

Orks in da 'Ive

v.1.0, written and compiled by members of the yaktribe.org forum

Necromunda has been attacked by Orks many times in its history – this much is common knowledge. What is less well known is that the spores that the hated greenskins grow from are left behind from these attacks. Sometimes these enter a hive through the ventilation shafts and, once in a while, spores fall in a portion of the hive with enough nutrients and moisture to allow them to grow into Orks and other greenskins. When enough of these bestial aliens are formed they inevitably band together in gangs (which they call mobs) and engage in their favourite pastime – fighting and killing. A terror to the underhive, Orks are despised and feared by the hivers that know they prowl the ruined domes and shattered fabro-units that litter sectors of the hive.

Special Rules

Outlanders: Orks are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Orks do not have a guild price and may never pay off their outlaw status.

Territory: Orks start with the Ork Fungus Patch territory. They may never hold more than one territory, and if the Patch is ever lost for any reason, they simply move to a new suitable Patch. If the Fungus Patch is captured by an opposing gang, it is assumed that the patch is immediately purged. The gang will receive a reward of D6x5 credits from the local community, which is added to the income from their territories.

The Ork Fungus Patch may be worked by any gang member (including Gretchin) like any other territory. If so, roll 2D6 and consult the following chart:

2D6	Result
2	The model gets Fungus Koff and misses the next game while he shakes it off.
3-4	The model can't find anything edible on the patch.
5-6	The model finds D6+1 credits worth of good fungus.
7-8	The model finds 10 credits worth of tasty fungus.
9	The model finds 2D6 credits worth of fungus as well as a Squig, if it can pay the purchase fee (Squigs are chosen from the Squig section of the Ork Weapon List).
10	The model finds D6 worth of fungus as well as a Gretchin that is willing to join the gang, if the hiring fee can be paid. The gang must include a Runtherd to recruit Gretchin.
11	The model finds D6 worth of fungus as well as an Ork Boy or a Gretchin that is willing to join the gang, if the hiring fee can be paid. The gang must include a Runtherd to recruit Gretchin.
12+	The model finds D6 worth of fungus as well as an Ork or Gretchin that is willing to join the gang, if the hiring fee can be paid. If the gang has spare capacity for a Runtherd/Mekboy, one may be selected instead, subject to paying the relevant hiring fee. The gang must include a Runtherd to recruit Gretchin.

Captured Territories: If an Ork warband ever captures another territory it must be looted and can never be occupied.

Income: Orks have a loot-based economy, and survive in the Underhive using whatever they can loot/salvage/gather from their surroundings. Although they have little interest in or use for the 'oomie concept of credits, their "entrepreneurial endeavors" are measured in the same way as all other Necromundan gangs. Orks collect income from their Ork Fungus Patch and from foraging like any other outlaw gang (see above). Note that Gretchin may be used for foraging as well. They also collect any income bonuses available to other gangs, i.e. Giant Killer bonus and credits earned from completing scenario objectives.

Trading: Orks cannot visit the Outlaw Trading Post and can only purchase the equipment on their list. If the gang includes a Mekboy and makes use of the Bodge skill, it may however acquire other equipment. Orks can only recruit new members through their territory (see above). Orks can hire the Weirdboy and Ogryn Bodyguard hired guns (if they can afford the hiring fee).

Starvation: Each Ork in the gang needs 3 credits worth of food each post-battle sequence or he will starve. The Nob being the biggest and baddest (and hungriest!) requires 4 credits worth of food. Gretchin, being runty little gits, only require 2 credits worth of food each.

Bounty: Orks are considered a terrible threat by the Guilders, so they are worth a bounty equal to their total cost, like any other outlaw.

Capture: The only way a gang can get back members captured by an Ork gang, is by playing the Rescue scenario - they can never be ransomed (the Orks would never willingly return a fighter to their enemies). If this is unsuccessful, the Ork gang may elect to sell the gang member into slavery, following the same rules as any other gang. When a captive is sold in this way, the Ork gang may keep any equipment, as long as it is in their weapons list, or on the Mek bodge chart. All other equipment is lost, due to the Ork's inability to operate it.

An Ork gang may attempt to rescue captured members, but gretchins are considered too weak and pathetic to be worth the risk of a rescue operation. Ork gangs may never ransom captured members back, they are considered too much of a menace (not that the gangs of the Underhive would have any use for fungus, squigs, scrap and Ork's teef anyway).

Recruiting Your Ork Gang

You have 1,000 credits to spend on recruiting and arming your gang within the following guidelines.

