

UNOFFICIAL



**DA ORK
SUPPLEMENT**

35k Codex Supplement Da Ork Supplement (pre-11th edition version)



www.wh35k.com

Introduction

Oi oi! Listen up! Dis is da supplement for **Da Orks** for dose who luv playin' wif da boyz!

35k uses the 5th edition ruleset and (mostly) 4th edition books to play with it. The Ork Codex we use dates from the tail end of 4th edition and was mostly used during 5th edition. This supplement is designed to add new options for your Orks, drawing on both the newer and older Ork ranges to supplement those available in your Codex. It is produced for the 35k project, a fan project exploring the events of the Nova Terra Interregnum.

The 35k project strictly follows the Warhammer community guidelines, as such we cannot reproduce all of the rules required to play an Ork army within this supplement. **To use this supplement you will a copy of Codex: Orks (4th edition).** Where units or items of wargear lack the relevant point costings, use the relevant costings in the Ork Codex. All profiles presented have been modified as fan versions.

This supplement explores the lore of the Orks in the 35th Millennium and introduces clan rules, drawing on the system developed in White Dwarf 290. To keep it tied to the Ork tribe system, it is only your Warboss' kultur or clan which determines your rules, so you can still have all the clans in your WAAAGH! I have attached rules to create your own sub-kulturs and clans, as while there are six main clans it is canonical that there are minor clans and many more sub-kulturs in existence. With 35k, this gives a great opportunity to make the setting feel familiar but distinctive.

I have also introduced new units you can draw on for your army, some older ones like Squig Catapults and many new ones like the Rukkatrukk Squigbuggy (my favourite). Given the events are 5-6,000 before the 41st millennium, I have created rules for the two canonical Ork Warlords from the Nova Terra Interregnum and expanded upon them with new fan-made lore.

The Grot Rebel list is something I've always wanted to do and, while I probably will never get round to it personally, I hope someone's day was made. Whoever you are, enjoy painting literally hundreds of grots. I have already lost my mind spell-checking this book so will stick to the big boyz.

The release of this document comes right before the Orks are likely to get more units with 11th edition. After these releases have come, I fully intend to add them to another version of this document. This release schedule conveniently gives the community a good chance to playtest these units before the next version. For the time being, hopefully there is lots to have fun with in this book!

And remember... WAAAAAAAAAGH!!!

This document is available as this full supplement and as a printer-friendly version to slip inside your Ork Codex.

*This is an **unofficial fan-made document**. This document and the art included are intended for **personal use only** and should not be sold or used for commercial purposes.*

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Thank you to the 35k Discord for their feedback, suggestions, playtesting and support.



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DA ORKS

Few plagues have infected our stars as long as that of the Ork. For the brutal greenskin lives for war and revels in slaughter and violence. They are barbarism incarnate, where acts of brutality course through their very veins. Show them no mercy, for they will not show it to you. Show them only hate, for hatred of the alien is His message and will.

- Lord Inquisitor Geia Khoury, M35

The Ork Menace

The Orks live for one thing - the fight. While humanity conquers the stars for glory and the Eldar for the survival of their dying race, the Ork does it because it is fun. The Ork's desire for warfare goes as deep as its genetic code - they simply must fight. Should there be no enemies available, they will fight amongst themselves. The biggest, strongest, and most cunning amongst them will then rise to power and scour the galaxy for conquest.

Orks are the most widespread and one of the most ancient threats to the galaxy of M35. For when united by the most powerful among them, they form great Waaaghs! of billions of Orks. It was one Waaagh! that, only a few thousand years prior, saw the great Ork warboss known only as 'the Beast' amass an army so great and powerful that he was able to threaten Holy Terra itself.

Throughout the 35th Millennium the Orks scored numerous victories against the divided Imperium. Waaagh! Arrgard infamously conquered the Forge World of Tigrus, one held by Orks for five-thousand years until its eventual reconquest. Waaagh! Starsmasha saw the Orks destroy an entire sun, creating a beacon that still attracts Orks today known as Starsmasha's Nova.

Why Collect an Ork Army?

Well because, as the old saying goes; 'Orks iz da best!' What is more fun than rolling up to your opponent's table with a horde of boyz and their mechanical monstrosities? No other army encourages you to seek the thrill of the Waaagh! like the war-hungry Ork. For the Ork is one of the oldest and most formidable of humanity's enemies, a never ending threat in their eternal war for the stars.

