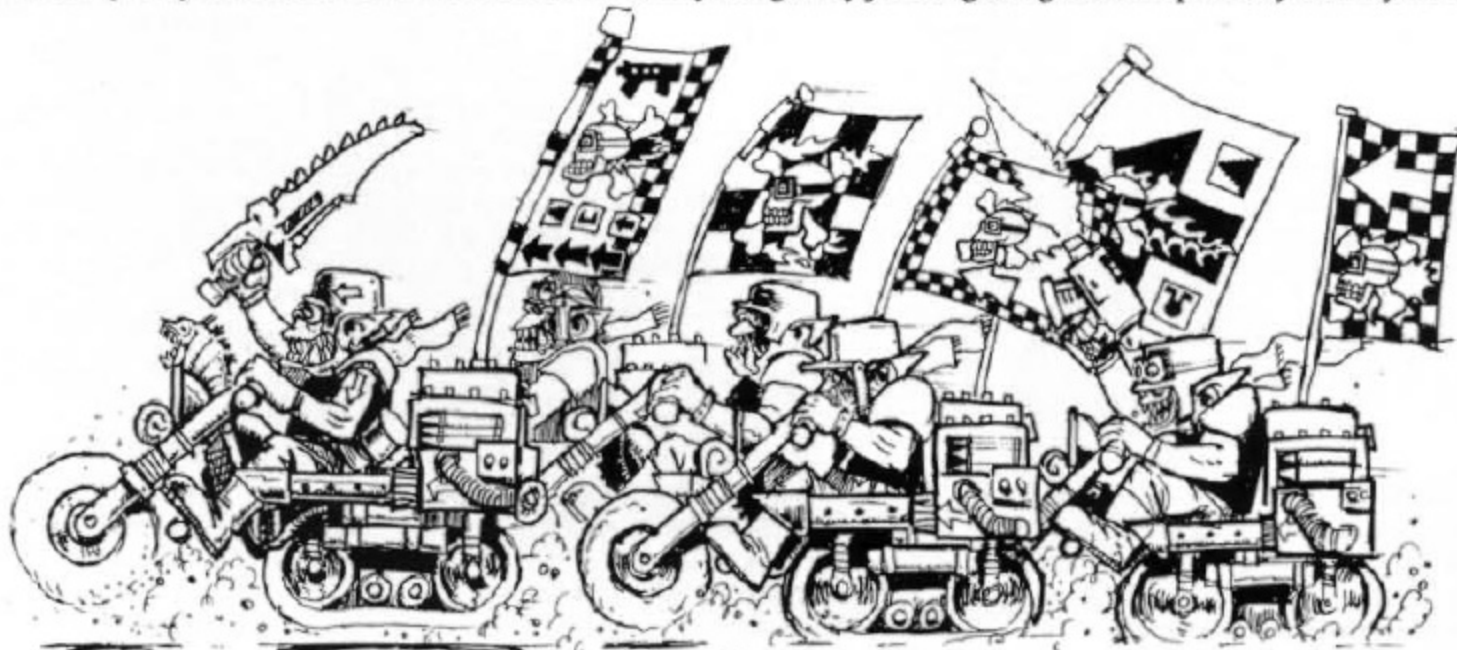
EXTRA WARGEAR: Any Bikeboy including the Kaptin can be equipped with any of the extra gear shown on the chart below. All the Bad Ork Bikeboyz can have any of the equipment indicated, and they can all have the same or different gear if you want.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
ADDITIONAL BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
PLASMA-PISTOL	5	SMOKE STIKKBOMZ	1

KAPTIN'S GEAR: The Kaptin can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Kaptin can roll as many times on as many charts as you want. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left behind at the Freebooterz' camp and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	10
RANGED WEAPONS	5	BIONIK BITZ	20
HEAVY WEAPONS	50	KUSTOM WEAPON	25
STIKKBOMZ	5		

ATTENDANTS: The Bikeboyz have only a few servant Grotz on account of their nomadic lifestyle which prohibits them carrying very much. A few of the Bikeboyz allow Gretchin servants to cling onto the pillion as they ride along, and these servants may carry banners on behalf on their masters. Mostly though they just cling on tight and keep their eyes firmly shut.



FREEBOOTER MINDERZ

These are big, muscular, tough, usually stupid and thoroughly criminal Orks who have got together to form a freelance professional protection agency. They are called Minderz - which is the closest Orkish word for 'bodyguard'. They usually find employment under cunning but timid Warbosses who expect to be overthrown any minute, or by even more cunning Warbosses who know that the Minderz are stupid enough to do anything for small amounts of teeth and a good scrap. They tend to use close combat weapons because they are too thick to use anything else.

FOR 50 POINTS

1 BOSS WEARING FLAK ARMOUR ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

4 BOYZ WEARING FLAK ARMOUR ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DA BOSS	4	5	4	5	6	2	3	1	7	6	8	6
DA MINDERZ	4	4	3	4	5	2	2	1	7	5	7	6

EXTRA WARGEAR: Any Minder including the Boss can be equipped with any of the extra gear shown on the chart below. All the Minderz can have any of the equipment indicated, and they can all have the same or different gear if you want.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
POWER ARMOUR	6	POWERSWORD	7
ADDITIONAL BOLT PISTOL	1	POWER AXE	7
HAND FLAMER	1	PLASMA PISTOL	5
CHAINWORD	2	SAWN-OFF SHOTGUN	1
POWERGLOVE	15	STUB GUN	1

BOSS'S GEAR: The Boss can have any of the special gear from the Freebooter Weapon Charts listed below. Choose a chart and randomly generate equipment for the points indicated. The Boss can roll as many times on as many charts as the player wants. He does not have to carry all the equipment he generates, but all equipment must be paid for. Any items not carried are assumed to have been left at home and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
ASSAULT WEAPONS	5	BIONIK BITZ	20
STIKKBOMZ	5	KUSTOM WEAPONS	25
FORCE FIELDS	10		



DREADMOB

This Freebooter Mob comprises a pair of Oddboyz who are obsessed with Dreadnought experimentation. The Mek of the duo works on the Dreadnought's mechanical components while the Painboy prepares Gretchin volunteers of which there are no shortage - for every Gretchin really wants to be bigger and tougher than the Orks. The Oddboyz often hide out somewhere in the wilderness so that other Orks cannot find out what they are up to (not that any would care one way or the other - but these obsessive Oddboyz are inclined to be a bit paranoid). When they think have created the ultimate Dreadnought, the Oddboyz stride into the local Ork settlement and treat the Warboss to an impressive demonstration (such as demolishing his stronghold). Next thing you know, they're hired to lead the assault in the Warboss's next battle. The Mek and the Doc are overjoyed. What do they care about paltry teeth! All that is important to them is for genius to be recognised and for their creation, the ultimate Ork Super Dreadnought, to get the chance to prove itself.

FOR 60 POINTS

1 MEKANIAK WEARING FLAK ARMOUR AND ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD),

AND

1 PAINBOY WEARING FLAK ARMOUR AND ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD),

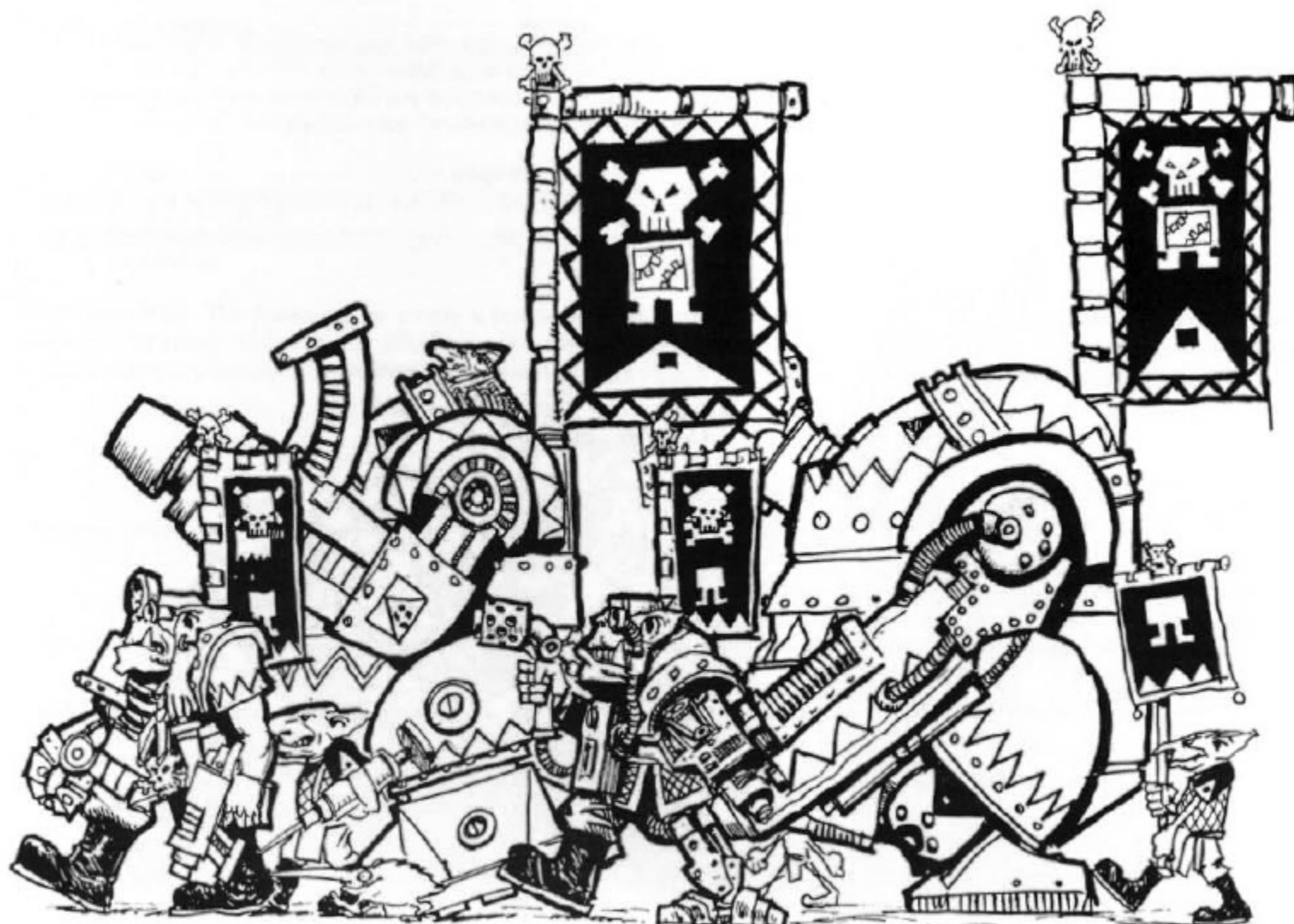
AND

1 DREADNOUGHT ARMED WITH POWERCLAW, HEAVY BOLTER, AND FORCE FIELD.

PLUS

AS MANY EXTRA DREADNOUGHTS AS YOU WANT AT 40 POINTS EACH.

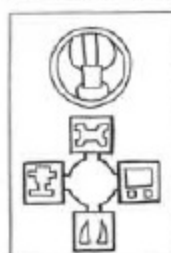
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MEKANIAK	4	4	4	4	4	1	3	1	7	7	7	7
ORK PAINBOY	4	4	3	4	4	2	3	1	7	8	7	7
	M	WS	BS	S	T	W	I	A	SAVE			
DREADNOUGHT	6	6	6	5	5	10	2	2	Save of 4+			



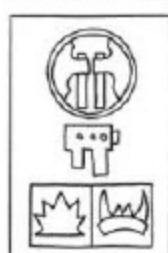
BLOOD AXE BANNERS FROM WAA-BOGROTS WARBAID, A SAMPLE ARMY FROM 'ERE WE GO FOR YOU TO PHOTOCOPY AND CUT OUT



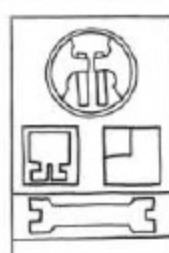
NAFFGUL'S
BACK BANNER



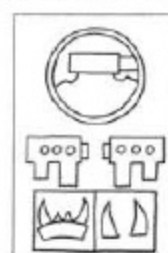
DREGORK'S
BACK BANNER



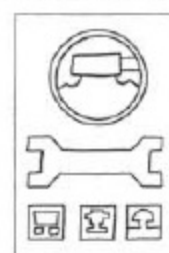
WAA-SKAB'S
BACK BANNER



WAA-SKAB'S MEKS
BACK BANNER
(Not in Warband)



MUGGRUB'S
BACK BANNER



GRIMBAD'S
BACK BANNER



NAZ-THUG'S
BACK BANNER
(Freebooter Kaptin)



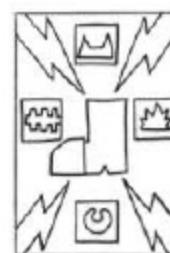
HUMAN MERCENARIES
BANNER



BADROT'S
BACK BANNER



BADROT'S MEKS
BACK BANNER
(Not in Warband)



STORMBOYZ
DRILLBOSS
(Not in Warband)



FREEBOOTER
BOYZ BACK BANNERS

EXTRA GEAR: Between them the Mekboy and Painboy are able to make or acquire special gear for their use. Any Oddboy can be equipped with gear from any of the following Freebooterz Equipment Charts. Choose a chart and randomly generate equipment for the points indicated. You can roll as many times on as many charts as you wish. The Oddboyz do not have to carry all the equipment generated, but all equipment must be paid for. Any items not carried are assumed to have been left behind at the Freebooterz' camp and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
ASSAULT WEAPONS	5	FORCE FIELDS	10
RANGED WEAPONS	5	BIONIK BITZ	5
HEAVY WEAPONS	10	KUSTOM WEAPON	15
STIKKBOMZ	5		

ATTENDANTS: The Dreadmob may be accompanied by any number of non-combatant servant Grotz belonging to the Painboy and Mekboy. Their roll is to fetch and carry on behalf of their masters and to parade their banners in battle.

SPECIAL RULES: Dreadnoughts are likely to have been built to eccentric and often unique designs which undoubtedly look very impressive on paper but whose combat worthiness is untested. Mekboyz can rarely resist the temptation to load as many new goodies as they can onto their latest creation, often with unpredictable results. To represent this generate modifications on the following charts. First roll D6 for each Dreadnought and consult the following chart:

D6	Modifications
1-2	1 modification
3-4	3 modifications
5-6	D6 modifications

Now determine what these modifications are for each Dreadnought, by rolling on the following chart:

D6	Modification
1	One of the Dreadnought's weapons is replaced by a kustom heavy weapon generated from the kustom weapon charts.
2	The Dreadnought's Force Field is replaced with any other kind of Force Field - you may choose which type.
3	The Dreadnought is given an extra arm fitted with a heavy weapon generated from the Freebooterz Equipment heavy weapons chart.
4	A scorcher turret is mounted on the head of the Dreadnought and a huge fuel tank on its back. The scorcher functions in the same way as that mounted on a Wartrak Scorcher.
5	The Dreadnought is fitted with a squig gas injection cylinder enabling it to move at double its normal speed during one turn of the game. Each cylinder fitted contains only enough gas to last for one turn.
6	The Dreadnought has been fitted with loudspeakers and a tape-recorder so that it can blare out Goffik Rokk at the enemy while it blasts them. This has no effect on its combat performance but has plenty of entertainment value for the Orks.

CHAOS RENEGADE ORK WARBAND

This is a Renegade Warband led by an Ork Champion of Chaos. He may have started as a Khorne-worshipping Stormboy or a Freebooter who fell in with the wrong company long ago, but now he is well on his way along the Chaos Path. He has succeeded as a warrior beyond the wildest dreams of most Orks and has gathered his own Warband of followers about him. Such a Warband can be generated using the Chaos Renegades system explained in *Realm of Chaos - The Lost and The Damned* and can be included in an Ork army as a Freebooter contingent.



Most Warbosses ask few questions about the origins of the Freebooterz that they employ, and a Chaos Warband is likely to be taken at face value as a very exceptional and dangerous unit which would be very useful to the tribe in battle. In fact most Warbosses couldn't care less about the Champion's allegiance to Chaos, since they can trust in the abilities of their own Weirdboyz to dispel any nasty manifestations. Orks generally regard such deviants with suspicion and ridicule, much as they do anything which is not thoroughly and properly Orky. However, a few may actually admire a Chaos Champion with impressive rewards such as horn mutations, iron hard skin, and so forth. Weirdboyz and Painboyz in the tribe are likely to be quite fascinated by the spectacle presented by the Champion and his Warband. The majority of Ork Champions are Champions of Khorne, but a few are attracted to other Powers, such as Nurgle, or independent daemons who were once Ork Champions themselves.

FOR 200 POINTS

An Aspiring Champion of Chaos and his Warband

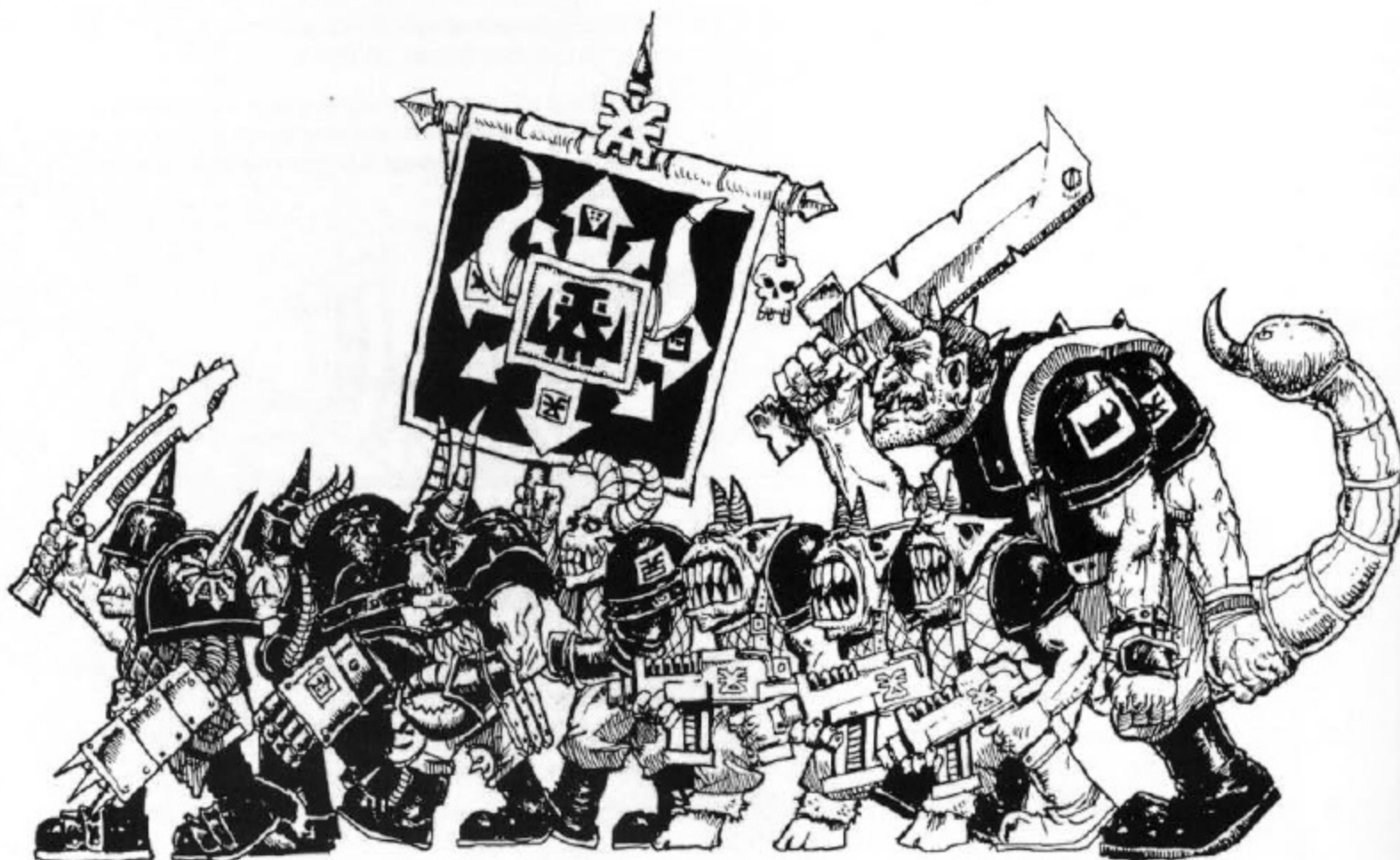
FOR 400 POINTS

A Mighty Champion of Chaos and his Warband

FOR 600 POINTS

An Exulted Champion of Chaos and his Warband

Choose which of the three levels of Champion you wish to have and generate the Champion and his Warband using *Realm of Chaos - The Lost and the Damned*. Determine the starting profile of the Chaos Ork Champion.



D10	STARTING PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1-4	BOY	4	3	3	3	4	1	2	1	7	6	7	7
5-6	MADBOY	4	3	3	3	4	1	2	1	7	6	7	7
7	STORMBOY	4	3	3	3	3	1	2	1	7	6	7	7
8	BOSS ORK - roll for profile												
	D10 Boss Ork												
1-5	Boss	4	4	3	3	4	1	3	1	8	6	8	7
6	Drillboss	4	4	4	4	4	1	3	1	8	6	8	7
7	Bigboss	4	5	5	4	4	1	4	1	8	7	8	7
8	Clanboss	4	5	5	4	5	2	4	1	8	7	8	8
9	Warboss	4	5	5	4	5	2	4	2	8	7	8	8
10	Warlord	4	6	6	4	5	3	5	3	9	8	9	9
9-10	ODDBOY - roll for profile:												
	D10 Oddboy												
1-4	Weirdboy	4	3	3	4	4	1	4	1	7	8	7	9
5-8	Painboy	4	4	3	4	4	2	3	1	7	8	7	7
9	Mekaniak	4	4	4	4	4	1	3	1	7	7	7	7
10	Runtherd	4	4	4	4	4	1	3	1	7	7	7	7



You will now need to refer to *Realm of Chaos - The Lost and the Damned* to generate the Champion's rewards and followers. Refer to the *Armies of Chaos* section under the heading *Random Generation of Warbands*. Follow the description of how to generate the Champion and Warband, substituting the profile generated from the chart above for the human or randomly generated profile. When you roll followers refer to the chart below:

D100		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-20	D6 Ork Boys	4	3	3	3	4	1	2	1	7	6	7	7
21-30	D6 Stormboyz	4	3	3	3	3	1	2	1	7	6	7	7
31-40	D6 Madboyz	4	3	3	3	4	1	2	1	7	6	7	7
41-45	1 Boss Ork	4	4	3	3	4	1	3	1	8	6	8	7
46-59	1 Drillboss	4	4	4	4	4	1	3	1	8	6	8	7
60-63	1 Bigboss	4	5	5	4	4	1	4	1	8	7	8	7
64-66	Clanboss	4	5	5	4	5	2	4	1	8	7	8	8
67-68	Warboss	4	5	5	4	5	2	4	2	8	7	8	8
69-70	Warlord	4	6	6	4	5	3	5	3	9	8	9	9
71-75	Weirdboy	4	3	3	4	4	1	4	1	7	8	7	9
76-80	Painboy	4	4	3	4	4	2	3	1	7	8	7	7
81-85	Mekaniak	4	4	4	4	4	1	3	1	7	7	7	7
86-90	Runtherd	4	4	4	4	4	1	3	1	7	7	7	7

91+ Re-roll on standard Retinue Table in *Realm of Chaos* for Beastmen, Humans, etc.

ORK MUTANT MOB

These are Orks who have passed through an accidental influx of the warp or were too close to some kind of deranged Mekaniak or Weirdboy 'eksperiment' that went horribly wrong. The precise cause of the mutations may have been a leak in the force field of a space hulk while travelling through the warp, an experiment with a Shokk Attack Gun that went wrong, or the poltergeist activity of a Weirdboy. Whatever the cause, the result is a group of mutated Orks who do not know what has happened to them but are suddenly treated as outcasts by the tribe. Naturally all those who have suffered in this way tend to go around together, scavenging about on the edges of the settlement. Those that survive longest may degenerate into Chaos Spawn, and these usually lurk as single individuals. Mutant Orks, and especially Spawn, are poor, pathetic and confused creatures. They do not understand why they are different or why the other Orks look at them suspiciously and reject them. On rare occasions, a Warboss will actually allow them to tag along with the Warband so that their mutations and frightening appearance can be used against the enemy. Mutants and Spawn are only too eager to go and will do anything to be amongst 'da Boyz' again.

FOR 25 POINTS

EITHER

5 MUTANT ORKS ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

OR

1 CHAOS SPAWN (ORIGINALLY AN ORK) ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT), A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

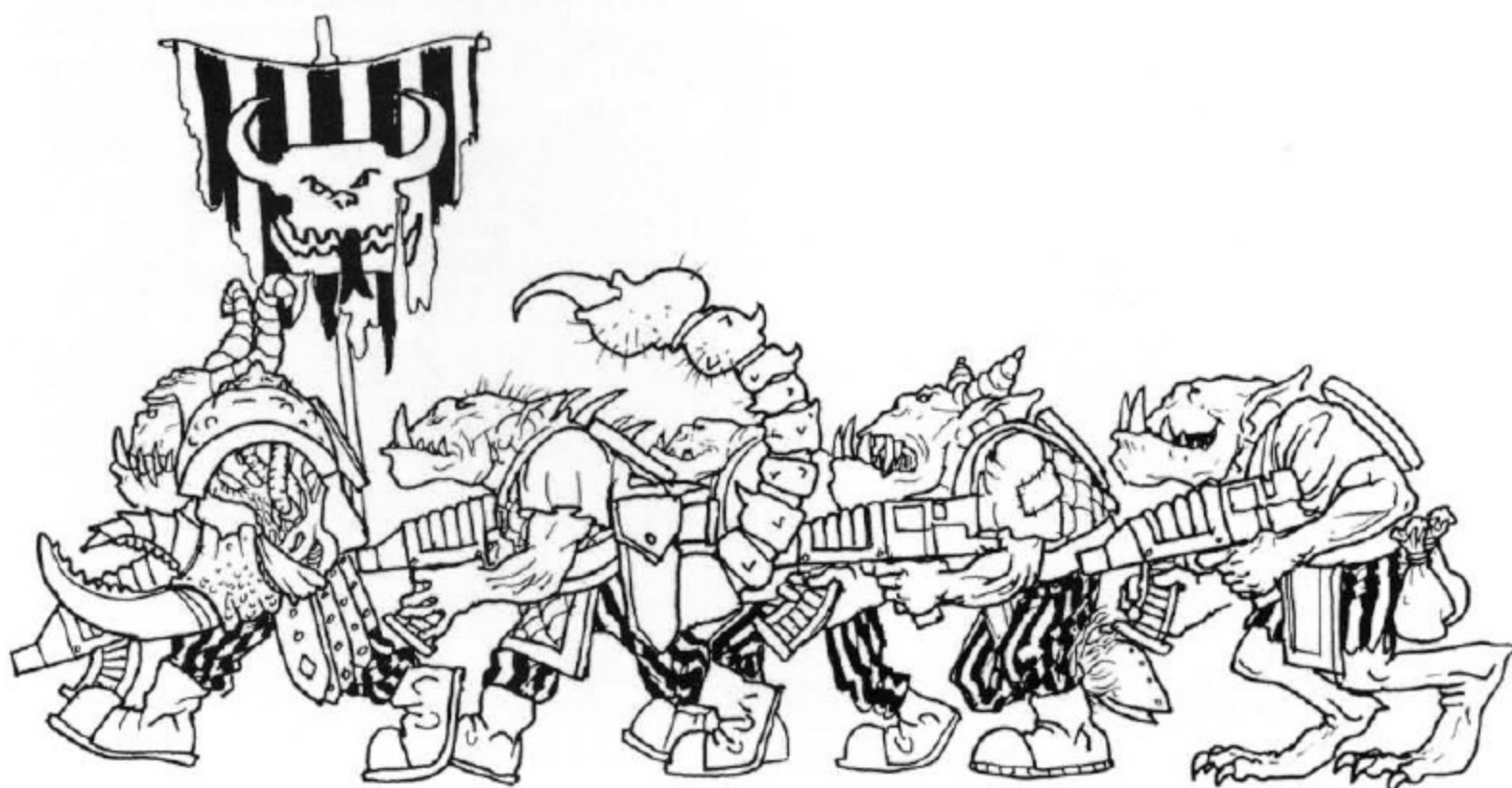
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MUTANT ORK	4	3	3	3	4	1	2	1	6	5	6	6

ORK CHAOS SPAWN: Variable - see below for the creature's starter profile.

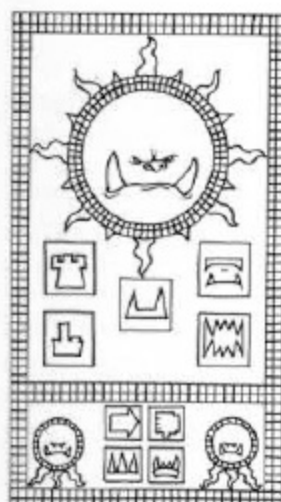
EXTRA WARGEAR: The Mob can have any of the extra gear shown on the chart below. The mutant Boyz all have the same gear.

ADDITIONAL BOLT PISTOL	1
HAND FLAMER	1
CHAINWORD	2
PLASMA-PISTOL	5
SAWN-OFF SHOTGUN	1
STUB GUN	1

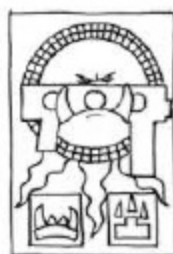
SPECIAL RULES: Mutant Orks have Chaos Attributes due to their strange mutations. You can either roll individually for each mutant, or you can roll up one set of mutations and apply them all to each Ork so the entire Mob has the same mutations. Mutant Orks have D4+1 Chaos Attributes. Refer to Realm of Chaos to generate attributes and determine their effect.



EVIL SUNZ BACK BANNERS FROM WAA-SKUMROTS WARFAND, A SAMPLE ARMY IN FREEBOOTERS FOR YOU TO PHOTOCOPY AND CUT OUT



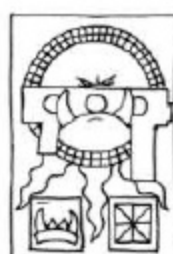
SKUMROT'S
BOSS POLE



NAZ-SKAB'S
BACK BANNER



SKAB-BAD'S
BACK BANNER



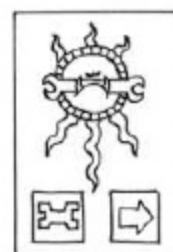
GROTNOB'S
BACK BANNER



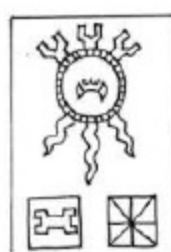
GRUBGUL'S
BACK BANNER



SKABGRIM'S
BACK BANNER



MEKTEEF'S
BACK BANNER



DURBAD'S
BACK BANNER



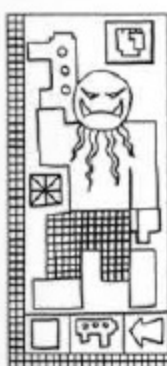
DOK UZWORT'S
BACK BANNER



MAGKAB'S
BACK BANNER



MUGOG'S
BACK BANNER



SKUMROT'S
BACK BANNER



GROK'S
BACK BANNER



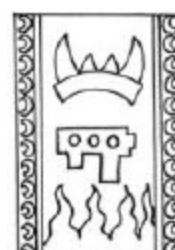
WAA-NOB'S
BACK BANNER



WIERDNAZ'S
BACK BANNER
(Not in Warband)



WAA-NOB'S
BACK BANNER



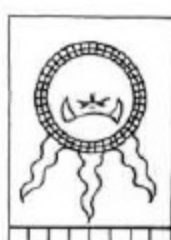
NAZGUT'S
BACK BANNER



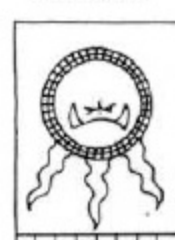
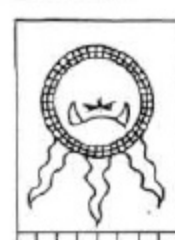
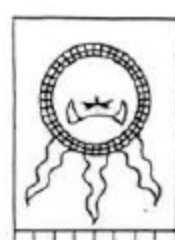
NAZGOL'S
BACK BANNER
(Carried by Gretchin follower)



WAA-NOB'S BOYZ
BACK BANNERS



BIGMOB BOYZ BACK BANNERS (Each Evil Sunz boy in the bigmob wears an identical banner)



ORK CHAOS SPAWN: To create an Ork Chaos Spawn, first determine the starting profile of the Spawn on the chart below. Then apply D6+6 randomly generated Chaos Attributes from Realm of Chaos and reduce intelligence to 1.

D10	SPAWN STARTER PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1-4	BOY	4	3	3	3	4	1	2	1	7	6	7	7
5-6	MADBOY	4	3	3	3	4	1	2	1	7	6	7	7
7	STORMBOY	4	3	3	3	3	1	2	1	7	6	7	7
8	BOSS ORK - roll for profile												
D10	Boss Ork												
1-5	Boss	4	4	3	3	4	1	3	1	8	6	8	7
6	Drillboss	4	4	4	4	4	1	3	1	8	6	8	7
7	Bigboss	4	5	5	4	4	1	4	1	8	7	8	7
8	Clanboss	4	5	5	4	5	2	4	1	8	7	8	8
9	Warboss	4	5	5	4	5	2	4	2	8	7	8	8
10	Warlord	4	6	6	4	5	3	5	3	9	8	9	9
9-10	ODDBOY - roll for profile:												
D10	Oddboy												
1-4	Weirdboy	4	3	3	4	4	1	4	1	7	8	7	9
5-8	Painboy	4	4	3	4	4	2	3	1	7	8	7	7
9	Mekaniak	4	4	4	4	4	1	3	1	7	7	7	7
10	Runtherd	4	4	4	4	4	1	3	1	7	7	7	7

POSSESSED WARPHEADZ

Occasionally Weirdboy Warpheadz (who have become addicted to the warp and reckless in the use of their psychic powers) become possessed by daemons. This happens because the Weirdboy acts as a natural conduit for warp energy when he uses his power and a daemon can be sucked into him from the warp together with pure warp energy. However this does not result in daemonic possession of the same kind as would occur in a Human psyker. The Ork personality and soul are much more robust and resistant. Orks are resolute and self-knowing and there is almost no weakness in their minds for a daemon to exploit in order to manipulate the host. The daemon is therefore unable to take control and is effectively imprisoned within the Weirdboy with the result that the Weirdboy becomes greatly enhanced. The cost to the Weirdboy is a form of mania in which he appears to be constantly arguing with himself while his mind disputes with the daemonic prisoner within him. The result is a confused Weirdboy almost ecstatic with power, sharing his body with a daemon who is very disenchanted with the situation and prone to outbursts of frustrated wailing. Such possessed Weirdboyz are very rare, and usually keep themselves to themselves or are avoided by other Orks. Like other Warpheadz the Possessed Weirdboy does not need Minderz because he actually enjoys using his powers, but unlike ordinary Warpheadz he has no Madboy followers. This is because the Madboyz, in their intuitively accurate way, recognise the daemonic presence in the Warphead and avoid him. Being less psychically attuned, Gretchin and Snotlings are quite willing to serve the Warphead and soon become used to his endless conversations with himself, inexplicable poltergeist activity, and occasional outbursts of daemonic wailing.

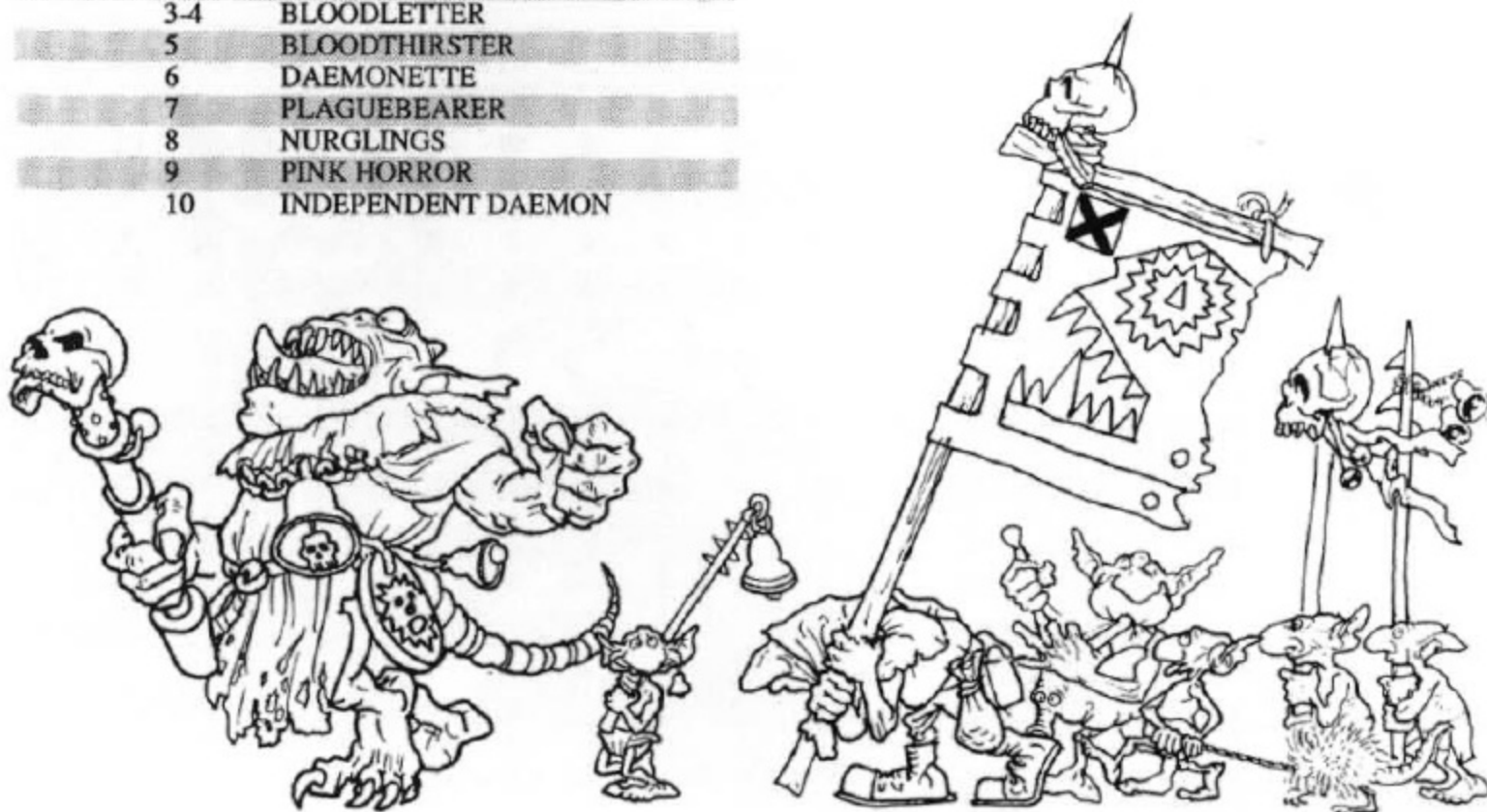


FOR 75 POINTS

1 POSSESSED WEIRDBOY ARMED WITH BOLTGUN OR BOLTPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

SPECIAL RULES: The profile of the possessed Weirdboy will alter according to the nature of the possessing daemon. The profiles listed here cover the most likely possessing daemons encountered by Orks (there has to be something in the Ork character to attract the daemon; which means that Khorne and Nurgle daemons are more often attracted). Randomly determine the possessing daemon by rolling D10; Khornate daemons are more easily and commonly trapped in the Ork psyche than any other kind.

D10	TRAPPED DAEMON
1-2	FLESHHOUND
3-4	BLOODLETTER
5	BLOODTHIRSTER
6	DAEMONETTE
7	PLAGUEBEARER
8	NURGLINGS
9	PINK HORROR
10	INDEPENDENT DAEMON





STEPHEN TAPPIN

POSSESSED WEIRDBOY'S PROFILE

POSSESSING DAEMON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FLESHHOUND	7	4	1	4	4	1	5	1	5	6	8	9
BLOODLETTER	4	4	4	4	3	1	5	1	8	9	8	9
BLOODTHIRSTER	5	6	6	5	5	5	7	5	8	9	8	9
DAEMONETTE	4	4	4	4	3	1	5	2	8	8	8	9
PLAGUEBEARER	4	4	4	4	3	1	5	1	6	9	8	9
NURGLINGS	4	3	3	3	3	2	4	2	7	7	7	8
PINK HORROR	4	4	4	4	3	1	5	1	8	9	8	9
INDEPENDENT DAEMON	5	5	5	6	6	4	6	4	8	8	8	9

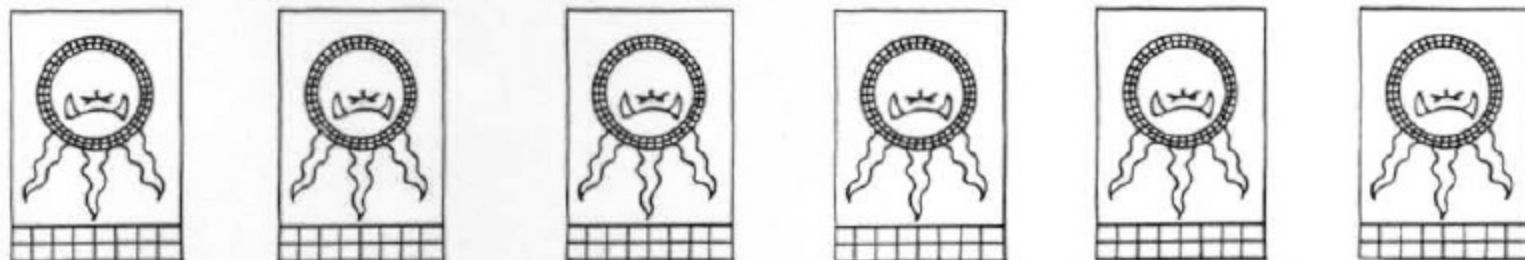
OPTIONAL WARGEAR: The Weirdboy Warphead buys weapons and other gear from the Warlords who hire his services. If you want you may generate equipment from the charts indicated below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times as you like on as many charts as you wish, and any items generated may be distributed amongst the Mob as required. Any equipment not used must still be paid for, it is assumed to be left at home and may be used in future games.