An Ork gang must include a minimum of 3 models. The gang must include a Nob and may include up to two Mekboys/Runtherds (the total number of Mekboys/Runtherds may never exceed 2). Any number of Ork Boys may be hired. You may, if your gang includes a Runtherd, hire Gretchin up to a maximum of one Gretchin per Nob, Oddboy or Boy (50%). If the gang includes two Runtherds, you are able to recruit up to 3 Gretchin for every 2 Nobs, Oddboyz og Boyz (60%).

If the gang's Nob is killed or sold to the slavers, the Ork Boy with the highest Leadership value will take his place. The new Nob follows all the usual rules associated with this – for example, he will gain access to the Nob skills and weapons options. Note that Mekboyz, Runtherds and Gretchin (duh!) may never become the gang's Nob.

Nob

Cost to Recruit: 155 credits

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

Nobz, also known as Bosses or Kaptins, are the biggest and strongest Orks around, which naturally leads other Orks to look to them for leadership. They are arrogant, proud and love to fight.

Weapons: The Nob may be given equipment from the Hand-to-Hand, Pistols, Basic Wepunz, Speshul Wepunz, Squigs and Grenades and Ammo sections of the Ork list.

Ded 'Ard: The Ork Boss may always attempt to free himself from being pinned at the beginning of his turn, even if he has no gang members within 2".

Waaaagh!: Once per game the Nob can declare a Waaagh! at the start of an Ork turn. For the duration of that turn all Ork gang members gain the Sprint skill as they surge towards the enemy. However in their enthusiasm to bash their enemies they cannot parry or dodge and all fumbles are doubled.

0-2 Mekboyz

Cost to Recruit: 105 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	6

Mekboyz, also known as Mekaniaks or simply Meks, are the mechanics and inventors of the Ork species. Gifted with an innate talent for cobbling useful stuff out of junk they are useful, if eccentric, gang members. A gang may have a total of two Mekboyz, as long as the total number of Runtherds/Mekboyz doesn't exceed 2.

Weapons: A Mekboy may be given equipment from the Hand-to-Hand, Pistols, Basic, Speshul and Mek Wepunz, Squigs and Grenades and Ammo sections of the Ork list.

Bodge: Mekz can attempt to knock together a useful gizmo or weapon after a battle instead of foraging. See the 'Bodge' skill.

0-2 Runtherds

Cost to Recruit: 90 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	6

Runtherds are the only Orks gifted with the temperament to put up with the Gretchin and Snotlings that inevitably start to appear around the bigger greenskins. They herd them into battle with force and threat, and oversee the tending of the Fungus by the Snotlings. A gang may have a total of two Runtherds, as long as the total number of Runtherds/Mekboyz doesn't exceed 2.

Weapons: A Runtherd may be given equipment from the Hand-to-Hand, Pistols, Basic Wepunz, Squigs and Grenades and Ammo sections of the Ork list.

Grotz!: Having a Runtherd in your gang allows you to also include Gretchin as detailed below. If the Runtherd dies you may not recruit any more Gretchin until you have recruited a replacement Runtherd. In addition, Runtherds are able to work the snotlings that tend the gang's fungus patch better, allowing you to add +1 to the roll when you use the Runtherd to work the territory.

Boyz

Cost to Recruit: 65 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	6

Boyz form the bulk of all greenskin gangs. They are burly, mean and love a good scrap!

Weapons: Boyz may be given equipment from the Hand-to-Hand, Pistols, Squigs, Basic Wepunz and Grenades and Ammo sections of the Ork list.

Gretchin

Cost to Recruit: 25 credits

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

Also known as Grots, these diminutive sneaky greenskins make useful scavengers and cannon fodder for Ork gangs.

Weapons: Gretchin may be given equipment from the Hand-to-Hand, Pistols, Basic Wepunz and Grenades and Ammo sections of the Ork list.

