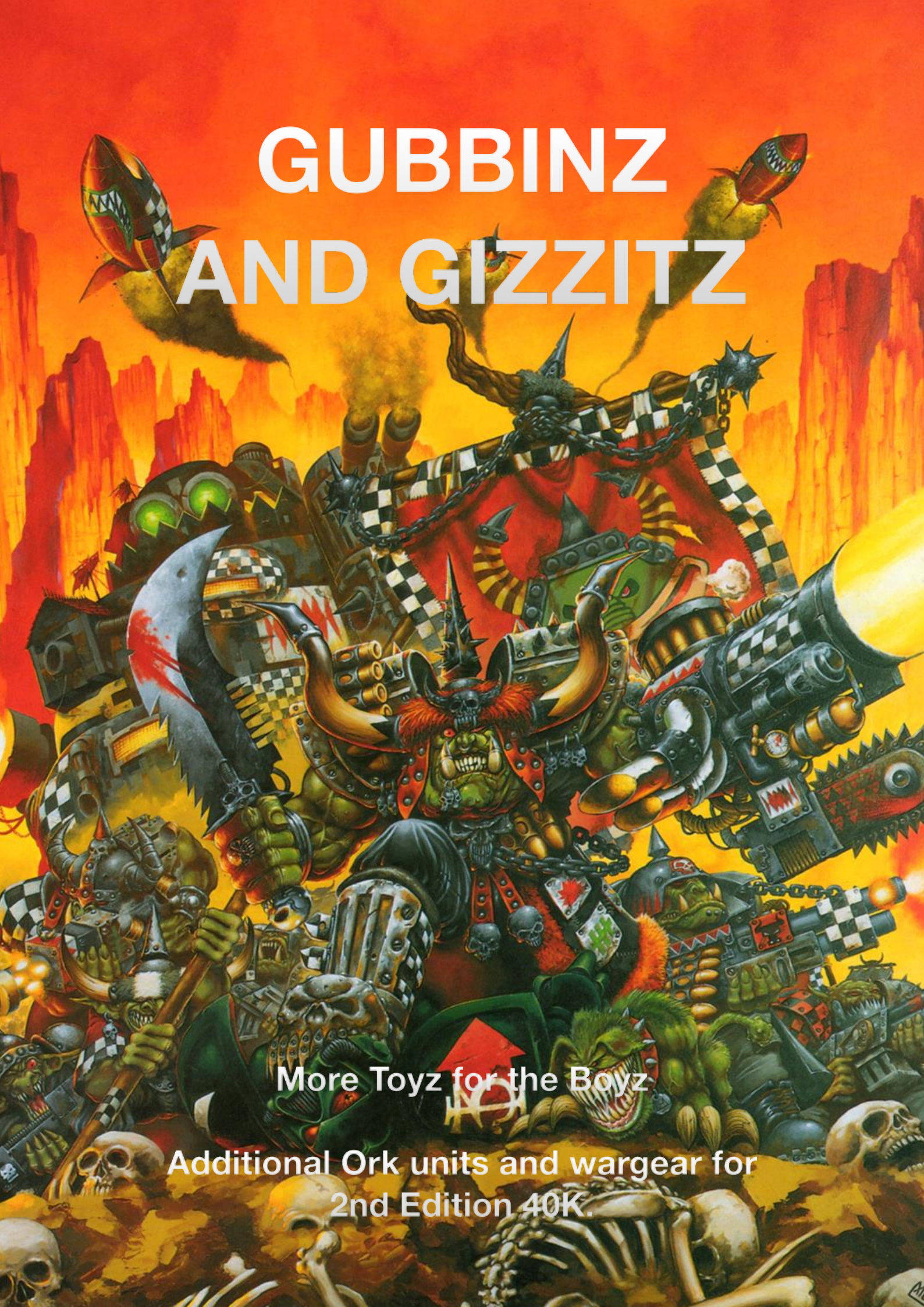




GUBBINZ AND GIZZITZ

More Toyz for the Boyz

Additional Ork units and wargear for
2nd Edition 40K.

This document add extra units and wargear for Ork Warbosses to use in their Warhammer 40,000 2nd Ed games. It includes models added since 2nd Ed, some stuff strangely dropped from Rogue Trader, and some stuff I made up entirely while tinkering in the Mek shop. And squigs.

With thanks to the authors of the Rogue Trader Ork books, Jervis Johnson for his work on the 2nd Edition Ork codex, and the writers of the Ork codex update, whose ideas I have looted and put together here just to keep everything in one place. Cheers ya gitz.



CONTENTS

New Mobz	4	Supa Kannon	6	Gork/Morkanaut	10
Burna Boyz	4	Zzap Gun	6	Grot Tanks	11
Tankbustas	4	New Support Units	7	Deffkoptas	12
Attack Squig Herd	4	Giant Squigs	7	Chinork	13
New Field Artillery	5	Squiggoth / Giant Beast	7	Ork Jet	14
Bubble Chukka	5	Mega Dread	8	New Wargear	16
Kill Kannon	5	Killakan	9	Weapon Reference	17

NEW MOBZ

Burna Boyz 25 points per model

Burna Boyz are Orks who cannot stop setting things on fire. These pyromaniac Orks are dedicated arsonists all, advancing on the foe amid gouts of billowing flame. They love nothing more than burning other peoples' stuff, and the owners too if they can get them. These lunatics will set light to anything or anyone for the simple joy of watching them "do the burny dance". They can prove utterly lethal to tightly packed or lightly armoured infantry, the roiling blasts of their Burnas flushing their victims out of cover amid the sizzle.

Unit	M	WS	BS	S	T	W	I	A	Ld
Burna Boy	4	3	3	3	4	1	2	1	7

SQUAD: The mob consists of between 5 and 20 Burna Boys.