CHART	COST PER RANDOM ROLL
ASSAULT WEAPONS	5
FORCE FIELDS	5
BIONIK BITZ	20

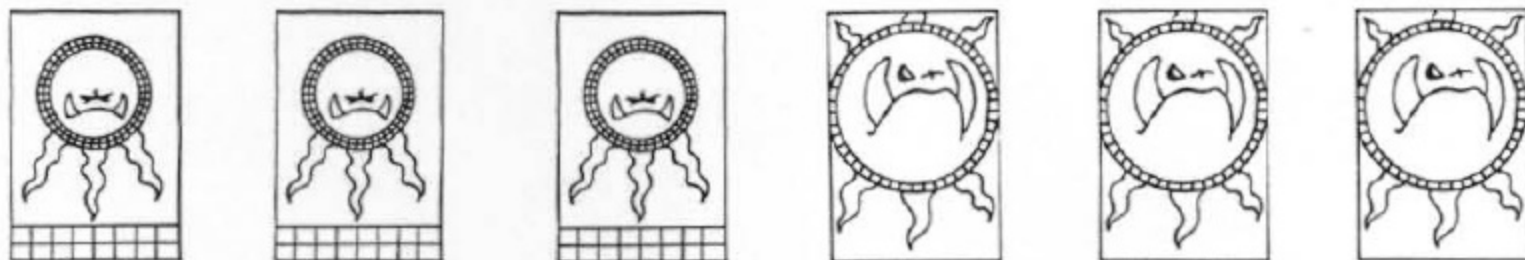
CHAOS ATTRIBUTES: Possessed Warphead.. may develop Chaos Attributes as a result of their close interaction with a warp entity - as time goes by their bodies start to twist and change under the tremendous psychic stress of the daemonic presence inside them. First roll a D6 and consult the chart below to determine the maximum number of attributes the Warphead has. The Warphead may always have fewer Attributes than indicated if the player prefers, and may have none at all if the player wants.

D6	ATTRIBUTES
1	No attributes
2-3	1 attribute
4	2 attributes
5	3 attributes
6	D4 attributes

EVIL SUNZ BACK BANNERS FROM WAA-SKUMROTS WARBAND, A SAMPLE ARMY IN FREEBOOTERS FOR YOU TO PHOTOCOPY AND CUT OUT

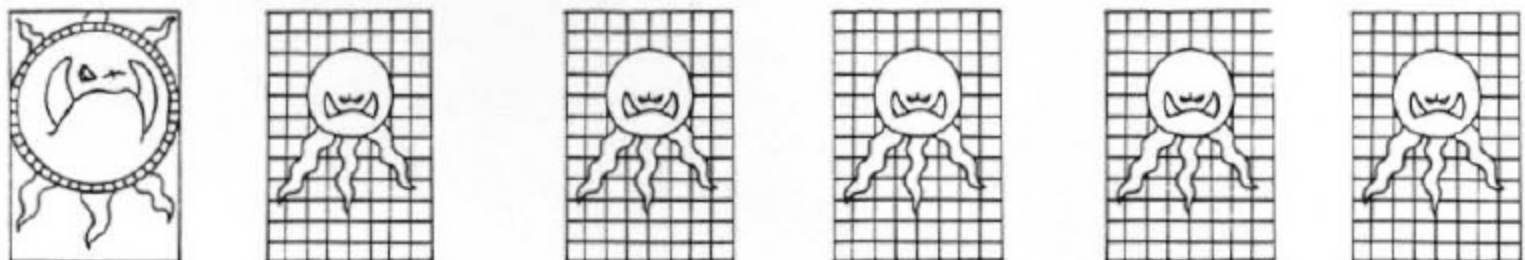


BIGMOB BOYZ BACK BANNERS (Each Evil Sunz boy in the bigmob wears an identical banner)



BIGMOB BOYZ BACK BANNERS

WAA-NOB'S BOYZ BACK BANNERS (Each Evil Sunz boy in the mob wears an identical banner)

WAA-NOB'S BOYZ
BACK BANNERS

GROK'S BOYZ BACK BANNERS (Each Evil Sunz boy in the mob wears an identical banner)

Then consult the chart for the Possessing Daemon and roll up each Chaos Attribute in turn. If you get the same result twice you may either ignore that Attribute, roll again, or choose another result from the same chart. You will need to refer to Realm of Chaos to determine the effects of each Chaos Attribute.

FLESHHOUND ATTRIBUTES

D6	ATTRIBUTE
1	Poisonous Bite
2	Crest
3	Fangs
4	Razor Sharp Claws
5	Scaly Skin
6	Tail

BLOODTHIRSTER ATTRIBUTES

D6	ATTRIBUTE
1	Regeneration
2	Strong
3	Resilient
4	Rapid Regeneration
5	Horns
6	Furry

PLAGUEBEARER ATTRIBUTES

D6	ATTRIBUTE
1	Atrophy
2	Cloud of Flies
3	Enormously Fat
4	Horrible Stench
5	Plague Bearer
6	Rotting Flesh

PINK HORROR ATTRIBUTES

D6	ATTRIBUTE
1	Agility
2	Vividly Coloured Skin
3	Elastic Limbs
4	Enormous Noise
5	Rapid Regeneration
6	Suckers

BLOODLETTER ATTRIBUTES

D6	ATTRIBUTE
1	Blood Rage
2	Elastic Limbs
3	Huge Head
4	Poisonous Bite
5	Razor Sharp Claws
6	Spits Acid

DAEMONETTE ATTRIBUTES

D6	ATTRIBUTE
1	Bulging Eyes
2	Albino
3	Hypnotic Gaze
4	Razor Sharp Claws
5	Tail
6	Brightly Pattered Skin

NURGLING ATTRIBUTES

D6	ATTRIBUTE
1	Uncontrollable Flatulence
2	Warty Skin
3	Silly Voice
4	Shrink
5	Enormously Fat
6	Rotting Flesh

INDEPENDENT DAEMON ATTRIBUTES: These can be represented by rolling randomly on the Chaos Attribute charts in Realm of Chaos. A further option is to use a daemon you have already created to create your own set of attribute charts, or to create your own daemon specially for the purpose.

SPECIAL RULES FOR POSSESSED WARPHEADZ: Possessed Warpheadz are so powerful that they add 3D6 power points to their energy store during each turn of chanting. Fortunately, Possessed Warpheadz can stand even more psychic energy than other Warpheadz because the daemon acts as an extra reservoir of power. A Possessed Warphead's power points limit is found by rolling a D10 and multiplying the result by 10 as normal and then adding a further D10 multiplied by 10. Freebooter Possessed Weirdboyz are less stable than other Weirdboyz and so roll on the following chart during each turn of chanting to see if an attack is unleashed:

D6	Effect of Chanting
1	The chanting continues.
2-3	The chant reaches critical pitch. The Weirdboy has the option to unleash an attack or wait for more power to build up.
4-6	The psychic surge cannot be held any longer and an attack bursts out of the Weirdboy.

ATTENDANTS: The possessed Warphead delights in the thrill of using his psychic powers and requires no encouragement to enter battle. He therefore has no Minderz. Unlike other Warpheadz he has no Madboyz to accompany him either - Madboyz recognise the presence of the daemon in the Weirdboy and avoid him like the plague. However the Warphead may be accompanied by any number of unarmed and non-combatant Runt servants to prepare his exotic squig and fungus three course meals, pour him a refreshing drink of fungus wine, write down his words of wisdom and sing his praises.

HUMAN MERCENARY BAND

Except for Blood-Axes (who are infamous for their dealings with humans) Orks would not usually consider hiring human mercenaries. However there are some particularly savage and wild parts of the galaxy where human civilisation is completely disorganised and pirates and freebooters plunder and pillage at will. These tend to be parts of the galaxy where the Imperium has no control and also where there are lots of Orks. Some of these human groups gain such a reputation for being blood-thirsty, vicious fighters that even the Orks get to hear about them and develop a grudging admiration for their achievements. If a human group gains a sufficiently impressive reputation even an Ork Warboss might be tempted to hire their services, especially if he can't find enough proper Orks to fight for him.

Strangely enough, some of these human bands deliberately imitate Orkish styles of dress and behaviour in admiration of the Orks and their no-nonsense warrior culture. Orks are naturally curious about these humans who adopt hairstyles in imitation of Ork squig-styles and even paint their skin green. When confronted by such a strange aberration as Humans doing their best to swagger about like Orks, speaking in pidgin Orkish and dressed up in some sort of ungainly parody of the Orky race, any Warbosses might be sufficiently baffled and flattered enough to let them come along with the tribe for entertainment value if nothing else.

FOR 60 POINTS

MERCENARY LEADER ARMED WITH LASGUN OR LASPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

8 MERCENARIES ARMED WITH LASGUN OR LASPISTOL (CHOOSE WHICH YOU WANT) AND A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

1 MERCENARY ARMED WITH LASGUN OR LASPISTOL (CHOOSE WHICH YOU WANT) A HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD) AND A HEAVY WEAPON CHOSEN FROM THOSE LISTED BELOW.

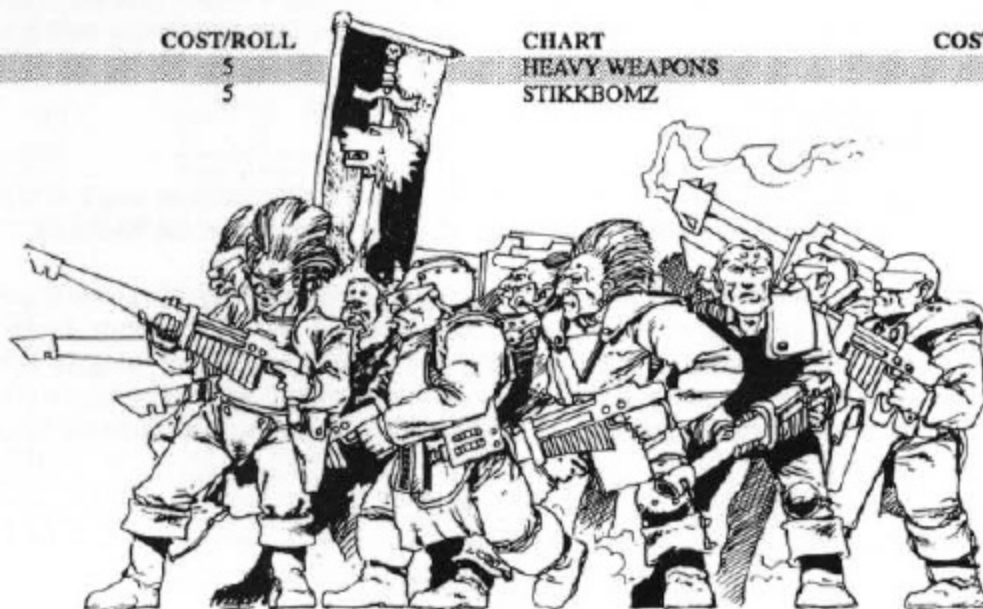
	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
MERCENARY LEADER	4	5	5	4	3	3	6	3	10	7	10	7
MERCENARIES	4	4	4	3	3	1	4	1	7	7	7	7

HEAVY WEAPONS: The Mercenary with a heavy weapon can have any weapon chosen from the chart below. Extra points are paid for this so it is up to you to decide how much to spend.

WEAPON	COST	WEAPON	COST
AUTO-CANNON	35	MISSILE LAUNCHER	30
GRENADE-LAUNCHER	15	MULTI MELTA	50
HEAVY BOLTER	15	FRAG MISSILES/GRENADES	1
HEAVY PLASMA GUN	75	KRAK MISSILES/GRENADES	20/2
HEAVY STUBBER	10	MELTA MISSILES/GRENADES	4
LAS CANNON	90	SMOKE MISSILES/GRENADES	1

EXTRA GEAR: The Mercenary Band can have any of the special gear from the Freebooter Weapon Charts listed below. These are Ork Freebooter items the Band has acquired by means of its long association with Orks. Choose a chart and randomly generate equipment for the points indicated. You may roll as many times on as many charts as you want, paying the appropriate points for each roll. Any equipment generated may be carried by any of the mercenaries. Any equipment not wanted may be ignored, but must still be paid for. Any items not carried are assumed to have been left behind at the Band's hideout and may be used in future games if you wish.

CHART	COST/ROLL	CHART	COST/ROLL
RANGED WEAPONS	5	HEAVY WEAPONS	50
ASSAULT WEAPONS	5	STIKKBOMZ	5



WILD ORK OUTLAWS

These are Wildboyz who have been encountered by Freebooterz before any other Orks made contact with them. Consequently instead of being civilised by contact with virtuous traditional Ork kustoms, they have been thoroughly corrupted. They soon embark on a life of reckless adventure as rather poorly armed and cheap mercenaries. The chief may even have been sold an old decrepit bolter by some clever Freebooter in exchange for all the teeth in his mouth, not realising their value. Sometimes a fugitive Ork noble runs off into the wilderness and goes native among a Wildboyz community, where he soon corrupts them and turns them into his own band of savage cut-throats.

FOR 35 POINTS

1 ORK CHIEFTAIN ARMED WITH HAND WEAPON (SUCH AS A KNIFE, CLUB OR SWORD).

AND

5 WILDBOYZ ARMED WITH HAND WEAPONS (SUCH AS KNIFE, CLUB OR SWORD).

AND

AS MANY EXTRA WILDBOYZ AS YOU LIKE ARMED WITH HAND WEAPONS (SUCH AS KNIFE, CLUB, OR SWORD) AT 3 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHIEFTAIN	4	5	4	4	5	2	4	1	8	7	8	8
WILDBOYZ	4	3	3	3	4	1	2	1	7	6	7	7

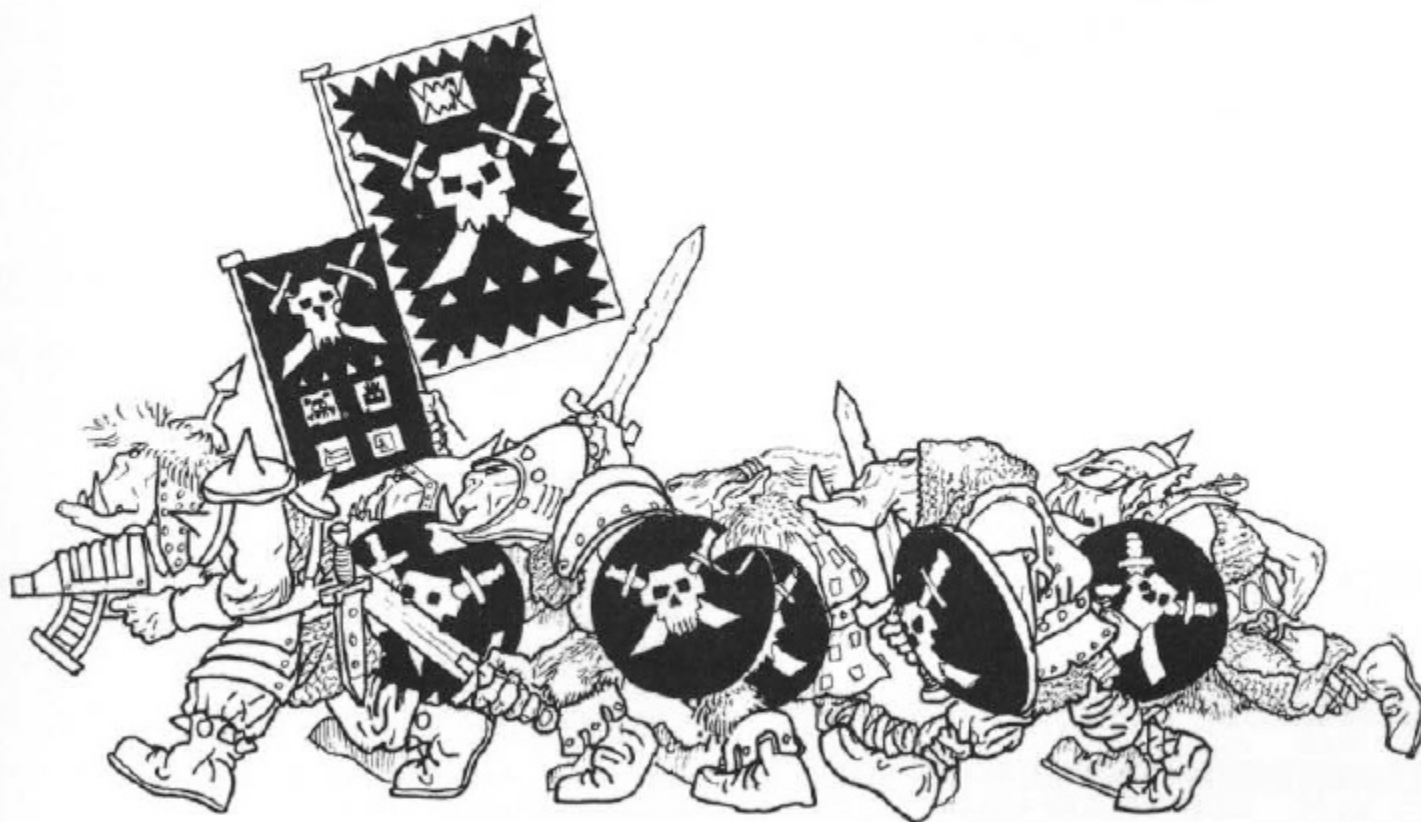
EXTRA WARGEAR: The Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same gear, even the Boy with the heavy weapon. The Kaptin does not have to have the same gear but can if he wants.

WEAPON	COST/MODEL	WEAPON	COST/MODEL
BOW	1	SPEAR	1
SHIELD	1	DOUBLE-HANDED WEAPON	1

CHIEFTAIN'S GEAR: The Chieftain can have any of the extra gear shown on the chart below.

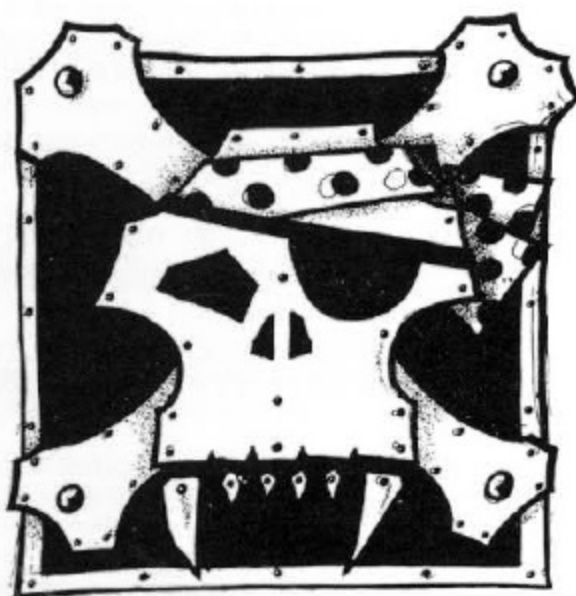
CHART	COST/ROLL	CHART	COST/ROLL
BOLTGUN	1	FLAK ARMOUR	1
BOLT PISTOL	1	CHAINMAIL	1
CHAINWORD	2		

ATTENDANTS: The Wildboyz may be accompanied by wild Gretchin and Snotlings to carry their gear and look after them in the age old tradition of the wild communities. These wild Grotz don't fight, but they can carry banners on behalf of their masters.



FREEBOOTER EQUIPMENT CHARTS

Optional wargear for Freebooterz is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are captured - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!



RANGED WEAPONS

D10 RESULT

01-05	SHOTGUN
06-10	AUTOGUN
11-15	BOLTGUN
16-40	FLAMER
41-70	MELTA-GUN
71+	PLASMA GUN

ASSAULT WEAPONS

D10 RESULT

01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81-90	POWER GLOVE
91+	POWER SHIELD

HEAVY WEAPONS

D10 RESULT

01-10	HEAVY STUBBER
11-30	AUTOCANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
81+	MISSILE LAUNCHER

STIKKBOMZ (ORK GRENADES)

D10 RESULT

01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

FORCE FIELDS

D10 FORCE FIELDS

01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10 RESULT

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

Roll on the appropriate sub charts in the main rules to determine full extent of surgical improvements

KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96-98	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA

FREEBOOTER ODDBITZ

Freebooter Mobz may include Oddbitz as indicated in the Freebooter lists. Unlike Oddboyz which form part of a Warband, Freebooter Oddboyz do not automatically entitle you to have Oddbitz, although most do. This is because the close structure of Ork society on which the Oddboyz rely is not available to the Freebooterz - or is more difficult to find. For example, a Renegade Runtmaster is not allowed Oddbitz because he has no contact with the Meks needed to make them - anyhow, he has a more elevated destiny in mind for his Runtz than crewing some Mekboy invention.

RUNTHERD ODDBITZ

Outcast Oddboyz may include Runtherd Oddbitz - each Runtherd entitles you to buy 1 Oddbit chosen and paid for from the chart below.

WEAPON	POINTS PER WEAPON
HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	150
IMPERIUM TARANTULA	200

MEKBOYZ ODDBITZ

Each Mekboy in an Outcast Oddboyz or Renegade Meks Mob entitles you to include 1 vehicle from the chart below or a Tinboy Mob of up to 4 Tinboyz, or captured Imperial Robots.

ITEM	POINTS PER ITEM
BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANEBLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELLAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Ork Tinboyz and captured Imperium Robots have the profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist

PAINBOYZ ODDBITZ

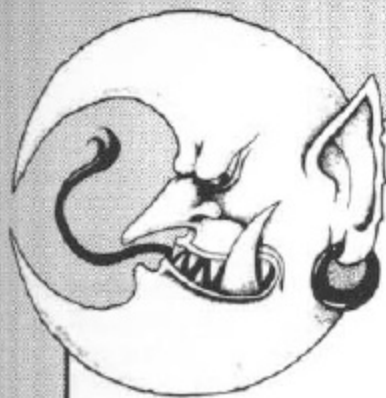
Each Painboy in an Outcast Oddboyz Mob entitles you to buy a Dreadnought. A Bad Doc's Mob may include a single Squig-brained Dreadnought.

ITEM	POINTS PER ITEM
DREADNOUGHT	50

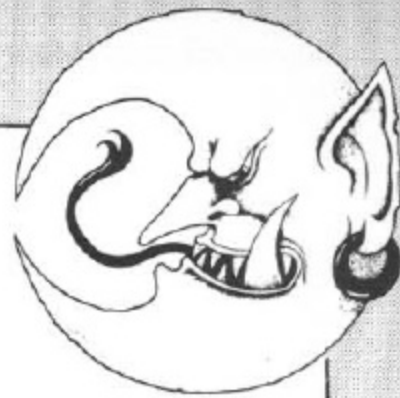
DREADNOUGHT: Ork Dreadnoughts have profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	5	10	4	2	4+

Powerclaw, Heavy Bolter, + Kustom Force Field



BAD MOON ARMY LIST



1 WARBOSS

The leader of the Ork Warband is known as a Warboss or, if he is particularly powerful, as a Warlord.

1 WARBOSS'S RETINUE

The Warboss is accompanied by favoured companions from his Household. They are known as the Warboss's Retinue and consist of 5 Nobz plus other troops the Warboss wishes to take along such as more Nobz or Oddboyz.

1 BIG MOB

Because the Warboss is the most important Ork in the whole Warband his Household provides the biggest unit of Ork Boyz - this is the Big Mob consisting of 10 or more Bad Moon Boyz.

0+ BOYZ MOBZ

The Warband may include any number of Boyz Mobz from other Households in the tribe - these may be Bad Moon Households or they can be from other Clans. Each Mob consists of 5 or more Boyz.

0+ NOBZ

Each Household that sends a Mob to fight in the Warband can provide a Nob (2 in the case of Goff Households). Any of these Nobz may join their own Household's Mob and lead it in the battle. Alternatively, any of the Nobz can bring along a vehicle to ride into battle. Nobz not fighting with units or vehicles join together into a single unit and form a separate Nobz Mob.

0+ ODDBOYZ

Each Household that sends a Mob to fight in the Warband can provide an Oddboy (except Goff Households). These Oddboyz fight as independent models on the battlefield.

0+ GRETCHIN MOB

The Warband may include any number of Gretchin Mobz.

0-1 STORMBOYZ KORPZ

The Warband may include a single Stormboyz Korps of 5 or more Stormboyz.

0-1 MAD MOB

The Warband may include a single Mad Mob of 5 or more Madboyz.

0-1 WILD MOB

The Warband may include a single Wild Mob of 5 or more Wild Boyz.

0-1 OGRYN MOB

The Warband may include a single Ogryn Mob.

0+ FREEBOOTER MOBZ

The Warband may include any number of Freebooter Mobz. Each Freebooter Mob consists of 5 or more Freebooterz led by a Freebooter Kaptin.

0+ ODDBITZ

The Warband may include large weapons crewed by Runtz, Robotz, Dreadnoughts, and extra vehicles. The availability of these depends on the number of Runtherds, Painboyz, and Mekboyz in the Warband.

THE BAD MOON WARBOSS

The Warboss is the leader of the tribe and commander of the entire Warband. The commander of an especially large or successful Warband is known as a Warlord. Bad Moons are the richest Ork Clan - they grow teeth faster than other Orks so they can afford more and better wargear than other Clans. Choose either a Bad Moon Warboss or Warlord to lead the Warband.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Evil Sunz Warbosses can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the absolute top Ork in the Warband, the Warboss gets the pick of all the loudest and most destructive gear from his Household armoury. To represent this, the Bad Moon Warboss can have any gear from the special charts listed below. Refer to the charts at the end of the Army Lists to see what each contains - you will see that the Bad Moon equipment charts are much better than any other Clan's charts, offering only the best equipment. Choose any chart, pay the points indicated below, and randomly generate a bit of equipment. You can roll as many times on as many charts as you want, and the Warboss can use whatever equipment you generate. Any equipment the Warboss does not want can be passed down to any other Nob in the Warband - the Warboss is a generous leader! If you don't want to use the equipment you've generated at all then it is simply ignored (left at home) but the points are still deducted as normal.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10
KUSTOM WEAPON	20



WARBOSS'S RETINUE

The Retinue consists of the Warboss's closest mates and drinking buddies. They are some of the Bad Moon Ork Nobz who live in the Warboss's large and heavily fortified Household - really a small fortress which towers high above the surrounding Ork town, demonstrating how rich and influential he is. The Warboss might decide to favour more Nobz by allowing them to fight alongside him as part of the Retinue. The Warboss may also include various Oddboyz in his Retinue and is likely to have several. The Bad Moons are particularly famous for producing more Weirdboyz than other Clans - this seems to be just part of their nature like the fact that their teeth grow faster. The Retinue consists of the following:

	5 Bad Moon Nobz	These are compulsory. Choose which sort of Nobz you want from the list below. You can choose all the same or a mixture of types - it is totally up to you.
Plus	More Bad Moon Nobz	You may increase the number of Nobz in the Retinue to as many as you want - these can be any of the types listed below. This means the Retinue can be very large if you wish, although a very large Retinue may prove rather cumbersome in play.
Plus	1 Bad Moon Mekboy	You do not have to include a Mekboy in the Retinue but you can do so if you want. Refer to the Mekboy entry to determine points values and further options.
Plus	1 Bad Moon Painboy	You do not have to include a Painboy in the Retinue but you can do so if you wish. Refer to the Painboy entry to determine points values and further options.
Plus	1 Bad Moon Runtherd	You do not have to include a Runtherd in the Retinue but you can do so if you want. Refer to the Runtherd entry to determine points values and further options.
Plus	2 Bad Moon Weirdboyz	You do not have to include Weirdboyz in the Retinue but you can include one or two if you wish. Each Weirdboy you decide to include is automatically accompanied by 2 Minderz. Refer to the Weirdboy entry to determine points values and further options.
Plus	Attendants	The Retinue may include any number of non-combatant attendants - these are free.

NOBZ: Every Bad Moon Retinue contains 5 Bad Moon Nobz from the Warboss's Household. The Retinue may include more Bad Moon Nobz if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the different Nobz listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Bad Moon Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the Warboss's best buddies, the Nobz in the Retinue tend to get the best gear that's going. Because they come from a Clan that's rich their equipment is often better than other Clans' Nobz - and the charts contain only the better quality gear. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between the Nobz in the Retinue as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	15
ASSAULT WEAPONS	5	BIONIK BITZ	10
HEAVY WEAPONS	50	KUSTOM WEAPON	20
STIKKBOMZ	5		

One of the Nobz in the Retinue always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a promising youngster from the Warboss's Household.

BAD MOON ARMY LIST

ODDBOYZ: The Retinue may include up to 5 Oddboyz: 1 Mekboyz, 1 Painboy, 1 Runtherdz and 2 Weirdboyz each with 2 Minderz. These Oddboyz are Bad Moons from the Warboss's own Household brought along to help their Boss out on the battlefield. Refer to the descriptions of each of these types for details of points values and further options.

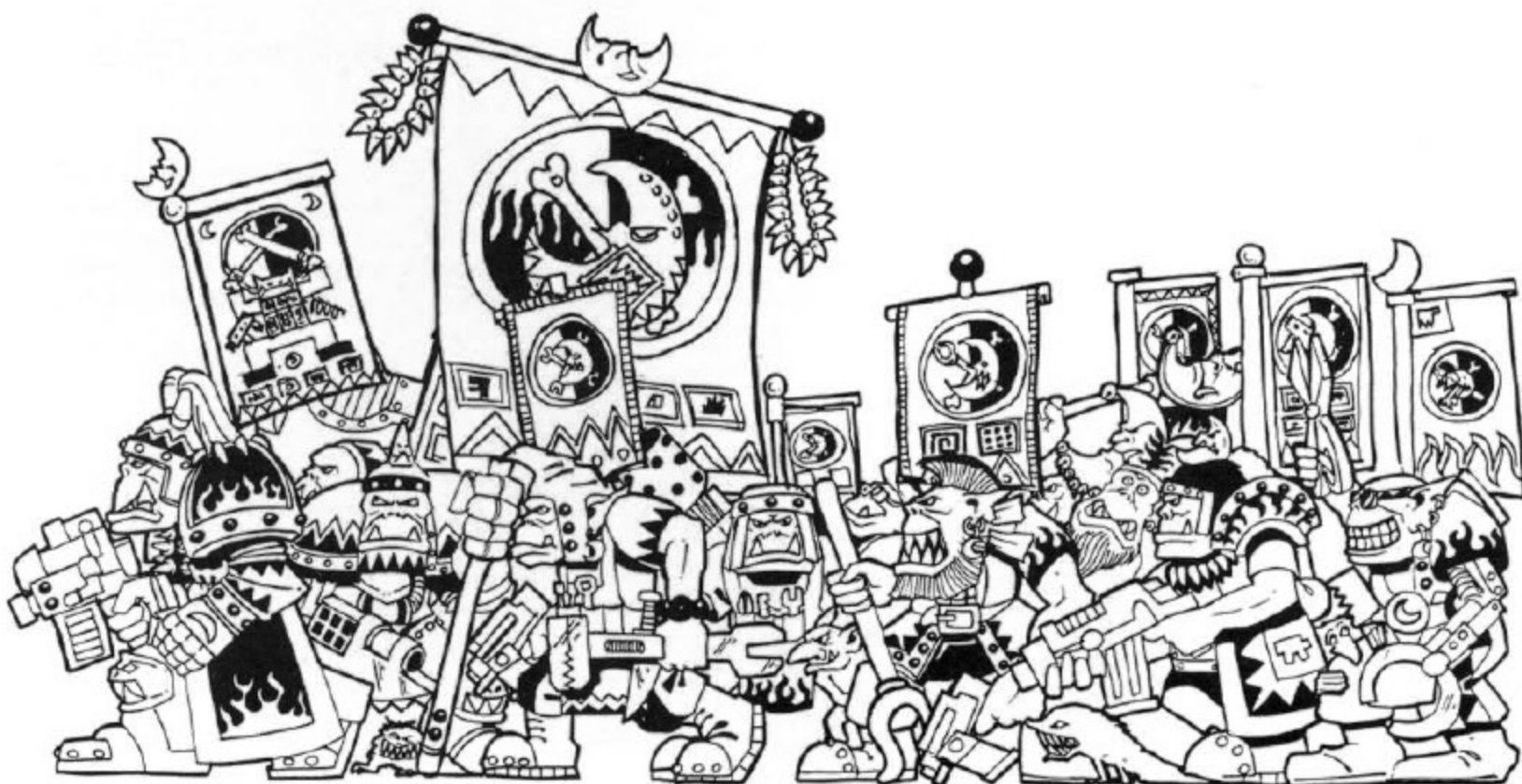
ATTENDANTS: The Retinue may be attended by as many servant Gretchin and Snotling servants as the player wants. These include Snotlings to carry boxes of ammo, jars of food and fungus ale; Gretchin porters with spare weapons and essential supplies; and any number of assorted hangers-on who are there to jump up and down, cheer, and yell at the top of their voices every time their side does something impressively loud and destructive. These models do not fight and take no part in the game - but they make the Retinue look complete. The attendants may also include musicians beating skulldrums and playing squigpipes.

VEHICLES: A Bad Moon Retinue may ride into battle in a Battlewagon. All the Retinue, the Warboss, and any non-combatant models ride inside or on top of the vehicle, hanging on as best they can. Any weapons generated for the Retinue Nobz may be mounted on the Battlewagon. The Battlewagon is free of charge. An additional Battlewagon may be bought for the Retinue if the player wishes, and any Battlewagon may be uparmed as indicated below.

VEHICLE	POINTS COST
A single Battlewagon	FREE
A second Battlewagon	50
Extra to upgrade a Battle Wagon to Blitzcannon	+50



ON THE BATTLEFIELD: The entire Retinue and the Warboss can fight as a single unit. Optionally, any Oddboyz in the Retinue can be detached from the rest of the Retinue and may fight independently. A single Nob may also be detached in order to lead the Big Mob. The player must decide before the battle whether he wants to detach Oddboyz/a Nob - it is not possible to detach Oddboyz from the Retinue once the game is underway. If the player decides to buy two Battlewagons for the Retinue then the unit must be divided as near as equally into two. Each half fights from one Battlewagon - the two vehicles are not bound by unit coherency but fight independently of each other. Having one or both Battlewagons does not prevent the player detaching either Oddboyz or a Nob as described.



BAD MOON BIG MOB

The Big Mob consists of Ork Boyz from the Warboss's own Household. This is always the largest unit of ordinary Boyz in the Warband because the Warboss depends on the Big Mob to enforce his authority over the whole Warband. The Big Mob can bring as many heavy weapons to the battle as it likes but it always brings at least two. The Bad Moons are so rich that more of their Nobz can carry heavy weapons. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

2 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: Up to four of the Boyz can have any of the weapons chosen from the list below - at least two Boyz must carry heavy weapons the others can do so if you want. Boyz can all have the same weapon or they can have different ones.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LASCANNON	90

HEAVY WEAPON	COST FOR EACH WEAPON
MULTI-MELTA	50
MISSILE LAUNCHER (with frag missiles)	30
KRAK MISSILES	20
MELTA MISSILES	4

EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons.

WEAPON	COST PER MODEL
CHAINWORD	2
POWER SWORD	7
POWER GLOVE	15
EXTRA BOLT PISTOL	1

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1

NOB LEADER: The presence of the Big Mob does not entitle you to buy any extra Nobz (as do Boyz Mobz) because the Warboss's Household Nobz who would otherwise accompany the Big Mob are automatically absorbed into the Warboss's Retinue. One Nob may be detached from the Warboss's Retinue in order to lead the Big Mob if you wish. The Nob becomes a member of the Big Mob increasing the total number of models in the unit by one.

VEHICLES: A Bad Moon Big Mob may ride into battle in a Battlewagon. A Battlewagon may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon or Rhino	25
Extra to upgrade Battle Wagon to Blitzcannon	+50



BAD MOON NOBZ

The Warband may include Nobz in addition to those in the Retinue. These extra Nobz come along with their Household's Boyz Mobz both to look after their Boyz and to participate in the fighting. As Nobz come from the same Households as the Boyz Mobz they naturally belong to the same Clan. In the case of the Bad Moons, every Boyz Mob can bring along a single Nob. This applies whether the Warboss is a Bad Moon or not. The Warband can also include Nobz from other Clans if Boyz Mobz from those Clans are present. If your Warband includes Boyz Mobz from other Clans and you wish to purchase Nobz from those Clans, then refer to the description in the appropriate Clan Army List.

FOR EVERY BAD MOON BOYZ MOB

YOUR WARBAND MAY INCLUDE UP TO 1 BAD MOON NOB

You are not obliged to include these Nobz in your Warband if you do not want - you may feel that your Warboss can manage perfectly well without them or you may prefer to spend the points elsewhere. Each Bad Moon Boyz Mob also entitles you to buy a Weirdboy - and you may feel that one of these would be a better use of your points (although you can buy the Nob and the Weirdboy if you wish). If you decide to buy Bad Moon Nobz choose which type of Nob you want from the list below and pay the appropriate points. Remember that Nobz always come from a Household represented by a Boyz Mob - the Nobz banner and backplate will therefore display the Household's badge or some personalised variant of it.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

Nobz get the choice of all the best weapons. Nobz can have any gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between any Bad Moon Nobz in the Warband as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	20
ASSAULT WEAPONS	5	BIONIK BITZ	15
HEAVY WEAPONS	50	KUSTOM WEAPON	25
STIKKBOMZ	5		

ON THE BATTLEFIELD: Nobz can be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it - he becomes part of the unit. Secondly, the Nob may be provided with a vehicle and driver at the points cost indicated below - the Nob fights from the vehicle during the battle. Thirdly, any Nob not fighting with his Mob or from a vehicle automatically fights in the Nobz Mob unit.

War Buggy	75 points
Wartrak	75 points
Nobz Bike	15 points



BAD MOON MEKANIAKS

Bad Moons are not especially mechanically inclined. Where Boyz from other Clans sometimes bring Mekaniaks to battle, Bad Moon Boys Mobs only ever bring Nobz, or Weirdboyz. This means that the only Bad Moon Mekboy in the Warband will be the one in the Retinue, assuming he has been included. The only way a Bad Moon Warboss is able to increase the number of Meks available is to include Boyz Mobz which bring Mekaniaks into battle - which can be either Evil Sunz or Blood Axes. The number of Meks in the Warband affects the number of vehicles and Tinboyz the Warboss can have and also affects the reliability of Ork equipment in general. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

SHOKK ATTACK GUN 50

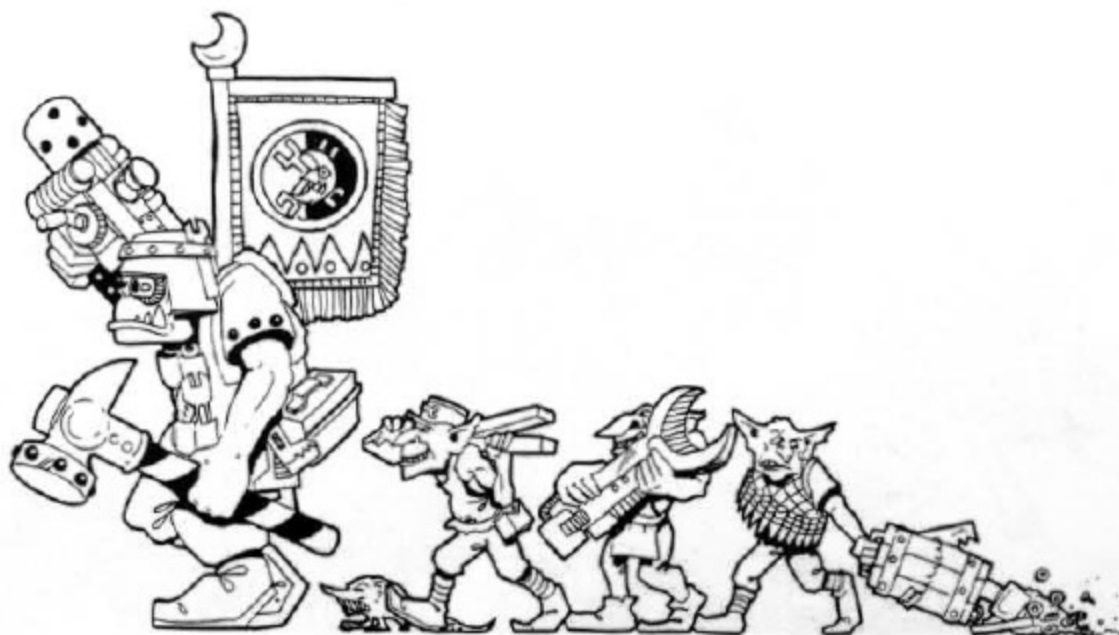


Mekaniaks are expert if eccentric mechanics - they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is assumed to be left at home but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	10
ASSAULT WEAPONS	5	BIONIK BITZ	5
HEAVY WEAPONS	10	KUSTOM WEAPON	15
STIKKBOMZ	5		

ATTENDANTS: Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snotling tool-bearers, bit-box bearers and banner bearers at no extra cost.

ODDBITZ: Every Bad Moon Mekboy in the Warband entitles you to buy one Oddbit - either a vehicle or a Tinboy Mob. These are chosen from the list in the Oddbitz section and paid for at the costs shown. Tin Boyz must be controlled by the Mekboy himself. See Oddbitz for more details, options, and points values.