Experience

Ork gang members follow the standard experience brackets outlined in the Necromunda Community Edition. Note that Orks or Gretchin may never under any circumstances take skills from the Techno table

Fighter Type	Starting Experience
Nob	60+1D6
Mekboy/Runtherd	60+1D6
Boy	20+1D6
Gretchin	0

Max Characteristics

Orks:

M	WS	BS	S	T	W	I	A	Ld
4	6	5	5	5	3	4	3	8

Gretchin:

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

Advance Roll Table

2D6	Result
2	New Skill (any table, except Techno)
3-4	New Skill
5	Characteristic advance, roll a further D6: 1—3: +1 Weapon Skill 4—6: +1 Ballistic Skill
6	Characteristic advance, roll a further D6: 1—3: +1 Strength 4—6: +1 Attacks
7	Characteristic advance, roll a further D6: 1—3: +1 Initiative 4—6: +1 Leadership
8	Characteristic advance, roll a further D6: 1—3: +1 Weapon Skill 4—6: +1 Ballistic Skill
9	Characteristic advance, roll a further D6: 1—3: +1 Wounds 4—6: +1 Toughness
10-11	New Skill
12	New Skill (any table, except Techno)

Ork Gang Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Ork
Nob	x	x	x	x	x	-	x
Mekboy	-	-	x	x	x	-	x
Runtherd	-	x	x	x	-	-	x
Boy	-	-	x	x	-	-	x
Gretchin	x	-	-	-	-	x	-

How to model your Ork gang:

Players wanting to run an Ork gang in a campaign of Necromunda have loads of options. The current Ork range of Warhammer 40.000 sports excellent options to go with these rules. A box of Ork Boys will let you field an Ork gang straight off the bat, as it consists of both hand-to-hand and basic weapon options, as well as both a Heavy Stubber and a Rokkit Launcha. Adding a box of Gretchin will give you a Runtherd, in addition to those precious... err, puny Grotz. Getting your hands on some models from the Nobz and Lootas/Burna Boyz boxes will give you even more possibilities.

Another option is to score some second-hand Gorkamorka models. The models are excellent, and are generally considered cheap in comparison to Necromunda models. And buying second hand models saves the environment as well! Win!



An Ork gang ambushing an unsuspecting Van Saar Juve

Bodge

The skill that makes all Mekes what they are, Bodge represents the Mek's tendency to tinker, invent and cobble bits and bobs together. This skill can be used after every game (if the Mek didn't go out of action), but if used the Mek can't forage. Any item generated must be paid for as though it had been offered as a rare trade item. If you cannot/will not pay, then the item is considered destroyed and may not be used.

2D6	Result
2	Power Weapon (not Gretchin). Roll 1D6: 1 – Power sword; 2 – Shock Maul; 3-5 – Power Axe, 6 – Power Claw (follows rules for Power Fist)
3-4	Special Stikk Bomms and Guns. Roll 1D6: 1 – Melta Bomb; 2 – Mek Supa Krak Bomm (50 credits); 3-4 – Hand Flamer; 5 – Plasma Pistol (not Gretchin); 6 – Plasma Gun (Nobs and Mekes only).
5	Rare Ammo. Roll 1D6: 1-2 – Drum Magazine; 3-4 Hellfire Bolts; 5-6 – Hot Shot Shells.
6-8	"Kudn't tinker anyfink up..." The Mek tries to think of something really shooty and hurty, but gets bored and goes out to fetch a juicy eatin' squig.
9	Armour. Roll 1D6: 1-3 – Flak; 4-5 – Mesh; 6 – Carapace.
10	Bionics. Roll 1D6: 1 – Arm; 2 – Leg; 3 – Eye; 4 – Chest; 5 – Lobo Chip; 6 – Bio Booster.
11-12	Sumfink Speshul. Roll 2D6: 2 – One of the Mek's grot servants gets caught in a vital piece of machinery or forgets to add the final rivet to the contraption. The piece is destroyed in a cascade of bits and gubbins as the Mek switches it on, leaving him dumbstruck and confused. Lose 2D6 credits. 3 – Mono-Sight 4 – Telescopic Sight 5 – Silencer 6 – Berserker Chip 7 – Auto-Repairer 8 – Bionic Implant 9 – Clip Harness 10 – Force Field 11 – In a fit of Mekkin' frenzy, the Mek goes into a tinkering trance, screwing apart and putting together as many guns as he can lay his hands on. The Ork Mob may improve all of their ammo rolls in the next game by one point. 12 – One In A Million Weapon (chosen from the Ork weapons list).