WEAPONS: Burna, axe, and Frag Stikkbombz. Up to one model per five may be given a heavy or special weapon from the Ork weapons list.

ARMOUR: Flak (6+ Save)

SPECIAL: The Burna is a basic weapon that can be used in either the shooting or close combat phase. They are volatile however, and each time a model equipped with a Burna is killed you must roll a D6; on a result of 5 or 6 the Burna explodes, place the 2" template over the model, models hit by this blast take a Str 4 hit with a -2 save modifier.

Tankbustaz 41 points per model

Tankbustaz are Orks who have become addicted to the thrill of fighting the armoured vehicles of their foes. Like a big game hunter, the Tankbusta hunt down and slay the biggest tanks they can, claiming crude trophies from their kills. They equip themselves with weapons designed to deal death to enemy armour, with whistling salvos of rokkits and lethal tankbusta bombs exploding.

Unit	M	WS	BS	S	T	W	I	A	Ld
Tankbusta	4	3	3	3	4	1	2	1	7

SQUAD: The mob consists of between 5 and 20 Tankbustas.

WEAPONS: Rokkit Launcha, axe, and Frag Stikkbombz. Up to one model per five may replace their Rokkit Launcher with a Thunder Hammer for free.

ARMOUR: Flak (6+ Save)

SPECIAL: The unit may be accompanied by up to 3 bomb squigs at 15 points each. Each bomb squig is a single use weapon that any tank busta may let loose in the shooting phase instead of firing their main weapon. When a bomb squig is released roll a D6; on a 2-5 the squig runs up to 18" towards the nearest enemy vehicle and detonates, hitting a random location with an armour pen of D6+D20+8. On a roll of a 1 the squig runs towards the nearest friendly vehicle instead (including allies). If the squig cannot reach a vehicle, or else there are no vehicles left on the board, the squig bounds off into the wilderness and is wasted.

Attack Squig Herd 9 points per model

Attack squigs are toothy balls of aggression, and Ork forces will often herd them into battle, point them in the direction of the enemy, and set them loose. Small herds of these squigs are tended by Runtherds in battle, and only these Orks have the right mix of patience and reckless abandon to handle these vicious creatures.

Unit	M	WS	BS	S	T	W	I	A	Ld
Squig	4	4	0	5	3	1	3	2	3

SQUAD: The mob consists of between 5 and 20 squigs and must be accompanied by a Runtherd.

WEAPONS: Many, many teeth.

ARMOUR: None

SPECIAL: If the Runtherd tending the squigs is killed, the remaining squigs go wild, attacking anything they can get their jaws around. At the start of each Ork turn after the one in which the Runtherd is killed, roll a D6 for the squigs. On a 1- 4 the squigs will attempt to charge the nearest non-vehicle enemy unit, and can charge up to 12" in their frenzy. On a 5-6, the squigs instead charge the nearest friendly non vehicle unit (including allies). If any of the squigs are already engaged in close combat at the start of the turn this roll is not made but any non-engaged squigs will charge the unit their fellows are already engaged with.

Squigs are immune to all psychology and do not take break tests, nor will the Runtherd who accompanies them as he doesn't really expect his charges to survive! He is however affected by Psychology as normal.

NEW FIELD ARTILLERY

Bubble Chukka 50 points

The Bubble a Chukka is an innovative Orky adaption of force field technology. The weapon produces a stream of invisible, undetectable force field bubbles, targeted across the battlefield at a single vehicle or building. Many of these bubbles will last only a few seconds before fading, but some of the bubbles will persevere and amalgamate on their target, until the entire target is contained in an single force field bubble. The occupants of the target will be none the wiser, but liable to find out as soon as they fire their weapons and the ordnance explodes on the inner skin of their new force field, much to the hilarity of the watching Orks!

When the Bubble Chukka is selected to fire in the shooting phase, the firing player secretly selects either a vehicle or building as it's target, noting it down on a scrap of paper, taking a quick photo on their phone, or marking the underneath of the target in some way; it is important the opponent is not aware which vehicle or building has been targeted. The weapon automatically hits its target, and has a max range of 72". The bubble chukka requires line of sight to its target initially but after that the bubbles attract themselves and line of sight does not need to be maintained in order to keep the initial target. The bubbles will not stick to foot soldiers or smaller objects so the weapon can fire through troops to target vehicles or buildings beyond them.

The targeted unit is not prevented from moving, but when the owning player next elects to fire the weapons of the vehicle (or unit occupying the building) the Ork player reveals that they were targeted, and rolls D6; on a 1-4 the bubble field is not stable and disintegrates with an audible pop. On a 5-6 the force field holds and the target is in for a nasty surprise! The target must fire all its weapons, which includes firing sustained fire weapons and blast weapons. Most weapons will ricochet on the inside of the bubble and only give the occupants a good scare, but blast weapons must centre their template over the centre of the vehicle as if hit directly with it. As the strength of the force field fluctuates this roll is made each time the unit elects to fire its weapons as long as they are targeted.

Occupants cannot leave a bubbled vehicle or structure, and if they attempt to leave then the target must be revealed but no roll is yet made as above, the strength of the bubbles will already be sufficient to prevent anyone opening doors or hatches.

Whilst bubbled in this manner a vehicle or building will automatically resist any attacks of Strength 7 or less. Attacks of Strength 8 or more will still have an effect but the armour value of the hit location is increased by 6. A bubble chukka can be fired at friendly vehicles in order to generate this force field effect, in which case it is revealed when the vehicle is hit by a shot strong enough to normally break the armour, and of course the friendly vehicle must roll if it fires its weapons as above.

The force field needs a constant stream of bubbles to maintain its integrity, and the bubble chukka can only maintain one stream at a time. The Ork player can elect to end the stream at any time, and select another target in the same manner as before, the stream ends automatically should the force field pop, and the stream will end if the bubble chukka itself is destroyed.