BAD MOON PAINBOYZ

The Bad Moons are not noted for their Painboyz and the Boyz Mobz never bring Painboyz along to fight. This means that a Warband will only contain a Bad Moon Painboy if he is purchased as part of the Retinue. As the maximum number of Painboyz in the Retinue is only one, there will only ever be one Bad Moon Painboy in the Warband. A Warboss who wants more Painboyz will have to include Boyz Mobz from the Snakebite or Death Skull Clan whose can bring these Oddboyz to battles. Details of these Clans' Painboyz are given in the descriptions under the appropriate Army List. The number of Painboyz in the Warband is important. If there are plenty of Painboyz in the Warband then wounded Orks are more likely to be recovered from the battlefield so they can be restored with bionik implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots. Fortunately because Bad Moons are so rich, their Painboyz can afford to implant more Gretchin pilots than other Clans.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PAINBOY at 15 points	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

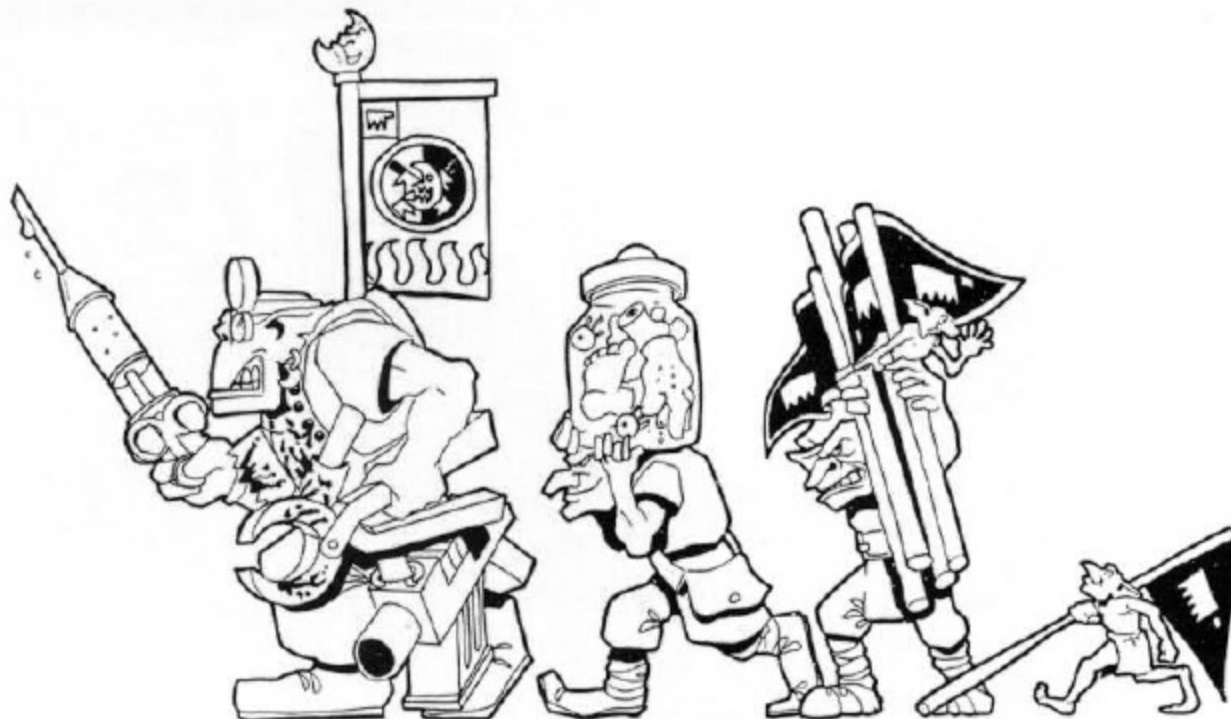


Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	5

ATTENDANTS: Painboyz have Gretchin and Snotling helpers to help them carry heavy gear, jars of medical squigs, syringes, and other important gubbins. Most important of all, Gretchins carry bundles of marker pennants to stick in the ground by wounded Orks to identify their master's patients. A Painboy may be accompanied by an unlimited number of non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and marker-pennant bearers at no extra points.

ODDBITZ: Each Bad Moon Painboy in the Warband entitles you to buy up to two Dreadnoughts. Each Dreadnought fights as an independent model. See the Oddbitz section for details and points values.



BAD MOON WEIRDBOYZ

Bad Moons have lots of Weirdboyz for some reason that even the Bad Moons find hard to explain. Some of the other Clans maintain it is all their wealth that sends them a bit strange, but this is mostly sour grapes on behalf of poorer Orks. Most likely the Bad Moons are affected by the same genetic factor which also makes their teeth grow fast (the basis of their wealth). As well as the Weirdboyz that can fight in the Warboss's Retinue, the Warband can include other Weirdboyz brought along by the Bad Moon Boyz Mobz. A Boyz Mob may bring along one Weirdboy and his two Minderz. The Bad Moons are the only Clan whose Boyz sometimes bring Weirdboyz to battle in this way.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 50 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value includes this Wargear for the Weirdboy.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL – choose which you want

A SUTTABLE HAND WEAPON – such as a knife, club, or sword

WARGEAR: The points value includes this Wargear for the Minderz.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUTTABLE HAND WEAPON – such as a knife, club, or sword

Weirdboyz are valuable assets to the Warboss, so he likes to make sure they're well looked after. They are sometimes protected from the enemy by Force Fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their bionik expertise. If you wish to equip your Weirdboy in this way choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates; any equipment not used is ignored (left at home)

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and banner bearers at no extra points. A Weirdboy may also be accompanied by a Snotling who has been possessed. These have been possessed by warp daemons while taking part in a Shokk Attack, and are now too crazed to serve any useful function except to a Weirdboy. If a Weirdboy has a possessed Snotling the creature can drain away some of the Weirdboy's psychic energy - thus possibly saving him from a fatal head explosion. If a Weirdboy's head explodes roll a D6. On the score of a 4 or more the possessed Snotling absorbs the psychic energy and his head explodes instead - the Snotling is killed but the Weirdboy is unharmed. A Weirdboy cannot buy a possessed Snotling but he can test at the start of the game to see if a possessed Snotling has joined him. On the D6 roll of a 5 or more he has been joined by one. This test is made every game, so a Weirdboy can acquire several possessed Snotlings eventually.



BAD MOON RUNTHERDZ

Bad Moons are not noted for the number of their Runtherdz although those they have are famously rich just like other Bad Moons. Where Boyz Mobz from other Clans sometimes bring Runtherdz to take part in the battle, Bad Moons only ever bring Weirdboyz or Nobz. This means that the Warband will only contain a Bad Moon Runtherd if he is purchased as part of the Retinue, so there can only ever be one Bad Moon Runtherd in the Warband. Fortunately, because they are so rich, they can train up more Runt weapon crews and bring more special weapons to the battle than other Runtherdz. A Warboss who wants more Runtherdz will have to include Boyz Mobz from either the Snakebite or Death Skull Clans which can bring Runtherdz of their own to the battle. Details of other Clans' Runtherdz are given in the descriptions under the appropriate Army List.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword.

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates, any equipment he does not want is assumed to be left at home and is ignored.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: A Runtherd may have unlimited non-combatant Gretchin and Snotling servants, musicians, squig-handlers, apprentices and bannerboyz at no extra points.

HERDZ: The Bad Moon Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin Herd consists of any number of Gretchin models, each armed with hand weapons and a shield at 3 points each. A Snotling Herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling herd may be armed with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their Strength in hand-to-hand combat. Determine this bonus each round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

ODDBITZ: A Bad Moon Runtherd entitles you to buy two Oddbits chosen from the list in the Oddbitz section and paid for at the costs shown. Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd.



BAD MOON BOYZ MOBZ

Boyz Mobz are units, literally Mobs, of Ork Boyz. Each Mob represents the Boyz from one Ork Household and consists of 5 or more Ork Boyz. Some Ork Households turn up with only the obligatory 5 Boyz including one with a heavy weapon which they're supposed to bring when the Warband gathers. Other Households are more enthusiastic and send more. In the case of Bad Moon Boyz a Mob may bring two heavy weapons rather than one, because they are richer than other Orks and can afford more weapons. Each Mob may be accompanied by a Nob and a Weirdboy from the same Household. A Bad Moon Boyz Mob consists of:

FOR 50 POINTS:

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A BOLT GUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: Up to two Boyz can have any of the weapons chosen from the list below - at least one Boy must carry a heavy weapon, the others can do so if you want. Boyz can both have the same weapon or they can have different weapons, it is entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MULTI-MELTA	50
HEAVY BOLTER	15	MISSILE LAUNCHER	30
HEAVY PLASMA GUN	75	(with frag missiles)	
HEAVY STUBBER	10	KRAK MISSILES	20
LASCANNON	90	MELTA MISSILES	4

EXTRA WARGEAR: The Boyz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even Boyz with heavy weapons.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINSWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	7	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1

NOBZ: For every Bad Moon Boyz Mob in your Warband you are entitled to buy up to one Bad Moon Nob. He may lead the Mob in battle if you want. Refer to the Bad Moon Nobz' description for details and points values.

ODDBOYZ: For every Bad Moon Boyz Mob in your Warband you are entitled to buy a Weirdboy with his two Minderz. You do not have to buy this Weirdboy, and you can buy both the Nob and Weirdboy if you like.

VEHICLES: A Bad Moon Boyz Mob may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



GRETCHIN MOB

In battle the Gretchin Mob latches on to a Mob of Orks and follows it, at least one Gretchin has to stay within 6" of it. The Gretchin copy the Orks' behaviour: shooting when the Orks shoot, charging when they charge, and so on. If the Ork unit is wiped out the Gretchin simply latch on to another. Bad Moon Warbands can include any number of Gretchin Mobz because the Gretchin can earn teeth more easily to buy weapons. A Gretchin Mob consists of:

ANY NUMBER OF GRETCHIN ARMED WITH A HAND WEAPON AND BLUNDERBUSS AT 5 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5



WILD MOB

Wildboyz are young Orks who haven't been properly trained yet. They fight with simple weapons such as swords and bows. The Wild Mob is accompanied by a Nob Drillboss brought along specifically to lead them - he is always from the Bad Moons Clan and either from the Warboss's Household or the Household represented by one of the Bad Moons Boyz Mobz. In either case he is additional to other Nobz. The Warboss may include a Wild Mob in his Warband consisting of:

1 DRILLBOSS WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

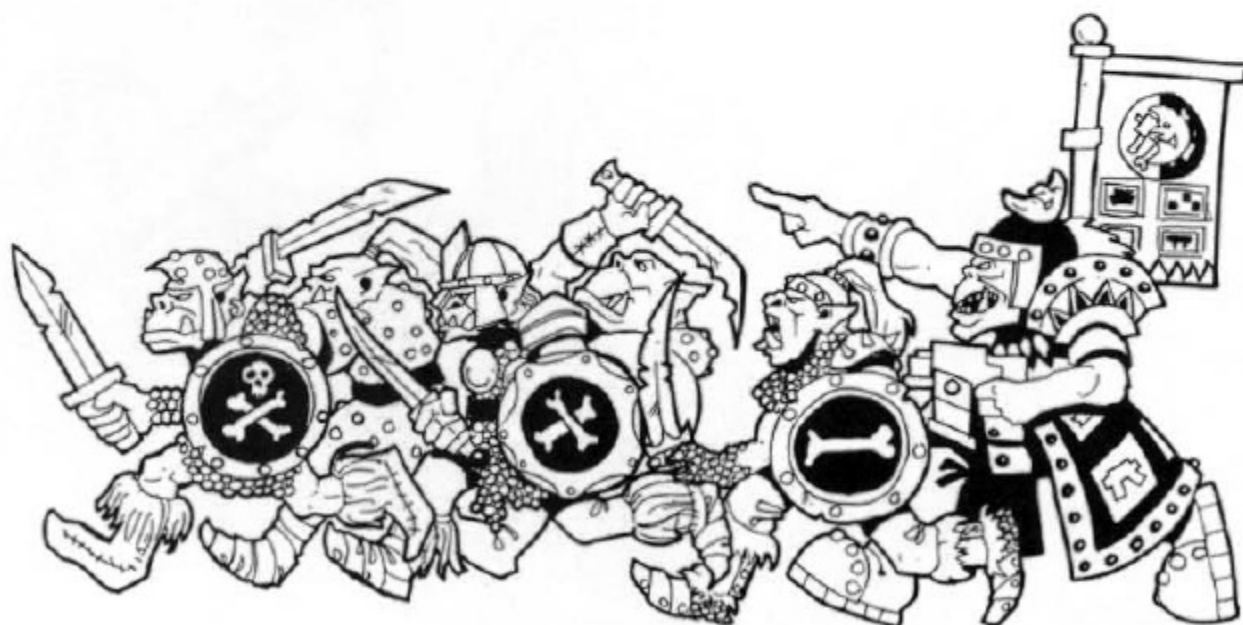
AND

AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HAND WEAPON AT 4 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WILDBOYZ 4 points each	4	3	3	3	4	1	2	1	7	6	7	7
DRILLBOSS 20 points each	4	4	4	4	4	1	3	1	8	6	8	7

EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
SHIELD	1	HAFTED WEAPON	1
EXTRA HAND WEAPON	1	SPEAR	1
DOUBLE-HANDED WEAPON	1	BOW	2



STORMBOYZ KORPS

Stormboyz are rebellious young Orks who drill regularly, march in step, and salute the Boss Orks. Such Human-style military behaviour is frowned upon by traditionally-minded Orks. Nevertheless, Stormboyz take war very seriously indeed and are grudgingly acknowledged as amongst the hardest of all the Boyz. Stormboyz choose to call themselves a Korps rather than a Mob. Stormboyz are very keen on efficient mechanical weapons and other wargear. They sometimes even use jump-packs to make airborne assaults, which most Orks wouldn't even think of doing. Stormboyz like the idea of being able to swoop into close combat like a flock of vultures, though such attacks are prone to inaccuracy. A Stormboyz Korps consists of:

FOR 40 POINTS

4 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA STORMBOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 6 POINTS EACH.

PLUS

AN OPTIONAL DRILLBOSS - WEARING FLAK ARMOUR, ARMED WITH HAND WEAPON & BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK STORMBOYZ	4	3	3	3	3	1	2	1	7	6	7	7
DRILLBOSS	4	4	4	4	4	1	3	1	8	6	8	7

HEAVY WEAPONS: A Stormboy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can chose a cheap one or an expensive one. It's entirely up to you.

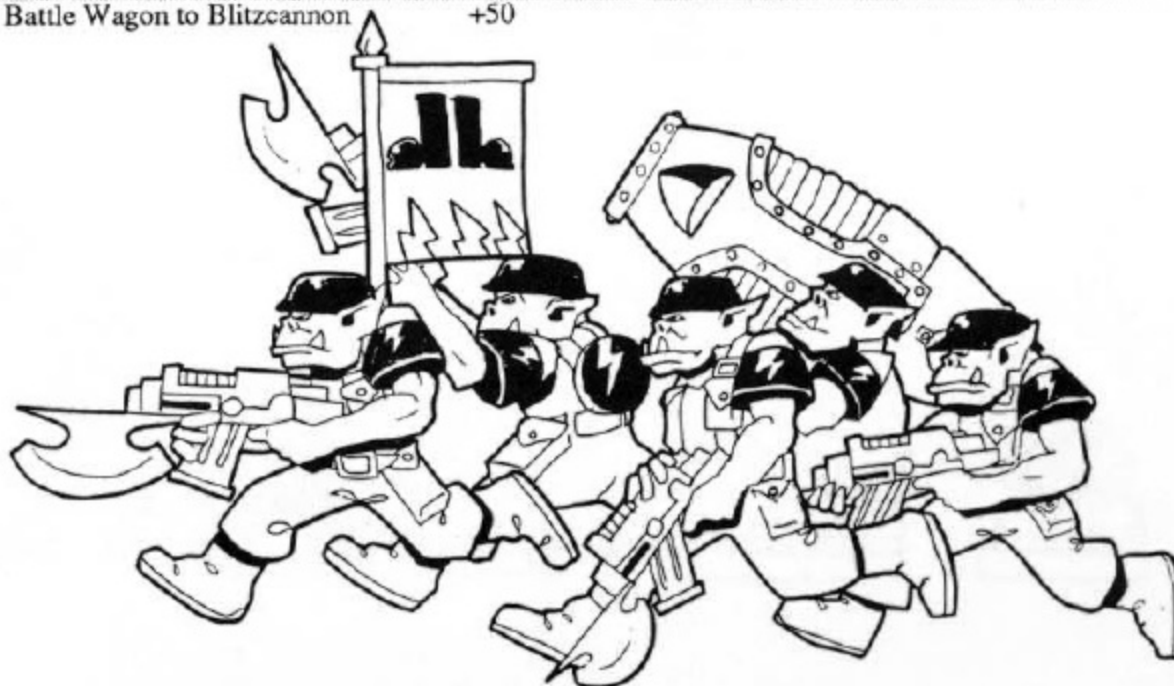
HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MISSILE LAUNCHER	30
HEAVY BOLTER	15	(with frag missiles)	
HEAVY PLASMA GUN	75	KRAK MISSILES	20
HEAVY STUBBER	10	MELTA MISSILES	4
LASCANNON	90	SMOKE MISSILES	1
MULTI-MELTA	50		

EXTRA WARGEAR: A Stormboyz Korps can also have any of the extra gear shown on the chart below. Every Stormboy has to have the same extra gear, even the Stormboy with the heavy weapon. Stormboyz take great pride in their uniformity. If the Korps is equipped with jump-packs then any Nobz or Oddboyz with the unit can also be bought a jump-pack at the same cost.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
POWER GLOVE	15	SMOKE STIKKBOMZ	1
JUMP-PACKS	2		

VEHICLES: A Stormboyz Korps may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS COST
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Due to their behaviour they are grouped together in a Mobz of their own – Mad Mobz. The Mad Mobz go to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The Mad Boyz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. A Mad Mob consists of:

FOR 50 POINTS

10 MAD BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE MOB).

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 5 POINTS EACH.

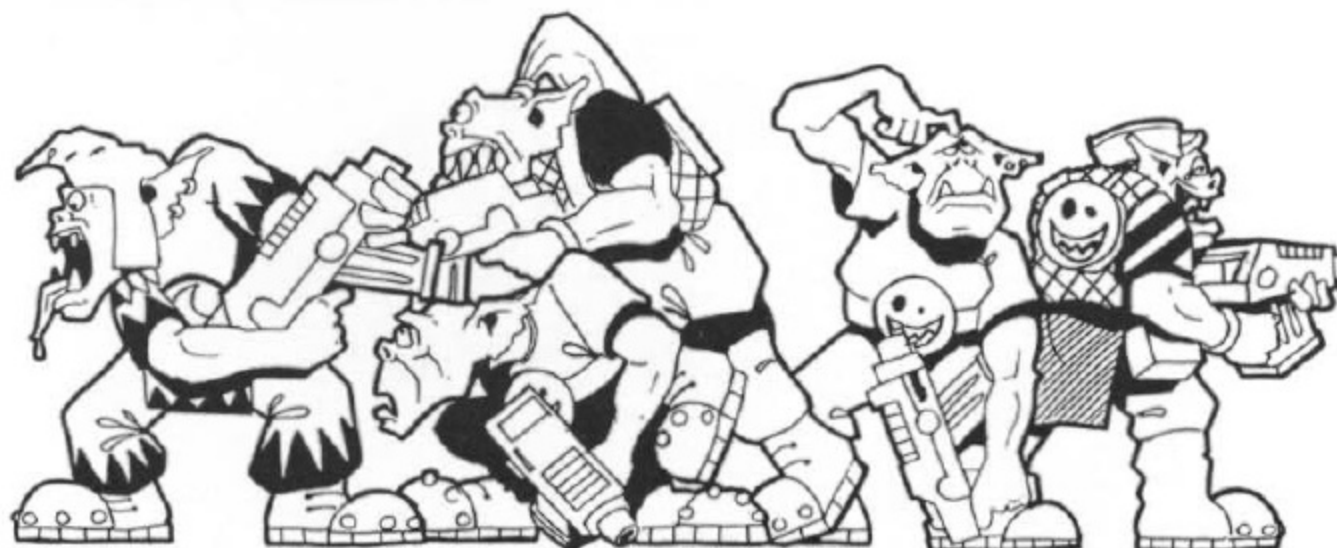
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear – otherwise the whole lot would fall about squabbling and bickering.

WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1
CHAINWORD	2
POWER GLOVE	15
POWER SWORD	7

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them. Ogryns share the same delight in noise and destruction as Orks. They are also easily tempted by large quantities of tasty squigs offered to them by the Orks. These 'wild' Ogryns are armed with crude primitive weapons. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready-made Mobz for the Warband. The Ogryn Mob consists of:

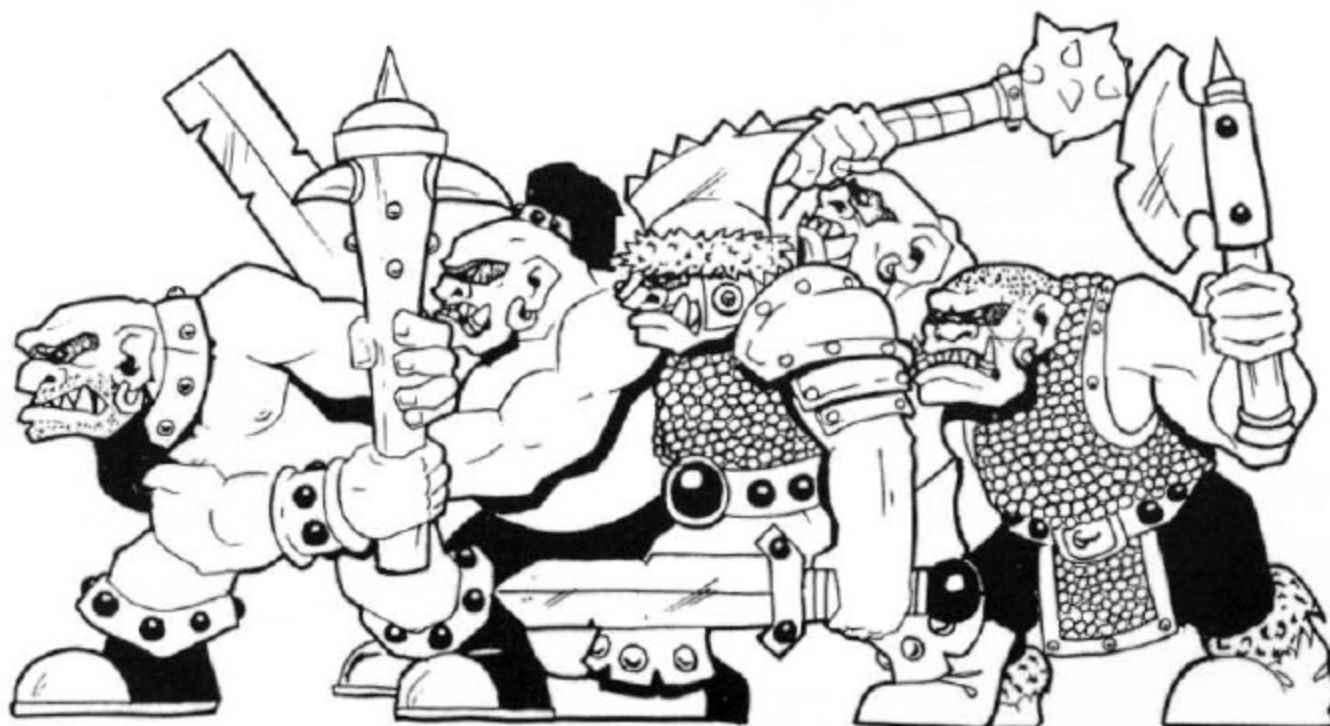
D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN -
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7



EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear - so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5



BAD MOON EQUIPMENT CHARTS

Optional wargear for Bad Moon Orks is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are captured - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!

MODIFIERS

WARLORD — a Bad Moon Warlord may add up to +20 to any roll. Roll the dice and decide how much you want to add after. This means that if a Warlord rolls a score of 55 he can actually choose any equipment indicated between the values of 55 and 75.

WARBOSS — a Bad Moon Warboss may add up to +15 to any roll in the same way as a Warlord.

NOBZ - Bad Moon Nobz may add up to +10 to any roll in the same way as a Warlord

RANGED WEAPONS

D10	RESULT
01-30	FLAMER
31-50	PLASMA GUN
51-75	MELTA-GUN
76+	KUSTOM WEAPON

ASSAULT WEAPONS

D10	RESULT
01-10	BOLT PISTOL
11-25	CHAINWORD
26-45	HAND FLAMER
46-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81+	POWER GLOVE

HEAVY WEAPONS

D10	RESULT
01-15	AUTOCANNON
16-30	HEAVY BOLTER
31-50	HEAVY PLASMA GUN
51-70	MULTI-MELTA
71-90	MISSILE LAUNCHER
91+	LASCANNON

STIKKBOMZ (ORK GRENADES)

D10	RESULT
01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

FORCE FIELDS

D10	FORCE FIELDS
01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANIUM
81+	DOC'S SURPRISE

Roll on the appropriate sub charts in the main rules to determine full extent of surgical improvements



KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96-98	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA

ODDBITZ

The Warband may include various types of heavy support weapons, additional vehicles, Dreadnoughts, and Tinboyz. These are collectively known as Oddbitz. The number of Oddbitz you are entitled to include in your Warband and the price you must pay for them depends on the number and type of Oddboyz in your Warband. Oddboyz from different Clans also entitle you to different Oddbitz or costs, as described in the description of each Oddboy type. As almost all Warbands will include Oddboyz from different Clans, the various entitlements and prices are summarised together to save you referring to each separate entry.

RUNTHERD

Each Runtherd in your Warband entitles you to buy one of the special weapons together with their Runt crews at the price given on the chart below. The following exceptions and special rules should be noted.

A **Snakebite Runtherd** is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement.

A **Blood Axe Runtherd** benefits from the ready availability of Imperium weapons presented to the Blood Axes as 'gifts' or traded in some dubious manner. A Blood Axe Runtherd therefore entitles you to buy a captured Imperium weapon at half its normal price.

A **Death Skull Runtherd** benefits from the availability of weapons scrounged off the battlefield by the Death Skull Boyz. A Death Skull Runtherd therefore entitles you to buy captured Imperium weapons at half price.

A **Bad Moon Runtherd** comes from the richest Ork Clan and can afford more equipment. A Bad Moon Runtherd therefore entitles you to buy two Oddbitz instead of just one.

PAINBOY

Each Painboy in your Warband entitles you to buy a Dreadnought. Only Painboyz are capable of performing the operation which interfaces the Gretchin driver with the Ork Dreadnought. Note the following exception.

A **Bad Moon Painboy** comes from a rich Ork clan which can afford more Dreadnoughts. A Bad Moon Painboy therefore entitles you to buy two Dreadnoughts rather than just one.

MEKBOY

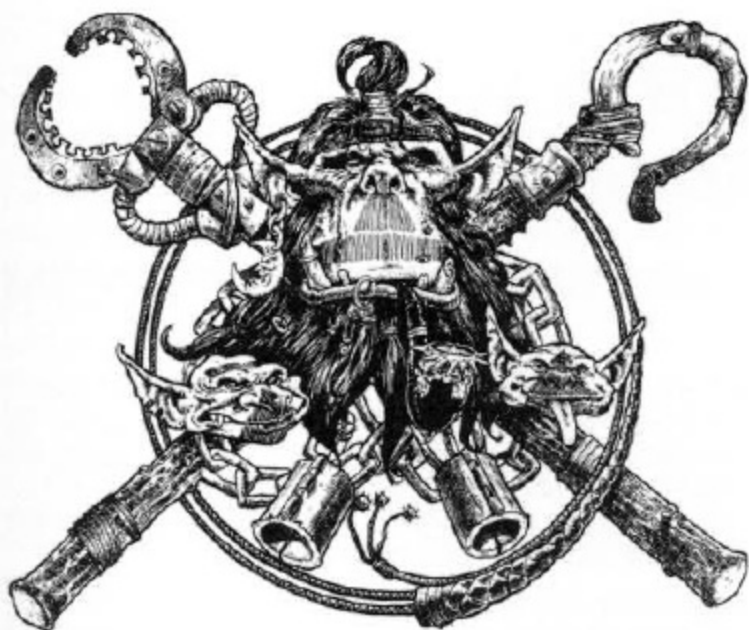
Each Mekboy in your Warband entitles you to buy either a Mob of Tinboyz or an additional vehicle with a crew of Ork Boyz. The crews always consist of the minimum number of Ork Boyz required to drive it and operate its weapons. Both crews and vehicles are from the same clan as the Mekboy himself. The vehicles available are listed on the chart below together with their points costs.

A **Death Skull Mekboy** benefits from the profusion of spare parts and recovered vehicles scrounged from the battlefield by the Death Skulls. Therefore a Death Skull Mekboy entitles you to buy two Oddbitz instead of just one. These can be two vehicles, a double-sized Tinboyz Mob, or a vehicle and a Tinboyz Mob.

An **Evil Sunz Mekboy** belongs to a clan where vehicles are much in demand and are consequently relatively common. An Evil Sunz Mekboy therefore entitles you to buy two vehicles instead of just one. Note that this only applies to vehicles - if the Evil Sunz Mekboy opts to buy a Tinboyz Mob he does not benefit.

A **Blood Axe Mekboy** has access to all kinds of Imperium-derived vehicles given in trade or as gifts. These vehicles are of course suitably repainted and modified to the tastes of the Mekboyz. If you have a Blood Axe Mekboy you can buy an additional Imperial vehicle. This means that the Mekboy can either buy two Imperial vehicles, or an Ork vehicle and an Imperial vehicle.





RUNTHERZ ODDBITZ - SPECIAL WEAPONS WITH RUNT CREWS

A Runtherd entitles the player to buy any of the following special weapons with Runt crews. Rules for Imperium weapons have been published in White Dwarf and in the Warhammer 40,000 Compendium.

WEAPON POINTS PER WEAPON

HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	150
IMPERIUM TARANTULA	200

PAINBOYZ ODDBITZ - DREADNOUGHTS

A Painboy entitles the player to buy a Dreadnought.

ITEM POINTS PER ITEM

DREADNOUGHT	50
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DREADNOUGHT: Ork Dreadnoughts have profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	5	10	4	2	4+

Powerclaw, Heavy Bolter, + Kustom Force Field

MEKBOYZ ODDBITZ - VEHICLES AND TINBOYZ

ITEM	POINTS PER ITEM
BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANEBLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELLAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Orks Tinboyz and captured Imperium Robots have the profiles as indicated below.

TINBOY

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist

Waa-Nazdreg

A SAMPLE BAD MOON WARBAND

by Nigel Stillman



am planning to collect an Ork Warband. This will require some careful thought at the outset, because I want to achieve several important aims with my Warband. These are:

Firstly I want a really 'shooty' Warband; something which my opponents will learn to respect.

Secondly I want the Warband to display as much variation, colour and Orkishness as possible.

Thirdly I want a Warband which I can collect in stages. Starting with 1000 points and proceeding to 1500 points and, ultimately, 2000 points. At each stage the Warband must be 'complete', with no units half finished, and with all the right things required to do battle against different opponents of equivalent points values. I also want to be able to vary the composition of the army easily without having to re-calculate the points value from scratch before a battle.

Right, now I shall consider these aims in turn and make a plan for my Warband. The first aim is to build a really 'shooty' Warband. Actually this depends as much on my tactics as it does on firepower, as any experienced player can tell you, so I cannot ensure victory just by choosing the right stuff. What I can do is select troops and equipment which will make things difficult for my opponents.

I can make sure that the Warband includes some good heavy weapons to knock out enemy vehicles and heavy weapons. This will force the enemy to keep their heads down! I also want some vehicles to move fast behind the enemy flank and flush out enemy troops from behind cover. Dreadnoughts and robots are very hard for the enemy to deal with, so a few of these should be a real asset. I'll also need enough Mekas to guard against too many malfunctions slowing down the Warband.

Of course, none of these things will win me a battle if I don't have enough basic troops to back them up. However, the most potent force is always a good combination of troops and equipment working together. I'll need to bear this in mind when I pick my forces to avoid being mesmerised by the lure of vehicles, Dreadnoughts and heavy weapons.

My second aim is to make a varied, colourful and Orky Warband. I've decided to build the Warband around a Bad Moon Warboss. The Bad Moons are notoriously colourful and flamboyant, and will make use of any of the varied troops known to the Orks. They also have plenty of teef to spend on 'snazzy' gear. In other words, with a Bad Moons Warboss in charge, I get the maximum choice in my Warband. All options are open (except for Human mercenaries) - Bad Moons wouldn't want to lower the tone of the Warband by letting in such 'skum', would they!

Now the fourth consideration: the points value of the Warband. This has to be flexible: 1000 points is good for the core of the Warband, which I can use in games lasting a few hours. If I want a longer game, use more troops and vehicles and be able to challenge more opponents, I will need to be able to expand the Warband up to about 2000 points. Also I may want to vary the composition of the army within any points value up to 1500, depending on my opponent and so I can change my tactics. I've found that if you use the same tactics in every game, your opponents will get wise to them and start beating you consistently, beside which it's boring to repeat the same approach time and again.

I have a cunning plan for solving the points problem. This is to work out each unit in the Warband so that it comes to a round number in points. The list allows me to do this by adding extra equipment or models to the basic cost of the unit. In this way, when I look at my Warband written down on paper, I can tell at a glance which units to put together to make up 1000, 1500 or 2000 points, and which units can be substituted for others to vary the composition. Now to choose the Warband.



THE WARBOSS AND HIS RETINUE

I name the Warboss Nazdreg, because Naz is Orkish for 'Moon'. Henceforth the Warband will be known as Waa-Nazdreg. I select the Retinue at the same time, since they all comprise a single unit in battle. The Nobz of the Warband can all be Bosses to economise on points. I will use bigger bosses in the Nobz I choose later for the Boyz Mobz. All the Nobz in the Retinue have Power Armour as befits their status and clan. After all, this unit has to be a hard unit to crack. The Retinue can also have a Battlewagon at no points cost which I'll happily take - what true Bad Moon Warboss could resist such (free) magnificence!

Nazdreg is a typical Bad Moon Warboss: he is rich, ostentatious, overindulgent, and overweight. He loves nothing better than to take his Warband raiding both to garner extra wealth and prove how well equipped his Boyz are to take on any opponent. Nazdreg has paid a lot of teef to equip his Retinue with the best Power Armour and add lots of snazzy bits onto his personal Battlewagon. As they speed into battle with banners snapping Nazdreg and his Retinue make a truly impressive sight.

BAD MOON WARBOSS RETINUE

Nazdreg: Warboss
Bolt Gun, Bolt pistol, Knife, Power Armour. **52 points**

RETINUE NOBZ

Nobskar: Boss
Bolt Gun, Knife, Power Armour. **21 points**

Grimnob: Boss
Bolt Gun, Knife, Power Armour. **21 points**

Nobmug: Boss
Bolt Gun, Knife, Power Armour. **21 points**
(Nobmug carries da boss pole.)

Nobgob: Boss
Bolt Gun, Knife, Power Armour. **21 points**

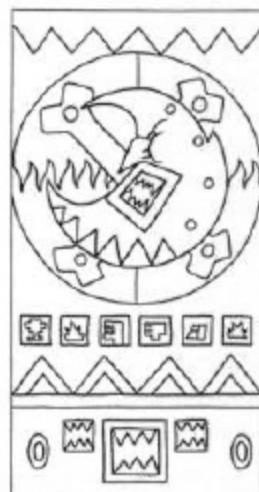
Grubnob: Boss
Bolt Gun, Knife, Power Armour. **21 points**
=105 points



NAZDREG'S
BACK BANNER



NOBSKAR'S
BACK BANNER



NAZDREG'S BOSSPOLE



GRIMNOB'S
BACK BANNER



NOBMUG'S
BACK BANNER

DA RETINUE ODDBOYZ

The Retinue can have some integral Oddboyz. I take all the Oddboyz available except for the second Weirdboy (if I decide I want more Weirdboyz I can always buy more as Oddboyz for my Boyz Mobz). I don't want to spend too much on equipment for the Oddboyz but Kustom weapons are very cheap for Mekz, who also get to have Kustom heavy weapons (stands to reason dunnit). So I buy a Kustom weapons for my Mek, which comes out as a stripped-down Lascannon. The Retinue is quite a large unit which means that they can raise a good chant for the Weirdboy, so I may keep him in the Retinue rather than using him independently as I will the other Oddboyz.

Nazdreg is blessed with a reasonable number of Oddboyz in his Retinue. Wazmek has spent a lot of time and teef building himself a Kustom weapon so he can join the fun and blast away at the enemy. Runtnarz has a Squig Katapult which he delights in commanding, but unfortunately it proves too unwieldy and difficult to transport to bring along to any but the largest scraps.

Wazmek: Mekaniak
Bolt Gun, Knife, Flak Armour, Kustom Weapon (modified Las cannon: D4 damage, normal rate of fire, -1 to hit). **30 points**

Dok Snazbitz: Painboy
Bolt Gun, Knife, Flak Armour. **15 points**

Runtnark: Runtherd
Bolt Gun, Knife, Flak Armour. **15 points**

Oddgit: Weirdboy and 2 Minderz
Bolt Gun, Knife, Flak Armour. **50 point**

Battlewagon **free!**

Total cost for Warboss and Retinue: 267 points.

BAD MOON BIGMOB

The next essential unit is the Bigmob. The big question here is how big should the Bigmob be? It has to be twice the size of any Boyz Mob in the Warband, so whatever size I decide now will limit the size of the Boyz Mobz I choose later. My preference is for small Boyz Mobz of 5 Orks. This gives tactical flexibility since each Mob has at least one heavy weapon regardless of size, and if they are Bad Moons they can have two! The Bigmob need only be the basic unit of 10 Boyz and as they are Bad Moons up to four of them can have heavy weapons. Just for the scare factor I take all four, and I make two of them the particularly fearsome Heavy Plasma Guns.

With typical Bad Moon flair, almost half the the Bigmob tote heavy weapons. In battle they will casually amble into a piece of cover and then take great pleasure in making the opposition leap and burst under a withering hail of plasma and explosives.

6 Boyz: Bolt Gun, Knife, Flak Armour.

2 Boyz: Bolt Gun, Knife, Flak Armour, Heavy Plasma Gun.

2 Boyz: Bolt Gun, Knife, Flak Armour, Heavy Bolter.

=280 points

BOYZ MOBZ

So far I have spent 267 points on the Retinue and 280 points on the Big Mob, making 547 points in all. I have 553 points left to make up the total to 1000. I decide to continue building up the core of the Warband with Bad Moon Boyz Mobz. Two Boyz Mobz with 2 heavy weapon Boyz in each Mob will allow me to have a really 'shooty' array of heavy weapons in the Warband and enough Mobz to generate a useful Nobz Mob.

The other household's Boyz Mobz are just as well armed as the Bigmob. They also tend to move up into cover and take advantage of their long range shooting power to decimate their foes. If they're feeling a bit more energetic they may move around to catch the enemy in a crossfire between themselves and the Bigmob.

NAZBOG'S MOB

3 Boyz: Bolt Gun, Knife, Flak Armour.

1 Boy: Bolt Gun, Knife, Flak Armour, Heavy Plasma Gun.

1 Boy: Bolt Gun, Knife, Flak Armour, Heavy Bolter.

=140 points

ZOGNAZ'S MOB

3 Boyz: Bolt Gun, Knife, Flak Armour.

1 Boy: Bolt Gun, Knife, Flak Armour, Heavy Bolter.

1 Boy: Bolt Gun, Knife, Flak Armour, Auto Cannon.

=85 points

ROTNAZ'S MOB

3 Boyz: Bolt Gun, Knife, Flak Armour, Smoke Stikkbomz.

2 Boyz: Bolt Gun, Knife, Flak Armour, Heavy Bolter, Smoke Stikkbomz.

=85 points



NOBZOB'S
BACK BANNER



WAZMEK'S
BACK BANNER



GRUBNOB'S
BACK BANNER



DOC SNAIBITZ'S
BANNER



ODDGIT'S
BANNER
(carried by Iselyut, but
stupid Grachin follower)



PUNTMARK'S
BACK BANNER

NOBZ MOB

With the Bigmob and three Boyz Mobz in the Warband it means that at least three other Households are represented, so there ought to be some more Nobz as well. I can have up to one Nob per Boyz Mob in the Warband, so I decide to have a Clanboss, a Bigboss and a Drillboss. I buy the Clanboss and the Bigboss Power Armour and arm them with additional Bolt pistols. Unfortunately I can't afford to buy the Drillboss any extra equipment apart from a ranged weapon. Collectively these three make up the Nobz Mob, but I can split them up to operate with their own Mobz to lend extra support and keep the battleline in order.

Each Household normally sends a Nob to take charge of their Boyz in combat to make sure they don't get carried away and wander off on their own. Both of the Nobz have Power Armour and they also all bought extra Bolt pistols. Nazbog and Zognaz both have Bionik Bitz: Nazbog has a Telescopic Arm and Zognaz has an Explosive Cranium. When Zognaz is in charge of his Mob he tends to get very worked up and gung ho, intent on being as close to the enemy as possible.

Nazbog: Clanboss

Bolt Gun, Bolt pistol, Knife, Power Armour, Bionik Bitz (Kustom arm - Telescopic). 57 points

Zognaz: Bigboss

Bolt Gun, Bolt pistol, Knife, Power Armour, Bionik Bitz (Kranial Rebuild - Explosive Cranium). 47 points

Rotnaz: Drillboss

Plasma Gun, Axe, Flak Armour, Bolt pistol. 25 points

=124 points

Total so far: 1001 points

The total points value for the Warband now amounts to 1001 points and includes the Warboss and his Retinue mounted in a Battlewagon, the Bigmob, the Nobz Mob and 3 Boyz Mobz, all Bad Moons. Now that the Bad Moons are well represented I feel I can include other clans as I expand the Warband with the first 500 points of extra bits. The best way of doing this is to choose some more Boyz Mobz.

GITNOB'S GOFF MOB

The Bad Moonz Boyz Mobz were expensive, so this time I'll take advantage of the fact that Boyz Mobz can work out very cheap in points if you have only one heavy weapon. I choose a Goff Boyz Mob as a close combat unit, as they get an extra Bolt pistol for no points. The Heavy Bolter is a typically noisy Goff weapon, but also very cheap at 15 points. I'll upgrade some of the Goffs to veteran Skarboyz at 2 points for each characteristic increase; I decide to give them two wounds.

The Goffs are along purely for getting stuck in. They view the Bad Moon's plethora of heavy weapons with distinct mistrust - anyone would think they didn't want to get into a head-butting, eye-gouging, blood-splattered, roiling melee at the drop of a hat. I'll introduce Gitnob to lead this unit later.

2 Boyz: 2 x Bolt pistols, Knife, Flak Armour.

2 SkarBoyz: 2 x Bolt pistols, Knife, Flak Armour (+1 wound)

1 SkarBoy: 2 x Bolt pistols, Knife, Flak Armour, Heavy Bolter (+1 wound).

=71 points

UZNOb'S EVIL SUNZ MOB

Next I choose a very basic Evil Sunz Boyz Mob. They'll bring in some extra colour in the form of their very impressive clan emblem, and the Mob can all wear backbanners displaying it. The good thing about the Evil Sunz is that they allow me to have an extra Mekaniak if I want, so I'll consider buying Uznob himself in a moment.

The Evil Sunz get on well in Nazdreg's merry little band. They are busily acquiring teef like Death Skulls so they can afford to buy bikes. The sight of them roaring around has made the remaining Boyz more eager than ever to get some wheels.

4 Boyz: Bolt Gun, Knife, Flak Armour.

1 Boy: Bolt Gun, Knife, Flak Armour, Heavy Bolter.

= 65 points.

SKUMNOB'S BLOOD AXES

Lastly I decide on a Blood Axe Boyz Mob: they may be treacherous, but they are cheap at 40 points a Mob, so I could use them to draw the enemy fire or other reckless tasks. That way the Warboss will save teef on their pay. It's low cunning like this which makes the Bad Moonz so rich. I'll buy Skumnob himself later to lead this Mob.

The Blood Axes are notorious throughout Orkdom as being humie lovin' gits. Nazdreg is a business-like Ork who isn't going to let such considerations get in the way of having some extra cheap troops. And if the Blood Axes always seem to end up on the parts of the battlefield where there's no cover or an excessive number of enemies, well, they're only Blood Axes after all.