Example of a starting Ork gang

Ork Skill Table

D6	Result
1	Loota: The Ork is especially good at scavenging from the battlefield. If the warrior doesn't go out of action he earns an additional D6 credits for what he scavenges from the battlefield in addition to any post-game action he does after the battle.
2	Tinkerer: As long as the Ork didn't go out of action, roll a D6 after each battle. On a 6 the model has invented something: select a common item from the Ork weapons list or Mek bodge chart worth up to D6x10 credits. Whatever is selected is the item that has been invented.
3	Dok (Boyz only): The fighter has a natural curiosity about Ork physiology. As long as the model didn't go out of action, one serious injury roll per post-battle sequence can be treated by the Dok. Roll 1D6: 1. The Dok's enthusiasm is unfortunately much greater than his medical ability! The model receives another serious injury rolled at random on the serious injury chart, re-rolling "full recovery", "survives against the odds", "bitter enmity" and "captured" results. 2-4. Nothing happens - the Dok doesn't manage to fix or break anything. 5. Job's a good'un! The fighter gets to reroll the result on the serious injury chart, re-rolling "dead", "captured" and "multiple injuries" 6. Job's a good'un! The fighter is treated as having rolled "Full recovery" on the serious injury chart.
4	Improv vazashun! This Ork has mastered the "fine" art of turning any blunt object into, well, a blunt object, through simply applying lots of extra force to smacking their opponent with whatever is at hand; the model can use any basic weapon as a club (user strength +1). If the model wields another single-handed close combat weapon, the model still receives the +1 attack dice in close combat, as if equipped solely with h2h weapons; the basic weapon is held by the barrel.
5	Get stuck in! The Ork is "enthusiastic" about getting involved in combat: when charging, the Ork gets an additional D3" of charge distance; if the Ork gets into combat and any of the D3" movement hasn't been used, the remainder is added to their combat result in the first round of combat, but fumbles count double for the first round of combat.
6	Kamikaze! The Ork has perfected the suicidal close combat technique of plunging head first into the opponent in an attempt to knock him out flat. This skill may be used when charging, and gives the charging model the option to inflict one (1) automatic hit to his opponent, at the charging models user strength. If he is unable to put his opponent Out of Action, he will fight the first round of combat with one less attack dice than he would usually have (down to a minimum of one dice), and his weapon skill is halved (rounding up).

Ork Weapons List

New Ork Weaponry

Weapon Type	Cost
Basic Wepunz	
Autogun	20
Blunderbuss	8
Shotgun w/ solid shot/scatter shells	20
Bolt Gun (not Gretchin)	35
Hand-to-Hand Wepunz	
Knife	5
Club, Maul or Bludgeon	10
Chain/Flail	10
Chainsword (not Gretchin)	25
Massive Weapon (not Gretchin)	15
Choppa (not Gretchin)	12
Grabba Stikk (Runtherd only)	25
Pistol Wepunz	
Stub Gun	10
Autopistol	15
Bolt Pistol (not Gretchin)	25
Speshul Wepunz (Mek/Nob only)	
Flamer	40
Mek Kustom Blasta	45
Autoslugger	45
Mek Wepunz (Mek only)	
Heavy Stubber	120
Missile Launcher	140
Heavy Bolter	180
Autocannon	260
Grenades and Ammo	
Frag Grenades	30
Krak Grenades	50
Buzzer Squig Bomm	45
Man-Stopper Shells	5
Dum Dum Bullets	5
Frak Missiles (Mek only)	35
Krak Missiles (Mek only)	50
Squigs	
Attack Squig	35
Oil Squig	25
Mending Squig	40
Growler Squig	15
Flesh Eater Squig	50
Face Biter Squig	40

Buzzer Squig Bomm

These bomms are sealed containers filled with insectoid Buzzer Squigs. These voracious beasts love to feast on any living creatures in their way. They dislike the algae that is present in greenskin physiology, so Orks and Gretchin are immune. When you throw a Buzzer Squig Bomm choose your target and work out where the bomm hits. Place a Gas Cloud Template to represent the cloud of Buzzer Squigs. Models within the cloud are hit automatically; models partially within the cloud are hit on a D6 roll of 4 or more. Fighters hit by the cloud are pinned as normal. Any model, except Orks and Gretchin, hit by the bomm suffers D3 S2 hits each turn it remains in the cloud. Clouds of Buzzer Squigs can last for several turns, slowly disperse or drift away. At the start of each player's turn roll a D6:

- 1: The cloud dissipates causing no further harm.
- 2-5: The cloud remains where it is.
- 6: The cloud drifts D6" in a random direction. Any models enveloped by the cloud are hit.

Mek Supa Krak Bomm

Sometimes a Mek will bodge together some high power 'speshul bomms' from bits and pieces lying around the Ork camp. These Supa Krak Bomms are a favourite amongst the Orks, if only because they make a very loud noise when they blow up!