CREW: The weapon is crewed by 2 Gretchin.

WEAPONS: The crew are unarmed.

ARMOUR: Flak (6+ Save)

Kill Kannon 55 points

Orks love loud noises and huge explosions, so these straightforward weapons are much appreciated by them. Often looted from derelict Imperium vehicles and given some Orky 'improvements' these weapons fire large calibre explosive shells great distances.

These weapons are often reliant on scavenged parts and ammunition, and the Gretchin crews are not often keen on maintenance of their war machines, so these weapons are prone to malfunction. The weapon is fired as a fixed heavy weapon using the BS of the Gretchin crew. Should the shot miss it will scatter as a normal template weapon, however if a misfire is rolled on the artillery die then the weapon is treated as if it rolled both a hit and misfire, and centres the explosion over itself before being removed from play.

Weapon	Range Short	Range Long	Hit Short	Hit Long	Str	Dam	Save Mod	Pen	Special
Kill Kannon	20"	72"	-	-	8	2D6	-3	3D6+8	2" Blast

CREW: The weapon is crewed by 2 Gretchin.

WEAPONS: The crew are unarmed.

ARMOUR: Flak (6+ Save)

Supa Kannon 85 points

The Supa Kannon is a huge artillery piece that will lob shells high in the air. It is primarily used to take out enemy positions and fortifications, but the cruel Gretchin crews often find it hilarious to target smaller targets, such as vehicles, lone survivors of broken squads, non-combatants, or other Gretchin.

The Supa Kannon fires two shells in quick succession, against a single nominated target. Roll to hit for each shot in sequence, scattering as normal (if the weapon explodes on the first shot then the second shot is not made). Roll for damage in sequence also, if a target is hit by both templates it will potentially be damaged twice.

The shells fired by the Supa Kannon are so stupidly oversized they have a particularly savage effect on armoured units and structures, with shockwaves rippling through them shaking loose armour plates and fittings. If the Supa Kannon hits a vehicle or bunker but fails to penetrate the armour it will still do damage; roll a D3 on the damage chart and apply the result.

These weapons are often reliant on scavenged parts and ammunition, and the Gretchin crews are not often keen on maintenance of their war machines, so these weapons are prone to malfunction. The weapon is fired as a fixed heavy weapon using the BS of the Gretchin crew. Should the shot miss it will scatter as a normal template weapon, however if a misfire is rolled on the artillery die then the weapon is treated as if it rolled both a hit and misfire, and centres the explosion over itself before being removed from play.

Weapon	Range Short	Range Long	Hit Short	Hit Long	Str	Dam	Save Mod	Pen	Special
Supa Kannon	20"	150"	-	-	8	2D6	-3	3D6+8	2" Blast x 2, see rules

CREW: The weapon is crewed by 2 Gretchin.

WEAPONS: The crew are unarmed.

ARMOUR: Flak (6+ Save)

Zzap Gun 45 points

Zzap guns are unpredictable energy weapons that fire bursts of electromagnetic energy in a manner similar to lightning, but that moves in ways impossible to predict or understand.

A Zzap gun can target the closest model within its front arcs and range. No to hit roll is required as the Zzap gun will find its target automatically. Once it strikes its first target, roll an artillery die; this gives a range in inches for the second shot as the Zzap energy leaps to another target. The nearest model (friend or foe!) to the original target within this range is struck in the same manner as before, including rolling range for another shot, and so on and so forth (note that this can mean the Zzap energy goes beyond its original max range). The energy continues to move in this fashion until it has no target within the new range, or a misfire is rolled. In addition, if a misfire is rolled after the first shot then the weapon feeds back on itself, destroying the weapon and disintegrating the crew instantly.

Weapon	Range Short	Range Long	Hit Short	Hit Long	Str	Dam	Save Mod	Pen	Special
Zzap Gun	-	36"	-	-	8	2D6	-3	3D6+8	See notes

CREW: The weapon is crewed by 2 Gretchin.

WEAPONS: The crew are unarmed.

ARMOUR: Flak (6+ Save)

NEW SUPPORT UNITS

Giant Squigs 50 points

Some lucky or particularly durable squigs live long enough to survive several encounters with Ork enemies, growing in size as they dine on the carrion of multiple battlefields and the rewards tossed to them by the Runtherds. After a while, some pattern recognition sinks in to the squigs minuscule brain and it begins to appreciate that if it does as it's asked occasionally then the rewards will be ample. Such squigs grow ginormous, and become what is quite docile for a squig, allowing a gretchin to ride it (Orks aren't desperate enough to risk it) and even for some fearless Meks to attach weapons and armour plating to them. The squigs are then ridden into battle where they can be a potent mix of ranged weapons and fearsome attacks up close.

Unit	M	WS	BS	S	T	W	I	A	Ld
Giant Squig	6	4	3	5	5	2	2	4	7

SQUAD: The squigs can be taken in groups of one to three models.

WEAPONS: Large teeth (hit at Str 5) and a power klaw. Can be fit with a heavy weapon chosen from the Ork Wargear list by paying the listed cost.

ARMOUR: Thick metal plates (5+ Save)

SPECIAL: The army must include a Runtherd to include any giant squigs. The giant squig and its rider are considered to have the combined profile listed above. The giant squig is immune to psychology and break tests... the Gretchin rider is unable to tear the squig away from battle, even if he may want to!

Squiggoth / Giant Beast 200 points

The Squiggoth is an extremely large squig creature, grown to the extent where it can be used as a mount by a crew of boys at once, and even carry field artillery weapons on its back. Normally a quadruped, the Squiggoth can be highly manoeuvrable and hit like a truck.

Orks will often rivet metal plates directly into the Squiggoth's gnarly hide to give it even greater protection. The crew will normally have simple means to direct the beast, be it chains looped through its ears or brows, or electrodes to zap a partially flank when needed.