This book, alongside the plain-text printer friendly edition, is designed to expand upon the 4th edition Ork Codex and give more modelling and gaming opportunities to players. In it, we have tried to draw both upon older concepts and units not present in 4th and 5th edition 40k but also the new Ork units introduced afterwards and into 11th edition. This is why the supplement will be released in two 'waves', before and after 11th edition arrives. We have aimed to include both new and old units appearing in the army list as well as different ways to represent your chosen clan or sub-kultur on the battlefield.

The armies presented in this supplement present a fantastic opportunity to draw on the third edition clan rules and create distinctive Ork armies either as you dedicate your warband to one clan or sub-kulture. You can incorporate you Beast Snaggaz into an all-cavalry Snakebite warband or to create that Grot Revolutionary army you've been dreaming of. Orks are a fantastic opportunity to draw on your bits box and plasticard supplies and create new and interesting units to fight with. We have presented our own custom clan, the Kaboomaz, giving ideas on how you might create your own minor Ork clan or unusual sub-kultur.

In designing this list we have tried to please Warbosses new and old. For those long in the teef, units from Rogue Trader and Second Edition such as Boar Boyz, Skarboyz, Wildboyz and Madboyz make a return. If you've ever dreamt of launching a pot of bees in the form of Buzzer Squigs upon your foes, now you can.

For those with newer armies we have included much of the new Beast Snagga units by combining them with Boar Boyz as 'Beastly Mounts'. These can be run both as Snaggaz or as Orcs of the Snakebite clan. Other units such as Mek Guns and the wide range of Ork Kult of Speed vehicles have similarly been added to play with. Finally, units which appeared in Imperial Armour have been introduced in this supplement too, such as the Grot Bomm Launcher and Grot Tanks.

Finally, because Orks get relatively little attention within the main series of books for 35k, we have added lore to go with these rules to give Ork players jumping-off points for their own stories. For those in the 41st millennium, M35 is an ancient and near-mythological age to develop your own Waaagh! for your games.



WAAAGHS OF THE INTERREGNUM

Waaagh! Starsmasha (400.M35)

Agga Thudd Starsmasha was the greatest 'Blastmaster' of the Kabooma clan - a minor Ork clan known for its obsession for explosives. Beginning on the world of Yngri II, Starsmasha united the Orks of the planet due to his collaborations with the Blood Axe Mekboy Orkenheimer. Together, they both created and deployed nuclear weapons against the resident humans, the awe and spectacle being enough for the planet to unite under him.

It is unknown whether Starsmasha is actually responsible for the destruction of Yngri II's star. For, as the legend goes, in orbit around the planet Starsmasha had seized a ship designed to mine planets from space. Orkenheimer's modifications had increased its power, the two falling out as Starsmasha chose to fire it into the ancient star rather than use it to threaten Terra.

Scientists today believe the destruction of the Yngri star as an incredible coincidence, the 'Planet Booma' at most catalysing an already collapsing star into itself. Either way, word travelled faster than the light of the supernova, Starsmasha gathering a great horde of Orks and beginning the great Waaagh! Starsmasha.

It was to this great nova that Orks from around gathered, a point still attracting Orks thousands of years later. Starsmasha's Waaagh! conquered dozens of systems, including the Eldar maiden world of Ledrith. It was only at Redhaven where the Blood Angels and Knights of House Griffith were able to break Starsmasha's Waaagh and destroy the Planet Booma.