Strenght	Damage	Save Modifier	Special
8	D6	-D6	Backfire

-1 to Hit: A Mek Supa Krak Bomm is a heavy and cumbersome grenade with a concentrated blast. It is therefore difficult to hit a target with the bomm compared to other grenades and a -1 to hit penalty is imposed when throwing one.

Scatter: Although the bomm has no blast area it will still scatter if it misses in the fashion of any other grenade. Note that the bomm must scatter directly on top of a target in order to hit it.

Demolition: The bomm can be affixed to any stationary target within 1" during the shooting phase – for example a door, water still or other construction. The grenade hits automatically without the need to roll for hits or scatter. It is not possible for a model to shoot other weapons in the same shooting phase as placing a bomm.

Backfire: If a natural roll of 1 is made when throwing a Mek Supa Krak Bomm, it has instead backfired on the user – resolve the hit as though made against the throwing model



Example of Ork glyphs found in Sector 23R. The excerpt reads «All Orks is equal, but some Orks are more equal dan uvvas».

Choppa

Orks will often arm themselves with hefty machetes and axes, which they know as Choppas. These crude, hefty weapons are too unwieldy for humans, but in the hands of an Ork they are deadly.

Short Range	Long Range	Short To Hit	Long To Hit	Strenght	Damage	Save Modifier	Ammo Roll	Special
Close combat only		-	-	User +1	1	-1	-	

Grabba Stikk

Runtherds will often make use of a special grabba stikk, a symbol of their profession, in battle. Usually used to grab unruly grots, the Grabba Stikk can be used to capture an enemy in battle.

Short Range	Long Range	Short To Hit	Long To Hit	Strenght	Damage	Save Modifier	Ammo Roll	Special
Close combat only		-	-	As user	1	-1	-	Got Yer!

Got Yer!: If a Runtherd takes an opposing ganger out of action in hand-to-hand combat using a Grabba Stikk, on a D6 roll of 4-6 no Serious Injury roll is made, instead the model is automatically captured.

Mek Kustom Blasta

Meks are constantly tinkering with gadgets, gizmos and gubbins. Sometimes these come together seemingly randomly to form a powerful, if somewhat unreliable weapon which the Mek will lovingly refer to as his 'Kustom Blasta'.

Short Range	Long Range	Short To Hit	Long To Hit	Strenght	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	Artillery	1	-2	5+	Zoggin 'Ot!

Zoggin 'Ot: If a Misfire is rolled roll on the following table (D6). Note that you must roll the artillery dice even if you fail your to-hit roll.

- 1: The user suffers a Strength D6 hit. The Mek Kustom Blasta may not be fired again for the rest of the game.
- 2-5: The user suffers a Strength D3 hit. The Mek Kustom Blasta must cool down for a full turn before it can fire again.
- 6: The Mek Kustom Blasta must cool down for a full turn before it can fire again.

Squigs

An Ork mob may only include one of each type of Squig (except Mending Squigs). Squigs may only be recruited through the Fungus Patch.

Attack Squig (not Gretchin)

The Attack Squig is one of the most violent of its kind, and some Orks bring them along to battles to use on their enemies. If the squig owner wins a round of hand-to-hand combat, he will inflict an additional hit on his opponent, which has the following weapon profile:

Strength: 4; Damage 1; Save -1

Oil Squig

These squigs are used by Meks as their mucus has a similar consistency to oil and grease. Meks use these to help 'loobree-kayt fingers' when doing a bit of bodgin'. The Oil Squig allows the Mek to add or subtract 1 from his Bodge roll (this only applies to the first 2D6 roll of each Bodge attempt).

Mending Squig

Mending Squigs are used to hold together serious wounds – their small but powerful jaws, once clamped in place, simply won't let go! A Mending Squig can be used to reroll one seri-

ous injury. The second result can't be rerolled without the use of further Mending Squigs. Mending Squigs are added to the gang's stash until used and do not count towards gang rating. Each Mending Squig may only be used once.

Growler Squig (Runtherd only)

These mean hound-like squigs are used by Runtherdz to keep the grots in line! Grots within 6" of a Runtherd with a Growler Squig may always test to escape pinning at the start of their turn.

Flesh Eater Squig

These rare squigs' teeth closely resemble the Orks' own teef and as such can be used as currency with other Orks. After each game, the Flesh Eater Squig generates D6 credits. Flesh Eater Squigs are added to the gang's stash and do not count towards gang rating.

Face Biter Squig (Nob only)

These particularly savage squigs are the source of a popular Ork contest. The idea is simple – eat the Face Biter Squig before it eats you! Only the biggest and toughest Orks will dare attempt such a contest however. The Nob now has Impressive Scars (treated the same as the serious injury).