Snakebite mobs will also often track down and ensnare the large fauna of what ever planet they find themselves on, and will cajole the sturdier beasts into battle in much the same manner as the Squiggoth.

Unit	M	WS	BS	S	T	W	I	A	Ld
Squiggoth	8	4	-	7	8	10	3	4	10

CREW: The Squiggoth is crewed by 4 orks. These orks will be busy handling the beast or manning any onboard weapons and make no separate attacks of their own. They will also not survive the death throes of the Squiggoth should it be killed.

WEAPONS: Large teeth and claws. The Squiggoth can also be mounted with one of the field artillery or heavy weapons chosen from the wargear list by paying the appropriate points cost. The weapon will be crewed by the onboard orks, and can be fired even if the Squiggoth has moved in the movement phase, as long as the squiggoth is not engaged in close combat.

ARMOUR: The Squiggoth has a thick, gnarly hide, and has scrap metal plates riveted straight into it, making it extremely tough to kill. The squiggoth has a 4+ armour save, and this save is taken on 2D6 rather than the normal one.

SPECIAL: The army must include a Runtherd to include any Squiggoths.

The squiggoth is a large, monstrous creature and causes Terror as described in the main rules. The squiggoth itself is immune to all psychology, and the onboard orks are likewise unaffected.

The sheer bulk of the Squiggoth makes it unstoppable on the charge. If the Squiggoth charges it does not attack as normal but makes a Ram attack with a value of Strength 8, D12 damage, and -5 save. The squiggoth only makes normal attacks if it is already engaged in the close combat phase, or if it is attacked by others. If rammed by another vehicle the Squiggoth is unable to move out of the way.

Mega Dredd 175 points

The Mega Dread is a large walker, a much mightier version of the ork dreadnought. Large enough to carry artillery pieces as weapons, and often equipped with powerful claws, saw arms, or bludgeons, the Mega Dread is a fearsome sight on the battlefield.

Unit	M	WS	BS	S	I	A	Ld
Mega Dread	6	5	4	8	3	4	8

CREW: The Mega Dread is crewed by a single ork. The ork is surgically connected to the Mega Dread and is able to control all its weapons simultaneously, but will not survive the destruction of the Mega Dread. The Mega Dread is a walker vehicle.

WEAPONS: The Mega Dread is equipped with two mega klaw arms. One of these arms can be switched for a heavy or field weapon by paying the listed points. The Mega Dread is also equipped with two hull mounted heavy bolters.

RAM VALUE: Strength 8, D12 Damage, -6 Save Mod

D6	Hit Location	Front Armour	Rear Armour
1	Legs	20	18
2	Right Arm	18	16
3	Left Arm	18	16
4-6	Body	22	18

Legs Damage, D6	Result
1	The vehicle holds, but the leg controls are affected and need a moment to be corrected (whacked with a wrench). The vehicle may not move its next turn.
2	The vehicle is knocked sprawling before it can recover. It staggers D3" in a random direction, colliding with anything it moves into.
3-4	The leg is seriously damaged, and the vehicle may now only limp D3" per turn.
5-6	The leg is blown off and the vehicle crashes to the ground, being unable to move or use its weapons and is considered destroyed.

Arm Damage, D6	Result
1	The arm is rocked and partially paralysed. Any ranged weapons can fire as normal but the arm cannot be used in close combat, reducing the vehicle's Attacks characteristic by 1.
2	The arm is badly damaged and may only be used on a D6 roll of 4+, this includes in close combat, reducing Attacks characteristic by 1 if failed.
3-5	The arm is torn off of the vehicle and it can no longer be used, reducing the vehicles attack characteristics by 1.
6	The arm is blown off and the explosion triggers its ammunition to cook off or power source to meltdown, triggering a second explosion that rips through the hull. Roll again on the Body damage table and immediately apply the result.

Body Damage, D6	Result
1	The impact rocks the vehicle. It staggers D3" in a random direction, colliding with anything it moves into.
2	The force of the impact destroys the inbuilt heavy bolters, which can no longer be used.
3-5	An explosion rips through the hull, killing the pilot. The vehicle falls in a random direction, crushing anyone underneath where it lands as a Ram attack.
6	The fuel and ammunition stores of the vehicle explode, showering the area with burning fuel and shrapnel. Any models within 3" take D6 S10 hits with a -3 save modifier.

Killa Kan 45 points

Within each Killa Kan sits a Gretchin, wired into a crude, metal cannon two dumpy powered legs. The gretchin inside is drunk on the power his new metal body affords him, and delights in getting payback on the tormentors of his previous life.

Unit	M	WS	BS	S	I	A	Ld
Killa Kan	6	4	3	5	2	2	6

CREW: The Killa Kan is crewed by a single gretchin. The gretchin is surgically connected to the Kan and is able to control all its weapons simultaneously, but will not survive the destruction of the vehicle. The Killa Kan is a walker vehicle.

WEAPONS: The Killa Kan is equipped with a power klaw arm. The Kan is also fitted with a weapon chosen from the following list for the listed points; heavy stubber +7 points, heavy flamer +25 points, missile launcher with frag and krak missiles +30 points.

RAM VALUE: Strength 6, D6 Damage, -3 Save Mod

D6	Hit Location	Front Armour	Rear Armour
1	Legs	16	16
2	Right Arm	14	14
3	Left Arm	14	14
4-6	Body	18	15

Legs Damage, D6	Result
1	The vehicle holds, but the leg controls are affected and need a moment to be corrected (whacked with a wrench). The vehicle may not move its next turn.
2	The vehicle is knocked sprawling before it can recover. It staggers D3" in a random direction, colliding with anything it moves into.
3-4	The leg is seriously damaged, and the vehicle may now only limp D3" per turn.
5-6	The leg is blown off and the vehicle crashes to the ground, being unable to move or use its weapons and is considered destroyed.