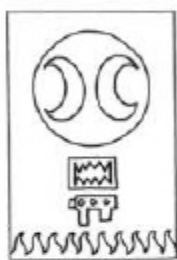
4 Boyz: Bolt Gun, Knife, Flak Armour.

1 Boy: Bolt Gun, Knife, Flak Armour, Heavy Bolter.

=55 points



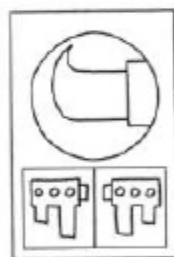
NAZDREG'S
BACK BANNER



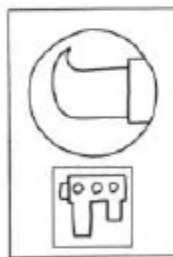
ROTNAZ'S
BACK BANNER



ZOGNAZ'S
BACK BANNER



GITNOB'S
BACK BANNER



DREGNOB'S
BACK BANNER
(not in Warband)



DA NOBZ

I now have six Boyz Mobz in the Warband in addition to the Big Mob, so I reckon that is about all I need. It makes sense to buy some Nobz to represent the other clans in the Warband. I think one for each clan will be enough, although I could have more Goffs. I'll probably use these in association with the Boyz Mobz of the appropriate clan rather than put them together into a Nobz Mob.

Each of the Boyz Mobz from other clans has their own Drillboss. There is quite a lot of rivalry between the different Nobz over whose Boyz perform best and who has Nazdreg's attention and trust the most. Of course in the latter case the Blood Axes most definitely lose out, though Skumnob does his best to give Nazdreg good advice about the capabilities of Imperial troops, but Nazdreg generally assumes he's being sarcastic (as he often is).

Gitnob: Goff Drillboss

Bolt Gun, Bolt pistol, Power Fist, Knife, Power Armour.

26 points

Uznob: Evil Sunz Drillboss

Bolt Gun, Bolt pistol, Knife, Flak Armour.

21 points

Skumnob: Blood Axe Drillboss

Bolt Gun, Bolt pistol, Knife, Flak Armour.

21 points

=68 points

DA DREAD

The total so far is 1260 points. Now I ought to include some vehicles or other hefty equipment to support all these foot-slogging Orks. I have 240 points left to bring the total up to 1500 points. Dreadnoughts are one of the most useful things an Ork Warband can have so I'll certainly include some at this stage: their heavy armour and awesome close combat ability will be most welcome. The Dreadnoughts will belong to the Bad Moons, since the only Painboy so far is a Bad Moon which entitles me to two Dreadnoughts.

The first time Nazdreg saw a Dreadnought (many years ago) he instantly got hold of Dok Snazbitz and Wazmek and told them to build him some immediately, even though he didn't know what it was called. Neither the Dok or the Mek knew exactly how to build a Dreadnought but eventually through trial and error and talking to other Meks and Painboyz they managed to build two.

Finally the glorious day arrived and Nazdreg's Dreadnoughts were unveiled. Dok Snazbitz had only got as far as saying "Dis 'eres yer Dread—" before Nazdreg cut him off with questions about how fast they were, how many guns they had etc, etc. and so they have been known collectively as 'Da Dread' ever since.

Da Dread: Dok Snazbitz's 2 Ork Dreadnoughts

Power Claw, Heavy Bolter, Kustom Force Field. 100 points

UZNOb'S BIKERS

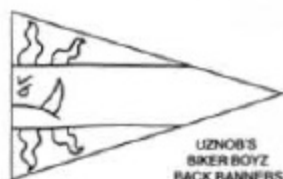
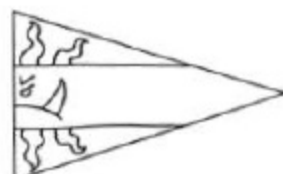
This leaves me with enough points for the Evil Sunz Mekaniak I wanted from Uznob's household and two Warbikes (an Evil Sunz Mek allows you to have two vehicles instead of one). These two vehicles will be Evil Sunz, painted red, with resplendant sunbursts. If they turn out to be speed cultists, so be it! Reckless charges and sweeping outflanking moves are just what the Warband needs to balance the large numbers of Ork infantry. As Warboss Nazdreg says: "Orky taktiks meenz get there first wiv da most Boyz".

Uznob's bikers can generally be found roaring round and round Nazdreg's encampment or having a bit of 'targit praktis' with their autocannon. In battles they are sent round the flanks to flush the enemy out of cover with their autocannon fire. Once out in the open the enemy can be easily cut down by the Bad Moons' heavy weapons.

Waa-Mek: Evil Sunz Mekaniak from Uznob's household
Flak Armour, Bolt pistol, Knife, Force Field (Konvershun),
Kustom Weapon (Heavy Plasma Gun: 3" radius area effect).
40 points

2 Warbikes: Twin autocannon. Each with one Evil Sunz Boy; Flak Armour, Bolt pistol, Knife.
100 points
=140 points

Total points for the expanded Warband is now 1500 points. I intend to take advantage of all the Oddboyz I have already got by getting plenty of Oddbitz as I expand the Warband up to 2000 points.

WAA-MEK'S
BACK BANNERUZNOb'S
BACK BANNERUZNOb'S
BOYZ BANNERS
(all Boyz have a banner)MEK-SKUM'S
BACK BANNERUZNOb'S
BIKER BOYZ
BACK BANNERSSKUMNOB'S
BACK BANNER

So far I have got two Mekaniaks, one from the Retinue and one Evil Sunz. I can buy one more Blood Axe Mek, Mek-Skum, who can co-operate with a Runtherd and use a Shokk Attack Gun. Snotlings 'fired' from a Shokk Attack Gun are pretty nasty so I'll buy a Shokk Attack Gun to give to the Blood Axe Mek. I also select a large Snotling Herd accompanied with a Runtbot to be operated by the Runtark the Retinue Runtherd.

These Oddboyz will operate together as a Shokk Attack party. I could add a Squig Katapult to be controlled by the Runtherd. In this way the Runtherd is at hand to oversee the Runts operating the katapult while forming the Shokk Attack parties. The cost for the Shokk Attack Gun, the Snotling Herd and the Squig Katapult takes the total up to 1800 points.

Runtnark's Snotling Herd: 8 Snotling bases. 120 points

Da Bot: 1 Runtbot, Grenade Launcher (Smoke), 6" Runtbot Force Field. 50 points

=170 points

Mek-Skum: Blood Axe Mekaniak bought from the entitlement for Skumnob's Blood Axe Mob.

Flak Armour, Bolt pistol, Axe, Shokk Attack Gun, Force Field (Deflektor). 80 points

Runtnark's Squig Katapult: 1 Squig Katapult and Gretchin crew. 50 points

This leaves two Meks without any specific functions to perform on the battlefield. Both have already got Kustom heavy weapons, but there is no reason why I couldn't give Waz-Mek the Mek from the Retinue a Tinboy Mob to operate. These can be radio controlled at a safe distance from the Retinue and are rather formidable. They are especially good against very tough aliens with several attacks.

I remember a battle against Genestealers in which the Orks contained the bugeyez in a ruined building by blocking each exit with a Tinboy. The Genestealers could not get out. The Patriarch tried, but a Tinboy squashed him. Meanwhile the Boyz loop-holed the walls and mopped up the rest of the aliens. This great victory ought to be written in glyphs on the Clan war-banner.

WAZ-MEK'S TINBOYZ

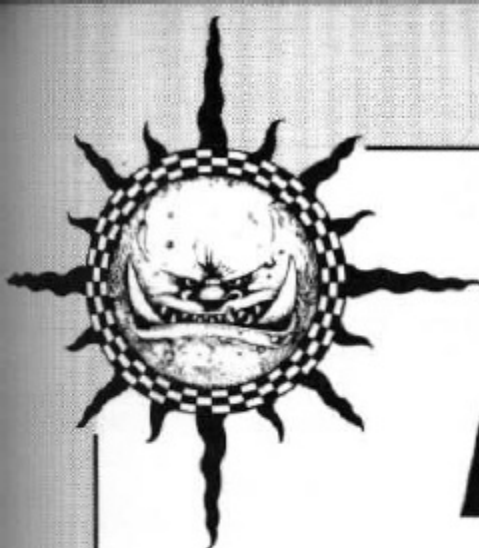
Waz-Mek's Klunkas: 2 Tinboyz; Power Fist, Heavy Bolter. 150 points

This leaves 50 points to use to bring up the total to 2000. It occurs to me that the Warband is lacking a contingent of Gretchin. There would certainly be some of these hanging around a Bad Moonz Warband, wouldn't there! A unit of 10 at 5 points each makes a handy Mob at 50 points. Very reasonable considering the potential of those blunderbusses. Definitely 'worf da teef if yer asks me'.

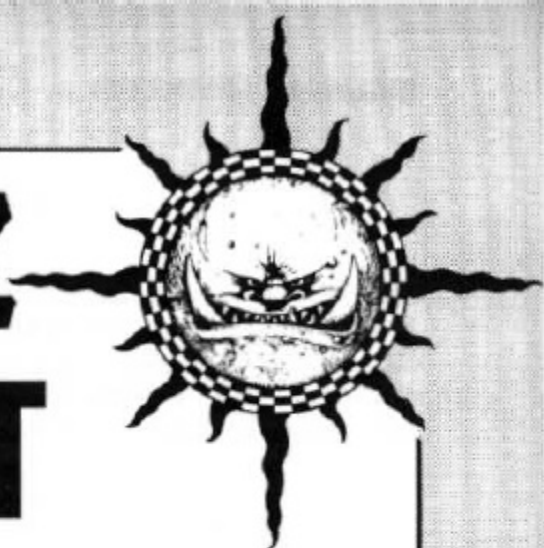
GRETCHIN MOB

10 Gretchin: Blunderbuss, Knife. 50 points

GRAND TOTAL: 2000 POINTS



EVIL SUNZ ARMY LIST



1 WARBOSS

The leader of the Ork Warband is known as a Warboss or, if he is particularly powerful, as a Warlord.

1 WARBOSS'S RETINUE

The Warboss is accompanied by favoured companions from his Household. They are known as the Warboss's Retinue and consist of 5 Nobz plus other troops the Warboss wishes to take along such as more Nobz or Oddboyz.

1 BIG MOB

Because the Warboss is the most important Ork in the whole Warband his Household provides the biggest unit of Ork Boyz - this is the Big Mob consisting of 10 or more Evil Sunz Boyz.

0+ BOYZ MOBZ

The Warband may include any number of Boyz Mobz from other Households in the tribe - these may be Evil Sunz Households or they can be from other Clans. Each Mob consists of 5 or more Boyz.

0+ NOBZ

Each Household that sends a Mob to fight in the Warband can provide a Nob (2 in the case of Goff Households). Any of these Nobz may join their own Household's Mob and lead it into battle. Alternatively, any of the Nobz can bring along a vehicle to ride into battle. Nobz not fighting with units or vehicles join together into a single unit of Nobz and form a separate Nobz Mob.

0+ ODDBOYZ

Each Household that sends a Mob to fight in the Warband can provide an Oddboy (except Goff Households). These Oddboyz fight as independent models on the battlefield.

0-1 STORMBOYZ KORPZ

The Warband may include a single Stormboyz Korps. A Stormboyz Korps consists of 5 or more Stormboyz.

0-1 MAD MOB

The Warband may include a single Mad Mob of 5 or more Mad Boyz.

0-1 WILD MOB

The Warband may include a single Wild Mob of 5 or more Wild Boyz.

0-1 GRETCHIN MOB

The Warband may include a single Gretchin Mob.

0-1 OGRYN MOB

The Warband may include a single Ogryn Mob.

0+ FREEBOOTER MOBZ

The Warband may include any number of Freebooter Mobz. Each Freebooter Mob consists of 5 or more Freebooterz led by a Freebooter Kaptin.

0+ ODDBITZ

The Warband may include large weapons crewed by Runtz, Robotz, Dreadnoughts, and extra vehicles. The availability of these depends on the number of Runtherds, Painboyz, and Mekboyz in the Warband.

THE EVIL SUNZ WARBOSS

The Warboss is the leader of the tribe and commander of the entire Warband. The commander of an especially large or successful Warband is known as a Warlord. Choose either an Evil Sunz Warboss or Warlord to lead the Warband. Of all the Ork Clans Evil Sunz are most affected by the sensation of speed. Their brains experience intense excitement in fast, dangerous travel, and as a result they usually have more vehicles than Orks from other Clans. Evil Sunz Mekboyz are especially clever and enthusiastic, and an Evil Sunz Warboss will find no lack of willing hands to build and maintain vehicles for the Ork Nobz and Boyz.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

OPTIONAL WARGEAR: Evil Sunz Warbosses can have the following extra gear for the points shown.

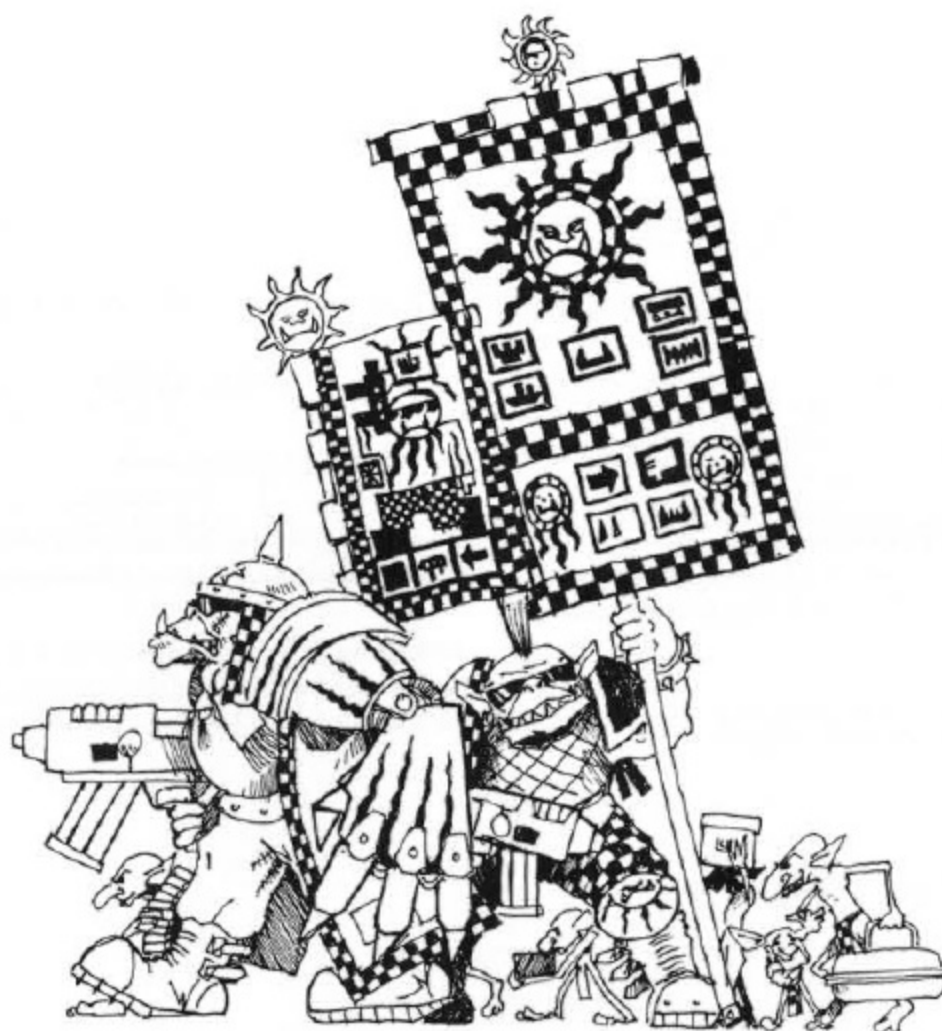
POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the absolute top Ork in the Warband, the Warboss gets the pick of all the loudest and most destructive gear from his Household armoury. To represent this, the Evil Sunz Warboss can have any gear from the special charts listed below. Refer to the charts at the end of the Army Lists to see what each contains. Choose any chart, pay the points indicated below, and randomly generate a bit of equipment. You can roll as many times on as many charts as you want, and the Warboss can use whatever equipment you generate. Any equipment the Warboss does not want can be passed down to any other Nob in the Warband – the Warboss is a generous leader! If you don't want to use the equipment you've generated then it is simply ignored (left at home) but the points are still deducted as normal.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	15
ASSAULT WEAPONS	5	BIONIK BITZ	10
HEAVY WEAPONS	50	KUSTOM WEAPON	20
STIKKBOMZ	5		

VEHICLES. An Evil Sunz Retinue including the Warboss can ride Nobz Bikes. See the Retinue description for details of the Nobz Bikes points and other alternative transport.



WARBOSS'S RETINUE

The Retinue consists of the Warboss's closest mates and drinking buddies. They are some of the Evil Sunz Ork Nobz who live in the Warboss's large and heavily fortified Household - really a small fortress which towers above the surrounding Ork town. Depending on how rich and influential he is the Warboss may favour more Nobz by allowing them to fight alongside him as part of the Retinue. The Warboss may also include various Oddboyz in his Retinue and is likely to have several. The Evil Sunz are particularly famous for the number and skill of their Mekboyz. The Retinue consists of the following:

	5 Evil Sunz Nobz	These are compulsory. Choose which sort of Nobz you want from the list below. You can choose all the same or a mixture of types - it is totally up to you.
Plus	More Evil Sunz Nobz	You may increase the number of Nobz in the Retinue to as many as you want - these can be any of the types listed below. This means the Retinue can be very large if you wish, although a very large Retinue may prove rather cumbersome in play.
Plus	2 Evil Sunz Mekboyz	You do not have to include Mekboyz in the Retinue but you can have either one or two if you want. Refer to the Mekboy entry to determine points values and further options.
Plus	1 Evil Sunz Painboy	You do not have to include a Painboy in the Retinue but you can do so if you want. Refer to the Painboy entry to determine points values and further options.
Plus	1 Evil Sunz Runtherd	You do not have to include a Runtherd in the Retinue but you can do so if you want. Refer to the Runtherd entry to determine points values and further options.
Plus	1 Evil Sun Weirdboy	You do not have to include a Weirdboy in the Retinue but you can do so if you wish. If you decide to include a Weirdboy he is automatically accompanied by 2 Minderz. Refer to the Weirdboy entry to determine points values and further options.
Plus	Attendants	The Retinue may include any number of non-combatant attendants - these are free.

NOBZ: Every Evil Sunz Retinue contains 5 Evil Sunz Nobz from the Warboss's Household. The Retinue may include more Evil Sunz Nobz if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the different Nobz listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Evil Sunz Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the Warboss's old buddies, the Nobz in the Retinue tend to get the best gear that's going. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between the Nobz in the Retinue as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	15
ASSAULT WEAPONS	5	BIONIK BITZ	10
HEAVY WEAPONS	50	KUSTOM WEAPON	20
STIKKBOMZ	5		

One of the Nobz in the Retinue always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a promising youngster from the Warboss's Household.



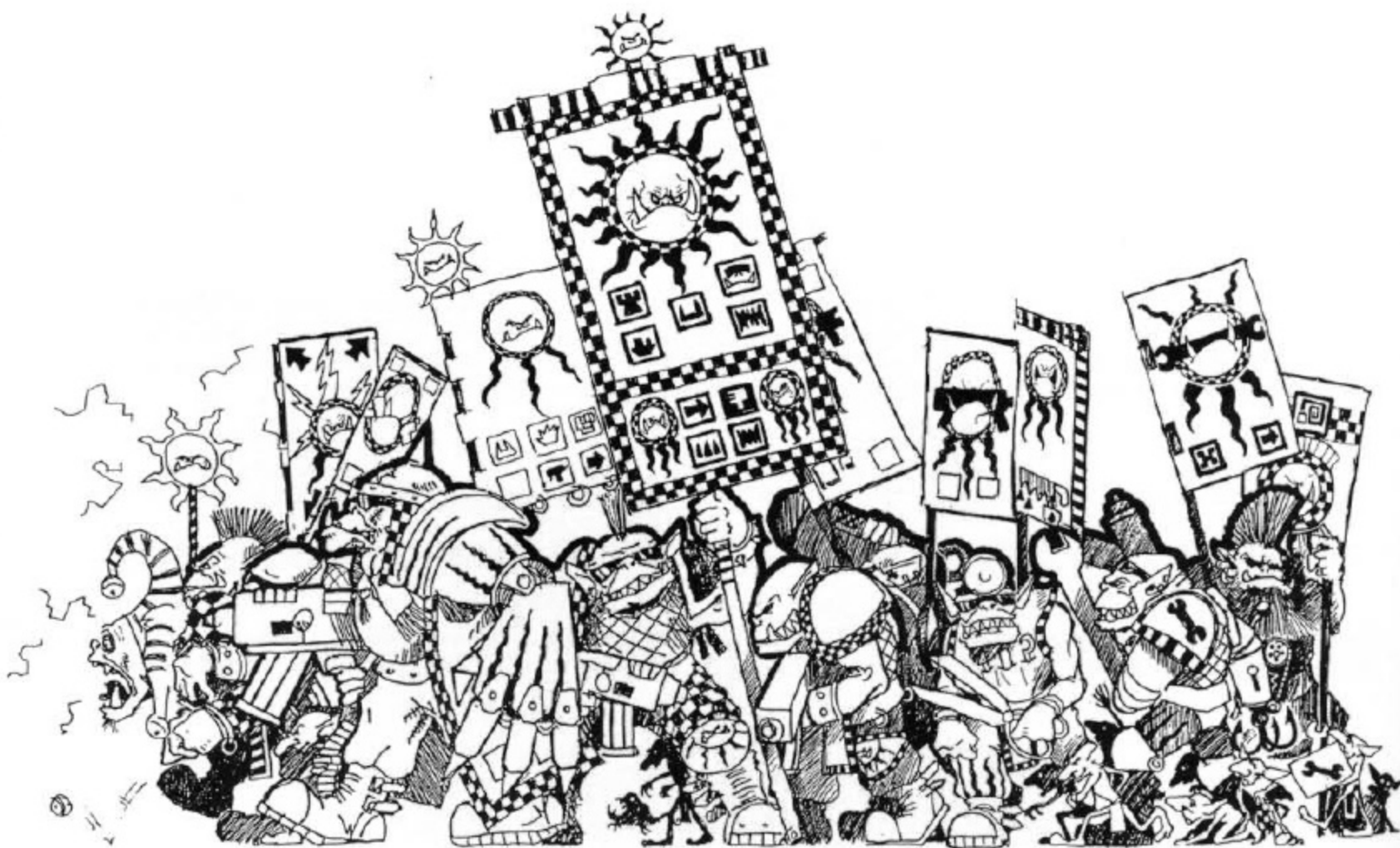
ODDBOYZ: The Retinue may include up to 5 Oddboyz: 2 Mekboyz, 1 Painboy, 1 Runtherd and 1 Weirdboy with his 2 Minderz. These Oddboyz are Evil Sunz from the Warboss's own Household brought along to help their Boss out on the battlefield. Refer to the descriptions of each of these types for details of points values and further options.

ATTENDANTS: The Retinue may be attended by as many servant Gretchin and Snotling servants as the player wants. These include Snotlings to carry boxes of ammo, jars of food and fungus ale; Gretchin porters with spare weapons and essential supplies; and any number of assorted hangers-on who are there to jump up and down, cheer, and yell at the top of their voices every time their side does something impressively loud and destructive. These models do not fight and take no part in the game - but they make the Retinue look complete. The attendants may also include musicians beating skulldrums and playing squigpipes.

VEHICLES: An Evil Sunz Retinue may ride into battle in a Battlewagon. All the Retinue, the Warboss, and any non-combatant models ride inside or on top of the Battlewagon, hanging on as best they can. Any weapons generated for the Retinue Nobz may be mounted to the Battlewagon if you wish. The Battlewagon is free of charge. An additional Battlewagon may be bought for the Retinue if the player wishes, and this and/or the original Battlewagon may be uparmed as indicated below. Alternatively the entire Retinue, including the Warboss, may ride Nobz Bikes driven by Evil Sunz Boyz. In the case of Weirdboyz, a separate Nobz Bike must be provided for the Weirdboy and each of the two Minderz. Any Oddboyz or Nob detached from the Retinue as described below must still be bought a Nobz Bike if the rest of the Retinue has them - however the player may choose to not use the Bikes during the game if he wishes.

VEHICLE	POINTS COST
A single Battlewagon	FREE
A second Battlewagon	50
Extra to upgrade a Battlewagon to Blitzcannon	+50
Nobz Bike	15 points per model

ON THE BATTLEFIELD: The entire Retinue and the Warboss can fight as a single unit on the Battlefield. Optionally, any Oddboyz in the Retinue can be detached from the rest of the Retinue and may fight independently. A single Nob may also be detached in order to lead the Big Mob. The player must decide before the battle whether he wants to detach Oddboyz/a Nob - it is not possible to detach Oddboyz from the Retinue once the game is underway. If the player decides to buy two Battlewagons for the Retinue then the unit must be divided as near as equally into two. Each half fights from one Battlewagon - the two vehicles are not bound by unit coherency but fight independently of each other. Having one or both Battlewagons does not prevent the player detaching either Oddboyz or a Nob as described.



EVIL SUNZ BIG MOB

The Big Mob consists of Ork Boyz from the Warboss's own Household. This is always the largest unit of Boyz in the Warband because the Warboss depends on them to enforce his authority over the whole Warband. The Big Mob has two heavy weapons – these are weapons entrusted to them which they are supposed to bring along to the Big Mob. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

2 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The two Boyz with a heavy weapon can have any of the weapons chosen from the list below. They can both have the same weapon or they can have different weapons, it is entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LASCANNON	90

HEAVY WEAPON	COST FOR EACH WEAPON
MULTI-MELTA	50
MISSILE LAUNCHER (with frag missiles)	30
KRAK MISSILES	20
MELTA MISSILES	4

EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons.

WEAPON	COST PER MODEL
CHAINSWORD	2
POWER SWORD	7
POWER GLOVE	15
EXTRA BOLT PISTOL	1

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1

NOB LEADER: The presence of the Big Mob does not entitle you to buy any extra Nobz (as do Boyz Mobz) because the Warboss's Household Nobz who would otherwise accompany the Big Mob are automatically absorbed into the Warboss's Retinue. One Nob may be detached from the Warboss's Retinue in order to lead the Big Mob if you wish. The Nob becomes a member of the Big Mob increasing the total number of models in the unit by one.

VEHICLES: An Evil Sunz Big Mob may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below. Alternatively, the entire Big Mob may be mounted on Warbikes at the cost shown below.

VEHICLE	POINTS	MOUNTS	POINTS
Battlewagon	25	Warbike	50 per model
Extra to upgrade a Battlewagon to Blitzcannon	+50		



EVIL SUNZ NOBZ

The Warband may include Nobz in addition to those in the Retinue. These extra Nobz come along with their Households' Boyz Mobz both to look after their Boyz and to participate in the fighting. As Nobz come from the same Households as the Boyz Mobz they naturally belong to the same Clan. In the case of the Evil Sunz, every Boyz Mob can bring along up to two Nobz. This applies whether the Warboss is an Evil Sun or not. The Evil Sunz tend to have more Nobz than many other Clans because of their aggressive, individualistic nature and love of speed. The Warband can also include Nobz from other Clans if Boyz Mobz from those Clans are present. If your Warband includes Boyz Mobz from other Clans and you wish to purchase Nobz from those Clans, then refer to the description in the appropriate Clan Army List.

**FOR EVERY
EVIL SUNZ BOYZ MOB**

**YOUR WARBAND MAY INCLUDE
UP TO 2 EVIL SUNZ NOBZ**

You are not obliged to include these Nobz in your Warband if you don't want to. Each Evil Sunz Boyz Mob in the Warband entitles you to buy a Mekboy instead of one of the Nobz - and you may feel that one of these would be a better use of your points. If you decide to buy Evil Sunz Nobz choose which type of Nob you want from the list below and pay the appropriate points. Remember that Nobz always come from a Household represented by a Boyz Mob.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

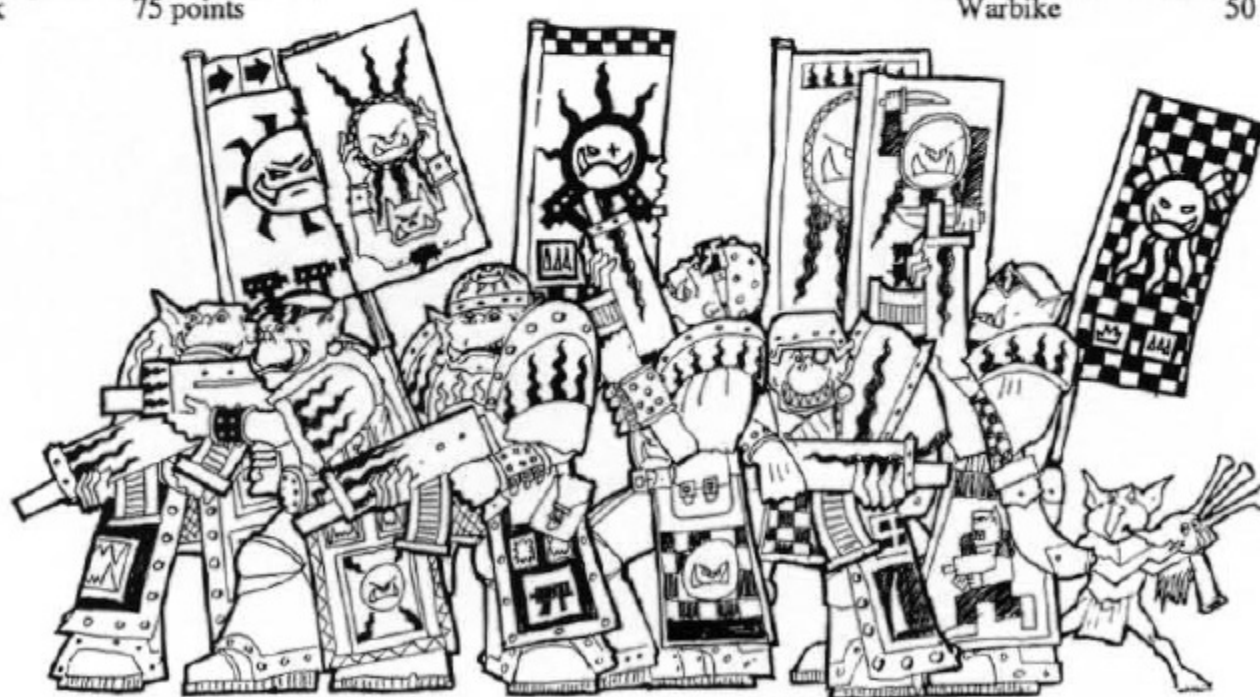
Nobz are the richest and toughest Orks in their Household so they get the choice of all the best weapons. Evil Sunz Nobz can have any gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between any Evil Sunz Nobz in the Warband as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	FORCE FIELDS	20
ASSAULT WEAPONS	5	BIONIK BITZ	15
HEAVY WEAPONS	50	KUSTOM WEAPON	25
STIKKBOMZ	5		

ON THE BATTLEFIELD: Nobz can be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it - he becomes part of the unit. Secondly, the Nob may be provided with a vehicle and driver where appropriate at the points cost indicated below - the Nob fights from the vehicle during the battle. Thirdly, any Nob not fighting with his Mob or from a vehicle automatically fights in the Nobz Mob unit.

War Buggy 75 points
Wartrak 75 points

Nobz Bike 15 points
Warbike 50 points



EVIL SUNZ MEKANIAKS

Evil Sunz are notable amongst Orks as the most mechanically minded of all the Clans. This is probably a natural result of their enthusiasm for machinery and especially for engines and vehicles. Evil Sunz Boyz Mobz sometimes bring a Mekboy to take part in the battle, but they never bring other kinds of Oddboyz. Some Boyz Mobz prefer to bring two Nobz - in which case they cannot bring a Mekboy as well. Evil Sunz Mekboyz are very efficient and well worth having if you want to include lots of vehicles in your Warband. The only other Clan whose Boyz sometimes bring a Mekboy is the Blood Axes, so if your Warboss wants more Meks desperately enough to trust one of these human lovers, then refer to the Blood Axe list. The number of Meks in the Warband affects the number of vehicles and Tinboyz the Warboss can have and also the reliability of Ork equipment in general. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

SHOKK ATTACK GUN 50



Mekaniaks are expert if eccentric mechanics - they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is assumed to be left at home but must still be paid for.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	10
STIKKBOMZ	5

CHART	COST PER RANDOM ROLL
FORCE FIELDS	10
BIONIK BITZ	5
KUSTOM WEAPON	15

ATTENDANTS: Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snotling tool-bearers, bit-box bearers and banner bearers at no extra cost.

ODDBITZ: Each Evil Sunz Mekboy in the Warband entitles you to buy two vehicles or a Tin Boyz Mob chosen from the list in the Oddbitz section and paid for at the costs shown. If you buy Tin Boyz then you cannot buy vehicles. Tin Boyz must be controlled by the Mekboy himself. See Oddbitz for more details, options, and points values.



EVIL SUNZ PAINBOYZ

The Evil Sunz are not noted for their Painboyz and the Boyz Mobz never bring Painboyz along to fight. This means that a Warband will only contain an Evil Sunz Painboy if he is purchased as part of the Retinue. As the maximum number of Painboyz in the Retinue is only one, there will only ever be one Evil Sunz Painboy in the Warband. A Warboss who wants more Painboyz will have to include Boyz Mobz from the Snakebite or Death Skull Clan whose can bring these Oddboyz to battles. Details of other Clans' Painboyz are given in the descriptions under the appropriate Army List. The number of Painboyz in the Warband is important. If there are plenty of Painboyz in the Warband then wounded Orks are more likely to be recovered from the battlefield so they can be restored with bionik implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PAINBOY at 15 points	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

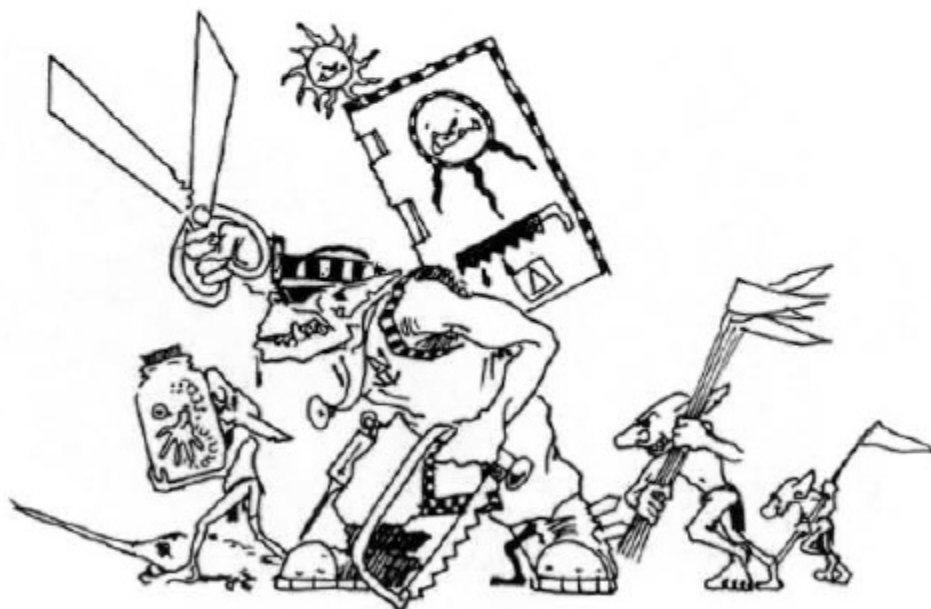


Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	5

ATTENDANTS: Painboyz have Gretchin and Snotling helpers to help them carry heavy gear, jars of medical squigs, syringes, and other important gubbins. Most important of all, Gretchins carry bundles of marker pennants to stick in the ground by wounded Orks to identify their master's patients. A Painboy may be accompanied by an unlimited number of non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and marker-pennant bearers at no extra points.

ODDBITZ: The Evil Sunz Painboy in the Warband entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Oddbitz section for details and points values.



EVIL SUNZ WEIRDBOYZ

The Evil Sunz are not noted for their Weirdboyz and the Boyz Mobz never bring Weirdboyz along to fight. This means that a Warband will only contain an Evil Sunz Weirdboy if he is purchased as part of the Retinue. As the maximum number of Weirdboyz in the Retinue is only one, there will only ever be one Evil Sunz Weirdboy in the Warband. A Warboss who wants more Weirdboyz will have to include Boyz Mobz from the Bad Moon Clan which can bring Weirdboyz to the battle. See the description of Bad Moon Weirdboyz in the Bad Moon Army List. Weirdboyz are always accompanied by two sturdy Ork Boyz called Minderz whose job it is to make sure the Weirdboy comes to no harm (and also to make sure he doesn't run away).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 50 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value includes this Wargear for the Weirdboy.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

WARGEAR: The points value includes this Wargear for the Minderz.

FLAK ARMOUR

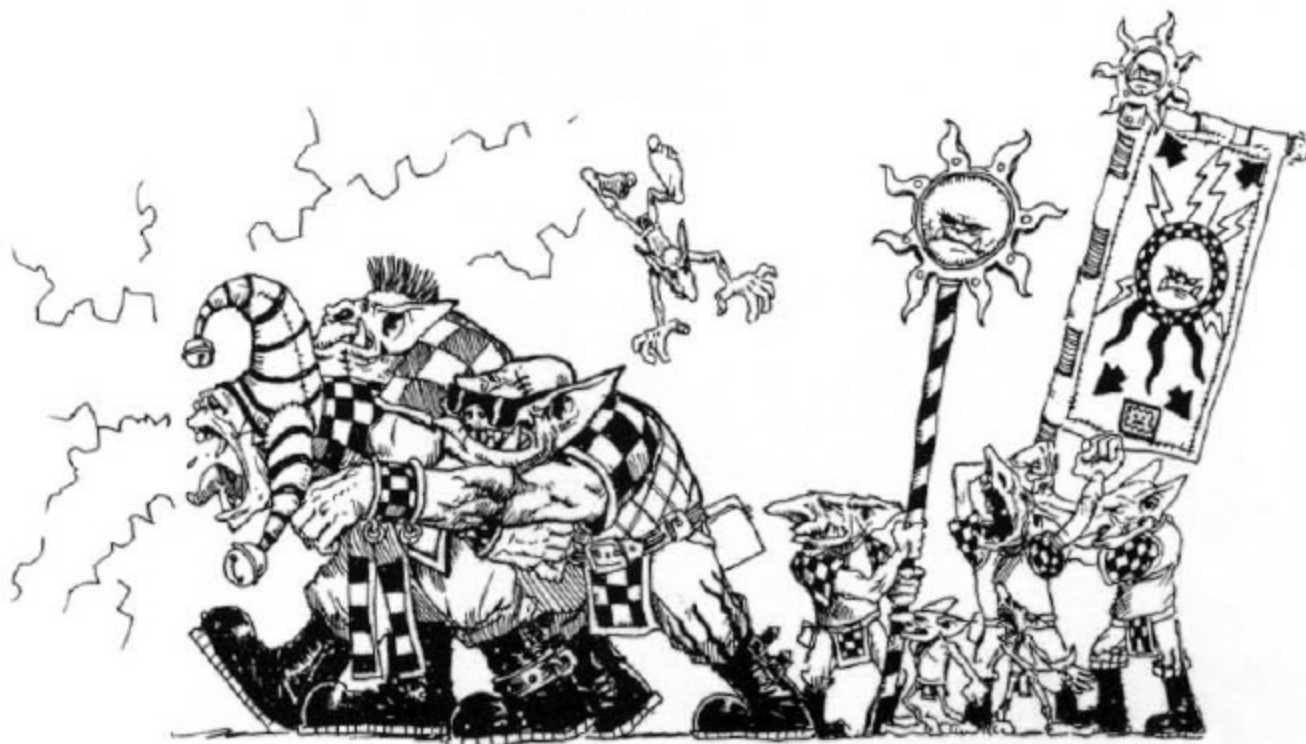
A BOLTGUN OR BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Weirdboyz are valuable assets to the Warboss, so he likes to make sure they're well looked after. They can be protected from the enemy by Force Fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their bionik expertise. If you wish to equip your Weirdboy in this way choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates; any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and banner bearers at no extra points. A Weirdboy may also be accompanied by a Snotling who has been possessed. These are Snotlings which have been possessed by warp daemons while taking part in a Shokk Attack – they are now too crazed to serve any useful function except to a Weirdboy. If a Weirdboy has a possessed Snotling the creature drains away some of the Weirdboy's psychic energy – thus possibly saving him from a fatal head explosion. If a Weirdboy's head explodes then roll a D6. On the score of a 4 or more the possessed Snotling absorbs the psychic energy and his head explodes instead – the Snotling is killed but the Weirdboy is unharmed. A Weirdboy cannot buy a possessed Snotling, but he can test at the start of the game to see if a possessed Snotling has joined his attendants. On the D6 roll of a 5 or more he has been joined by one. This test is made every game, so a Weirdboy can acquire several possessed Snotlings eventually.



EVIL SUNZ RUNTHERDZ

The Evil Sunz prefer excitement and speed to the relatively passive rewards of Runt rearing so it is hardly surprising that there are relatively few Evil Sunz Runtherdz. Evil Sunz Boyz Mobz never bring Runtherdz along to fight. This means that a Warband will only contain an Evil Sunz Runtherd if he is purchased as part of the Retinue. As the maximum number of Runtherdz in the Retinue is only one, there will only ever be one Evil Sunz Runtherd in the Warband. A Warboss who wants more Runtherdz will have to include Boyz Mobz from the Snakebite or Death Skull Clans which can bring Runtherdz to the battle. Runtherdz are required to train Gretchin crews and Snotling Herds, so the number of Runtherdz in a Warband affects its ability to field large weapons.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword.

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates, any equipment he does not want is assumed to be left at home and is ignored.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
ASSAULT WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: Runtherdz can have loads of servants who run errands and busy themselves with menial jobs while the Runtherd gets on with the important stuff. A Runtherd may have unlimited non-combatant Gretchin and Snotling servants, musicians, squig-handlers, apprentices and bannerboyz at no extra points.

HERDZ: The Evil Sunz Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin Herd consists of any number of Gretchin models, each armed with hand weapons and a shield at 3 points each. A Snotling Herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling Herd may be armed with spore weapons at a cost of 5 points per base. Spore weapons are special fungi and moulds which do not affect Orks, Gretchin or Snotlings, but which are deadly to other races. Snotlings armed with spore weapons add +D6 to their Strength in hand-to-hand combat. Determine this bonus each round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

ODDBITZ: Each Evil Sunz Runtherd in the Warband entitles you to buy a single Oddbit chosen from the list in the Oddbitz section and paid for at the costs shown. Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd. See the Oddbitz section for details and points values.