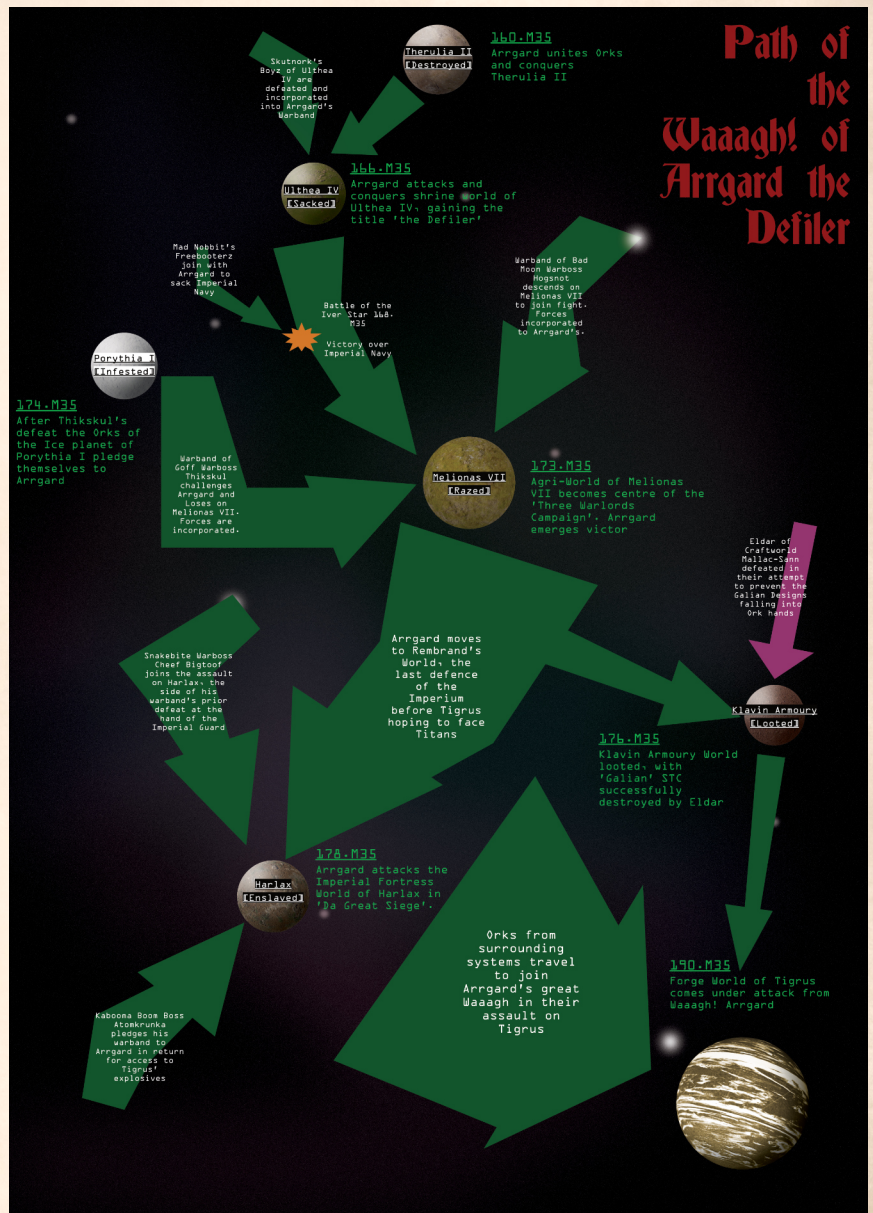
This was not the end of Starsmasha, whose Orks continued to gather at his nova to launch new wars of destruction for centuries after.