Arm Damage, D6	Result
1	The arm is rocked and partially paralysed. Any ranged weapons can fire as normal but the arm cannot be used in close combat, reducing the vehicle's Attacks characteristic by 1.
2	The arm is badly damaged and may only be used on a D6 roll of 4+, this includes in close combat, reducing Attacks characteristic by 1 if failed.
3-5	The arm is torn off of the vehicle and it can no longer be used, reducing the vehicles attack characteristics by 1.
6	The arm is blown off and the explosion triggers its ammunition to cook off or power source to meltdown, triggering a second explosion that rips through the hull. Roll again on the Body damage table and immediately apply the result.

Body Damage, D6	Result
1	The impact rocks the vehicle. It staggers D3" in a random direction, colliding with anything it moves into.
2	The force of the impact destroys the inbuilt heavy bolters, which can no longer be used.
3-5	An explosion rips through the hull, killing the pilot. The vehicle falls in a random direction, crushing anyone underneath where it lands as a Ram attack.
6	The fuel and ammunition stores of the vehicle explode, showering the area with burning fuel and shrapnel. Any models within 3" take D3 S6 hits with a -2 save modifier.

Gorkanaut (or is it a Morkanaut) 325 points

Built as huge walking effigies to the ork Gods, these walkers act as line breakers for the ork advance, wading in to battle and spitting death.

Unit	M	WS	BS	S	I	A	Ld
Gork / Morkanaut	6	5	4	8	3	3	8

CREW: The Gork / Morkanaut is crewed by an ork nob, who can operate each of the hull mounted weapons each turn, an ork gunner for the main armament, and several gretchin. The crew will not survive the destruction of the vehicle. The Gork / Morkanaut is a walker vehicle.

WEAPONS: The Gorkanaut is equipped with a Mega Klaw, a Mega Shoota, and a hull mounted heavy flamer. The Morkanaut is equipped with a Mega Klaw, a Mega Kannon, and a hull mounted Mega Blasta. Both variants also have 2 hull mounted twin linked heavy bolters, and 2 missile launchers with frag and krak missiles mounted on the hull. All weapons have a 180 degree arc of fire to the front.

RAM VALUE: Strength 8, D12 Damage, -5 Save Mod

D6	Hit Location	Front / Side Armour	Rear Armour
1	Legs	20	20
2	Right Arm	18	18
3	Left Arm	18	18
4-6	Body	22	19

Legs Damage, D6	Result
1	The vehicle holds, but the leg controls are affected and need a moment to be corrected (whacked with a wrench). The vehicle may not move its next turn.
2	The vehicle is knocked sprawling before it can recover. It staggers D3" in a random direction, colliding with anything it moves into.
3-4	The leg is seriously damaged, and the vehicle may now only limp D3" per turn.
5-6	The leg is blown off and the vehicle crashes to the ground, being unable to move or use its weapons and is considered destroyed.

Arm Damage, D6	Result
1	The arm is rocked and partially paralysed. Any ranged weapons can fire as normal but the arm cannot be used in close combat, reducing the vehicle's Attacks characteristic by 1.
2	The arm is badly damaged and may only be used on a D6 roll of 4+, this includes in close combat, reducing Attacks characteristic by 1 if failed.
3-5	The arm is torn off of the vehicle and it can no longer be used, reducing the vehicles attack characteristics by 1.
6	The arm is blown off and the explosion triggers its ammunition to cook off or power source to meltdown, triggering a second explosion that rips through the hull. Roll again on the Body damage table and immediately apply the result.

Body Damage, D6	Result
1	The impact rocks the vehicle. It staggers D3" in a random direction, colliding with anything it moves into.
2	The force of the impact destroys the inbuilt hull mounted weapons, which can no longer be used.
3-5	An explosion rips through the hull, killing the pilot. The vehicle falls in a random direction, crushing anyone underneath where it lands as a Ram attack.
6	The fuel and ammunition stores of the vehicle explode, showering the area with burning fuel and shrapnel. Any models within 3" take D6 S10 hits with a -3 save modifier.

Grot Tank 20 points + weapons

Grot tanks are small, ramshackle armoured vehicles piloted by gretchin.

MOVEMENT; Slow speed 7", Combat speed 20", Fast speed 25"

TYPE; Tracked

RAM VALUE: Strength 6, D6 Damage, - 3 Save Mod

CREW: The Grot tank is piloted by a single gretchin driver.

WEAPONS: The Grot tank must be equipped with one of the following weapons for the listed points cost; Kustom Kombi Weapon +15 points, Heavy Stubber +7 points, Heavy Flamer + 25 points, Grotzooka +10 points, Missile Launcher with frag and krak missiles +30 points. The weapons are mounted on the turret and have a 360 degree field of fire.

D6	Hit Location	Front / Side Armour	Rear Armour
1	Scrap	See below	See below
2	Track (nearest)	10	10
3-4	Hull	11	10
5-6	Turret	14	14

Scrap; Grot tanks are rolling piles of scrap. If a one is rolled for hit location then the shot has hit something seemingly superfluous and the shot is wasted.

Track Damage, D6	Result
1	The track is damaged, but still functional. The vehicle can only move at slow speed for the rest of the game.
2-5	The track is blown off. The vehicle moves out of control next turn and then comes to a complete halt.
6	The track is blown off and the resulting damage smashes the vehicles drive shaft, causing the vehicle to flip over. The wreck comes to a rest D6" away in a random direction, and any models the vehicle lands on causes D6 S7 hits with a -2 save modifier.

Hull Damage, D6	Result
1-3	A small explosion rips through the crew compartment. Roll a D6; on a 4+ the gretchin pilot is killed and the vehicle comes to a complete halt as wreckage.
4-5	The hull is penetrated, killing the pilot. The vehicle spins in a random direction then comes to a halt for the rest of the game.
6	The fuel and ammunition stores of the vehicle explode, showering the area with burning fuel and shrapnel. Any models within 3" take D3 S8 hits with a -2 save modifier.