EVIL SUNZ BOYZ MOBZ

Boyz Mobz are units, literally Mobs, of Ork Boyz. Each Mob represents the Boyz from one Ork Household and consists of 5 or more Ork Boyz. Some Ork Households turn up with only the obligatory 5 Boyz including one with a heavy weapon which they're supposed to bring when the Warband gathers. Other Households are more enthusiastic and send along more – especially if the prospects of loot are good! No matter how many Orks turn up from a Household they only bring one heavy weapon, any extra Boyz who come along will be armed with the usual assortment of bolters. Each Mob may be accompanied by Nobz or a Mekboy from the same Household who have come along with their Boyz to join in the battle. An Evil Sunz Boyz Mob consists of:

FOR 50 POINTS:

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A BOLT GUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The Boy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can choose cheap ones or expensive ones. It's entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MULTI-MELTA	50
HEAVY BOLTER	15	MISSILE LAUNCHER	30
HEAVY PLASMA GUN	75	(with frag missiles)	
HEAVY STUBBER	10	KRAK MISSILES	20
LASCANNON	90	MELTA MISSILES	4

EXTRA WARGEAR: A Boyz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon.

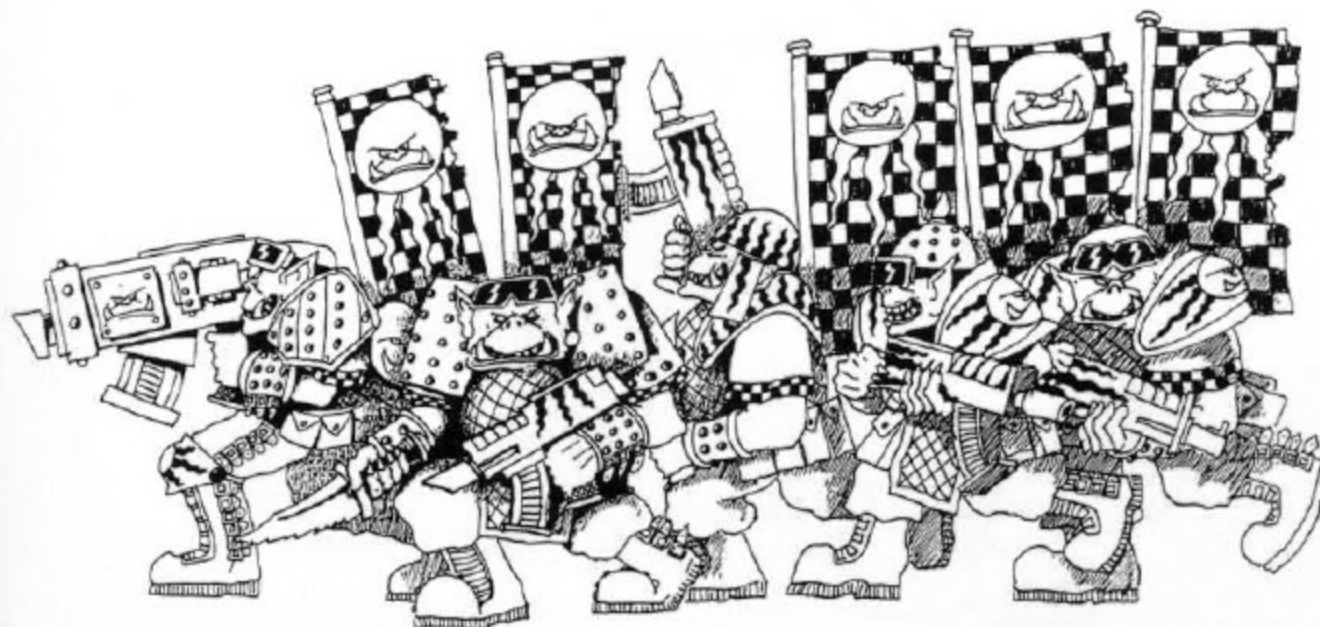
WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	7	KRAK STIKKBOMZ	2
POWER GLOVE	15	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1

NOBZ: For every Evil Sunz Boyz Mob in the Warband you are entitled to buy up to two Evil Sunz Nobz. One Nob may lead the Mob in battle. Refer to the Evil Sunz Nobz' description for details and points values. If you decide to buy both Nobz then you may not buy the Mekboy the Mob entitles you to. You may buy a Nob and a Mekboy, or two Nobz, but not all three.

ODDBOYZ: For every Evil Sunz Boyz Mob in the Warband you are entitled to buy an Evil Sunz Mekboy. You may not buy a Mekboy to represent the Mob if you've already bought two Nobz. You may buy a Nob and a Mekboy, or two Nobz, but not all three.

VEHICLES: An Evil Sunz Boyz Mob may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below. Alternatively the entire Mob may be mounted on Warbikes for the points indicated.

VEHICLE	POINTS	MOUNTS	POINTS
Battlewagon	25	Warbike	50 per model
Extra to upgrade a Battlewagon to Blitzcannon	+50		



GRETCHIN MOB

In battle the Gretchin Mob latches on to a Mob of Orks and follows it about. At least one of the Gretchin has to stay within 6" of the Ork Mob. The Gretchin copy the Orks' behaviour: shooting when the Orks shoot, charging when the Orks charge, and so on. If the Ork unit is wiped out the Gretchin simply latch on to another one. A Gretchin Mob consists of:

ANY NUMBER OF GRETCHIN ARMED WITH A HAND WEAPON AND BLUNDERBUSS AT 5 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5



WILD MOB

Wildboyz are young Orks taken from the feral communities where they are born. Sometimes they are taken into battle before they are properly trained, in which case they dress and fight in a primitive manner using simple weapons such as swords and bows. The Wild Mob is accompanied by a Nob Drillboss brought along specifically to lead them - he is always from the Evil Sunz Clan and either from the Warboss's Household or the Household represented by one of the Evil Sunz Boyz Mobz. In either case he is additional to other Nobz. The Warboss may include a Wild Mob in his Warband consisting of:

1 DRILLBOSS WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

AND

AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HAND WEAPON AT 4 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WILDBOYZ 4 points each	4	3	3	3	4	1	2	1	7	6	7	7
DRILLBOSS 20 points each	4	4	4	4	4	1	3	1	8	6	8	7

EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
SHIELD	1	HAFTED WEAPON	1
EXTRA HAND WEAPON	1	SPEAR	1
DOUBLE-HANDED WEAPON	1	BOW	2



STORMBOYZ KORPS

Stormboyz are rebellious young Orks who drill regularly, march in step, salute the Boss Orks and even polish their jackboots. Such Human-style military behaviour is frowned upon by traditionally-minded Orks. Nevertheless, Stormboyz take war very seriously indeed and are grudgingly acknowledged as amongst the hardest of all the Boyz. Because they are disciplined and efficient they choose to call themselves the Stormboyz Korps rather than a Mob. Stormboyz are very keen on efficient mechanical weapons and other wargear, and sometimes even use jump-packs to make airborne assaults. Unfortunately such attacks are prone to the traditional Ork inaccuracy even when carried out by the discipline-obsessed Stormboyz. A Stormboyz Korps consists of:

FOR 40 POINTS

4 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA STORMBOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 6 POINTS EACH.

PLUS

AN OPTIONAL DRILLBOSS - WEARING FLAK ARMOUR, ARMED WITH HAND WEAPON & BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
ORK STORMBOYZ	4	3	3	3	3	1	2	1	7	6	7	7
DRILLBOSS	4	4	4	4	4	1	3	1	8	6	8	7

HEAVY WEAPONS: A Stormboy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can chose a cheap one or an expensive one. It's entirely up to you.

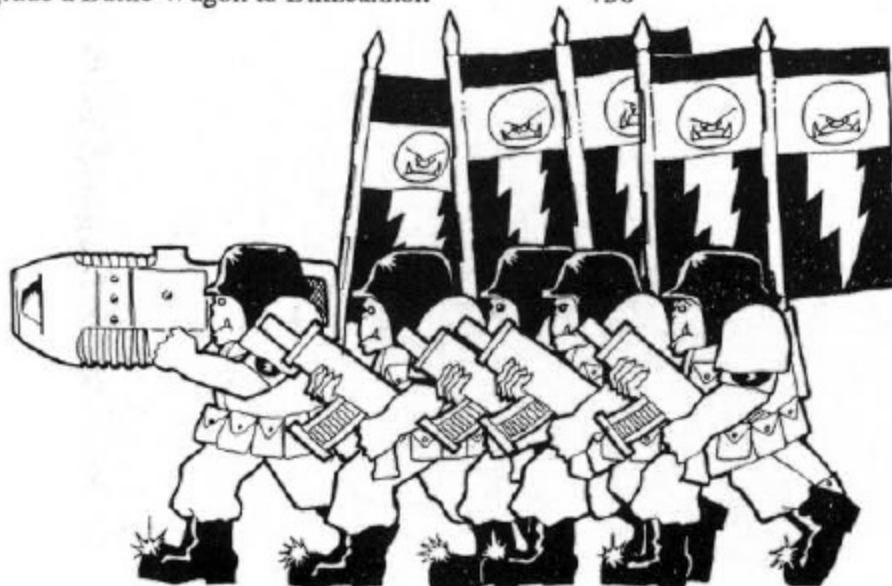
HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MISSILE LAUNCHER	30
HEAVY BOLTER	15	(with frag missiles)	
HEAVY PLASMA GUN	75	KRAK MISSILES	20
HEAVY STUBBER	10	MELTA MISSILES	4
LASCANNON	90	SMOKE MISSILES	1
MULTI-MELTA	50		

EXTRA WARGEAR: A Stormboyz Korps can also have any of the extra gear shown on the chart below. Every Stormboy has to have the same extra gear, even the Stormboy with the heavy weapon. Stormboyz are efficient and take great pride in their uniformity. If the Korps is equipped with jump-packs then any Nobz or Oddboyz with the unit can also be bought a jump-pack at the same cost.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
POWER GLOVE	15	SMOKE STIKKBOMZ	1
JUMP-PACKS	2		

VEHICLES: A Stormboyz Korps may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS COST
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Due to their behaviour they are grouped together in a Mobz of their own – Mad Mobz. The Mad Mobz go to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The Mad Boyz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. An Evil Sunz Warboss may have one Mad Mob consisting of:

FOR 50 POINTS

10 MADBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE MOB).

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 5 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear – otherwise the whole lot would fall about squabbling and bickering over it.

WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1
CHAINWORD	2
POWER GLOVE	15
POWER SWORD	7

WEAPON	COST PER MODEL
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them. Ogryns share the same delight in noise and destruction as Orks. They are also easily tempted by the large quantities of tasty squigs offered to them. These 'wild' Ogryns are armed with crude primitive weapons. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready-made Mobz for the Warband. The Ogryn Mob consists of:

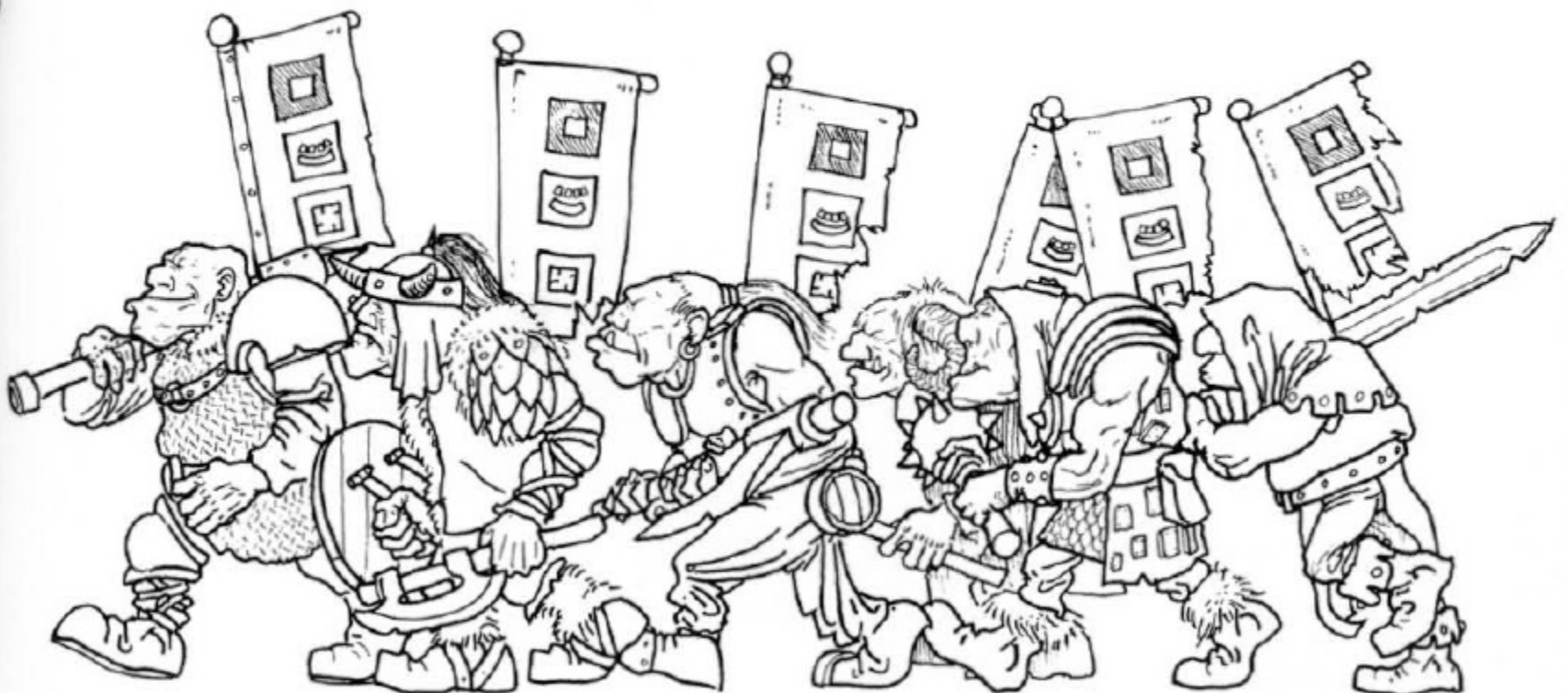
D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN –
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7



EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear – so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5



EVIL SUNZ EQUIPMENT CHARTS

Optional wargear for Evil Sunz Orks is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are captured - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!

MODIFIERS

WARLORD — an Evil Sunz Warlord may add up to +20 to any roll. Roll the dice and decide how much you want to add after. This means that if a Warlord rolls a score of 55 he can actually choose any equipment indicated between the values of 55 and 75.

WARBOSS — an Evil Sunz Warboss may add up to +15 to any roll in the same way as a Warlord.

NOBZ - Evil Sunz Nobz may add up to +10 to any roll in the same way as a Warlord.

RANGED WEAPONS

D10 RESULT

01-05	SHOTGUN
06-10	AUTOGUN
11-15	BOLTGUN
16-40	FLAMER
41-70	MELTA-GUN
71+	PLASMA GUN

ASSAULT WEAPONS

D10 RESULT

01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81-90	POWER GLOVE
91+	POWER SHIELD

HEAVY WEAPONS

D10 RESULT

01-10	HEAVY STUBBER
11-30	AUTOCANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
81+	MISSILE LAUNCHER

STIKKBOMZ (ORK GRENADES)

D10 RESULT

01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

FORCE FIELDS

D10 FORCE FIELDS

01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10 RESULT

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

Roll on the appropriate sub charts in the main rules to determine full extent of surgical improvements



KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96-98	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA

ODDBITZ

The Warband may include various types of heavy support weapons, additional vehicles, Dreadnoughts, and Tinboyz. These are collectively known as Oddbitz. The number of Oddbitz you are entitled to include in your Warband and the price you must pay for them depends on the number and type of Oddboyz in your Warband. Oddboyz from different Clans also entitle you to different Oddbitz or costs, as described in the description of each Oddboy type. As almost all Warbands will include Oddboyz from different Clans, the various entitlements and prices are summarised together to save you referring to each separate entry.

RUNTHERD Each Runtherd in your Warband entitles you to buy one of the special weapons together with their Runt crews at the price given on the chart below. The following exceptions and special rules should be noted.

A **Snakebite Runtherd** is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement.

A **Blood Axe Runtherd** benefits from the ready availability of Imperium weapons presented to the Blood Axes as 'gifts' or traded in some dubious manner. A Blood Axe Runtherd therefore entitles you to buy a captured Imperium weapon at half its normal price.

A **Death Skull Runtherd** benefits from the availability of weapons scrounged off the battlefield by the Death Skull Boyz. A Death Skull Runtherd therefore entitles you to buy captured Imperium weapons at half price.

A **Bad Moon Runtherd** comes from the richest Ork Clan and can afford more equipment. A Bad Moon Runtherd therefore entitles you to buy two Oddbitz instead of just one.

PAINBOY Each Painboy in your Warband entitles you to buy a Dreadnought. Only Painboyz are capable of performing the operation which interfaces the Gretchin driver with the Ork Dreadnought. Note the following exception.

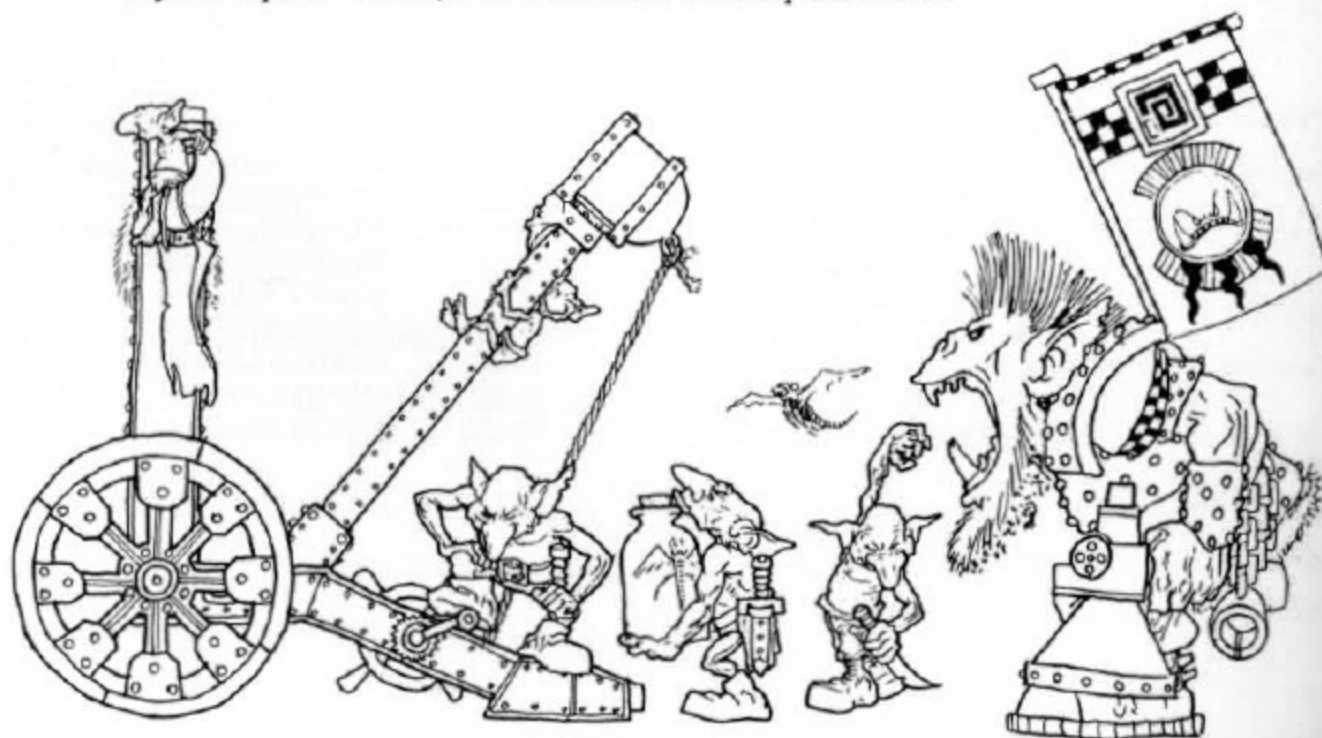
A **Bad Moon Painboy** comes from a rich Ork clan which can afford more Dreadnoughts. A Bad Moon Painboy therefore entitles you to buy two Dreadnoughts rather than just one.

MEKBOY Each Mekboy in your Warband entitles you to buy either a Mob of Tinboyz or an additional vehicle with a crew of Ork Boyz. The crews always consist of the minimum number of Ork Boyz required to drive it and operate its weapons. Both crews and vehicles are from the same clan as the Mekboy himself. The vehicles available are listed on the chart below together with their points costs.

A **Death Skull Mekboy** benefits from the profusion of spare parts and recovered vehicles scrounged from the battlefield by the Death Skulls. Therefore a Death Skull Mekboy entitles you to buy two Oddbitz instead of just one. These can be two vehicles, a double-sized Tinboyz Mob, or a vehicle and a Tinboyz Mob.

An **Evil Sunz Mekboy** belongs to a clan where vehicles are much in demand and are consequently relatively common. An Evil Sunz Mekboy therefore entitles you to buy two vehicles instead of just one. Note that this only applies to vehicles - if the Evil Sunz Mekboy opts to buy a Tinboyz Mob he does not benefit.

A **Blood Axe Mekboy** has access to all kinds of Imperium-derived vehicles given in trade or as gifts. These vehicles are of course suitably repainted and modified to the tastes of the Mekboyz. If you have a Blood Axe Mekboy you can buy an additional Imperial vehicle. This means that the Mekboy can either buy two Imperial vehicles, or an Ork vehicle and an Imperial vehicle.



MEKBOYZ ODDBITZ - VEHICLES AND TINBOYZ



RUNTHERZ ODDBITZ - SPECIAL WEAPONS WITH RUNT CREWS

A Runtherd entitles the player to buy any of the following special weapons with Runt crews. Rules for Imperium weapons have been published in White Dwarf and in the Warhammer 40,000 Compendium.

WEAPON	POINTS PER WEAPON
HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	150
IMPERIUM TARANTULA	200

PAINBOYZ ODDBITZ - DREADNOUGHTS

A Painboy entitles the player to buy a Dreadnought.

ITEM	POINTS PER ITEM
DREADNOUGHT	50

DREADNOUGHT: Ork Dreadnoughts have profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	5	10	4	2	4+

Powerclaw, Heavy Bolter, + Kustom Force Field

ITEM	POINTS PER ITEM
BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANEBLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Orks Tinboyz and captured Imperium Robots have the profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist

Waa-Skumrot

A SAMPLE EVIL SUNZ WARBAND by Simon Forrest



I've picked a Warband belonging to the Evil Sunz clan. I've gone for Evil Sunz because I want a really manic, semi nomadic type of Warband with lots of vehicles and other interesting bits and pieces and very few Orks on foot. The advantages to this sort of Warband should be obvious - I won't have to paint hordes of foot sloggers to get my army ready for

a battle, the rumbling red horde of rag-tag vehicles I envisage should look really colourful and impressive on the table. Finally, (and most importantly) the Warband should be great fun to play with: zooming around the table at horrendous speeds and trying carve up the enemy before he picks off too many of my guys.

While I'm picking my forces I'll be looking for things to make the Warband as diverse as possible. Bioniks, Kustom weapons and other gear for the Nobz and Oddboyz as well as extra equipment and good heavy weapons for the Boyz. I expect vehicles to eat up a lot of my points and extra bits to eat up a lot more so I don't expect to have a lot of troops - I'll just have to make sure what I have got is pretty lean and mean. I'll be picking my Warband so that I can field it as a 1000, 1500 or 2000 point force as desired.

THE WARBOSS AND RETINUE

I picked a Warboss to control the Warband partly because I envision it as being a part of a very large nomadic Evil Sunz tribe and I wanted my Warboss to be quite powerful within the tribe but not its leader. The other reason I chose a Warboss is because I wanted to save some points because I'm going to mount the whole Retinue on Nobz Bikes. Naturally I buy him a Nobz Bike to charge around on and to give some extra bite I buy him a Kustom weapon which turns out to be a rather snazzy Plasma gun. Unfortunately I won't get to find out what defects it's got (if any) until I use it in battle.

Skumrot Grimgog: Warboss

Flak Armour, Bolt pistol, Sword, Kustom weapon: modified Plasma Gun (2" radius area of effect, D3 damage, Snazzy Bitz - spotted squigskin handle and sheath).

Nobz Bike: Ork driver, Flak Armour, Chainsword.

=80 points

RETINUE NOBZ

The Retinue Nobz will be mounted in the Battlewagon so I'll take one Clanboss to stiffen them up and have the rest as bosses. I give the Clanboss an assault weapon and a bionik bit for extra character. I want the Retinue Nobz to be able to kick out a lot of fire so I also dish out a Kustom weapon, an assault weapon and two ranged weapons to the bosses. The Kustom weapon comes out as a Heavy Plasma Gun, which is great - though I'll have to roll for any possible defects when it's first fired in battle.

In a battle the Retinue Nobz will roar up to the enemy firing as they come and get into close combat if they get near enough, if resistance is weak they stay on their bikes and scream around shooting things up. It's probably a safer bet to dismount them since I'm going to have plenty of other vehicles storming around anyway, though of course some or all are liable to be speed freaks.

Naz-Skab: Clanboss

Flak Armour, Bolt Gun, Knife, Power Glove, Bionik Bitz: kustom arm - magnetic.

Nobz Bike: Ork driver, Flak Armour, Chainsword.

=65 points

Skab-Bad: Boss

Flak Armour, Bolt Gun, Knife, Kustom Weapon: modified Heavy Plasma Gun (-4" range, no area of effect).

Nobz Bike: Ork driver, Flak Armour, Bolt pistol.

=50 points

Grotnob: Boss

Flak Armour, Bolt pistol, Knife, Flamer.

Nobz Bike: Ork driver, Flak Armour, Chainsword.

=35 points



Grubgul: Boss

Flak Armour, Bolt pistol, Knife, Bolt Gun.

Nobz Bike: Ork driver, Flak Armour, Chainsword.

=35 points**Skabgrim: Boss**

Flak Armour, Bolt Gun, Knife, Plasma Pistol.

Nobz Bike: Ork driver, Flak Armour, Bolt pistol.

=35 points**Retinue Total: 220 points****RETINUE ODDBOYZ**

The most sensible thing to do with the Retinue Oddboyz is to split them off from Skumrot and the Retinue Nobz during battles. I decide to buy both Mekaniaks (because I'm going to need them), the Painboy and the Runtherd. I'm not taking the Weirdboy because it'll take three more bikes to mount him and his two Minderz and I don't want to spend the extra points. I'll probably want a Bad Moons Boyz Mob later so I can always get them to bring a Weirdboy as their extra Oddboy. I buy the Meks heavy weapons so that they can drive around and give supporting fire. The Painboy is going to be patching up people most of the time so he doesn't really need any extra gear, but I buy him a couple of bionik bitz anyway (coz they're cheap). I keep the Runtherd his basic equipment for the time being to save on points.

Mekteef: Mekaniak

Flak Armour, Bolt Gun, Knife, Heavy Bolter

Nobz Bike: Ork driver, Flak Armour, Bolt pistol.

=40 points**Durbad: Mekaniak**

Flak Armour, Bolt pistol, Knife, Heavy Plasma Gun.

Nobz Bike: Ork driver, Flak Armour, Chainsword.

=40 points**Dok Uzwort: Painboy**

Flak Armour, Bolt Gun, Knife, Bionik Bitz: Dok's surprise - Iron mask - plus: stainless steel skull, telescopic eye, stainless steel mandible, Bionik Bitz: kustom arm - telescopic.

Nobz Bike: Ork driver, Flak Armour, Bolt pistol.

=40 points**Magskab: Runtherd**

Flak Armour, Bolt Gun, Knife.

Nobz Bike: Ork driver, Flak Armour, Chainsword.

=30 points**Retinue Total: 450 points****MERBOY**

I'm going to jump in and buy an extra Evil Sunz Mek straight away - I know I'll be having Evil Sunz Boy Mobz so I'll be able to qualify for him and I'm going to need lots of Meks to keep my vehicles moving. I buy the Mek a heavy weapon so he can also provide independent support for the rest of the Boyz, heavy weapons are also pretty damn cheap for Meks so it's worth doing anyway.

Mugog: Mekaniak

Flak Armour, Bolt pistol, Knife, Multi-Melta.

25 points**DA BIG MOB**

The Big Mob are going to be mounted their own Battlewagon and perform a covering fire mission for the Retinue Nobz. I give the Boyz Frag bomz and extra bolt pistols so they will be well equipped for close quarter fighting as well as retaining their Bolters for long range firing. I pick a Lascannon and a Heavy Bolter for the Big Mob's heavy weapons - The Lascannon because I wanted to have the biggest, baddest and most expensive heavy weapon to poke holes through other vehicles and the Heavy Bolter to stop me spending too many points on guns and give the boyz some sturdy anti-infantry support.

8 Boyz: Flak Armour, Bolt Gun, Knife, Bolt pistol, Frag Stikkbomz

1 Boy: Flak Armour, Bolt Gun, Knife, Lascannon, Bolt pistol, Frag Stikkbomz

1 Boy: Flak Armour, Bolt Gun, Knife, Heavy Bolter, Bolt pistol, Frag Stikkbomz

Battlewagon

=250 points**GROK'S BOYZ MOB**

Here's the Evil Sunz Boyz Mob I need to have Mugog the extra Mek I bought earlier. I don't have too many points left out of the 1000 points I'm basing the Warboss and his merry band around so I can't afford to mount the mob in vehicles (shame). It also looks as if I might have to leave Grok himself at home, so he won't be included in the Mob. I'm just going to give them a missile launcher and leave them to hang around and give supporting fire.

4 Boyz: Flak Armour, Bolt Gun, Knife, Frag Stikkbomz.

1 Boy: Flak Armour, Bolt Gun, Knife, Missile Launcher (Frag and Krak missiles), Frag Stikkbomz.

=105 points**NAZGUT'S BAD MOONZ**

I'm going to buy another Boyz Mob with my last 170 points. I think having a few Boyz Mobs to give covering fire is a good idea, and since I want mainly heavy weapons I'd be best having a Death Skulls or a Bad Moons Mob since they can have more heavy weapons. I go for the Bad Moons because I don't want (and can't afford) a mob of Death Skulls armed entirely with heavy weapons. I take a Heavy Bolter and a Missile Launcher with frag, krak and melta missiles for the heavy weapons. This leaves me 70 points which I spend on buying a Weirdboy for 50 points and the Boss Nob Nazgut with a ranged weapon. The Boss is good to have as he gives me a different Clan banner to paint and a roll on the Bad Moon Ranged Weapons Table as well.

SAMPLE EVIL SUNZ WARBAND

3 Boyz: Flak Armour, Bolt Gun, Knife.

1 Boy: Flak Armour, Bolt Gun, Knife, Missile Launcher (Frag, Melta missiles).

1 Boy: Flak Armour, Bolt Gun, Knife, Heavy Bolter.
=99 points

Nazgut: Boss
Flak Armour, Bolt Gun, Sword, Plasma Gun. 20 points

BAD MOON WEIRDBOY

Nazgol: Weirdboy
Flak Armour, Bolt Gun, Knife.

Ogrim & Nogbad: 2 Minderz
Flak Armour, Bolt Gun, Knife. 50 points

=169 points

Total so far: 999 points

WAA-NOB'S BIKE MOB

Being Evil Sunz I've simply got to have a Boyz Mob mounted on Warbikes. These will be handy because they'll add to the numbers of vehicles whizzing about and they have quite respectable firepower. Of course on the down side Warbikes do tend to slew round when they fire so I'll have to deploy them carefully to make sure they don't hit each other or any of my other Boyz.

I also purchase a Bigboss on a Nobz Bike to accompany the Bike Boyz, I spend a few extra points on a ranged weapon and some Stikkbomz for him to make sure he's well 'ard. There's a very good chance that all of these Bike Boyz will be speed freaks, that's OK by me, I don't mind them going fast - it'll just make them harder to hit!

Waa-Nob: Bigboss
Flak Armour, 2 x Bolt pistol, Knife, Plasma Gun, Melta Bomz.

Nobz bike: Ork driver Flak Armour, Bolt pistol, Knife. 51 points

5 Boyz: Warbike, Flak Armour, Bolt pistol, Knife. 300 points
=351 points

ODDBITZ

The Bike Boyz were quite expensive, I've now got 150 points to go in my 1500 point force. I still want more vehicles in my force to get along the road to being a real motorized horde. So far I've got a Battlewagon, eleven Nobz Bikes and five Warbikes. Because I have three Mekaniaks in the Warband and they're Evil Sunz I can buy up to six extra vehicles on top of the Warbikes and Battlewagons. Using my remaining 150 points I buy a War Buggy and a Wartrak. The weaponry my other vehicles mount is relatively weak so the Heavy Plasma Gun mounted on the buggy and the Lascannon in particular will be particularly useful additions.

1 War Buggy: Armed with a Heavy Plasma Gun, 2 Ork crew, Flak Armour, Bolt pistol, Knife. 75 points

1 Wartrak: Armed with a Lascannon. 2 Ork crew, Flak Armour, Bolt pistol, Knife. 75 points

Total so far: 1500 points

Out of my next 500 points to my force up to 2000 points I want even more vehicles and Oddbitz. I buy a Wartrak and a Hop Splat Field Gun. I'll have to make sure Magskab is near to it in battle to make sure it's reasonably efficient and fires frequently. I like the Hop-Splat, it's fun and unpredictable. The Wartrak is pretty handy 'cause it mounts a Lascannon and it's yet another vehicle.

1 Wartrak: Armed with a Lascannon, 2 Ork crew, Flak Armour, Bolt pistol, Knife. 75 points

1 Hop-Splat Field gun: 2 Gretchin krew, clubs. 50 points

Shokk Attack Party

I really like the Shokk Attack Gun and I'm keen to include one in my force so I can have some fun launching Snotlings at the opposition - especially against Dreadnoughts and Terminators! I can buy a Mekaniak because I already have another Evil Sunz Mob (Waa-Nob's Bike Mob). I'll give him the gun and I also buy a herd of six Snotling bases to attach to the Retinue Runtherd to provide plenty of 'ammo'.

Morbag: Mekaniak
Flak Armour, Bolt Gun, Knife, Shokk Attack Gun, Force Field (Deflektor) Krak Stikkbomz. 80 points

Magskab's Herd: 6 Snotling bases. 90 points
=165 points

MORBAG'S ROBOT

Just to break up the massed ranks of vehicles I decide to have another big piece of ordnance wandering around, though this time it's on two legs - a captured Imperial Robot. I pick one of the better models (a Katafrakt) which is quite well armed. The robot will be controlled by Morbag, he'll use it to draw fire and dig reluctant infantry out of cover.

Katafrakt: Armed with a Lascannon, Bolt Gun and Flamer. Radio controller held by Morbag. 145 points

MAD MOB

I've got just 60 points left now and I'd like to both have a few more Orks 'on the ground' but also some Orks that provide entertainment. Obviously we are talking Madboyz here. They can perform a serious function in winking out the opposition providing I can get them to do the right thing (unlikely!) and they can also provide me with vast entertainment at the same time. I have a 10 strong Mad Mob and I give them Frag Stikkbomz so they've got something really dangerous to play with!

10 Madboyz: Flak Armour, Bolt Gun, Knife, Frag Stikkbomz. 60 points

GRAND TOTAL: 2000 POINTS



DEATH SKULL ARMY LIST



1 WARBOSS

The leader of the Ork Warband is known as a Warboss or, if he is particularly powerful, as a Warlord.

1 WARBOSS'S RETINUE

The Warboss is accompanied by favoured companions from his Household. They are known as the Warboss's Retinue and consist of 5 Nobz plus other troops the Warboss wishes to take along such as more Nobz or Oddboyz.

1 BIG MOB

Because the Warboss is the most important Ork in the whole Warband his Household provides the biggest unit of Ork Boyz - this is the Big Mob consisting of 10 or more Death Skull Boyz.

0+ BOYZ MOBZ

The Warband may include any number of Boyz Mobz from other Households in the tribe - these may be Death Skull Households or they can be from other Clans. Each Mob consists of 5 or more Boyz.

0+ NOBZ

Each Household that sends a Mob to fight in the Warband can provide a Nob (2 in the case of Goff Households). Any of these Nobz may join their own Household's Mob and lead it in the battle. Alternatively, any of the Nobz can bring along a vehicle to ride into battle. Nobz not fighting with units or vehicles join together into a single unit of Nobz and form a separate Nobz Mob.

0+ ODDBOYZ

Each Household that sends a Mob to fight in the Warband can provide an Oddboy (except Goff Households). These Oddboyz fight as independent models on the battlefield.

0+ MAD MOB

The Warband may include any number of Mad Mobz of 5 or more Madboyz.

0+ GRETCHIN MOB

The Warband may include any number of Gretchin Mobz.

0-1 STORMBOYZ KORPZ

The Warband may include a single Stormboyz Korps of 5 or more Stormboyz.

0-1 WILD MOB

The Warband may include a single Wild Mob of 5 or more Wild Boyz.

0-1 OGRYN MOB

The Warband may include a single Ogryn Mob.

0+ FREEBOOTER MOBZ

The Warband may include any number of Freebooter Mobz. Each Freebooter Mob consists of 5 or more Freebooterz led by a Freebooter Kaptin.

0+ ODDBITZ

The Warband may include large weapons crewed by Runtz, Robotz, Dreadnoughts, and extra vehicles. The availability of these depends on the number of Runtherds, Painboyz, and Mekboyz in the Warband.





THE DEATH SKULLS WARBOSS

The Warboss is the leader of the tribe and commander of the entire Warband. The commander of an especially large or successful Warband is known as a Warlord. The Death Skull Warlord is the leader of a Warband of skilled scroungers and looters, and he is the most efficient of them all! Choose either a Death Skull Warboss or Warlord to lead the Warband.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

OPTIONAL WARGEAR: Evil Sunz Warbosses can have the following extra gear for the points shown.

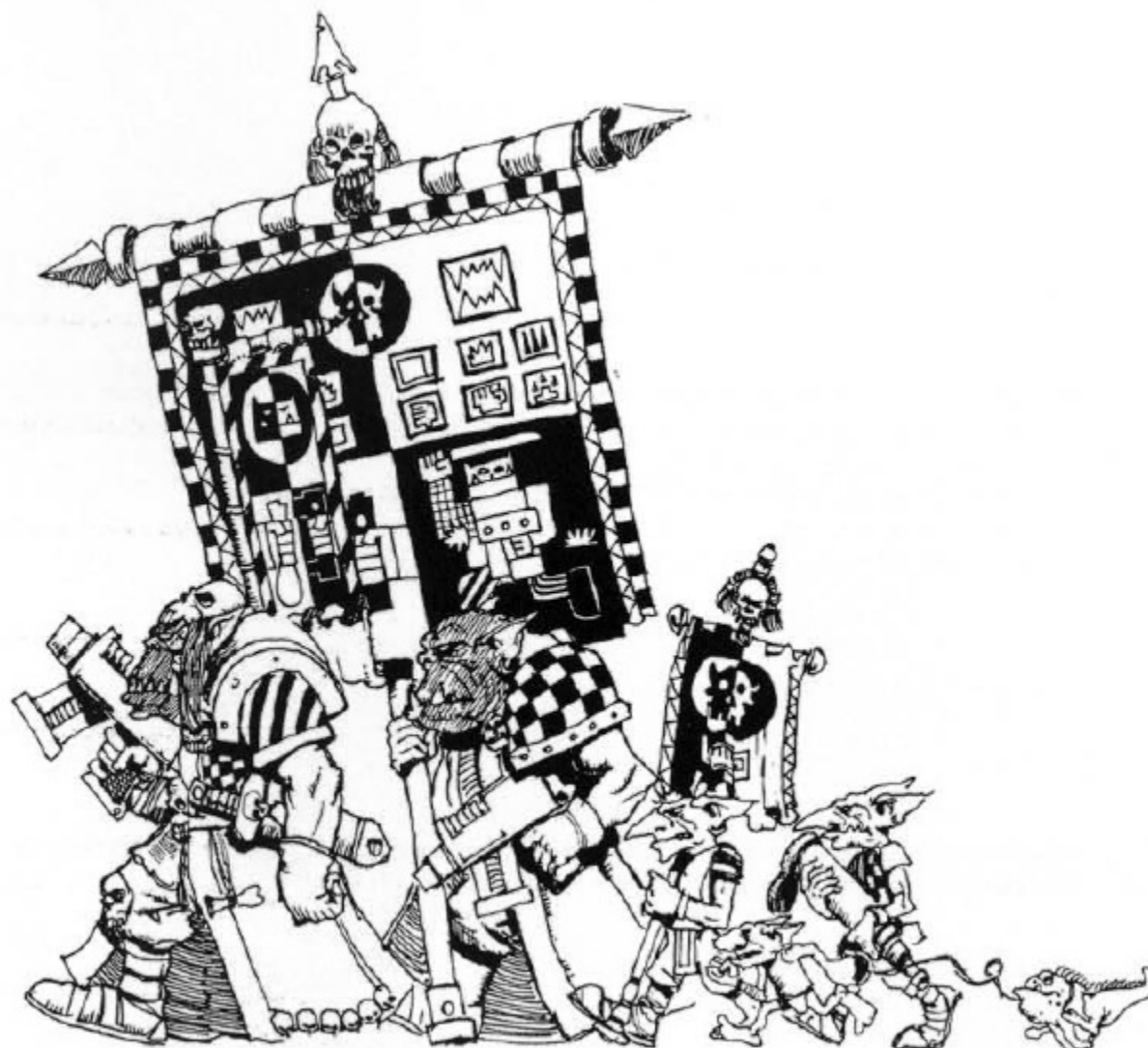
POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the absolute top Ork in the Warband, the Warboss gets the pick of the loudest and most destructive gear from his Household armoury. In the case of the Death Skulls the armoury is overflowing with captured and scrounged weapons so the Warboss can buy some gear more cheaply than Warbosses from other Clans. The Death Skull Warboss can have any gear from the special charts listed below. Refer to the charts at the end of the Army Lists to see what each contains. Choose any chart, pay the points indicated below, and randomly generate a bit of equipment. You can roll as many times on as many charts as you want, and the Warboss can use whatever equipment you generate. Any equipment the Warboss does not want can be passed down to any other Nob in the Warband – the Warboss is a generous leader! If you don't want to use the equipment you've generated at all then it is simply ignored (left at home) but the points are still deducted as normal.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	4
ASSAULT WEAPONS	4
HEAVY WEAPONS	40
STIKKBOMZ	4

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10
KUSTOM WEAPON	20



WARBOSS'S RETINUE

The Retinue consists of the Warboss's closest mates and drinking buddies. They are some of the Death Skull Ork Nobz who live in the Warboss's large and heavily fortified Household - really a small fortress which towers above the surrounding Ork town. Depending on how rich and influential he is, the Warboss may favour more Nobz by allowing them to fight alongside him as part of the Retinue. The Warboss may also include various Oddboyz in his Retinue and is likely to have several. The Death Skulls are particularly famous for the number and skill of their Painboyz and Runtherdz. The Retinue consists of the following:

	5 Death Skull Nobz	These are compulsory. Choose which sort of Nobz you want from the list below. You can choose all the same or a mixture of types - it is totally up to you.
Plus	More Death Skull Nobz	You may increase the number of Nobz in the Retinue to as many as you want - these can be any of the types listed below. This means the Retinue can be very large if you wish, although a very large Retinue may prove rather cumbersome in play.
Plus	1 Death Skull Mekboy	You do not have to include a Mekboy in the Retinue but you can do so if you want. Refer to the Mekboy entry to determine points values and further options.
Plus	2 Death Skull Painboyz	You do not have to include Painboyz in the Retinue but you can have one or two if you wish. Refer to the Painboy entry to determine points values and further options.
Plus	2 Death Skull Runtherdz	You do not have to include Runtherdz in the Retinue but you can have one or two if you want. Refer to the Runtherd entry to determine points values and further options.
Plus	1 Death Skull Weirdboy	You do not have to include a Weirdboy in the Retinue but you can do so if you wish. If you decide to include a Weirdboy he is automatically accompanied by 2 Minderz. Refer to the Weirdboy entry to determine points values and further options.
Plus	Attendants	The Retinue may include any number of non-combatant attendants - these are free.