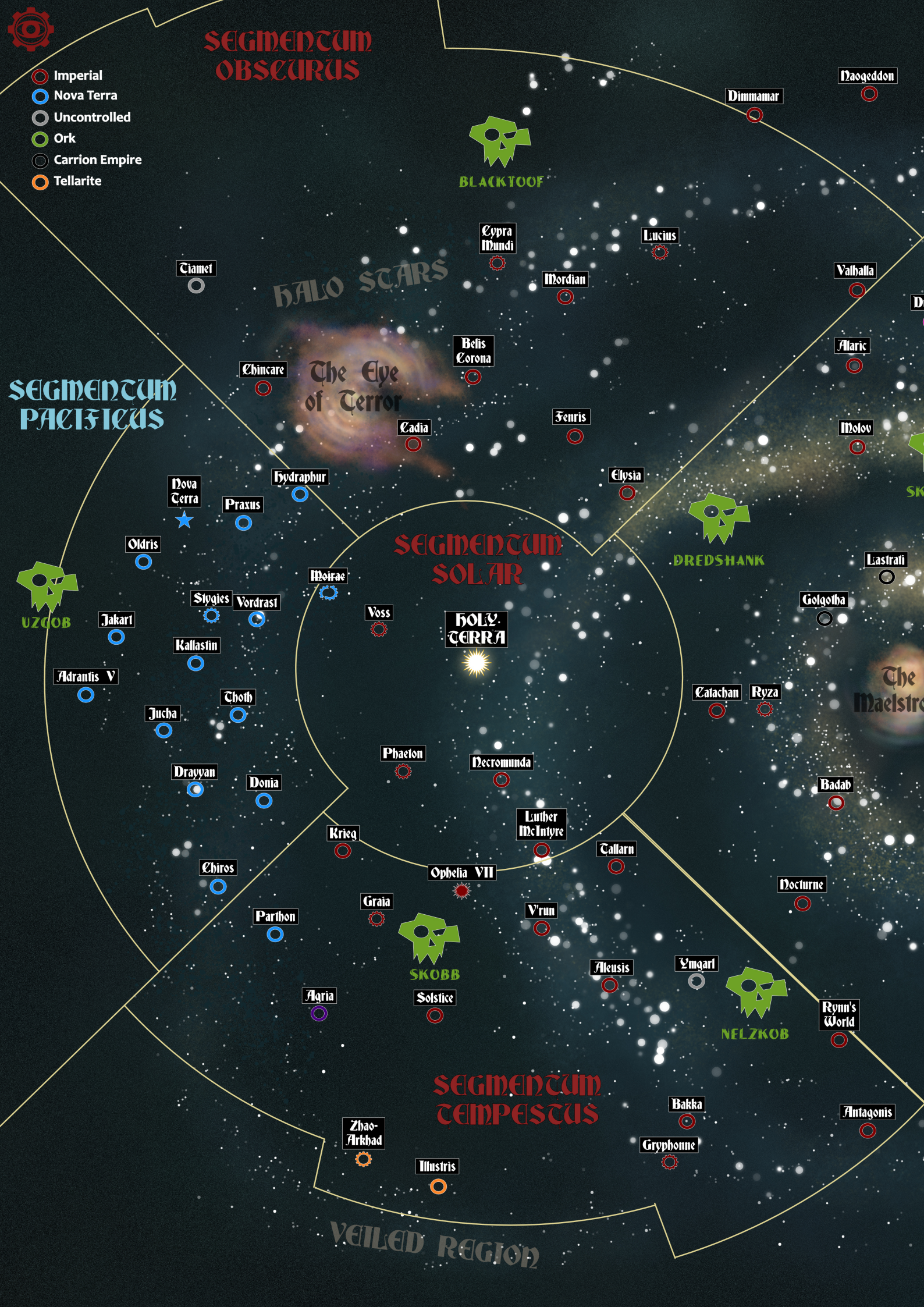
Waaagh! Arrgard (200.M35)

Arrgard the Defiler is still considered to this day as one of the most successful Ork Warlords of recorded history. For it was he who conquered the Forge World of Tigrus, a loss that for centuries stymied the production of bolters, Vanquisher cannons, and other critical munitions the Imperium relied on. It is this loss that is thought to have urged those more traditionally-minded Deathwatch Astartes to abandon the archaic Mk IV armour towards Mk VIII power armour.

Beginning on Therulia II, the first thirty years of Arrgard's leadership involved the conquest and subjugation of other Ork warhosts. His first conquest, the shrine world of Ulthea IV, earned him the moniker 'Defiler', as he looted Ministorum churches.

It was at the bucolic agri-world of Melionas VII that the War of the Three Warbosses would be waged, tearing the once bountiful fields into cratered fields of destruction. Emerging victorious, Arrgard moved to conquer then enslave the defenders of the Fortress World of Harlax in a five-year siege. By the time his Waaagh! reached Tigrus, it numbered billions of Orks. Recognising the lost cause, much of the Fall of Tigrus was spent fighting to retain and destroy the technology left upon the planet.