Turret Damage, D6	Result
1-2	The turret mounted weapon is damaged and may now only be fire on a D6 roll of 4+.
3	The turret become jammed and fixed in its current arc for the rest of the game.
4-6	The turret is torn from the hull, killing the pilot and bringing the vehicle to a halt for the remainder of the game. The turret lands 2D6" away in a random direction, and any model it lands on takes D6 S9 hits with a -5 save mod.

Deffkoptas 20 points + weapons

These flying machines are the lunatic inventions of Meks that are obsessed with the power of flight to achieve ever greater speed, and are piloted by particularly reckless orks.

MOVEMENT; Slow speed 10", Combat speed 20", Fast speed 30"

TYPE; Skimmer

RAM VALUE: Strength 6, D6 Damage, - 3 Save Mod

CREW: The Deffkopta is piloted by a single ork pilot.

WEAPONS: The Deffkopta must be equipped with one of the following weapons for the listed points cost; twin linked heavy bolters +20 points, or twin linked missile launchers with frag and krak missiles +60 points. The weapons are mounted on the turret and have a 90 degree field of fire. The pilot also has a bolt pistol that it may fire instead of the main armament should they wish.

D6	Hit Location	Front Armour	Rear / Side Armour
1-2	Pilot	T4, W1, Save 6+	T4, W1, Save 6+
3-6	Deffkopta	10	10

If the pilot is killed the vehicle moves out of control at the start of the ork players next turn, then crash and be removed from the game as a casualty.

Deffkopta Damage, D6	Result
1-2	The vehicle's main weapon is damaged, and may no longer be used. If the vehicle has already lost its weapon the pilot takes the hit instead.
3-4	The vehicle's controls are damaged. Roll a D6 at the start of each ork players turn; on a 1-3 the vehicle may move normally, if a 4-6 is rolled then the vehicle instead moves out of control in the compulsory move phase (the deffkopta retains some altitude and will skim over small obstacles and terrain features, and single storey structures, but crash into anything larger).
5-6	The vehicles fuel tank explodes, killing the pilot and spinning the wreckage out of control 3D6" away in a random direction. If this path crosses the path of another deffkopta or other skimmer then the pilot of the second skimmer must pass an initiative test to avoid the plummeting wreck, or else a collision occurs as per the normal ram rules. Otherwise, any models underneath where the destroyed deffkopta lands takes D3 Strength 6 hits that do D6 damage and have a -3 save modifier.

Chinork Warkopta 40 points + weapons

Ork mobs will use the Chinork to quickly move shock troops into battle, bypassing difficult terrain and defenses to drop boyz directly into fierce fighting

MOVEMENT; Slow speed 8", Combat speed 16", Fast speed 24"

TYPE; Skimmer

RAM VALUE: Strength 6, D6 Damage, - 3 Save Mod

CREW: The Chinork is piloted by a ork, and has a second ork gunner. It can optionally have two ork door gunners, as details below.

WEAPONS: The Chinork is equipped with a missile launcher with frag and krak missiles (90 degree arc to the front) that is operated by the pilot, and a hull mounted heavy stubber (180 degree arc to the front) operated by the gunner. The Chinork may have up to two optional door gunners, max one each side, armed with heavy stubbers (180 degree arc to which ever side they are on) by paying 15 points for each gunner.

TRANSPORT; The Chinork may transport up to 12 models in its hold.

SPECIAL; The Chinork is a helicopter and must land to board or disembark passengers, therefore it must be stationary in any turn it wishes to board or disembark passengers with the following exceptions; ork Stormboyz with jump packs may jump straight out of the Chinork, irrespective of its current speed, and Blood Axe kommandos may fast rope out of the Chinork following the normal rules, providing the Chinork is travelling no faster than its slow speed.

The Chinork maintains altitude unless it is stationary. Unless the Chinork did not move in the current or preceding ork player's turn then it is considered to be two high to engage in close combat, and only other skimmers may ram the Chinork. Other models may position on the base of the Chinork as if it was open ground; should the Chinork then land by remaining stationary it is treated as a ram.

D6	Hit Location	Front Armour	Rear / Side Armour
1-2	Cockpit	10	10
3-4	Hold	*	*
5-6	Hull	12	12

Hold damage; if a shot enters the hold it will be resolved against the passenger and door gunners, randomising who has been hit. The door gunners are ork boyz in flak armour, and have T4, 1 Wound, and a 6+ save. Should a template weapon hit the hold it will affect D6 of the models in the hold.

Cockpit Damage, D6	Result
1	A crew member is struck, randomise between the pilot and gunner. The pilot and gunner both have T4, 1 Wound, and a 6+ save. Should the pilot be killed the gunner is able to take over the controls but needs a turn to do so, meaning it will move out of control in the next turn, potentially crashing into any terrain or structures higher than a single storey.
2	One of the remaining hull weapons is destroyed, randomise which one of both are still functional. If no weapons remain the hit is instead absorbed by either the pilot or gunner as if a '1' had been rolled on this table.
3-4	The controls of the vehicle are damaged, making the vehicle difficult to control. Roll a D6 at the start of each ork players turn; on a 1-3 the vehicle may move normally, if a 4-6 is rolled then the vehicle instead moves out of control in the compulsory move phase (the Chinork retains some altitude and will skim over small obstacles and terrain features, and single storey structures, but crash into anything larger).
5-6	The ammunition magazine of the hull weapons explodes, killing the crew and spinning the wreckage out of control 3D6" away in a random direction. If this path crosses the path of another skimmer then the pilot of the second skimmer must pass an initiative test to avoid the plummeting wreck, or else a collision occurs as per the normal ram rules. Otherwise, any models underneath where the destroyed Chinork lands takes D3 Strength 6 hits that do D6 damage and have a -3 save modifier.