NOBZ: Every Death Skull Retinue contains 5 Death Skull Nobz from the Warboss's Household. The Retinue may include more Death Skull Nobz if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the different Nobz listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Death Skull Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

As the Warboss's old buddies, the Nobz in the Retinue tend to get the best gear that's going. Because they come from a Clan whose whole way of life revolves around recovering and rebuilding battlefield debris (some might say petty theft as well but that's another story) the Death Skull Nobz can buy some equipment slightly cheaper than Nobz from other Clans. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between the Nobz in the Retinue as you want. Any equipment not wanted can be ignored (left at home) but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	4	FORCE FIELDS	15
ASSAULT WEAPONS	4	BIONIK BITZ	10
HEAVY WEAPONS	40	KUSTOM WEAPON	20
STIKKBOMZ	4		

One of the Nobz in the Retinue always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a promising youngster from the Warboss's Household.

DEATH SKULLS ARMY LIST

ODDBOYZ: The Retinue may include up to 6 Oddboyz: 1 Mekboy, 2 Painboyz, 2 Runtherdz and 1 Weirdboy with his 2 Minderz. These Oddboyz are Death Skulls from the Warboss's own Household brought along to help their Boss out on the battlefield. Refer to the descriptions of each of these types for details of points values and further options.

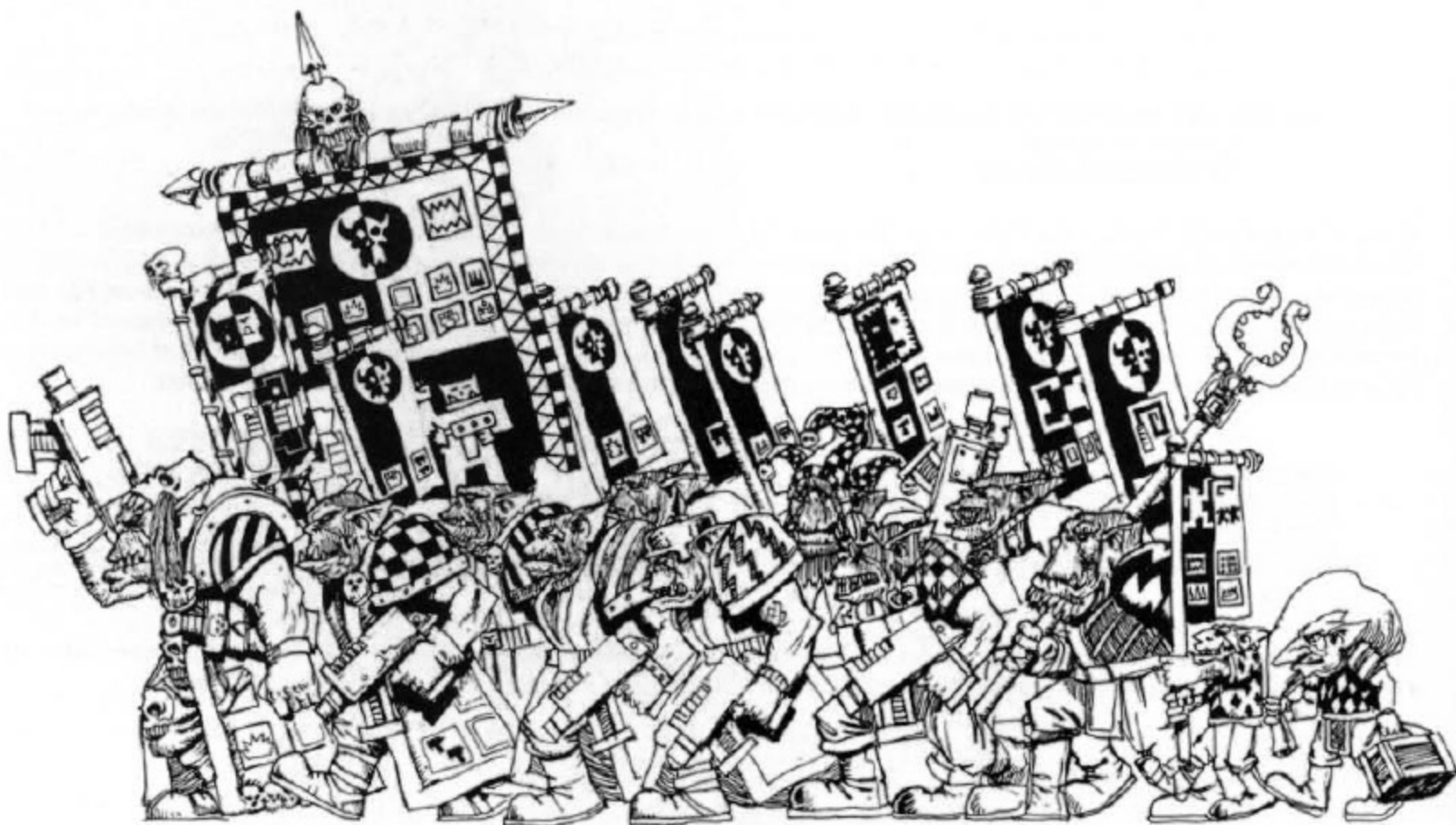
ATTENDANTS: The Retinue may be attended by as many servant Gretchin and Snotling servants as the player wants. These include Snotlings to carry boxes of ammo, jars of food and fungus ale; Gretchin porters with spare weapons and essential supplies; and any number of assorted hangers-on who are there to jump up and down, cheer, and yell at the top of their voices every time their side does something impressively loud and destructive. These models do not fight and take no part in the game - but they make the Retinue look complete. The attendants may also include musicians beating skulldrums and playing squigpipes.

VEHICLES: A Death Skull Retinue may ride into battle in a Battlewagon or a captured and rebuilt Imperium Rhino. All the Retinue, the Warboss, and any non-combatant models ride inside or on top of the vehicle, hanging on as best they can. Any weapons generated by the Nobz can be mounted on the Battlewagon or Rhino if you wish. The Battlewagon or Rhino is free of charge. An additional Battlewagon or Rhino may be bought for the Retinue if the player wishes, and any Battlewagon may be uparmed as indicated below.

VEHICLE	POINTS COST
A single Battlewagon or Rhino	FREE
A second Battlewagon or Rhino	50
Extra to upgrade a Battle Wagon to Blitzcannon	+50



ON THE BATTLEFIELD: The entire Retinue and the Warboss can fight as a single unit on the Battlefield. Optionally, any Oddboyz in the Retinue can be detached from the rest of the Retinue and may fight independently. A single Nob may also be detached in order to lead the Big Mob. The player must decide before the battle whether he wants to detach Oddboyz/a Nob - it is not possible to detach Oddboyz from the Retinue once the game is underway. If the player decides to buy two Battlewagons for the Retinue then the unit must be divided as near as equally into two. Each half fights from one Battlewagon - the two vehicles are not bound by unit coherency but fight independently of each other. Having one or both Battlewagons does not prevent the player detaching either Oddboyz or a Nob as described.



DEATH SKULLS BIG MOB

The Big Mob consists of Ork Boyz from the Warboss's own Household. This is always the largest unit of ordinary Boyz in the Warband because the Warboss depends on the Big Mob to enforce his authority over the whole Warband. The Big Mob can bring as many heavy weapons to the battle as it likes but must always bring at least two. The Death Skulls are notorious looters and scroungers and they have many heavy weapons which they have obtained one way or the other. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

2 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: Any of the Boyz can have any of the weapons chosen from the list below - at least two Boyz must carry heavy weapons, the others can do so if you want. These are slightly cheaper than they would be for other Clans because the Death Skulls have more weapons.

HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	30	MULTI-MELTA	40
HEAVY BOLTER	10	MISSILE LAUNCHER	25
HEAVY PLASMA GUN	65	(with frag missiles)	
HEAVY STUBBER	8	KRAK MISSILES	15
LASCANNON	80	MELTA MISSILES	3

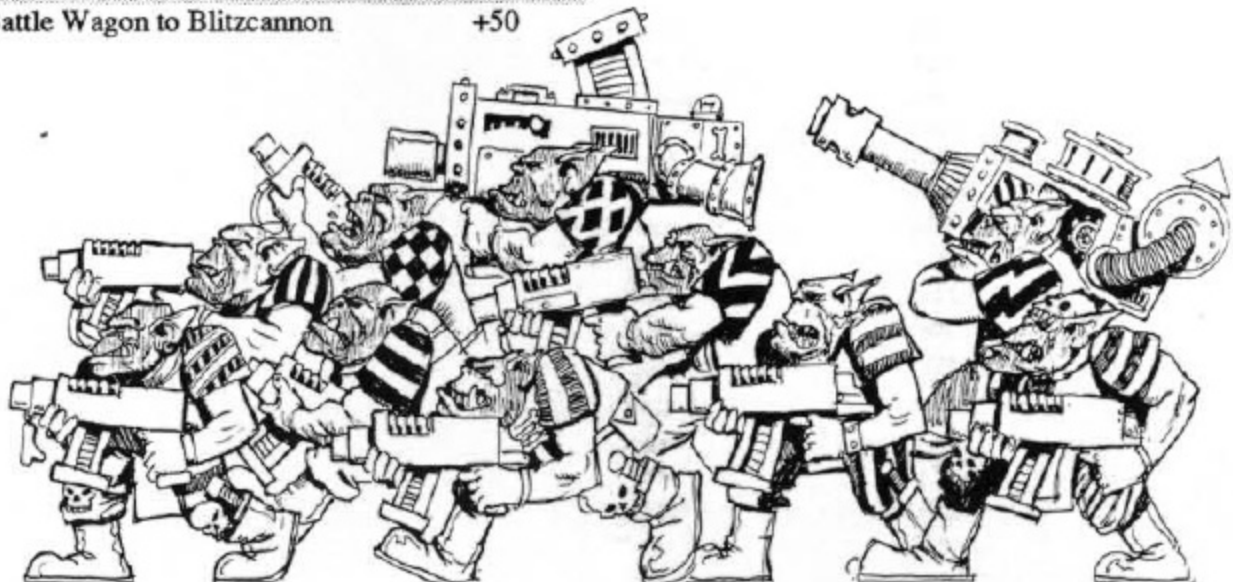
EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons. As with heavy weapons, costs are slightly cheaper for Death Skulls.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINSWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	6	KRAK STIKKBOMZ	2
POWER GLOVE	12	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1
POWER ARMOUR	6		

NOB LEADER: The presence of the Big Mob does not entitle you to buy any extra Nobz (as do Boyz Mobz) because the Warboss's Household Nobz who would otherwise accompany the Big Mob are automatically absorbed into the Warboss's Retinue. One Nob may be detached from the Warboss's Retinue in order to lead the Big Mob if you wish. The Nob becomes a member of the Big Mob increasing the total number of models in the unit by one.

VEHICLES: A Death Skulls Big Mob may ride into battle in a Battlewagon or Rhino. A Battlewagon may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon or Rhino	25
Extra to upgrade Battle Wagon to Blitzcannon	+50



DEATH SKULL NOBZ

The Warband may include Nobz in addition to those in the Retinue. These extra Nobz come along with their Households' Boyz Mobz both to look after their Boyz and to participate in the fighting. As Nobz come from the same Households as the Boyz Mobz they naturally belong to the same Clan. Every Death Skull Boyz Mob can bring along a single Nob, whether the Warboss is a Death Skull or not. Death Skull Boyz may also bring a Painboy and a Runtherd - but they may only bring two characters in total (either a Nob + Painboy, Nob + Runtherd, or Painboy + Runtherd). The Death Skulls are unusual in that a Boyz Mob sometimes brings two Oddboyz instead of a Nob. This is because the Runtherdz are needed to look after all the special weapons they have scrounged while the Painboyz recover troops (and other things) from the battlefield. The Warband can also include Nobz from other Clans if Boyz Mobz from those Clans are present. If your Warband includes Boyz Mobz from other Clans and you wish to purchase Nobz from those Clans, then refer to the description in the appropriate Clan Army List.

FOR EVERY DEATH SKULLS BOYZ MOB

YOUR WARBAND MAY INCLUDE UP TO 1 DEATH SKULL NOB

You are not obliged to include these Nobz in your Warband if you do not want to. Each Death Skull Boyz Mob also entitles you to buy a Painboy and a Runtherd (although you can buy one Nob and one Oddboy if you wish). If you decide to buy Death Skull Nobz choose which type you want from the list below and pay the appropriate points.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 35 points	4	5	5	4	5	2	4	1	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

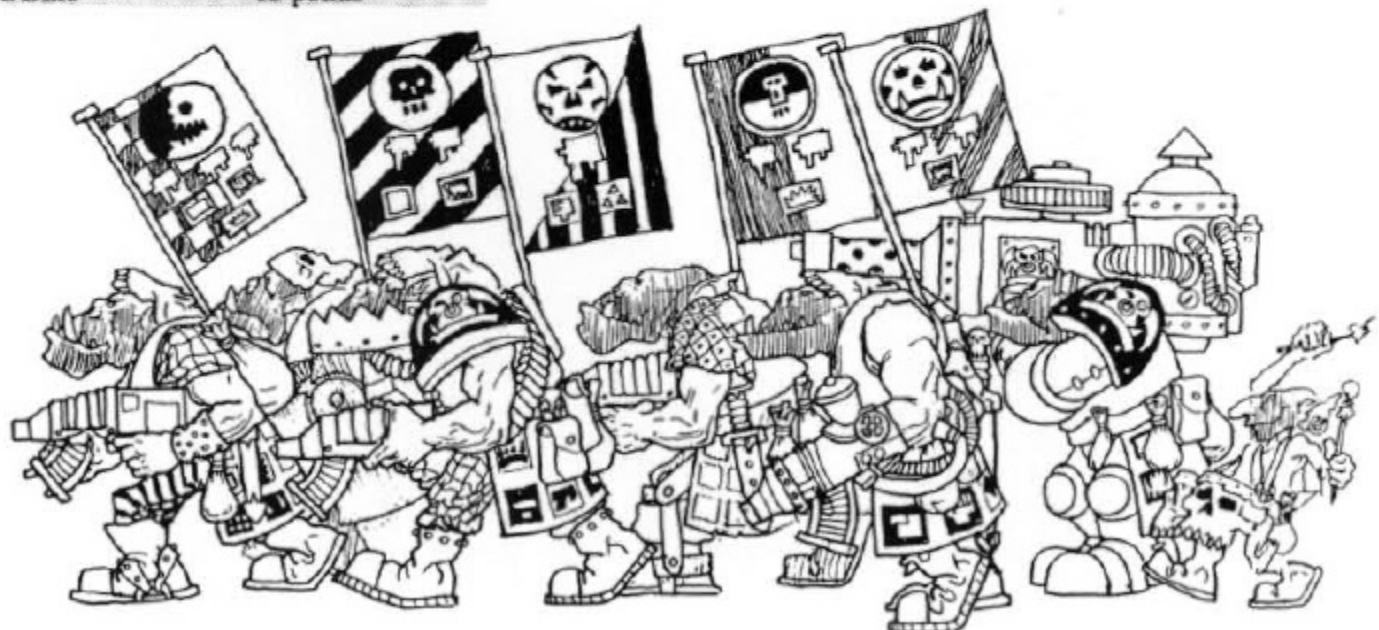
EXTRA BOLT PISTOL 1

Death Skull Nobz get equipment cheaper than others because of their Clan's acquisitive habits. Nobz can have any gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. You can roll as many times on how many charts as you wish, and the equipment can be distributed between any Death Skull Nobz in the Warband as you want. Any equipment not wanted can be ignored but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	4	FORCE FIELDS	20
ASSAULT WEAPONS	4	BIONIK BITZ	15
HEAVY WEAPONS	40	KUSTOM WEAPON	25
STIKKBOMZ	4		

ON THE BATTLEFIELD: Nobz can be used on the battlefield in one of three ways. Firstly, a Nob may join the Mob he represents in order to lead it - he becomes part of the unit. Secondly, the Nob may be provided with a vehicle and driver where appropriate at the points cost indicated below - the Nob fights from the vehicle during the battle. Thirdly, any Nob not fighting with his Mob or from a vehicle automatically fights in the Nobz Mob unit.

Vehicle	Points
War Buggy	75 points
Wartrak	75 points
Nobz Bike	15 points



DEATH SKULLS MEKANIAK

Death Skulls are not especially mechanically inclined, though such Mekboyz as they do have are kept pretty busy mending and rebuilding captured and looted wargear. Where Boyz from other Clans sometimes bring Mekaniaks to battle, Death Skull Boyz Mobs only ever bring Nobs, Painboyz, or Runtherdz. This means that the only Death Skull Mekboy in the Warband will be the one in the Retinue, assuming he has been included. The only way a Death Skull Warboss is able to increase the number of Meks available is to include Boyz Mobz which bring Mekaniaks into battle - which can be either Evil Sunz or Blood Axes. The number of Meks in the Warband affects the number of vehicles and Tinboyz the Warboss can have and also affects the reliability of Ork equipment in general. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

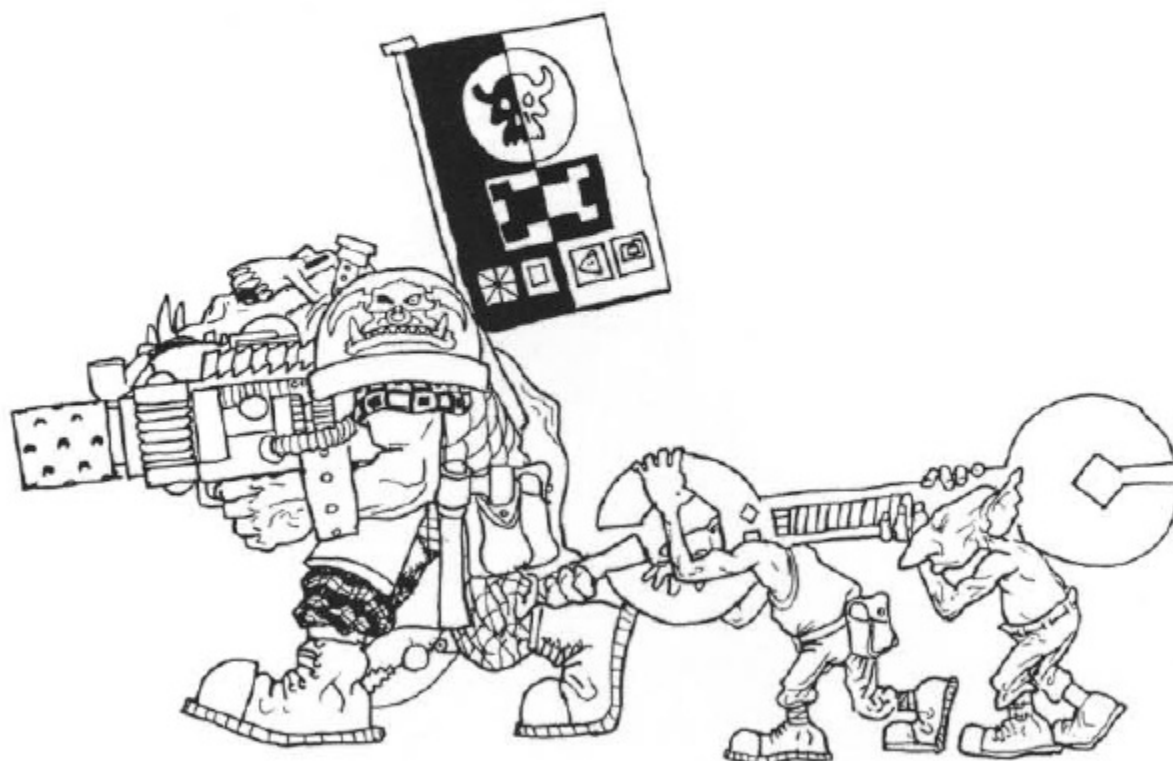
SHOKK ATTACK GUN 50

Mekaniaks are expert if eccentric mechanics - they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is assumed to be left at home but must still be paid for.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	4	FORCE FIELDS	10
ASSAULT WEAPONS	4	BIONIK BITZ	5
HEAVY WEAPONS	8	KUSTOM WEAPON	15
STIKKBOMZ	4		

ATTENDANTS: Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snotling tool-bearers, bit-box bearers and banner bearers at no extra cost.

ODDBITZ: Each Death Skulls Mekboy in the Warband entitles you to buy two vehicles, a vehicle and a Tinboy Mob, or a double sized Tin Boyz Mob, chosen from the list in the Oddbitz section and paid for at the costs shown. Tin Boyz must be controlled by the Mekboy himself. See Oddbitz for more details, options, and points values.



DEATH SKULLS PAINBOYZ

The Death Skulls have many Painboyz who take great trouble to scour the battlefields for casualties to stitch up and fit with bioniks. When they go to battle a Death Skull Boyz Mob may be accompanied by a Painboy. The only other Clan whose Boyz can bring Painboyz to the battle are Snakebites. Details of Snakebite Painboyz are given in the descriptions under the Snakebite Army List. The number of Painboyz in the Warband is important - if there are plenty of Painboyz in the Warband then wounded Orks are more likely to be recovered from the battlefield and restored with bionik implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PAINBOY at 15 points	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword



Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates. Any equipment not used is ignored (left at home).

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
FORCE FIELDS	15
BIONIK BITZ	5

ATTENDANTS: Painboyz have Gretchin and Snotling helpers to help them carry heavy gear, jars of medical squigs, syringes, and other important gubbins. Most important of all, Gretchins carry bundles of marker pennants to stick in the ground by wounded Orks to identify their master's patients. A Painboy may be accompanied by an unlimited number of non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and marker-pennant bearers at no extra points.

ODDBITZ: Each Death Skull Painboy in the Warband entitles you to buy a single Dreadnought. The Dreadnought fights as an independent model. See the Oddbitz section for details and points values.



DEATH SKULL WEIRDBOYZ

The Death Skulls Clan does not develop many Weirdboyz and the Boyz Mobz never bring Weirdboy along to fight. This means that a Warband will only contain a Death Skull Weirdboy if he is purchased as part of the Retinue. As the maximum number of Weirdboyz in the Retinue is only one, there will only ever be one Death Skull Weirdboy in the Warband. A Warboss who wants more Weirdboyz will have to include Boyz Mobz from the Bad Moon Clan which can bring Weirdboyz to the battle. See the description of Bad Moon Weirdboyz in the Bad Moon Army List. Weirdboyz are always accompanied by two sturdy Ork Boyz called Minderz whose job it is to make sure the Weirdboy comes to no harm (and also to make sure he doesn't run away).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 50 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value includes this Wargear for the Weirdboy.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

WARGEAR: The points value includes this Wargear for the Minderz.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword

Weirdboyz are valuable assets to the Warboss, so he likes to make sure they're well looked after. They are often protected from the enemy by Force Fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their bionik expertise. If you wish to equip your Weirdboy in this way choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates; any equipment not used is ignored (left at home)

CHART	COST PER RANDOM ROLL
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and banner bearers at no extra points. A Weirdboy may also be accompanied by a Snotling who has been possessed. These are Snotlings which have been possessed by warp daemons while taking part in a Shokk Attack - they are now too crazed to serve any useful function except to a Weirdboy. If a Weirdboy has a possessed Snotling the creature drains away some of the Weirdboy's psychic energy - thus possibly saving him from a fatal head explosion. If a Weirdboy's head explodes then roll a D6. On the score of a 4 or more the possessed Snotling absorbs the psychic energy and his head explodes instead - the Snotling is killed but the Weirdboy is unharmed. A Weirdboy cannot buy a possessed Snotling but he can test at the start of the game to see if a possessed Snotling has joined his attendants. On the D6 roll of a 5 or more he has been joined by one. This test is made every game, so a Weirdboy can acquire several possessed Snotlings eventually.



DEATH SKULL RUNTHERDZ

The Death Skulls have a large number of Runtherdz to train up all the Runtz they need to crew their captured and recovered special weapons. A Death Skull Boyz Mob can be accompanied by a Runtherd from the same Household. The only other Clan which can bring Runtherdz to the battle is the Snakebites. A Warboss who wants more Runtherdz will have to include Boyz Mobz from the Snakebite Clan. See the description of these Oddboyz in the Snakebite Army Lists. Runtherdz are required to train Gretchin crews and prepare Snotling Shokk Attack Teams. The number of Runtherdz in a Warband affects its ability to field large weapons.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN or BOLT PISTOL – choose which you want

A SUITABLE HAND WEAPON – such as a knife, club, or sword.

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates, any equipment he does not want is assumed to be left at home and is ignored.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	4
ASSAULT WEAPONS	4
FORCE FIELDS	15
BIONIK BITZ	10

ATTENDANTS: A Runtherd may have unlimited non-combatant Gretchin and Snotling servants at no extra points.

HERDZ: The Death Skull Runtherd may be accompanied by a Herd of either Snotlings or Gretchin. A Gretchin Herd consists of any number of Gretchin models, each armed with hand weapons and a shield at 3 points each. A Snotling Herd consists of any number of Snotling bases at a cost of 15 points per base.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN 3 points	4	2	3	3	3	1	2	1	5	5	5	5
SNOTLING BASE 15 points	4	2	2	1	1	3	3	3	4	4	4	4

An entire Snotling Herd may be armed with spore weapons at a cost of 5 points per base. Snotlings armed with spore weapons add +D6 to their Strength in hand-to-hand combat. Determine this bonus each round.

A Herd may be accompanied by a Runtbot equipped with a Runtbot Force Field. The Runtbot costs 50 points.

	M	WS	BS	S	T	W	I	A	SAVE
RUNTBOT 50 points	4	4	6	5	7	5	4	1	3+

ODDBITZ: Each Death Skull Runtherd in the Warband entitles you to buy a single Oddbitz chosen from the list in the Oddbitz section and paid for at the costs shown. Captured Imperium gear can be bought for only half the cost shown. Death Skulls can buy captured gear cheaper because they are so good at scrounging and looting (and some would say stealing). Oddbitz are always some kind of large weapon with a crew of Runtz trained by the Runtherd. See the Oddbitz section for details and points values.



DEATH SKULL BOYZ MOBZ

Boyz Mobz are units, literally Mobs, of Ork Boyz. Each Mob represents the Boyz from one Ork Household and consists of 5 or more Ork Boyz. Some Ork Households turn up with only the obligatory 5 Boyz including one with a heavy weapon, while others send along more. Any Death Skull Boyz may be armed with heavy weapons rather than just the compulsory one, because they are so good at looting. Each Mob may be accompanied by up to two of the following: a Nob, a Painboy, and a Runtherd. These come from the same Household who have come along with their Boyz to join in the battle. A Death Skull Boyz Mob consists of:

FOR 50 POINTS:

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON & A BOLT GUN OR BOLT PISTOL (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLTGUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A BOLT GUN OR BOLT PISTOL (THE SAME AS THE REST OF THE UNIT) AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: One Boyz Mob in the Warband may have any number of Boyz armed with heavy weapons in the same way as the Big Mob. This represents the Household of a really successful bunch of Orks! Other Mobz have one Boy armed with a heavy weapon. Heavy weapons are chosen from the list below. Death Skulls can buy some equipment cheaper than other Clans.

HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	30	MULTI-MELTA	40
HEAVY BOLTER	10	MISSILE LAUNCHER	25
HEAVY PLASMA GUN	65	(with frag missiles)	
HEAVY STUBBER	8	KRAK MISSILES	15
LASCANNON	80	MELTA MISSILES	3

EXTRA WARGEAR: The Boyz Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even Boyz with heavy weapons. As with heavy weapons, some costs are slightly cheaper for Death Skulls.

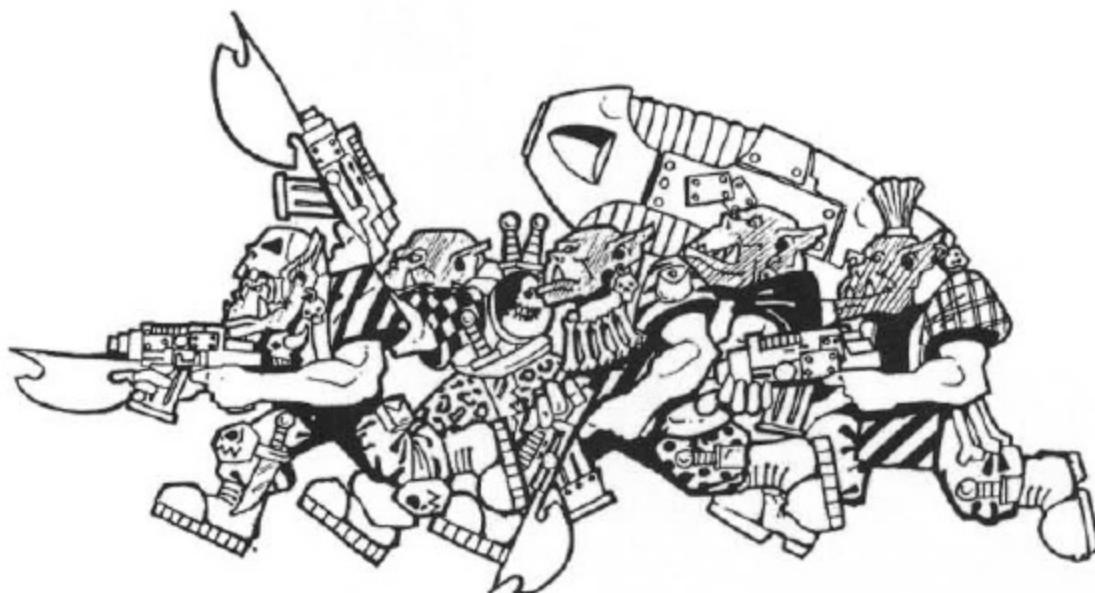
WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	6	KRAK STIKKBOMZ	2
POWER GLOVE	12	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1
POWER ARMOUR	6		

NOBZ: For every Death Skull Boyz Mob in your Warband you are entitled to buy up to one Death Skull Nob. He may lead the Mob in battle if you want. Refer to the Death Skulls Nobz' description for details and points values.

ODDBOYZ: If you buy a Nob for a Boyz Mob you may also buy either a Runtherd or a Painboy if you wish. If you do not buy a Nob for a Boyz Mob you can buy both a Runtherd and a Painboy if you want. This is a unique bonus - no other Clan's Boyz Mob can bring two Oddboyz to a battle. You cannot buy the Nob, Runtherd and Painboy for the Mob - you can only choose a maximum of 2 out of the 3.

VEHICLES: A Death Skulls Boyz Mob may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS
Battlewagon	25
Extra to upgrade a Battle Wagon to Blitzcannon	+50



GRETCHIN MOB

In battle the Gretchin Mob latches on to a Mob of Orks and follows it at a discreet distance. At least one of the Gretchin has to stay within 6". The Gretchin attempt to copy the Orks: shooting when the Orks shoot, charging when the Orks charge, and so on. If the Ork unit is wiped out the Gretchin simply latch on to another. A Gretchin Mob consists of:

ANY NUMBER OF GRETCHIN ARMED WITH A HAND WEAPON AND BLUNDERBUSS AT 5 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5



WILD MOB

Wildboyz are young Orks taken from the feral communities where they are born. Sometimes Wildboyz are taken into battle before they are properly trained, in which case they dress and fight in a primitive manner using simple weapons such as swords and bows. The Wild Mob is accompanied by a Nob Drillboss brought along specifically to lead them - he is always from the Death Skulls Clan and either from the Warboss's Household or the Household represented by one of the Death Skulls Boyz Mobz. In either case he is additional to other Nobz. The Warboss may include a Wild Mobz in his Warband consisting of:

1 DRILLBOSS WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

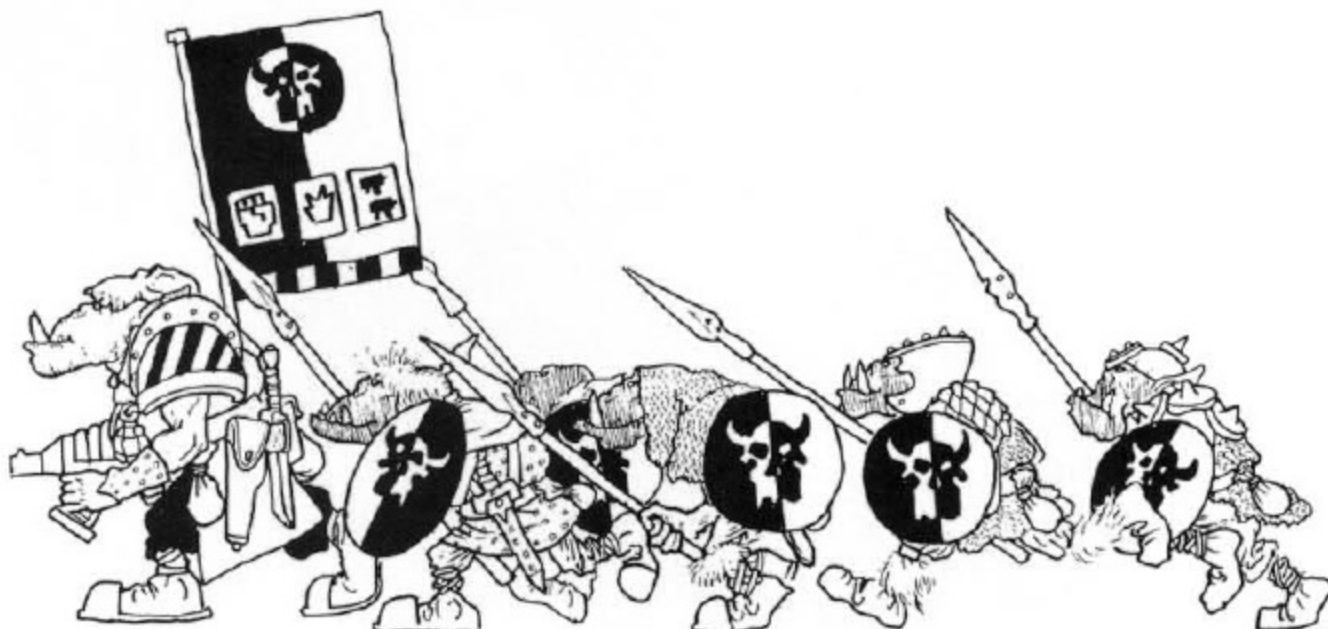
AND

AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HAND WEAPON AT 4 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WILDBOYZ 4 points each	4	3	3	3	4	1	2	1	7	6	7	7
DRILLBOSS 20 points each	4	4	4	4	4	1	3	1	8	6	8	7

EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
SHIELD	1	HAFTED WEAPON	1
EXTRA HAND WEAPON	1	SPEAR	1
DOUBLE-HANDED WEAPON	1	BOW	2



STORMBOYZ KORPS

Stormboyz are rebellious young Orks who drill regularly, march in step, salute the Boss Orks and even polish their jackboots. They take war very seriously indeed and are grudgingly acknowledged as amongst the hardest of all the Boyz. Because they are disciplined and efficient they choose to call themselves the Stormboyz Korps rather than a Mob – in the words of the Drillboss, 'Mobz is for Slobz'. Stormboyz are very keen on efficient mechanical weapons and other wargear, and sometimes use jump-packs to make airborne assaults. A Stormboyz Korps consists of:

FOR 40 POINTS

4 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE UNIT).

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA STORMBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 6 POINTS EACH.

PLUS

AN OPTIONAL DRILLBOSS – WEARING FLAK ARMOUR, ARMED WITH HAND WEAPON & BOLT PISTOL OR BOLTGUN AT A COST OF 20 POINTS.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK STORMBOYZ	4	3	3	3	3	1	2	1	7	6	7	7
DRILLBOSS	4	4	4	4	4	1	3	1	8	6	8	7

HEAVY WEAPONS: A Stormboy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can chose a cheap one or an expensive one. It's entirely up to you.

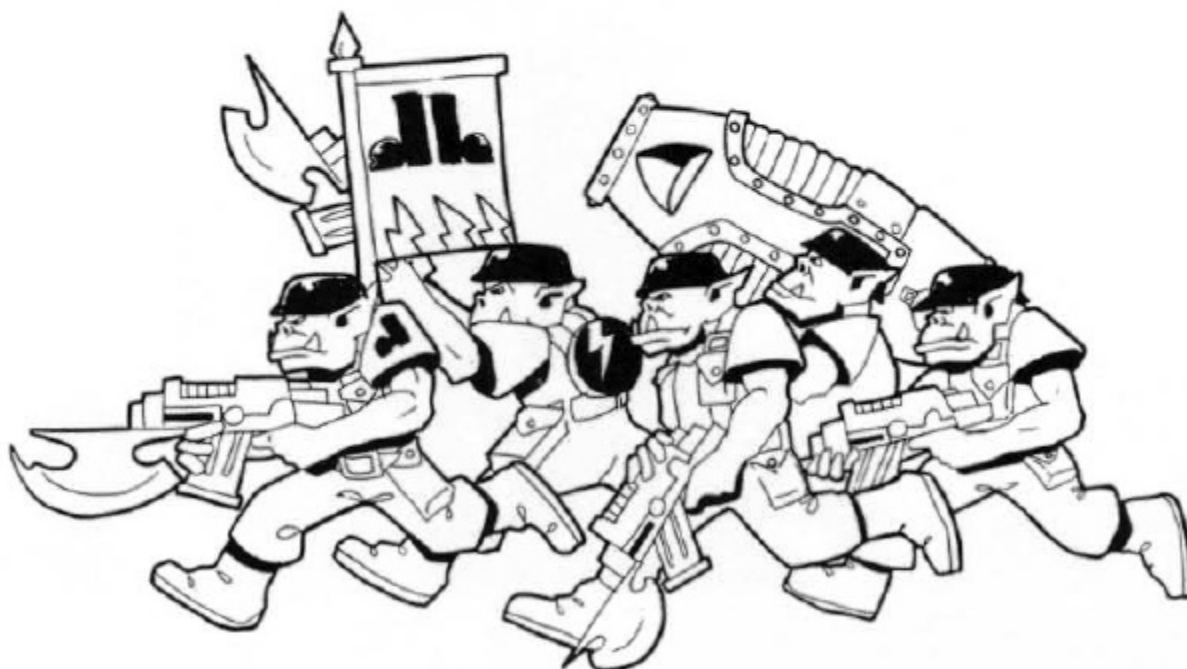
HEAVY WEAPON	COST FOR EACH WEAPON	HEAVY WEAPON	COST FOR EACH WEAPON
AUTOCANNON	35	MISSILE LAUNCHER	30
HEAVY BOLTER	15	(with frag missiles)	
HEAVY PLASMA GUN	75	KRAK MISSILES	20
HEAVY STUBBER	10	MELTA MISSILES	4
LASCANNON	90	SMOKE MISSILES	1
MULTI-MELTA	50		

EXTRA WARGEAR: A Stormboyz Korps can also have any of the extra gear shown on the chart below. Every Stormboy has to have the same extra gear, even the Stormboy with the heavy weapon - Stormboyz take great pride in their uniformity. If the Korps is equipped with jump-packs then any Nobz or Oddboyz with the unit can also be bought a jump-pack at the same cost.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	FRAG STIKKBOMZ	1
CHAINWORD	2	KRAK STIKKBOMZ	2
POWERSWORD	7	MELTA STIKKBOMZ	4
POWER GLOVE	15	SMOKE STIKKBOMZ	1
JUMP-PACKS	2		

VEHICLES: A Stormboyz Korps may ride into battle in a Battlewagon. This may be upgraded to a Blitzcannon at the points cost shown below.

VEHICLE	POINTS COST
Battlewagon	25
Extra to upgrade a Battlewagon to Blitzcannon	+50



MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Due to their behaviour they are grouped together in a Mobz of their own – Mad Mobz. The Mad Mobz go to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The Mad Boyz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. A Mad Mob consists of:

FOR 50 POINTS

10 MAD BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR A BOLTGUN (CHOOSE WHICH YOU WANT FOR THE WHOLE MOB).

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT – WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 5 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK MADBOYZ	4	3	3	3	4	1	2	1	7	6	7	7



EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear – otherwise the whole lot would fall about squabbling and bickering over what gear there was. Death Skulls are able to acquire equipment more easily, and consequently more cheaply, than other Clans.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
CHAINSWORD	2	FRAG STIKKBOMZ	1
POWER SWORD	6	KRAK STIKKBOMZ	2
POWER GLOVE	12	MELTA STIKKBOMZ	4
EXTRA BOLT PISTOL	1	SMOKE STIKKBOMZ	1



OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them, as they share the same delight in noise and destruction. They are also easily tempted by large quantities of tasty squigs offered to them. These 'wild' Ogryns are armed with crude primitive weapons. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready-made Mobz for the Warband. The Ogryn Mob consists of:

**D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN –
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.**

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
OGRYN	6	3	2	4	5	3	3	2	5	4	5	7



EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear – so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5



DEATH SKULL EQUIPMENT CHARTS

Optional wargear for Death Skull Orks is randomly generated by rolls on the following Ork Equipment Charts. A roll on the Stikkbomz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated. With the exception of Bionik Bitz, items generated for character models are captured - the model may be equipped with it or he can decide to leave it at home. Bionik Bitz *must* be taken once generated. Heavy Weapons and Kustom Weapons may be mounted on a vehicle which the character/model is riding. Yer pays yer teef and takes yer chance!