Weirdboyz

All Orks are, by nature, slightly psychic. There are a few Orks that are more psychic than the rest. These are known as Weirdboyz and they act as a focal point for the collective psychic energy of nearby greenskins. As Orks fight, this psychic energy reaches a point that is almost painful for the poor Weirdboyz, and as such they try to remain apart from their fellow Orks as much as possible. Still, all Orks have to eat, so Weirdboyz can from time to time be found fighting alongside their kind to earn some squigs. Only Orks can hire Weirdboyz. If a player wishes to hire a Weirdboy he must pay a hiring fee of 25 credits. For purposes of calculating the gang rating, a Weirdboy has a value of 125 (ie. his hire fee of 25x5).

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	6

Weapons: Weirdboyz may be armed with up to two weapons from the following list:

- Autopistol
- Stub Gun
- Chain/Flail
- Club/Maul/Bludgeon
- Choppa

Weirdboy Powers: A Weirdboy has one 'primary' power and one 'minor' power which are generated from the relevant tables. The primary power is generated using the Weirdboy table, the minor power is generated from the Wyrd Minor Power table in Outlanders.

Each time a Weirdboy wishes to use one of his powers, he must take a leadership test, subtracting one (1) from the dice roll for every two (2) Orks present within a 6" radius, and every one (1) ork engaged in hand-to-hand within a 6" radius (note that Gretchins are not counted when calculating these modifiers). If he passes, the power is unleashed. If failed, he will take a single hit with a strength equal to what he failed the dice roll by.

Example: A Weirdboy wishes to use one of his powers, and takes a test against his leadership. He rolls 11 on 2D6, and subtracts 2 from the result due to having 2 of his comrades within a 6" radius, one of which is engaged in hand-to-hand combat. This gives him a total of 9. Having a leadership value of 6, this means he will suffer a single strength 3 hit, which must be resolved immediately, no armour saves allowed.

Psychic Backfire: Sometimes the force of tapping into the collective psychic energy of the Orks will simply be too much for the Weirdboy to handle. In the event that the total score when attempting to use the Weirdboy's powers is 2 or less (including modifiers), every Ork within 6" of the Weirdboy will take a single automatic hit at strength 4, no armour saves allowed.

D6	Result						
1	Kop Dis! The Weirdboy sends a blast of mental force at an enemy, knocking them flying. Kop Dis! may be used instead of attacking normally in the shooting phase. It has a range of 24". The victim is hurled back D6+1"; if the model hits anything, its move is halted and both models involved take a S5 hit.						
2	Squish The Weirdboy uses his mind to constrict and crush an opponent. Squish may be used instead of attacking normally in the shooting phase. It has a range of 24". The victim suffers 2D6 minus his own Strength S5 hits.						
3	Clubba The Weirdboy can summon a glowing green club to whack his enemies with. Clubba can be used at the start of any hand-to-hand combat phase. If successful, the Weirdboy is considered to be armed with a single hand weapon with the following profile for that combat phase: <table><tr><th>Strenght</th><th>Damage</th><th>Save Modifier</th></tr><tr><td>6</td><td>D3</td><td>-2</td></tr></table> The Clubba can be used in conjunction with another close combat weapon, but if unsuccessful the Weirdboy may only fight with one weapon (he has to have a hand free to hold the Clubba he was trying to summon) for that combat phase.	Strenght	Damage	Save Modifier	6	D3	-2
Strenght	Damage	Save Modifier					
6	D3	-2					
4	Power Vomit The Weirdboy belches forth pure green energy that blasts his enemies. Power Vomit may be used instead of attacking normally in the shooting phase. If the powerworks, place the flamer template so that the narrow end is touching the Weirdboy. Any model even partially under the template suffers a single S3 hit.						
5	Fooled Ya! The Weirdboy can disappear in a cloud of green mist, confusing his enemies. The Weirdboy may use this power in his own movement phase. No enemy may charge the Weirdboy during the next turn. If the Weirdboy is in engaged in hand-to-hand combat, he may immediately move 4" away.						
6	Da Krunch The Weirdboy forms the Orky psychic energy into an ectoplasmic foot of Gork, one of the Ork gods. Da Krunch may be used instead of attacking normally in the shooting phase. If the power works, place the blast template within 24" of the Weirdboy. Any model under the template must roll under its Initiative on a D6 or suffer a S6 hit.						