Hull Damage, D6	Result
1-2	The impact of the hit rocks the vehicle, and it moves out of control at the start of the ork player's next turn whilst the pilot struggles to regain control (the Chinork retains some altitude and will skim over small obstacles and terrain features, and single storey structures, but crash into anything larger).
3-4	The engines of the Chinork are damaged, reducing their efficiency. The vehicle is limited to slow speed for the remainder of the game. Should this result be rolled again, the engines will be damaged further, and the vehicle will be forced to land, pointing in a random direction, and be immobilised for the rest of the game.
5-6	The fuel and ammunition stores of the vehicle explode, showering the area with burning fuel and scrap metal. Any models within 6" take D3 S8 hits which does D6 damage with a -2 save modifier.

Ork Fighter Jet 90 points

Orks will utilise all sorts of aircraft to support their advance, and battlefields will be strafed and bombed by crazed ork pilots in their high octane, ram shackle flying machines.

SPECIAL; Ork fighter jets are special flying machines and behave in a different manner to other vehicles on the battlefield. The jets are support units, and are not deployed on the battlefield but instead make strafing runs as they fly over the area at high speed.

Ork jets are not deployed on the battlefield at the start of the game but can instead enter the game from either the ork player's table edge, or either of the neutral table sides, from the start of turn 2 onwards. The jet enters the battlefield in the compulsory movement phase, after other compulsory moves have been made. The vehicle enters from the chosen table edge, at the angle of the player's choosing, and moves in a straight line straight over the battlefield, and any units or terrain features in its path. The jet must maintain its speed and moves between 24" and 48" in its straight line. If the jet reaches a table edge it leaves the battlefield, and must spend a turn turning round before it can enter again; for example, the ork jet enters from the ork players table edge at the start of turn two and moves 48", leaving the battlefield when it reaches the opposite table edge. It cannot re-enter the battlefield in turn three as it is turning round. At the start of turn four the jet reenters the battlefield once again, and makes another strafing run). When the jet re-enters the battlefield it may elect any table edge to reenter from.

If the ork jet is beginning it's movement already on the board any turn it must continue in its straight line or attempt a potentially dangerous turn manoeuvre. Roll a D6; on a roll of one the jet banks too hard and loses control, face the jet in a random direction and continue movement in a straight line from this angle. If a two or more is rolled then the player may make a single turn of up to 45 degrees before moving the jet.

Jets make their shooting attacks out of sequence in the movement phase, during their movement. The ork player may elect at any point to halt the jet movement, make their shooting attacks, and then finish the jet movement; for example, the jet enters the battlefield and moves 18" before the ork player decides to make shooting attacks. The attacks are resolved, and then the jet must move at least another 6" to meet its minimum move requirement, and may move up to another 30" with the move it has remaining. The jet may make these shooting attacks as soon as it enters the board, or at the end of its movement, as long as minimum move requirements are met by the end of its move. Jets with multiple crew may make their separate attacks at the same point, or elect to move, fire, move again, and complete movement, as they wish. As this shooting is being conducted at high speed the ork pilot is always at -1 to hit with his shooting attacks. Jets off the board may not fire onto it, but may clear a weapon jam per turn as they normally would.

Jets may be fired upon should they be on the battlefield at any point in the opposing players turn, but the difficulty of firing at an aircraft confers a -1 to hit penalty; note that as the jet must move at least 24" it is always considered to be travelling at extreme speed and has the usual -2 to hit penalty, even if the vehicle has not yet moved this much yet (this mainly applies to troops on Overwatch firing; it can be considered that the vehicle has always travelled at least 24" as it has been arriving to the battlefield, or turning around and accelerating straight away).

As the jet is at altitude it cannot be engaged in hand to hand, and cannot even be rammed by skimmers; should an instance occur where two jets will somehow collide then they will both be instantly destroyed in midair. Models may stand on the base of the jet model as it is not at ground level.

MOVEMENT; minimum speed 24", maximum speed 48"

TYPE; Flyer (see rules above)

RAM VALUE: Strength 8, D6 Damage, - 8 Save Mod

CREW: The jet is piloted by a single ork, and has a gretchin gunner.

WEAPONS: The jet is equipped with a missile launcher with krak missiles (90 degree arc to the front) and a twin linked heavy bolter (90 degree arc to the front) that are operated by the pilot, and a twin linked heavy bolter (360 degree arc) operated by the gunner. The jet may be upgraded to have the pilot operate four linked heavy bolters for +20 points. The jet can be equipped with plasma missiles for +5

D6	Hit Location	Front Armour	Rear / Side Armour
1	Crew	*	*
2-6	Jet	*	*

Crew damage; if both crew are alive randomise between the pilot and gunner. If the pilot is killed the gretchin is unable to take over the controls and the jet will move out of control 6D6" at the start of the ork player's next turn, before crashing into the ground, inflicting D10 S8 D6 Dam -6 save mod hits on anything it lands on.



Jet Damage, D6	Result
2	The jet's controls are damaged, making the jet near impossible to manoeuvre. The jet must continue its current heading until it leaves the board, and must roll a D6 if it wishes to reenter later in the game, on a 1-3 the pilot has been unable to bring the jet under control and the jet cannot return to the battlefield, on a 4-6 the pilot has sorted the issue with a good whack, and may enter as normal.
3-4	The damage starts fires in the aircraft's engines and the pilot is forced to eject (the gretchin finds out his ejekta seat button is only painted on). The pilot ejects out of the aircraft 3D6"" away in a random direction, anything he lands on takes a single S8 D3 dam -4 save hit. The pilot is then able to fight on foot, and is armed with a bolt pistol. The aircraft moves out of control 6D6"" immediately and smashes into the ground, inflicting D10 S8 D6 Dam -6 save mod hits on anything it lands on.
5-6	The fuel stores of the aircraft explode, and showers the area with burning jet fuel and wreckage. Any unit within 2D6"" of the jet takes D6 S6 Dam D6 -3 save mod hits, and the jet is removed as a casualty.