MODIFIERS

The Death Skulls are always scrounging new gear so they have a wide choice of weapons. Their modifiers are high to represent this.

WARLORD — a Death Skull Warlord may add up to +25 to any roll. Roll the dice and decide how much you want to add after. This means that if a Warlord rolls a score of 55 he can actually choose any equipment indicated between the values of 55 and 80.

WARBOSS — a Death Skull Warboss may add up to +20 to any roll in the same way as a Warlord.

NOBZ - Death Skull Nobz may add up to +15 to any roll in the same way as a Warlord



RANGED WEAPONS

D10	RESULT
01-05	SHOTGUN
06-10	AUTOGUN
11-15	BOLTGUN
16-40	FLAMER
41-70	MELTA-GUN
71+	PLASMA GUN

ASSAULT WEAPONS

D10	RESULT
01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81-90	POWER GLOVE
91+	POWER SHIELD

HEAVY WEAPONS

D10	RESULT
01-10	HEAVY STUBBER
11-30	AUTOCANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
81+	MISSILE LAUNCHER

STIKKBOMZ (ORK GRENADES)

D10	RESULT
01-05	SMOKE
06-15	FUNGUS GAS BOMB (1)
16-25	GOO-BOMB (1)
26-40	BUZZ-BOMB (1)
41-65	FRAG
66-80	KRAK
81+	MELTA-BOMB

FORCE FIELDS

D10	FORCE FIELDS
01-30	DEFLEKTOR
31-60	REFRAKTOR
61-90	KONVERTOR
91+	KUSTOM FORCE FIELD

BIONIK BITZ

D10	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANIUM
81+	DOC'S SURPRISE

KUSTOM WEAPONS

Kustom Weapons are specially modified by the ever inventive Mekboyz. Roll a D6 to establish the basic type.

D6	RESULT
1-2	KOMBI WEAPON
3-6	KUSTOM SPECIAL

KOMBI WEAPONS

Kombi Weapons combine several individual weapons in one huge super-weapon! Roll a D6 to determine how many individual weapon barrels the Kombi Weapon has.

D6	NUMBER OF BARRELS
1-2	2 BARRELS
3-4	3 BARRELS
5-6	D4+1 BARRELS

Once you have determined how many barrels the Kombi Weapon has roll a D100 for each barrel to determine its type.

In some cases a Kombi Weapon may consist of several weapons which are themselves modified. On the D6 roll of a 6 a Kombi Weapon is made from Kustomised weapons - roll to determine the Kustom modification for each constituent weapon as for Kustom Specials. If the weapon is being generated for a Mekboy then the player may choose to Kustomise the Kombi-Weapon or not as he pleases.

D100	BARREL TYPE
01-10	AUTO CANNON
11-12	AUTO GUN
13	AUTO PISTOL
14	BLUNDERBUSS
15-31	BOLT GUN
32-35	BOLT PISTOL
36	CONVERSION BEAMER
37-38	FLAMER
39	GRAVITON GUN
40-42	GRENADE LAUNCHER
43-44	HAND FLAMER
45-50	HEAVY BOLTER
51-54	HEAVY PLASMA GUN
55-58	HEAVY STUBBER
59	HEAVY WEBBER
60-64	LAS CANNON
65	LASPISTOL
66-67	LASGUN
68-70	MELTA GUN
71-81	MISSILE LAUNCHER
82-84	MULTI LASER
85-88	MULTI MELTA
89	NEEDLE GUN
90	NEEDLE PISTOL
91-92	PLASMA GUN
93-94	PLASMA PISTOL
95	SHOTGUN
96	SHURIKEN CATAPULT
97	SHURIKEN PISTOL
98-99	STUB GUN
100	WEB GUN

KUSTOM SPECIALS

There are two kinds of Kustom Specials represented by two different charts. These are Standard Weapons and Heavy Weapons. If the weapon is generated for a Mekboy the player may choose to roll on either the Standard Weapon Chart or the Heavy Weapon Chart. If the weapon is generated for any other model then the player rolls a D6 to determine what sort of Kustom Weapon is generated.

D6	CHART
1-3	STANDARD WEAPON
4-6	HEAVY WEAPONS

STANDARD WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	WEAPON
01-10	AUTO GUN
11-16	AUTO PISTOL
17	BLUNDERBUSS
18-34	BOLT GUN
35-49	BOLT PISTOL
50-58	FLAMER
59	GRAVITON GUN
60-66	HAND FLAMER
67-68	LASGUN
69-70	LAS PISTOL
71-75	MELTA GUN
76	NEEDLE GUN
77	NEEDLE PISTOL
78-84	PLASMA GUN
85-92	PLASMA PISTOL
93	SHOTGUN
94	SAWN OFF SHOTGUN
95	SHURIKEN CATAPULT
96	SHURIKEN PISTOL
99	STUB GUN
100	WEB GUN

HEAVY WEAPONS

Roll a D100 to determine what sort of weapon forms the basis of the Kustom Special.

D100	MODIFIED HEAVY WEAPONS
1-18	AUTO CANNON
19	CONVERSION BEAMER
20	DISTORTION CANNON
21-23	GRENADE LAUNCHER
24-40	HEAVY BOLTER
41-55	HEAVY PLASMA GUN
56-60	HEAVY STUBBER
61	HEAVY WEBBER
62-70	LAS CANNON
71-85	MISSILE LAUNCHER
86-90	MULTI LASER
91-100	MULTI MELTA

ODDBITZ

The Warband may include various types of heavy support weapons, additional vehicles, Dreadnoughts, and Tinboyz. These are collectively known as Oddbitz. The number of Oddbitz you are entitled to include in your Warband and the price you must pay for them depends on the number and type of Oddboyz in your Warband. Oddboyz from different Clans also entitle you to different Oddbitz or costs, as described in the description of each Oddboy type. As almost all Warbands will include Oddboyz from different Clans, the various entitlements and prices are summarised together to save you referring to each separate entry.

RUNTHERD

Each Runtherd in your Warband entitles you to buy one of the special weapons together with their Runt crews at the price given on the chart below. The following exceptions and special rules should be noted.

A **Snakebite Runtherd** is less likely to train up weapon crews than Runtherdz from other clans. Oddbitz therefore cost twice as many points when purchased on the Snakebite Runtherd's entitlement.

A **Blood Axe Runtherd** benefits from the ready availability of Imperium weapons presented to the Blood Axes as 'gifts' or traded in some dubious manner. A Blood Axe Runtherd therefore entitles you to buy a captured Imperium weapon at half its normal price.

A **Death Skull Runtherd** benefits from the availability of weapons scrounged off the battlefield by the Death Skull Boyz. A Death Skull Runtherd therefore entitles you to buy captured Imperium weapons at half price.

A **Bad Moon Runtherd** comes from the richest Ork Clan and can afford more equipment. A Bad Moon Runtherd therefore entitles you to buy two Oddbitz instead of just one.

PAINBOY

Each Painboy in your Warband entitles you to buy a Dreadnought. Only Painboyz are capable of performing the operation which interfaces the Gretchin driver with the Ork Dreadnought. Note the following exception.

A **Bad Moon Painboy** comes from a rich Ork clan which can afford more Dreadnoughts. A Bad Moon Painboy therefore entitles you to buy two Dreadnoughts rather than just one.

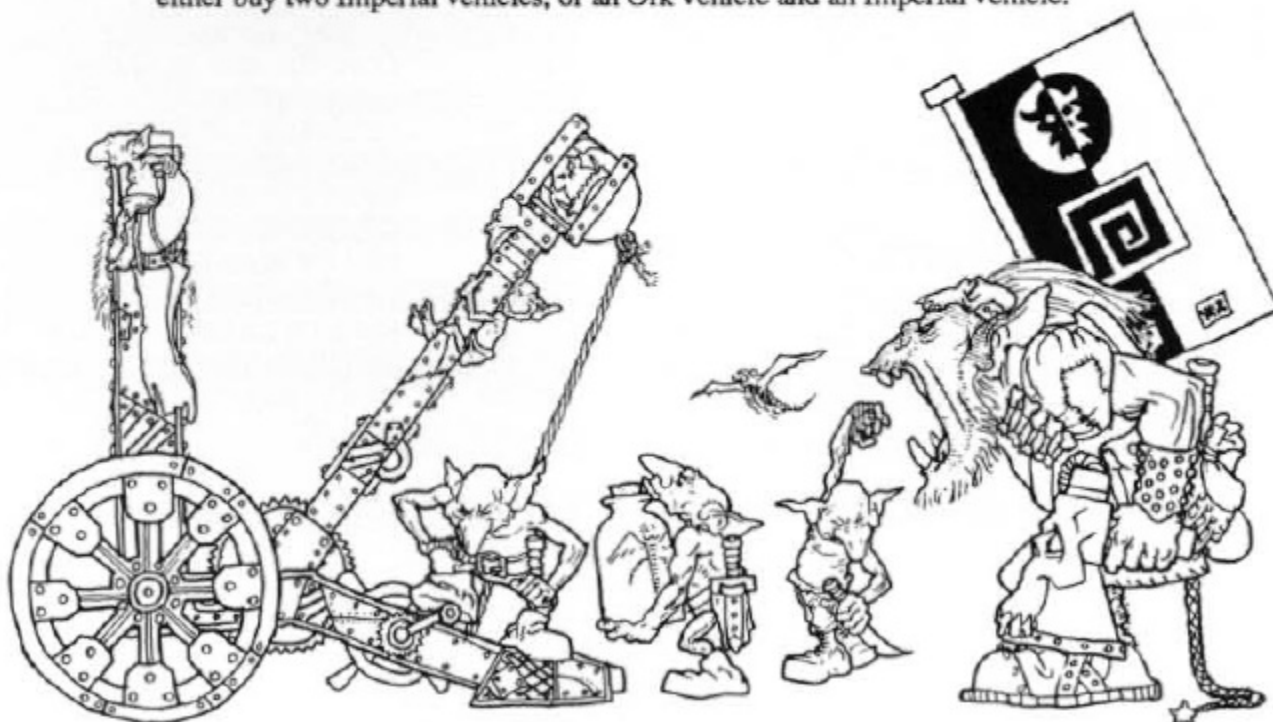
MEKBOY

Each Mekboy in your Warband entitles you to buy either a Mob of Tinboyz or an additional vehicle with a crew of Ork Boyz. The crews always consist of the minimum number of Ork Boyz required to drive it and operate its weapons. Both crews and vehicles are from the same clan as the Mekboy himself. The vehicles available are listed on the chart below together with their points costs.

A **Death Skull Mekboy** benefits from the profusion of spare parts and recovered vehicles scrounged from the battlefield by the Death Skulls. Therefore a Death Skull Mekboy entitles you to buy two Oddbitz instead of just one. These can be two vehicles, a double-sized Tinboyz Mob, or a vehicle and a Tinboyz Mob.

An **Evil Sunz Mekboy** belongs to a clan where vehicles are much in demand and are consequently relatively common. An Evil Sunz Mekboy therefore entitles you to buy two vehicles instead of just one. Note that this only applies to vehicles - if the Evil Sunz Mekboy opts to buy a Tinboyz Mob he does not benefit.

A **Blood Axe Mekboy** has access to all kinds of Imperium-derived vehicles given in trade or as gifts. These vehicles are of course suitably repainted and modified to the tastes of the Mekboyz. If you have a Blood Axe Mekboy you can buy an additional Imperial vehicle. This means that the Mekboy can either buy two Imperial vehicles, or an Ork vehicle and an Imperial vehicle.



RUNTHERZ ODDBITZ - SPECIAL WEAPONS WITH RUNT CREWS

A Runtherd entitles the player to buy any of the following special weapons with Runt crews. Rules for the Ork weapons are given in this volume or will be published in White Dwarf. Rules for Imperium weapons have been published in White Dwarf and in the Warhammer 40,000 Compendium.

WEAPON	POINTS PER WEAPON
HOP SPLAT FIELD GUN	50
SQUIG KATAPULT	50
TRACTOR KANON	50
LIFTA-DROPPA	50
PULSA MISSILE	50
BUBBLE CHUKKA	50
IMPERIUM THUDD GUN	50
IMPERIUM RAPIER	150
IMPERIUM TARANTULA	200

PAINBOYZ ODDBITZ - DREADNOUGHTS

A Painboy entitles the player to buy a Dreadnought.

ITEM	POINTS PER ITEM
DREADNOUGHT	50

DREADNOUGHT: Ork Dreadnoughts have profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	5	10	4	2	4+

Powerclaw, Heavy Bolter, + Kustom Force Field

MEKBOYZ ODDBITZ - VEHICLES AND TINBOYZ

ITEM	POINTS PER ITEM
------	-----------------

BATTLE WAGON	50
BLITZCANNON	100
GOBSMASHA	200
WAR BUGGY	75
WARTRAK	75
WARBIKE	50
WARTRAK SCORCHER	90
IMPERIUM LAND SPEEDER	100
IMPERIUM LANDRAIDER	250
IMPERIUM PREDATOR	200
IMPERIUM RHINO	25
IMPERIUM SABRE	75
IMPERIUM SENTINEL	50
IMPERIUM SPARTAN	250
IMPERIUM VINDICATOR	200
IMPERIUM WHIRLWIND	150
IMPERIUM BANEBLADE	500
IMPERIUM BIKE	15
IMPERIUM BIKE + SIDECAR	25
SQUAT TRIKE	30
TINBOY	75
IMPERIUM KRUSADER ROBOT	115
IMPERIUM KOLOSSUS ROBOT	135
IMPERIUM KATAFRAKT ROBOT	145
IMPERIUM KASTELLAN ROBOT	135
KONKEROR ROBOT	135

TINBOYZ: Orks Tinboyz and captured Imperium Robots have the profiles as indicated below.

M	WS	BS	S	T	W	I	A	Save
4	6	4	5	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KRUSADER

M	WS	BS	S	T	W	I	A	Save
8	8	5	0	8	8	6	2	4+

Heavy Bolter, Melta Gun, Power Sword

KOLOSSUS

M	WS	BS	S	T	W	I	A	Save
4	4	8	0	10	17	4	1	2+

Siege Hammer, Boltgun, Melta Gun

KATAFRAKT

M	WS	BS	S	T	W	I	A	Save
6	6	6	5	8	11	6	2	2+

Lascannon, Boltgun, Flamer

KASTELLAN

M	WS	BS	S	T	W	I	A	Save
4	8	6	0	10	15	6	2	3+

2 Power Fists, Heavy Bolter

KONKEROR

M	WS	BS	S	T	W	I	A	Save
6	3	6	5	8	13	6	1	2+

Heavy Bolter, Auto-cannon, Power Fist



Burzdakka Snaga

A SAMPLE DEATH SKULL WARBAND by Karl Tebbutt



I've chosen a Death Skulls Warband for my 2000 point army. Deathskulls are the looters and plunderers of the Ork Clans, adept at picking up the best gear, and consequently quite well equipped. I don't want to begin with too large a collection at one go - I'd much prefer to start off with a small group of dead 'ard Orks and interesting bits of equipment and then build up my collection gradually.

I'd like to have a quite a diversity of Clans and equipment in the ranks of my Death Skulls. Fortunately their roguish nature and propensity for nicking anything which isn't nailed down makes them ideal for this. I've got a good idea of the Warband's background as being part of a Space Hulk borne Tribe which spends most of its time travelling around and tends to pick up lots of different things as it moves from place to place.

I've put my army together in three parts: the first is the Warboss and his Retinue plus the bulk of his own Death Skull Boyz up to a total of 1000 points. The second part includes various interesting troops such as Robots, Madboyz and Ogryns up to a total of 500 points. The last section is a further 500 points of Boyz from other Clans and some Freebooters which I will add in to round out my Warband.

THE WARBOSS AND RETINUE

Burzdakka and his Warband have been wandering in and out of Ork space for many years as part of a mass migration by the Waa-Gobsnik tribe, and Burzdakka has amassed a considerable amount of equipment in the numerous raids and boarding actions. Unfortunately, casualties have thinned out his Warband to an almost critical level and he has resorted to recruiting Freebooters to fill out the ranks. Burzdakka is an exceedingly sly and cunning Warboss with a consistent eye to profit, so he'll try to crush his enemies as quickly as possible with minimum casualties. He would like to keep his Warband reasonably compact and hard-hitting.

Obviously Burzdakka should be very well equipped; on the other hand, I don't want to spend an excessive amount of points on him. I'll resist the temptation to make him a Warlord and spend the points saved on equipment (which is cheap for Death Skulls). Power Armour is a must as is a Force Field to increase his survivability. He needs some more

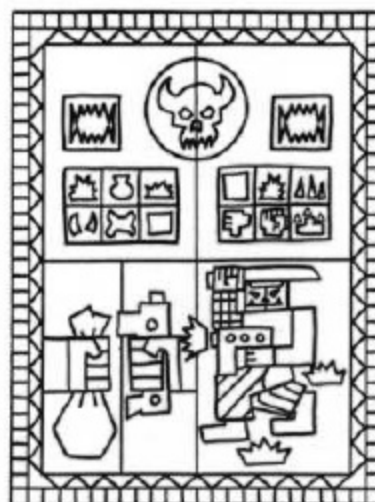
potent weapons so I pay for a roll on the Ranged and Assault Weapons Tables which turn up a Flamer and a Power Fist. I don't mind spending a few more points on him so I go for a roll on the Bioniks Table and two on the Stikkbomz Table. The Bioniks roll comes up as a Rebuilt Kranium - Stainless Steel Mandible and Teeth, pretty worthless really, but never mind - it all adds character! The Stikkbomz come out as a single Goo-bomb and a supply of Melta bomz - pretty useful. In conjunction with his Flamer and Power Fist, some good grenades make Burzdakka pretty handy at close range - he must take the lead in a lot of boarding actions.

Burzdakka follows the old axiom that if you want something doing properly you should do it yourself. During battles he will lead the Retinue forward, attempting to move up through cover into close range while his Boyz keep the enemy busy. Once in position he will pound them with fire for a bit before closing into close combat to wipe out any survivors. If Burzdakka sees any particularly well equipped enemies he will use the Goo-bomb to immobilise them to avoid damaging their equipment.

Burzdakka: Warboss

Power Armour, Flamer, Bolt pistol, Power Fist, Force Field (Refraktor), Bionik Bitz (Stainless Mandible and Teeth), Stikkbomz (Melta and 1 x Goo-bomb).

92 points



BURZDAKKA'S BOSSPOLE



BURZDAKKA'S
BACK BANNER

Retinue Nobz

I want the Retinue Nobz to be quite tough so they can back up Burzdakka. I make one a Bigboss and another a Drillboss; the rest I'm going to make Bosses for the moment. I would like to make the Nobz tougher but I'm going to have to equip them with Power Armour to protect them and that will push up their cost considerably. After paying for the armour the cost for the Nobz is already up to 121 points. I just buy a ranged weapon for the Bigboss and the Drillboss, Bolt pistols for the other Nobz, and leave it at that.

The Nobz comprise most of Burzdakka's more long-lived buddies. They have managed to loot suits of Power Armour to protect themselves, though they haven't been quite as successful with weapons. The Nobz keep their eyes peeled and may end up getting 'distracted' by a particularly well-armed foe every now and again.

Skarshak: Bigboss

Power Armour, Knife, Plasma Gun, Bolt Gun, Bolt pistol. 36 points

Durgul: Drillboss

Power Armour, Knife, Bolt pistol, Melta Gun. 30 points

Shakrot: Boss

Power Armour, Knife, Boltgun, Bolt pistol. 22 points

Ogzog: Boss

Power Armour, Knife, Boltgun, Bolt pistol. 22 points

Grot-Teef: Boss

Power Armour, Knife, Boltgun, Bolt pistol. 22 points

=132 points

Retinue Oddboyz

The Retinue of a Death Skulls Warboss can include one of each kind of Oddboy, with up to two Runtherdz and two Painboyz if I want. This presents a good opportunity to have some characters equipped with all sorts of interesting equipment at low cost. The statistics of the different Oddboyz also make them very good value for points in themselves.

First I take the Mekaniak and pick an Assault weapon, a Force Field and a Kustom weapon. The latter turns out to be a modified Lascannon with two rolls on the Kustomizin' chart. The first gives it a 1" burst, so I take the second modification as a Snazzy Bitz roll to avoid risking a result which might reduce the effectiveness of this excellent piece of ordnance. It turns out to be gold plated - most appropriate.

Next I take the Painboy, again with a Force Field - not quite as cheap but still worth it at only 15 points. Naturally I also give him some Bioniks, which turn out to be Dok's Surprise - Fungus Breff. I can have up to two Painboyz in my Retinue and I rather like them (having two wounds helps my appreciation) so I'll buy the second Painboy too and give him a ranged weapon.

Next I take the Runtherd, equipping him with a Force Field and a roll on the Assault Weapons Table. Finally the Weirdboy. He's pretty expensive to start with at 50 points, so I just protect my investment with a Force Field. That completes my expenditure on the Retinue Oddboyz, bringing their total cost to 198 points for five useful characters.

Nazstuf, Burzdakka's resourceful Mekaniak, has spent nearly all of his hard-earned teef on creating a magnificent Kustom weapon for himself - a gold plated Lascannon. Dok Wortgrub

is renowned throughout the Warband for having the most resounding belch - this has been enhanced no end by the piece of minor surgery he performed on himself to introduce a digestive fungus into his stomach to help keep down badly-cooked Squig dinners. Dok Morbag acts as Dok Wortgrub's assistant most of the time but in battles he generally joins Da Krash Teem (see later).

Gobrun the Runtherd is a happier with his lot since he's sold off the sorry remnant of his Herdz which were decimated after being used as cannon fodder in numerous boarding actions. He's now on the lookout for more breeding stock.

Grubgob the Weirdboy is looking out for a good opportunity to do a bunk having got very tired of being lugged into battle by two burly Orks and used as a living weapon. If those two lunks take their eyes off him for a moment in the next battle he'll definitely make a run for it.

Nazstuf: Mekaniak

Flak Armour, Power Sword, Force Field (Refraktor), Bolt pistol, Kustom Weapon (gold plated Lascannon, modified area of effect 1" radius). 44 points

'Belchin' Dok Wortgrub: Painboy

Flak Armour, Surgical Saw, Force Field (Refraktor), Bolt pistol, Bionik Bitz (Dok's Surprise: Fungus Breff). 35 points

Dok Morbag: Painboy

Flak Armour, Bolt pistol, Knife, Plasma Gun. 20 points

Gobrun: Runtherd

Flak Armour, Chainsword, Force Field (Deflektor), Bolt Gun. 34 points

Grubgob: Weirdboy

Flak Armour, Knife, Bolt Gun, Force Field (Refraktor).

Snikwort and Burznaz: Minderz

Flak Armour, Knife, Bolt Gun. 65 points

=198 points

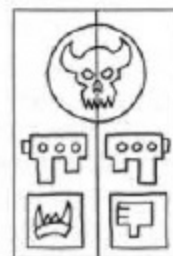
DA WHEELZ

Since they're mainly Space Hulk-bound most of the time I didn't really envisage the Warband having any vehicles, except maybe ones stolen locally. However, the Retinue does get a free Battlewagon so I'd be a fool not to take it. Besides, the 'wagon will come in handy for hauling away loot or for quick getaways. The model will look great with all sorts of cargo nets, boxes etc. festooned all over it.

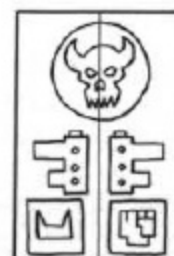
One Ork Battlewagon

Free

Retinue Total: 422 points



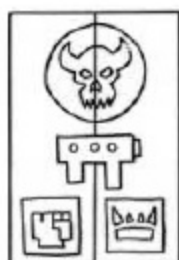
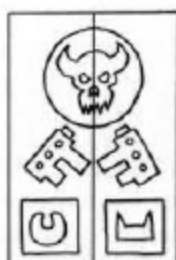
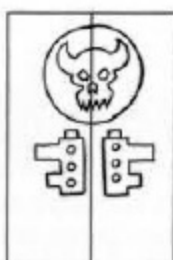
SKARSHAK'S
BACK BANNER



DURGUL'S
BACK BANNER



SHAKROT'S
BACK BANNER

GROT-TEEF'S
BACK BANNEROZDOG'S
BACK BANNEREXTRA BANNER
FOR A NOB IN
BURZDAKKA'S RETINUE

DA BIGMOB

Now I'm onto the first Boyz Mob - the Bigmob. I don't want any of the other Mobs to go above five figures so I'll just stick to the basic ten-strong Bigmob. I'll probably hold the the Bigmob as my reserve during battles so I don't need to over-equip them, I'll just take some fairly cheap heavy weapons and move on. I select a Missile Launcher as their main heavy weapon because it has a good range and a choice of warheads, though Krak is a mite too expensive for my purposes. The second heavy weapon I pick is a Heavy Bolter, it has a decent enough range and strength plus following fire - though my main reason in buying it is that it's cheap.

8 Boyz: Flak Armour, Bolt Gun, Knife.

1 Boy: Flak Armour, Bolt Gun, Heavy Bolter, Knife.

1 Boy: Flak Armour, Bolt Gun, Missile Launcher (Melta and Frag missiles), Knife.

=138 points

NOBZ MOB

I'm planning to have two Boyz Mobz so I'll take two high ranking Nobz and arm them to the teeth. The advantage to this is that I can allocate them to lead their Mobs or keep them together to work as a small team, safe in the knowledge that they'll be tough enough to make a big difference. I've already got lots of chaps in Power Armour so I'll just give these Nobz Force Fields for protection. I'll equip them both with heavy weapons so they'll be able to add a considerable weight of fire. I'll make them both Bigbosses as they've got a good ballistic skill so they can at least hit what they aim at!

Magteef and Grotmob are both well equipped with plundered gear, carrying a heavy weapon each. They generally use their weapons to supplement the Boyz' fire though they may occasionally sneak round to get into a position to bring down a lethal flanking fire.

Magteef: Bigboss of da 'Ardboyz
Flak Armour, Force Field (Konvershun), Heavy Plasma Gun, Bolt pistol, Knife. **85 points**

Grotmob: Bigboss of da Evvyboyz
Flak Armour, Force Field (Refraktor), Heavy Bolter, Bolt pistol, Knife. **85 points**

=170 points

MAGTEEF'S 'ARDBOYZ

Next I'll do a five-strong Boyz Mob. The Death Skulls can have a single Boyz Mob in Power Armour if they want, and obviously this is just the sort of thing I want. Death Skulls can also have a single Boyz Mob armed with as many heavy weapons as they want. It's moderately tempting to have the Power Armoured Boyz all carrying heavy weapons, but I think that it would probably be a disastrous mistake - the Mob would be prohibitively expensive in points and could be wiped out in moments by any opponent who is half awake. In fact, to keep the cost of this Mob down, I'll again just limit myself to giving them a Heavy Bolter as their support weapon.

Da 'Ardboyz are all the seasoned veterans in the Warband who've had the singular good fortune to steal, loot, inherit or purchase Power Armour. In battle they are deployed with Burzdakka and his Retinue, acting as back-up for the Retinue Nobz.

4 Boyz: Power Armour, Bolt Gun, Knife.

1 Boy: Power Armour, Heavy Bolter, Bolt pistol, Knife.

=90 points

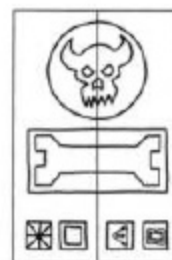
GROTNOB'S EUVYBOYZ

This next Boyz Mob will be the one to arm completely with heavy weapons. This Mob will be essential to give me the firepower to really shoot up my opponent while he's busy watching what all those chaps in Power Armour are up to. Unfortunately heavy weapons don't come cheap, so in an attempt to try and make this Mob cost effective I'll just stick to using Heavy Bolters. This means I'll be struggling against vehicles but I should be able to give enemy troops a rough time.

Da Evvyboyz are an enterprising Boyz Mob who managed to get their hands on a consignment of heavy bolters and whipped the lot. Since then they have enjoyed unprecedented success in blowing the enemy to pieces. Burzdakka values their firepower greatly and will take great pains to make sure they are well situated in plenty of cover with a good escape route, invariably admonishing them not to get shot and if they do get shot not to lose those precious heavy weapons.

5 Boyz: Flak Armour, Heavy Bolter, Bolt pistol, Knife.

=100 points

DOC WORTPILS'S
BANNERDOC MORBAG'S
BACK BANNERNAZSTUF'S
BACK BANNER

DA KRASH TEEM

This next 500 points I'm going to devote to getting various interesting bits and pieces and to pop in a few ideas I've had while doing my initial 1000 point army. The first thing I came up with is the idea that if Burzdakka is running short on Boyz he'll get hold of as many Painboyz as possible to recover his casualties during battle. Death Skulls can have an extra Painboy or Runtherd for each Boyz Mob so I can have an extra two Painboyz.

As I explained before, the Painboy stats are pretty good so they can also look after themselves and I can stick them in where the fighting is thickest. I don't want to go too overboard with equipment so I decide to just give one of them two pieces of bioniks and the other a Force Field to make them a bit more useful in combat.

Burzdakka has been watching his ranks get whittled down for quite a while so he's finally decided to form up a team of Painboyz to tend wounded Boyz on the battlefield: Dok Dakkagut, Dok Grimbag and Dok Morbag from the Retinue. The three Doks always gravitate to wherever the fighting is thickest and the Boyz most at risk. Not only are they interested in seeing the gory bitz but Burzdakka pays them for every casualty (or 'stiff' as the Boyz call them) returned to action. This helps the Boyz' morale considerably as Da Krash Teem has plunged in to pull out wounded Boyz under fire numerous times. Other Painboyz find this gung-ho attitude inexplicable, but there again they don't know what Burzdakka is paying them.

Dok Dakkagut: Painboy

Flak Armour, Bolt Gun, Knife, Bionik Bitz (Bionik arm - Power Claw, Rebuilt Cranium - Targeter eye). **25 points**

Dok Grimbag: Painboy

Flak Armour, Bolt pistol, Knife, Force Field (Konvershun). **30 points**

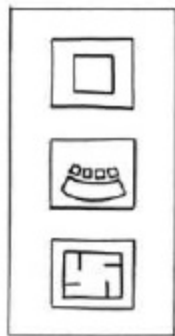
=55 points

DA KRUSHAS

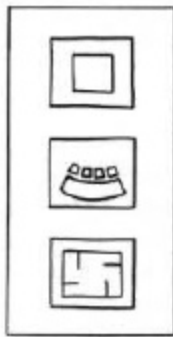
I want to include a few big figures in my Warband. There are two very good reasons for this - first, they make interesting centre points for the army on the table, and second, big figures always get shot at more than anything else. To this end I'm quite tempted to get some Ork Tinboyz but I think it would be more cost effective to use some Ork Dreadnoughts. Tinboyz are much more expensive, though it must be said that some carry quite good weapon fits and they tend to be a little sturdier than Dreadnoughts. After some deliberation I decide to take my full entitlement of four Dreadnoughts (one per Painboy) for a total of 200 points. I expect the Dreads to lead assaults and go straight into the heart of the enemy so it's worth investing in a large Mob of them.

Burzdakka's Boyz 'appropriated' the shells of some Dreadnoughts from an inattentive Mekaniak on Verudites World. Since then the Mekaniaks have been getting them back into working order and they are now used to soak up enemy fire. If the Dreadnoughts get trashed the Meks simply pick up the pieces and rebuild them after the battle, and there are always plenty of willing Gretchin to act as pilots.

4 Ork Dreadnoughts: Powerclaw, Heavy Bolter, Force Field. **200 points**



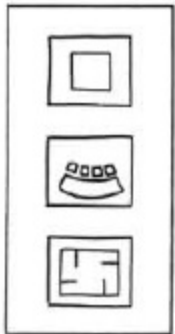
OGRYN'S
BACK BANNER



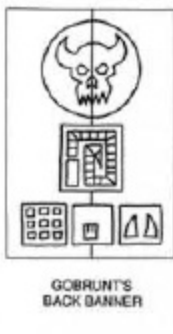
GORUNT'S
BACK BANNER



GRUBGOB'S
BANNER
(carried by Gretchin follower)



GROTHOB'S
BACK BANNER



DOC DAKKAGUT'S
BACK BANNER



GROTHOB'S
RUNTHED
(not in Warband)

DA GROTHOB'S

I've just have 80 points left out of my initial 1000. I've got enough Boyz to be going on with and I would like a few cheap, expendable troops. Death Skulls can have as many Gretchin Mobs as they want. Gretchin come dirt cheap at five points each, so I form two Gretchin Mobs. Their blunderbusses are quite nasty up close though thoroughly useless at long range. If the Boyz are charged the Gretchin might manage to inflict some casualties before the enemy reach them.

Burzdakka's Warband contains quite a number of Gretchin which are constantly looting and scrounging to get a few teef together. Gretchin want to become just like Orks, and join in the fighting with their larger brothers. The object of their ambitions is to buy a blunderbuss and become a member of the select bands of Gretchin which fearlessly stalk the battlefield - that's what they like to think anyway! Burzdakka finds it pretty handy to have the Gretchin Mobs around - they can draw fire away from the Boyz and might even shoot somebody on the opposite side occasionally. In practice, one Mob often attaches itself to the Evvyboyz and the other one to the 'Ardboyz.

Da Sneakerz: 8 Gretchin
Blunderbuss, Hand Axe.

40 points

Da Snivallerz: 8 Gretchin
Blunderbuss, Short Sword.

40 points

= 80 points

Total So Far: 1000 points

MAGTEEF'S
BACK BANNERMAGTEEF'S
RUNTHERD
(not in Warband)DOC GRIMBAG'S
BANNER

GOBRUNT'S BLASTER

I want some sort of artillery piece to knock out enemy vehicles. Death Skull Runtherdz can buy Imperial weapons at half price so I buy an Imperial Rapier armed with a Multi Melta on behalf of the Runtherd from the Retinue. The Rapier has an advantage over most types of field artillery in that it's quite mobile so it can be manoeuvred into position quickly.

The Rapier originally belonged to a Blood Axe Household on a world that Burzdakka's Warband stopped at for a few days. As is so often the case it was only after the Space Hulks had left and were heading back out of the system that the Blood Axes discovered their loss.

Imperial Rapier: Armed with a Multi Melta, two Gretchin Krew armed with clubs. **75 points**

DA MORNOB BRUUVERS

I've still got 200 points left before I reach my 500 point limit. I still have a hankering to get some more close combat troops to deal with tough opponents. I would like them to be as good as the robots but more reliable, Ogryns would be a good choice. I roll a D10 to see how many I could have - the result is four. I can take all of them, or none at all. Four Ogryns won't be too expensive, so I take them. If I give them double handed weapons at 5 points each it'll take their total cost up to a neat 100 points (also useful for the -1 save modifier). Once again some nice big exotic figures to add to my collection.

Burzdakka came across the four Mornob brothers on a desolate feral planet. They had found their niche acting as robber barons over a miserable collection of human farmers who lived nearby. Burzdakka won them over by introducing them to the niceties of Kultur and marinated Squig, persuading them to accompany him and plunder the stars instead of the straw huts of muddy peasants. The Mornob brothers enthusiastically agreed and now often act as Burzdakka's bodyguard when he feels the need to impress someone.

4 Ogryns: Clubs, Two-handed Weapons. **100 points**

DA GAA-GAA BOYZ

I've got myself some Dreadnoughts, Ogryns and a bunch of Painboyz, what I really need now is some more Boyz. I don't want to spend too many points and I particularly don't want any more super hard troops. These Boyz will be around just to thicken up my battle line a bit because it's a bit on the paltry side. The best way to get the cheap numbers is to buy Gretchin or Madboyz. I've already got some Gretchin and they aren't particularly likely to dissuade people from charging into close combat so what I need is some nice, unpredictably dangerous Madboyz. 70 points buys me 14 Madboyz which brings me to exactly 500 points.

Some time ago the Warband boarded a drifting Space Hulk and discovered some Orks which had been trapped on board so long they had gone mad. Partially out of sympathy for their conditions and partially out of a desire to get some fresh Boyz (no matter how deranged) Burzdakka took the Madboyz with him. Since then they have become a thoroughly integrated part of the Warband and Burzdakka has even become quite attached to his Gaa-Gaa Boyz.

14 Madboyz: Flak Armour, Bolt pistol, Knife. **70 points**

Total So Far: 1500 points

NARGAD'S SUNZ

I need to get some more Boyz together with my last 500 points. I don't have any different Clans in my Warband yet so this will be a good opportunity to get some. I also want to get an extra Mekaniak in the Warband if I can to guard against excessive breakdowns. By taking an Evil Sunz Mob I can have an extra Mekaniak as their Oddboy, I'll keep him with his Mob during battle and equip him with a Kustom Weapon so he can do some shooting. I roll up the Kustom Weapon and it comes out as being a modified weapon, so I naturally pick a heavy weapon as is the Mek's right.

A few dice-rolls later the weapon has worked out as a modified autocannon with increased range, reduced strength and following fire! Of course the weapon may still have some nasty side effects but I won't worry about that until I fire it. To stop the Mek getting picked off I also give him a Force Field. I just arm the Boyz with a Heavy Bolter as they already have a potent heavy weapon with them, bringing the cost of the Mob to 105 points.

Burzdakka met up with Nargad's Mob after a large battle on Mygans World in which Nargad himself became separated and lost. Burzdakka is quite content for them to be part of the Warband as they bring a precious Mekaniak, Mekslag, with them. The Boyz hope to find Nargad again one day - but in the meantime they have to fight without a Nob.

4 Boyz: Flak Armour, Bolt Gun, Knife.

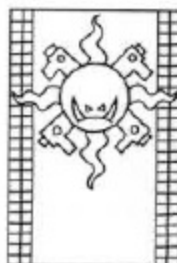
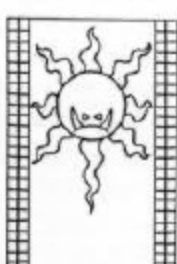
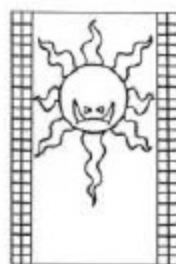
1 Boy: Flak Armour, Heavy Bolter, Bolt Gun, Knife.

Mekslag: Mekaniak

Flak Armour, Knife, Bolt pistol, Kustom Weapon (Modified Heavy Weapon - Autocannon: Following Fire, -2 Strength, +8" range), Force Field (Deflektor).

=105 points

KAPTIN SKUMDREG'S FREEBOOTER WRECKIN' KREW

MEKSLAG'S
BACK BANNERNARGADZ'S
BACK BANNER
(not in Warband)NARGADZ
BOYZ BANNERS
(all 5 Boyz have a banner)

DUFFGROT'S BAD MOONZ

Now that I've got the extra Mekaniak I wanted, I can get back to reinforcing the Warband. Working on the principle that you can't have too much of a good thing I'd like to take a Bad Moon Mob because they can carry an extra heavy weapon. I'll also buy a Bad Moon Nob to add a bit of beef to the Mob - this is Duffgrot himself, of course.

For the heavy weapons I take a Heavy Bolter and a Missile Launcher with Frag and Melta missiles. I decide to make the Nob a Bigboss. I'm prepared to spend a few extra points on equipping the Bigboss properly so I buy him a Force Field, an extra Bolt pistol and a roll on the Bad Moon Ranged Weapon Chart.

The Bigboss's ranged weapon turns out as a Kustom Kombi Weapon (much as I'd hoped): Autogun, two Bolt guns and a sawn-off shotgun barrel, there's no accounting for taste! This brings the total cost for this potent little Mob to 170 points.

Duffgrot's Mob are the remnant of a Bad Moonz Warband all but wiped out by Imperial forces on Mygan. They have joined up with Burzdakka as a marginally better bet than drifting into the ranks of the Freebooterz.

3 Boyz: Flak Armour, Bolt Gun, Knife.

1 Boy: Flak Armour, Heavy Bolter, Bolt Gun, Knife.

1 Boy: Flak Armour, Missile Launcher (Frag and Melta missiles), Bolt Gun, Knife.

=99 points

Duffgrot: Bigboss

Flak Armour, Force Field (Deflektor), 2 x Bolt pistol, Ranged Weapon (Four Barrelled Kombi Weapon - Sawn Off Shotgun, Autogun, 2 x Bolt Gun), Knife.

71 points

=170 points

I've now got just 225 points left to spend. I still want more Boyz, preferably in one large Mob, but I don't just want more of the same sorts as I've already got. Stormboyz are tempting but I don't feel that they would fit in with the rest of the Warband. Freebooterz are thieving, treacherous Ork pirates which haunt the fringes of Ork space - perfect. Freebooterz will make an excellent ally for the Death Skulls.

I've got to have a Kaptin for the Mob and he'll make an excellent personality. I want to equip the Kaptin quite well so I buy him an assault weapon (Power Fist), a Force Field and a Kustom Weapon. The Kustom Weapon turns out to be a triple barrelled Kombi weapon with a Heavy Stubber, a Bolt pistol and a Flamer barrel - quite a potent little number. I bulk out the actual Mob by buying them Frag and Krak Stikkbomz, which they obviously need for boarding actions. For their heavy weapon I pick a Lascannon, so I have something with good penetration to hit vehicles with.

Over the course of wandering about on the edges of Ork space Burzdakka has run into a lot of Freebooterz. When the Death Skull Warboss met Kaptin Skumdreg and Da Wreckin' Krew they hit it off immediately, particularly in regard to their views on profit and the best ways to make it. Short on man power (or Ork power to be precise), Burzdakka offered Kaptin Skumdreg a cut of all the loot they garnered together if he joined them. Skumdreg agreed and the Jolly Ork was added to Burzdakka's banners. Of course Skumdreg is bound to double-cross Burzdakka at some point, but Burzdakka knows that and Skumdreg knows that Burzdakka knows, so everybody knows where they stand, more or less...

Kaptin Skumdreg: Freebooter Kaptin

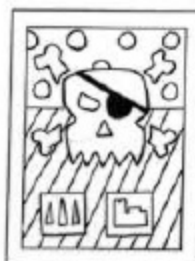
Flak Armour, Force Field (Refraktor), Power Fist, Kustom Weapon (three barrelled Kombi weapon - Heavy Stubber, Bolt pistol, Flamer), Bolt pistol, Knife.

4 Freebooter Boyz: Flak Armour, Bolt pistol, Knife, Frag and Krak Stikkbomz.

1 Freebooter Boy: Flak Armour, Lascannon, Bolt pistol, Knife, Frag and Krak Stikkbomz.

=225 points

GRAND TOTAL: 2000 Points

KAPTIN SKUMDREG'S
BACK BANNERDUFFGROT'S
BACK BANNER



MAKING AN ORK BUILDING



TOOLS AND MATERIALS

We used the following tools and materials to make our Ork building. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

All-purpose glue or epoxy gel suitable for card, plastic, balsa wood and general purpose gluing

Modelling knife with replaceable blades (remember to always work with new sharp blades – these are much safer than blunt blades).

Steel ruler (a plastic or wooden ruler will be ruined in a very short time) and set square.

Cutting surface, for example a thick piece of card or hardboard, to make sure you don't end up digging great chunks out of your best dining table.

5mm thick foam card – a foam sandwich with thin card on the outside. Foam card is available from art shops or graphic suppliers at around £6.00 for an 800mm x 1000mm sheet. If you're unable to find this a polystyrene tile or some very thick card is an adequate substitute.

Mounting card which can be bought at most art shops for around £1.50. Any thick card will suffice.

Thin cardboard (the sort you get from cereal packets is just right).

A sheet of balsa wood 1.5mm thick which can be bought from modelling shops.

Plastic tubing or thin balsa dowel. You can also find this in modelling shops.

A small plastic pot or tub such as an old yoghurt or cream tub.

Plastic sprues from kits, games or sets of plastic Citadel Miniatures (the sprue is the plastic frame that holds the models or kit parts).

We used Coral sand (available from pet shops). Although ordinary sand will do almost as well.

Textured wall covering (such as Polyripple) which can be bought from most DIY shops.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember, they're sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is: make all cuts away from your fingers. It's much safer to cut through a sheet of card or polystyrene with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

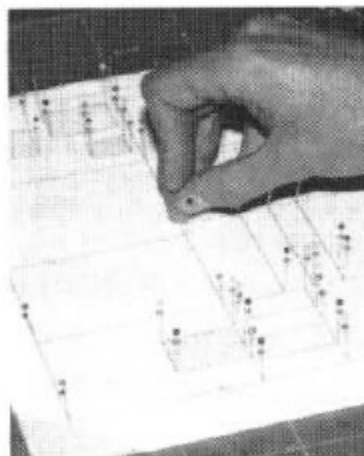
Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything. If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

ORK SETTLEMENTS

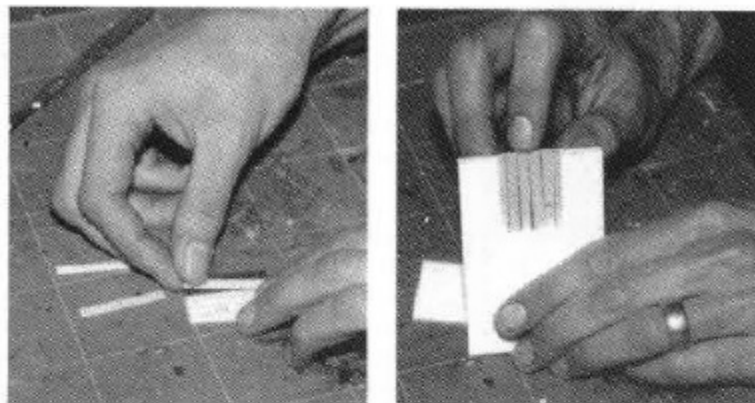
The building that we're describing in this article is a typical Ork house that might be found in most Ork settlements and outposts. Ork settlements are made up of the homesteads of Ork families clustered around the stronghold of their warlord. A family contains several households and each household builds its own solidly-constructed hovel jammed next to those of the other households facing into a central defended courtyard. The only way into a family settlement is through a single gateway. The courtyard is the centre of activity for the Ork family. In the courtyard are the drops and next to the drops are open areas cultivated with small forests of fungus. Here the Snotlings frolic and the Gretchin go about their tasks while the Orks laze around and sharpen their weapons.

Each household builds their own hovel, blockhouse or shack out of the most durable materials they can find. Typically, they search for the biggest rocks and boulders in the locality and roll them to the site to make the foundations. Gretchin and Snotlings fill up the gaps between the boulders with clay, mud and other sticky materials which are allowed to harden, creating a solid blockhouse for the household to dwell in. The basic structures can be large or small, one or several storeys high, and may incorporate grubbed-out bunkers and cellars. This method of construction is the norm in Ork settlements and would be used for the sort of building we're describing in this article.

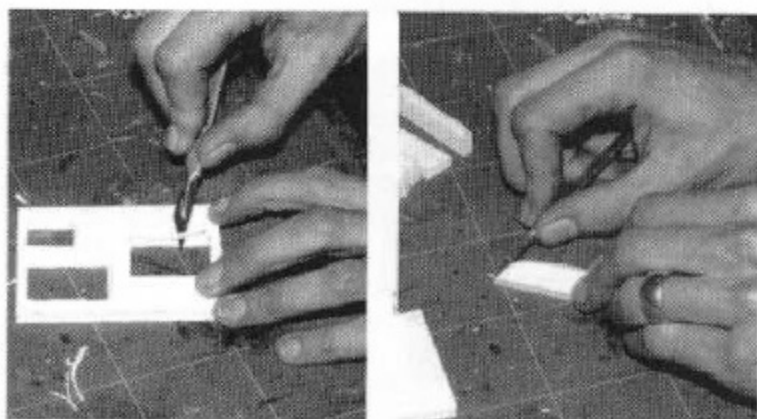
MAKING THE ORK BUILDING



1. The first thing you need to do is transfer the building plans onto your foam card. Photocopy the templates and attach the photocopies to the foam card – masking tape is ideal for this. Push a pin through each of the corner points on the templates making a hole in the foam card underneath. When you've finished, remove the templates and draw in the lines between the holes with a pencil – you should now have a perfect copy of the originals.

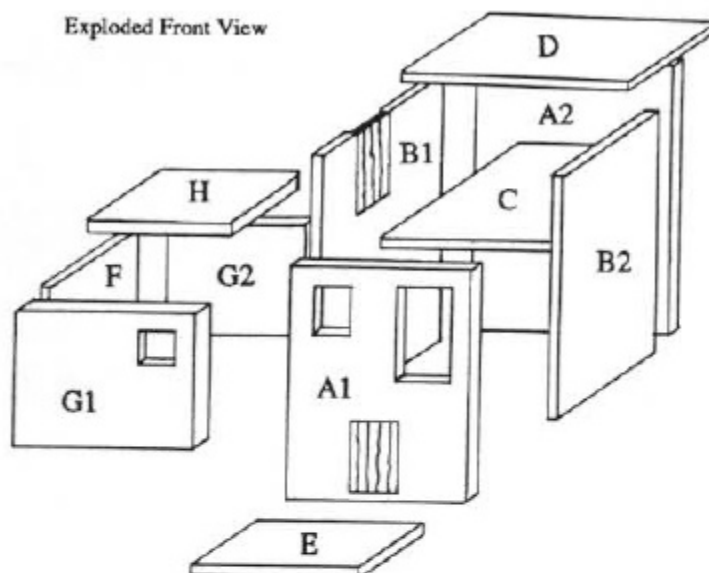


2. Before you start to glue the pieces together, there are several things you need to do. First, the doors need to be able to fit behind the door openings. You'll need to make 2 doors for this building, the third entrance being left open for the time being. For each door, cut a piece of thin card slightly larger than the door opening (use the door opening as a stencil if you like). Next, to get the effect of wooden planking, cut a few strips of balsa 4-5mm wide and stick these on the card, leaving a slight gap between each strip. If you cut the strips without using a ruler you'll get a rough Orky feel to the door.



3. While you're waiting for the glue to set on the doors, round off all the edges of the doorframes, windows and buttresses. You're not after any sharp edges on this building because you want it to look like it's been made with clay or mud. Only trim away the front surface of the foam card as you don't want to alter the size of these holes. By the time you've done this, the doors should be dry and can be stuck to the insides of the walls.

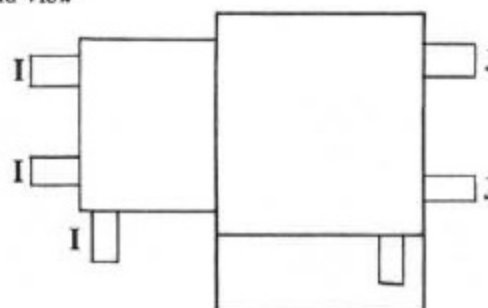
Exploded Front View



4. Referring to the exploded diagram above, start to assemble the building. Attach the building to a base of mounting card about 140mm x 190mm. Note that the side walls (B1, B2 and F) are not as wide as the front and back walls (A1, A2, G1 and G2) – glue them inside the front and back walls so that the square roofs (D and H) fit neatly on top. When you're making the taller section of the building, remember to stick the first floor (C) into place before you stick the last wall on.

When the glue has dried, firmly round off all the edges on the building in a similar fashion to the doors, windows and buttresses.

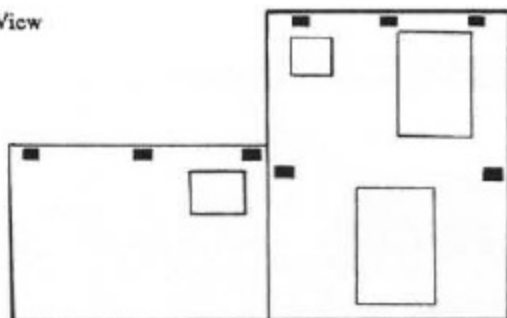
Overhead View



5. When you've finished rounding everything off, stick all the buttresses (I and J) onto the main building. The plan above shows you where each buttress should be positioned.

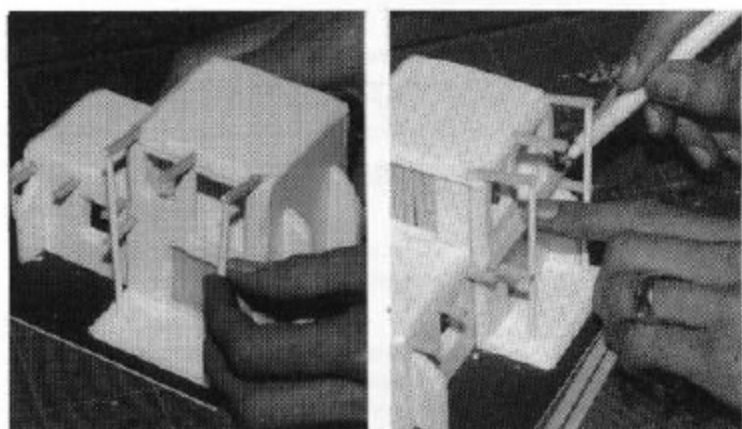


Front View



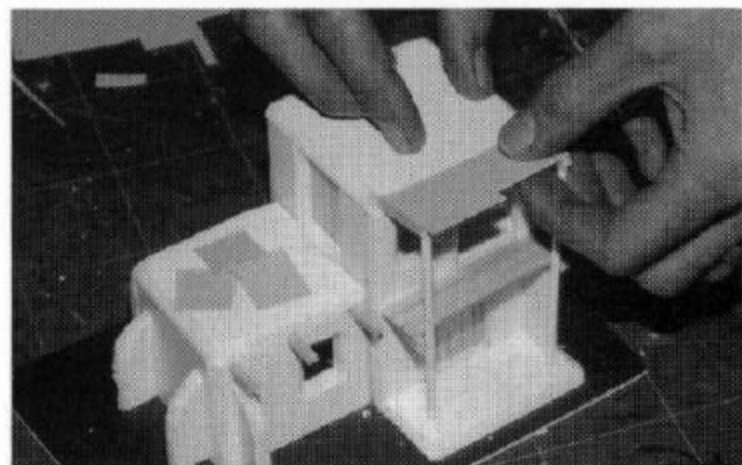
6. You can make the supporting girders poking out the front of the building from offcuts of sprues – we used the ones from the Ork Battlewagon cut to a length of about 30mm, but any similar-sized scraps from your bits box will do just as well. Carefully make holes in the foam card with your modelling knife, as indicated in the diagram, and push about a third of the girder in, fixing it in place with all-purpose glue.

Unless the sprue you're cutting is very thin, never try and cut through it in one go by using a lot of force – it's all too easy for the modelling knife to slip or for the blade to snap and fly off in a random direction. We tend to favour chopping the sprue into lengths slightly longer than we need with a pair of wire cutters, neatening the ends later with a modelling knife.

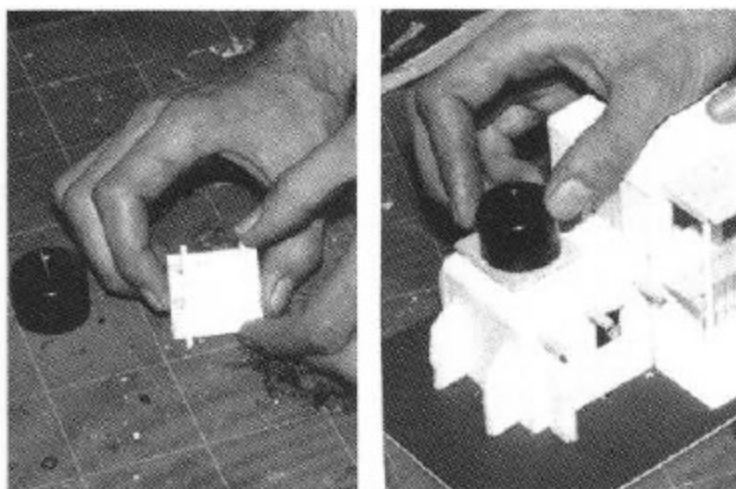


7. The scaffolding is put into position next. You can make this from sprues, thin balsa dowel or plastic tubing. If possible, glue the scaffolding to the underside of the top girders and the insides of the girders on the first floor. The foam card step by the main doorway, seen in the photo, can be used to support the scaffolding at the bottom if you make holes in it and glue the poles into place.

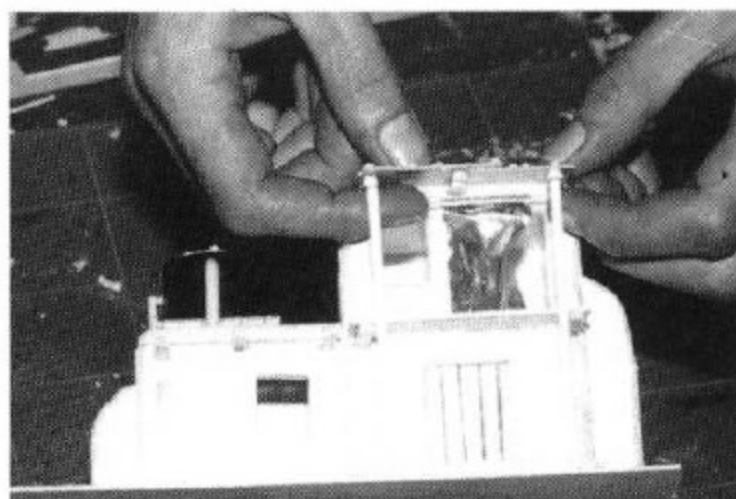
The balcony is made by cutting some more strips of thin balsa (about 5mm wide). Check the length by placing them over the first floor girders and mark where to cut with a pencil. When the planks are cut to the right size, glue them into place.



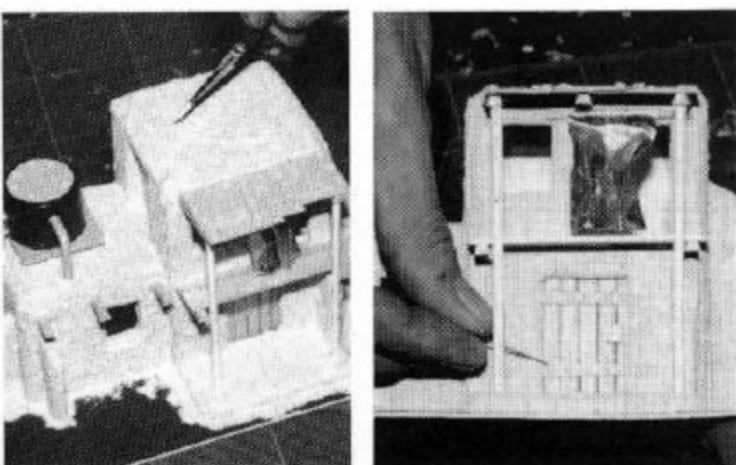
8. The roof plates are made from sections of thin card cut out and glued into place. It's a good idea to make the first piece long enough to cover all 3 girders. If you cut away a small section of this it gives the impression of two separate plates when the other sections of card are stuck on top. For extra detail, you can glue rivets made from small sections of round sprue on to the plates.



9. The platform for the tank on the lower roof is made out of thin strips of balsa about 5mm in width held together by 2 sections of balsa glued across the strips. You can make the tank itself from any suitably-sized plastic tub, bottle top, lid etc (we used a cut-down 35mm film container). Glue the tank onto the platform, which in turn you glue to the roof top. You can put extra detail on the tank by the addition of pipes (made from sprues) and a lid (a circular piece of card with rivets made from sections of round sprue as before).



10. The second floor door can be left open or you can add a simple curtain as we've done. We made this from a short section of round sprue for the rail with a sheet of paper folded slightly and wrapped over the sprue at the top.



11. You now give the surface of the building a coat of Polyripple (or similar self-texturing wall covering). This serves two purposes: it textures the flat surface of the foam card and it helps to cover any gaps or sections that have been left when trimming the edges of the building. Try not to get any of the texturing on the doors, girders, planking etc. Don't use a new brush when texturing the building as it's bound to get damaged.

At this stage you can add any final details like hinges, rivets and handles for the door. The hinges and handles have been cut from balsa scraps with the rivets being made as before.

PAINTING GUIDE

If you want to follow our colour scheme to paint your Ork building, details are given below – of course, you're free to create your own colour scheme. We've chosen shades of light brown and ochre so that our building looks like its got a natural mud or clay finish.

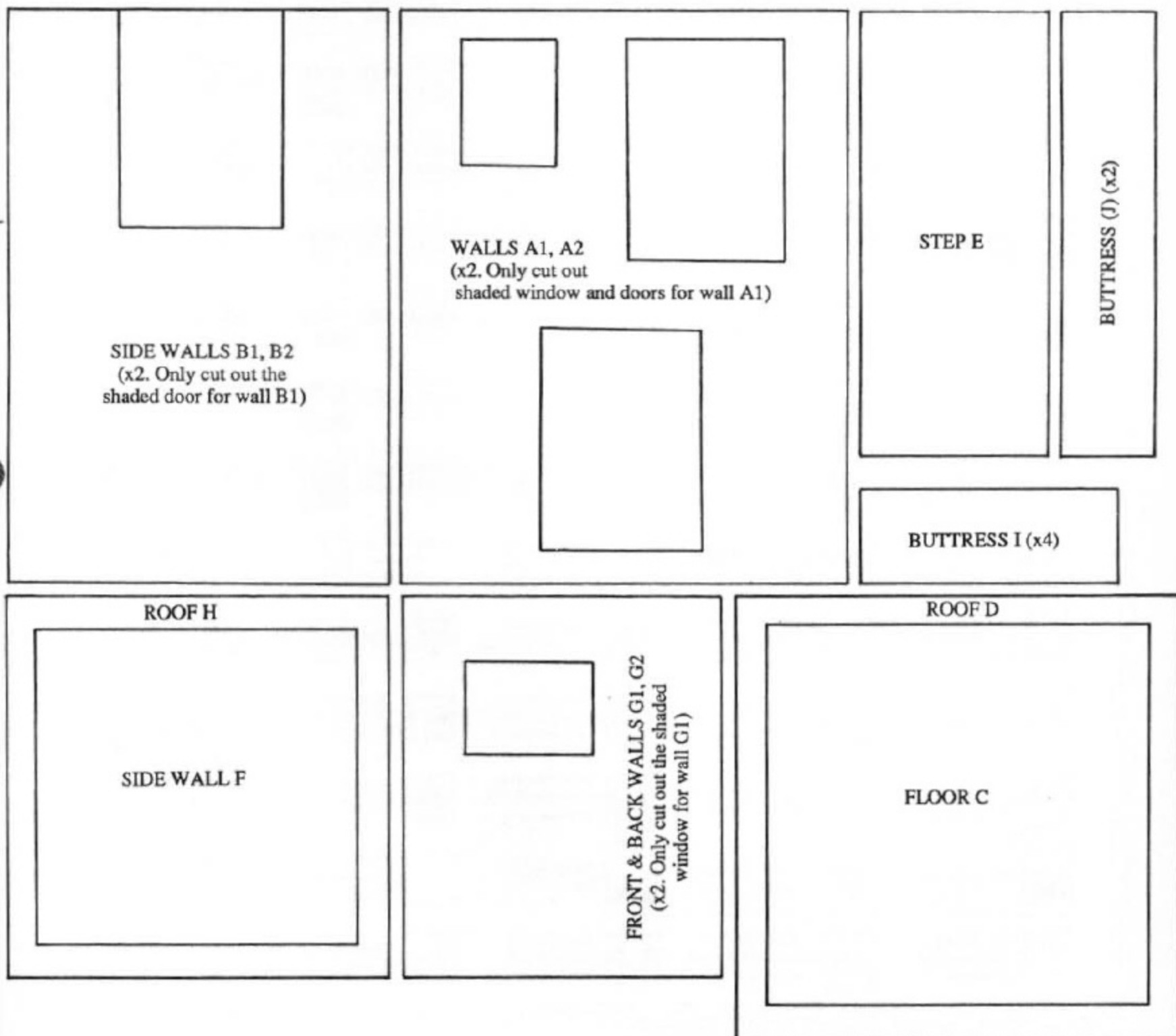
Paint the main body of the building with a Skull White/Orc Brown/Bestial Brown mix to achieve a creamy-yellow colour. Shade it by adding more Bestial Brown to the original colour and then highlight by adding more Skull White to the original colour. For the wooden parts like doors and planking, use a base coat of Chaos Black and, once this is dry, drybrush with Bestial Brown. Give the metallic areas a base coat of Chaos Black and then drybrush with Chainmail. For the rust effect on the roof plates, add washes of Orange and Brown Ink until you get the desired effect. If you want to add rusty streaks to the tank like we have, paint a thinned mix of Terracotta and Blood Angel Orange over a wash of Orange and Brown Ink.

A vital part of the decoration of any Ork house are the glyphs painted onto the walls. These may boastfully announce the prowess of the occupants, advertise their services if they are Oddboyz, speak of their wealth or notable victories in battle, and generally belittle their enemies. There may also be clan symbols and decorations appropriate to the clan – for example, Goff houses may sport a black and white checkered pattern around the doors or along the top edge of the walls.

Households often paint their insignia on a front wall of their dwelling – this insignia is the same design as the backplates worn by the household's Boyz. Some households also display captured backplates taken from enemies who have fallen in battle. The more fearsome a household in battle, the more enemy backplates it will have to show off.

If you find painting the glyphs or backplates intimidating, you can use photocopies of the glyphs and insignia in Waaargh the Orks and stick these directly onto the wall of the building after you've finished painting it. We find it's best to paint the photocopied glyphs before you cut them out to stick them on the walls.

Once the paint has dried, trim the base to shape and give it a covering of PVA glue. Sprinkle the coral sand on the base and allow it to dry properly before painting the base to match your own terrain.



ORK GLYPHS

The Ork language is written in a form of glyphic script. The core of the script is comprised of glyphs that indicate clan, family, household, common Orkish concepts and elements of Orkish names. This is augmented by phonetic runes which can be used to write most Ork words, along with any alien names and words.

The list here includes all the glyphs originally published in *Waaargh The Orks* and further examples which we have used on banners throughout this book. There are countless other Orkish words, and you should feel free to create your own should you need them.

	A		Ag		Ar		B		D
	Du		E, Ee or I		F		G		Ga
	Go		Gr		Gu		H		K, C or Q
	L		M		Ma		Mo		N
	Na		Nt		O		Og		Ork
	Ot		P		R		S		Sh
	Sk		Sn		T or Th		U or Ou		Ug or Uk
	Ur		Uz		V		W		Wa
	Y		Z		Zu		0		1
	2		3		4		5		Lots
	Word Divider		Name Starter						
	Bad'un: Renegade, outcast		Bad: Evil, bad, wicked, brave, strong, tough		Bark: Voice, command, shout		Beekee: Marine		Blitz: Invasion, devastate
	Bog: Brown		Bonk: 'Ed butt, duel		Boss: Leader, officer, head Ork, warlord		Bugeye: Alien, Genestealer, Tyrant		Daka: Attack, noisy weapon, shoot, fight
	Dreg: Destroy, rip, cut, break up, take apart		Duff: Vanquish, beat, chastise		Dur: Fortress, stronghold, city, armour		Duruk: Forcefield		Eadbanga: Weirdboy
	Fing: Mutant		Flash: Banner, badge		Fung: Drop, food		Garg: Huge, big, terrifying, noisy, powerful		Gargant: Titan, large robot
	Git: Enemy, troublemaker, nuisance		Gob: Mouth, eat, drink, speak out of turn		Gof: Warlike, Spiky, metal, black, night		Gog: God, power		Gor: Blood, red, slaughter, wound

	Grim: Ruthless, prowess, face, dangerous		Grod: Best friend or favourite enemy		Grot: Gretchin, servant, slave		Grub: Cunning, find, dig, hide		Grunta: Boar
	Gubblinz: Engine, Workings		Gul: Death, bones, skull, rocks, white		Gutz: Flesh, workings, engine, stamina		Kan: Dread-nought		Kanon: Big gun, artillery, cannon
	Kart: Vehicle		Kop: Head, helmet, hill, catch, see		Kroozar: Ship, boat		Krump: Noise, amplify		Lug: Hear, listen, earring, advisor
	Lurk: Danger, beware		Manik: Insane		Mek: Clever, technology, mechanical		Miff: Mistake, wrong position, Tinboy		Mob: Tactical Unit, formation
	Mor: Wild, feral, ancient		Naa: No, negative prefix, not		Naff: Weedy, useless, inadequate		Nar: Family, unit, command, crew		Naz: Moon, white, shine, light, wealth
	Nob: Nobility, authority, high rank		Nosh: Feast, pickings, plunder		Nurd: Unlucky		Og: Owned by, property of, belonging to		Ooman: Human
	Ordz: Many, loads		Orky: Ork, Ork civilisation, good, green		Panzee: Eldar		Razza: Fun fair		Ripoff: Buy, sell, merchant, auction
	Rokk: Goff Rok		Rukk: Attack, charge		Runt: Small, Snotling, Gretchin		Shak: live, Household, building		Shokka: Shokk attack gun
	Shuv: Build, construct, create		Skab: Traitor, weak, unreliable		Skar: Wound, trench, crater, cutting weapon		Skraga: Skarboy, veteran		Skum: The enemy
	Slag: Planet, Settlement, stronghold		Slug: Ammo, bullet, shell		Smak: Stop, no further		Snaga: Sting, stab, wild beast, snake		Snik: Cut, kill, slay, execute, assassinate
	Snot: Snotling, mischief, little, numerous		Spike: Horn		Squig: Squig, food, eat, supplies, useful		Stash: Hide, conceal, secret		Stomp: Boot, Stormboy, drill, march
	Stud: Bionik Bit, cybernetics		Stunti: Squat		Teef: Wealth, tribute		Thug: Guard, minder, henchman		Tin: Robot, Tinboy
	Trakta: Magnet		Tuf: Old, ancient		Ug: By, with, from, to, of		Ulk: Spaceship		Unki: Big Boy, muscle
	Urd: Swarm, lots of, herd		Urty: Pain, medical attention		Uz: Sun, yellow, hot, thirst, dry, fire, daytime		Villun: Free-booter, outlaw, mercenary		Vrum: Bike
	Waa: Warband, tribe of, watch out		Warp: Space		Wazza: Speed, cult of speed		Wizza: Fall, shell, bomb		Wort: Fungus
	Wurr: Weird, strange		Z or Az: Plural ending		Zod: Blue		Zog: Go away, wander off, lost, no good		Blood-Axes
	Goffs		Bad Moons		Evil Sunz		Death Skulls		Snake-Bites
	Snake-Bites		Boyz		Nobz		Stormboyz		Painboyz
	Mekboyz		Weirdboyz		Runtherdz		Madboyz		

THE SUPER CYBOAR

The Runtherds of the Snakebite Clan breed and raise all kinds of animals for the Orks including many special strains of Squigs in addition to the common varieties, Gretchin, Snotlings, and Boars in great numbers. One of the rarest and most valuable of these painstakingly bred animals is the Super Boar. Naturally, the Runtherds are always trying to improve their Boars by making them stronger and bigger. Every so often they succeed in breeding a freak - a genuinely gigantic animal twice as ferocious and even more pig-headed than an ordinary Boar (which is certainly saying something).

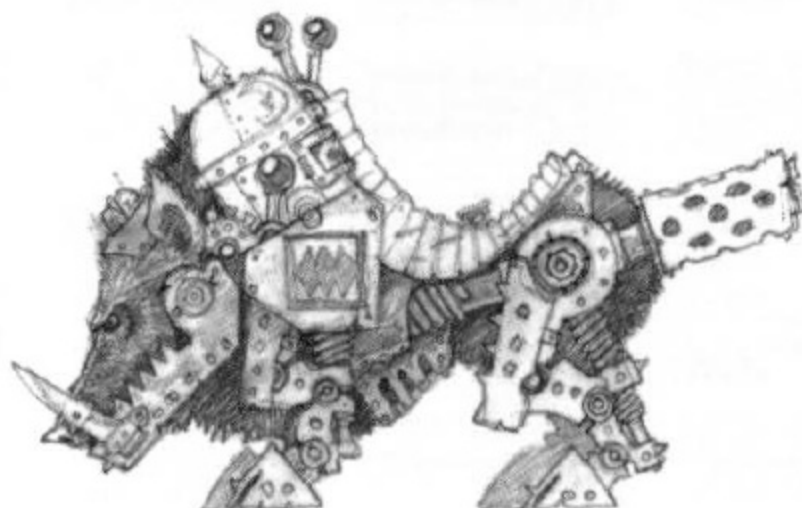
Of course as soon as the Warlord gets to hear about this prodigious beast he buys it from the Runtherd to use as his personal mount. Runtherds are always reluctant to part with their pets and the bigger and uglier they are the more attached they feel to them, but when the Warboss says he wants to buy the creature even the most independently minded Runtherd knows he really has no choice in the matter. Of course, the great big pile of teeth the Warboss offers goes a long way to help the Runtherd overcome his grief.

The Warboss will always want to add a few bits to his Cyboar to improve its appearance and enhance its already awesome fighting abilities. A Mekaniak is consulted, more teeth exchanged, and very soon the Super Boar becomes a Super Cyboar!

A Super Cyboar is bigger than an ordinary Boar and much tougher and stronger. Its profile is shown below compared to that of an ordinary Cyboar. As with other Cyboars the rider adds +2 to his saving throw. All psychology and rout tests are taken on the rider's characteristics.

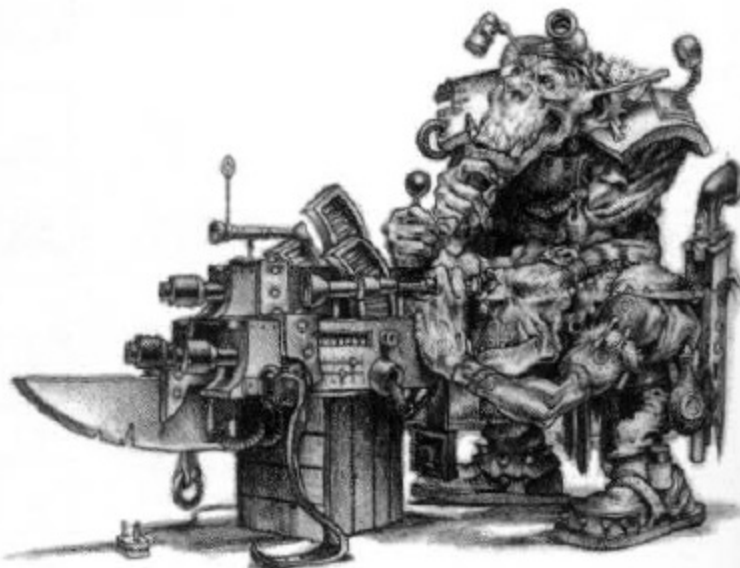
The Super Cyboar is fitted with a big syringe full of a powerful stimulant which can be injected into the creature once during the battle. The player declares he is using the 'fuel injector' at the start of his movement phase and the Super Cyboar's movement is increased by D6+4 inches and its number of attacks is increased by D4. These bonuses only apply during that turn, and the Cyboar's movement and attacks return to normal afterwards.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Cyboar	10	3	-	4	3	1	4	2	-	-	-	-
Super Cyboar	10	5	-	5	4	1	4	3	-	-	-	-



KOMBI-WEAPONS IN BATTLE

Kombi-Weapons are potent but rather ramshackle devices combining the best and worst aspects of the Mekboy's art. An Ork carrying a Kombi-Weapon can shoot one, some, or all of its barrels at once, but the chances of hitting are seriously reduced the more barrels are used. Even using just one barrel it is hard to draw a bead on your target because of the extreme weight and awkward shape of the weapon. Still, Kombi-Weapons are very flash, and no Nob worthy of the name would pass up a chance to own one.



If an Ork model is carrying a Kombi-Weapon he can shoot one, some or all of its barrels, and they must all be fired against the same target. The situation may be complicated if the combined weapons are themselves Kustomised. For example, it may be possible to only shoot some barrels because others are slow loading, require time to recharge in the case of Plasma Guns, and so on. This is all part of the fun of Kombi-Weapons! They can sometimes be very elaborate devices with the potential to win the battle if they perform spectacularly. On the downside they can also flop completely letting you down just when you need them most.

Once the target has been nominated work out whether the first barrel hits. You can fire the barrels in any order you like. Because the weapon is so cumbersome there is a -1 to hit penalty imposed on the first barrel. If the target survives the onslaught you can fire the second barrel. With all the smoke and vibration from the first shot this second barrel is even harder to aim properly, so there is a -2 penalty to hit. If the target survives this shot you can use the third barrel with a -3 to hit penalty, the fourth with a -4 to hit penalty, and so on, deducting a further -1 from the to hit dice for every extra barrel fired. These penalties are summarised on the chart below.

Barrel Fired	To Hit Penalty
1	-1
2	-2
3	-3
4	-4
5	-5

If a particular barrel has following fire or a burst area then work out any secondary hits or deviation before firing the next barrel. If a Kombi-Weapon is made up of several weapons with following fire this could conceivably entitle the Ork to several shots from each barrel potentially causing much grief to his foe and earning endless fame for the Ork.

ORK WARBIKES



EXAMPLE OF THE COMPLETE WARBIKE



DUEL AUTO CANNONS
070598/2



FRONT WHEEL AND
HANDLE BARS
070546/2



BIKE CHASSIS
070598/1



DRIVER 1
070598/3



DRIVER'S
LEGS
070546/4



DRIVER WITH
CHAINSWORD
070598/4



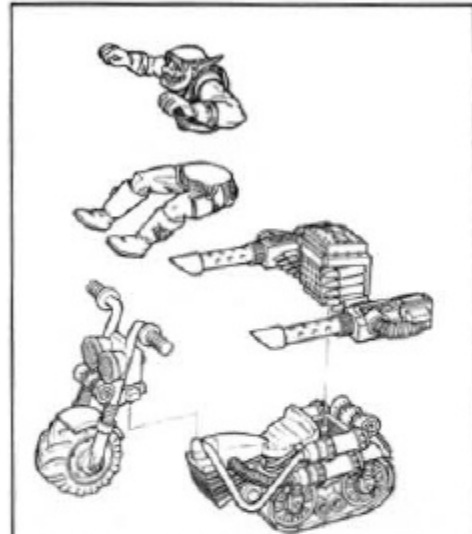
EXAMPLE OF THE COMPLETE
NOBZ WARBIKE



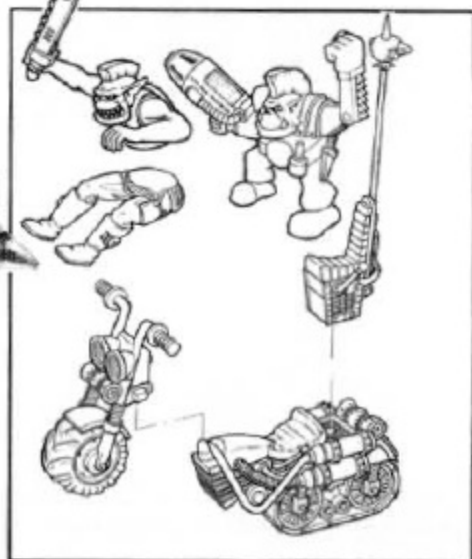
NOB PASSENGER
WITH PLASMA GUN
070598/5



PASSENGER SEAT
WITH BANNER POLE
070598/6



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE
THE DRIVER'S ARE INTERCHANGEABLE
SO YOU MAY CHOOSE ANY



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE
THE DRIVER'S ARE INTERCHANGEABLE
SO YOU MAY CHOOSE ANY

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RUNTHERDZ SNOTS & SQUIGS



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WITH RUNT-POLE**
070620/14



**HERDER WITH
RUNT-HOOK AND
PEG LEG**
070620/17



**DEATH SKULL HERDER
WITH MEGAPHONE**
070620/18



**HERDER WITH
HOOK HAND**
070620/13



**SNAKE BITE HERDER WITH
BIONIC HOOK ARM**
070620/16



**HERDER WITH
MEGAPHONE**
070620/15



**RUNT SELLING
SQUIGS**
070669/10



**RUNT WITH
SERVING PLATTER**
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**RUNT WITH
SPANNER**
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**RUNT WITH
CUTTERS**
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**RUNT WITH STIKK BOMB
AND AMMO BOX**
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**RUNT WITH
PLANS**
070669/10



**RUNT WITH
SHELL**
070669/9



**RUNT WITH
PENNANT**
070669/9



SQUIG 1
070669/8



SQUIG 2
070669/8



SQUIG 3
070669/8



SQUIG 4
070669/7



SQUIG 5
070669/8



SQUIG 6
070669/7



SQUIG 7
070669/7

ALL THE ABOVE ORKS ARE SUPPLIED WITH PLASTIC ARMS AND WEAPONS.
BELOW ARE EXAMPLES OF SOME OF THE COMBINATIONS YOU CAN CREATE.



GRETCHIN



CARRYING A
AMMO BOX AND
SHOTGUN
070559/11



CARRYING
A WRENCH
070559/14



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 1
070559/12



GRETCHIN WITH A
PEG LEG AND
BLUNDERBUSS
070559/16



LOADING A
BLUNDERBUSS
070559/10



ARMED WITH A
BLUNDERBUSS 1
070559/7



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 2
070559/1



ARMED WITH A
BLUNDERBUSS 2
070559/15



ARMED WITH A
SHOTGUN 1
070559/9



ARMED WITH A
BLUNDERBUSS 3
070559/8



ARMED WITH A
SAWN OFF SHOTGUN
070559/13



ARMED WITH A
BLUNDERBUSS 4
070559/4



CARRYING A
BOLTER
070561/6



ARMED WITH A
BLUNDERBUSS 5
070559/6



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 3
070559/5



ARMED WITH A
BLUNDERBUSS 6
070559/7



ARMED WITH A
BLUNDERBUSS 7
070559/6



ARMED WITH A
BLUNDERBUSS 8
070559/3



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 1
070559/22



ARMED WITH A
BLUNDERBUSS 9
070559/8



ARMED WITH A
SHOTGUN 2
070559/9



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 2
070559/20



FREEBOOTER
GRETCHIN ARMED
WITH A KNIFE AND A
SAWN OFF SHOTGUN
070559/18



ARMED WITH A
BLUNDERBUSS 10
070559/17



ARMED WITH A
BLUNDERBUSS 11
070559/19



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 4
070559/2



PLAYING
SQUIGPIPES
070559/25



CARRYING A
BAD MOON
BANNER POLE
070559/24



CARRYING A
TORCH AND
ARMED WITH A
BLUNDERBUSS
070559/23



FREEBOOTER
GRETCHIN WITH
BLUNDERBUSS
070559/21

ORK FREEBOOTERZ



FLASH GIT NOB WITH POWER
CLAW AND KUSTOM WEAPON



RENEGADE MEK WITH
BIONIK WEAPON
070683/6



BAD DOC WITH
BIONIK POWER CLAW
070683/7



FREEBOOTER BOY 1
070683/3



FREEBOOTER BOY 2
070683/5



FREEBOOTER KAPTIN
070683/4



STORMBOY OF KHORNE
070683/1



PIRATE WITH
BIONIK BODY
070683/2



FLASH GIT NOB
070683/14



FREEBOOTER BOY 3
070683/13



ORK/GENESTEALER HYBRID
070683/12



ORK CHAOS CHAMPION
070683/8



FREEBOOTER BOY 4
070683/9



ORK MUTANT
070683/10



FREEBOOTER BOY 5
070683/11



WARHEAD WEIRDBOY
070683/15

ALL THE ORKS ABOVE ARE SUPPLIED COMPLETE WITH PLASTIC ARMS AND
WEAPONS WHERE APPROPRIATE. THE MINIATURES BELOW ARE EXAMPLES OF
JUST SOME OF THE COMBINATIONS YOU CAN CREATE.





Freebooterz contains new Warhammer 40,000 army lists for the Death Skull, Evil Sunz and Bad Moon Clans, plus a comprehensive list of the many types of Ork Freebooterz.

The list includes Freebooter Pirates, Stormboyz of Khorne, Outcast Oddboyz, Renegade Mekaniaks, Bad Docs, Renegade Runtherdz, Gretchin Bandits, Outcast Retinues, Renegade Speed Freeks, Wildboy Outlaws, Bad Ork Bikeboyz, Weirdboy Warpheadz, Dreadmobs, Freebooter Minderz, Chaos Renegade Ork Warbands, Ork Mutant Mobs, Possessed Warpheadz, Ork-Genestealer Broods, and Orkophile Human Mercenaries.

This volume also contains a practical guide to painting your Freebooterz, as illustrated by Zodgog's Ork-Genestealer Brood and Kaptin Badrukk's Flash Gitz, a description of how to model and paint your own Ork buildings for the tabletop, and banners to cut out, colour and stick on your models.

In addition, new game rules cover four Ork war machines: the Traktor Kannon, the Hand of Gork, the Palsa Rokkit and the Bubble Chukka.



FREEBOOTERZ IS NOT A COMPLETE GAME. YOU'LL NEED A COPY OF THE WARHAMMER 40,000 RULEBOOK AND A COPY OF 'ERE WE GO TO USE THE RULES IN THIS BOOK

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