NEW WARGEAR AND VEHICLE GUBBINZ

Ammo Runt 2 points

Orks love dakka, and sometimes the ammo that they alone can carry just isn't enough. Sometimes gretchin slaves are roped in to drag even more ordnance into battle alongside their masters.

This upgrade is taken alongside a gretchin assistant, and if this assistant is killed this item ceases to function. If the owner makes a 6 (or more) to hit roll with a shooting attack roll a D6; if a further six is rolled, the owner may make another shot with the weapon. This can go on indefinitely (I told you orks like dakka!)

Explosive Kranium 5 points

Painboys can't resist the urge to tinker with their patients, and orks aren't generally inclined to question the docs as they are working. Sometimes, for a laugh, a painboy will wire explosives into the skull of an ork under the knife, usually triggered by a hood knock, or the ork suddenly stopping breathing, or a change in weather.

If the ork with an explosive kranium is killed in close combat their head will explode as a result of the tussle. Before the model is removed, roll a D6 to see what explosive was wired into his skull; 1 - a dud, the explosive does not detonate 2 - 3 - frag, centre the drag grenade template over the model and resolve the hits against any models under the template 5 - krak, and models in base contact are hit with a krak grenade 6 - plasma, detonate a plasma grenade centred over the ork and resolve the hits on models under the template.

Ginormous Choppa 10 points

Ork Warbosses are prone to ostentatious displays of status, and nothing says "I'm the big dog" like a huge Choppa swinging about. These weapons will be a huge blade festooned with spikes, buzzsaws, and electrified components, and normally given a dead 'ard paint job.

This two handed weapon gives the wielder a +3 S bonus, and blows from it cannot be parried due to its sheer mass. However, this weight also makes it ponderous, and the wielder will automatically lose and drawn combats by one, regardless of comparable initiative stats.

Bomb Boy (Trukks or Battle wagons only) 5 points

Orks do not fear death, and some indeed even embrace the concept of it means a good laugh or an awesome story for the rest of the boys after the battle. Some boyz will load themselves up with explosives and cling to ork vehicles, looking for an opportunity to leap off onto another vehicle and detonate their payload, giving them an epic send off before they go before Gork and Mork.

A vehicle with a bomb bay can launch him at an enemy vehicle (or a friendly vehicle for a real chuckle). The bomb boy is considered to be able to leap from any point of the vehicle in a 360 degree arc, and he leaps D6". If this distance is sufficient to reach the target vehicle the boy explodes at the point he lands with the force of a melta bomb, resolving damage as normal.

Bunka Busta Bomb (Ork Jet only) 5 points

Orks have no problem charging fortifications in a suicidal frontal assault, but big explosions are also hilarious, particularly if it brings a building down around the fraidy cats hiding inside. Ork jets will sometimes equip large bombs that have a tunnelling effect just to drop on buildings harbouring the orks' enemies.

This weapon is single use, and can be dropped by the pilot in the shooting phase instead of firing any other weapons. To drop the jet must pass over the building during its movement, and the pilot must time the drop right. When dropping the bomb, roll a D6 - on a roll of a one the bomb is a dud and either doesn't disengage from the aircraft or bounces off the building with a thud. On a 2 or 3 the ork didn't time the drop quite right and the bomb detonates somewhere beside the building causing a glancing hit with a pen value of 4D6. One a 4 or more the bomb hits home, plummets through the roof, and detonates inside, causing a roll on the building damage table.

Wrecking Ball / Grabba Claw (Trukk or Battlewagon only) 10 points

Sometimes simple tools are the best, and nothing proves this better than ork wrecking balls. Large masses of metal swinging from chains, or sometimes grasping power claws, lashed onto ork transports are used to smash or tear chunks from enemy vehicles they pass by.

If an ork vehicle with this upgrade passes within 2" of an enemy vehicle but doesn't make contact then the enemy vehicle takes a ram attack from the ork vehicle, without the ork vehicle suffering the result of the ram also, as the wrecking ball smashes into the enemy. After a hit from the wrecking ball roll a D6; on a 4+ the impact wrenches the wrecking ball off the vehicle and the wrecking ball is considered destroyed, the ork vehicle is otherwise unaffected. The wrecking ball can be considered to have a 360 degree arc for its 2" reach.

NEW WEAPONS REFERENCE

Weapon	Range Short	Range Long	Hit Short	Hit Long	Str	Dam	Save Mod	Pen	Special
Burna	-	-	-	-	4	1	-2	D6+4	Flamer Template, On Fire 4+
Burna (CC)	-	-	-	-	6	1	-3	D6+D12+6	Close Combat
Mega Klaw	-	-	-	-	10	2D4	-8	D20+2D4+10	Close Combat
Rokkit Launcha	12"	24"	+1	-	8	D10	-6	D6+10+8	
Grotzooka	6"	18"	+1	-1	6	1	-2	D6+6	Sustained Fire 1, Blast 1 1/2",
Mega Shoota	18"	36"	-	-	6	D4	-3	D6+D4+6	Sustained Fire 5
Mega Blasta	12"	24"	+1	-	8	D6	-4	2D6+8	
Mega Kannon	12"	36"	+1	-	8	D12	-4	D6+D12+8	2" Blast, Move or Fire
Kill Kannon	20"	72"	-	-	8	2D6	-3	3D6+8	2" Blast
Supa Kannon	20"	150"	-	-	8	2D6	-3	3D6+8	2" Blast x 2, see rules
Zzap Gun	-	36"	-	-	8	2D6	-3	3D6+8	See notes