SEGMENTUM OBSCURUS

- Imperial
- Nova Terra
- Uncontrolled
- Ork
- Carrion Empire
- Tellarite

HALO STARS

The Eye of Terror

SEGMENTUM SOLAR

HOLY CERRA

SEGMENTUM TEMPESTUS

VEILED REGION

SEGMENTUM PACIFICUS



Naogeddon

Dimmamar

Ciamel

Cypra Mundi

Lucius

Mordian

Valhalla

Belis Corona

Alaric

Chincare

Cadia

Feris

Molov

Hydraphur

Elysia

Nova Cerra

Praxus

Lastrati

Oldris

Moirae

Voss

Golgotha

Jakart

Sivqies

Vordrast

Kallastin

Catachan

Ryza

Adrantis V

Jucha

Choth

Drayyan

Donia

Phaeton

Decromunda

Badab

Krieg

Luther McIntyre

Callarn

Chiros

Ophelia VII

Nocturne

Parthon

Graia

Vrun

Aleusis

Ymqarl

Rynn's World

Agria

SKOBB

Solslice

NELZKOB

Zhao-Arkhad

Bakka

Antagonis

Illustris

Gryphonne

Jaaaghs of M35

GHOUL SCARS

ULTIMA
SEMENTUM

Angelis

Coeha

Starsmahsa's
Dova

Asolus

Baal

Sable

STARSMASHA

Hexos

Formund

Kar
Duniash

Anvillus

Corinthe

Attila

BIZMORK

Cirillo
Prime

Vengeance

ARRGARD

Tigrus

Balor

Accatran

Ichar IV

Macragge

Black
Reach

Agrax

Perdus

False
Hope

Salem

San
Leor

Sistec
Prime

ungail

UMGOB

on

Ectoclades' Orkology

Orkology is one of the most famous chapters of the Tome of Ectoclades, a book often carried into battle by Inquisitors of the Ordo Xenos. Here, Ectoclades explores the Ork menace of his age - the Nova Terra Interregnum - discussing the many cultural and biological discoveries of his age which laid the foundation of future Orkologists. This is but a small excerpt of his great tome.

On Orkology

Orkology is most certainly the most unfairly dismissed of the Xenological areas of study. The Aeldarologists revel in the mysticism and lore of their chosen field of study, oft driven mad by the complexity and depth of their folklore. The Necrologists, such as those deployed to the far reaches of Angelis, excavate the ancient mysteries of these sleeping machines and their advanced technologies. Even those who dedicate themselves to the general study of Xenology, hoping to gain notoriety for the discovery and extirpation some new lifeform, are drawn to the diverse nature of the xeno.

It is here that the toil of the Orkologist goes unrecognised, for to their peers they study a being with primitive culture, barely functioning technology, and a long history of study in a field tilled longer than the plantations of Agria. Yet, there is no scholar I respect more than my mentor, Isarian, whose great life was dedicated to the study of the Orkoid. Similarly, it is the Orkologist who understands that, beneath the apparent simplicity of their society, lurks an enemy that once came close to the destroying of Holy Terra itself.

For the novelty of the Ork is in its eternal evolution as a threat. Orkology is a predictive science like that of meteorology, attempting to model and predict the next greenskin storm that will inevitably crash against Imperial outposts. Now, more than ever, it is vitally important that those resources not spent on the management of Nova Terra's secession are effectively deployed to efficiently manage this grave threat to humanity.

It was the anticipation of this threat and the responsibility to weed it out that gave our Ordo its chamber militant: the Deathwatch. It is the eternal crusade against the Ork that we inherit from the God Emperor himself, whose forces so did vanquish the greenskin from Ullanor. Orkology is, in my view, the most noble of Xenological professions - a lifetime dedicated to our most ancient of fields.

On the Society of Orkdom

At face value, Ork society is simple. For the larger and stronger the Ork is, the higher in society he is likely to rise. Ork society is one of endless fighting, where the leaders will regularly kill one another. Often, this is not in the conniving manner we know in human history but is celebrated through the 'pit fight' - organised displays of regicide whereby the winner earns the right to be

followed as the undisputed leader of the tribe.

Those powerful enough to call themselves 'Warboss' sit at the top of a tribe. This is normally a source of confusion for new Orkologists, who equate it to the clan. Tribes are ever changing hordes of Orks, often from different cultural backgrounds. Within each tribe is often a variety of different clans - long-standing cultural groups attaching themselves to beliefs and practices passed down for centuries. All Warlords will inevitably come from some clan background, the beliefs of the clan invariably shaping their approach to battle.

Some Warbosses will be powerful enough to command a Waaagh! These are the largest of Ork warbands, numbering upwards of billions of Orks and capable of sacking entire systems. By far the largest of the Waaaghs! was that of 'the Beast', one that ravaged the Imperium not long after the Horus Heresy. It was in the early detection and prevention of such large-scale threats that caused the Deathwatch to be founded, a task it has carried out for thousands of years.

Ork Society

The Waaagh!

An Ork Waaagh! is the largest of Ork warhosts, sometimes comprising billions of Orks under the command of a Warlord. These are often the most notable of Ork enemies requiring significant resources to defeat. The most recent examples are those of Arrgard the Defiler and Starsmasha, while The Beast remains the most notorious of Warlords.

The Tribe

Ork tribes are large warhosts under the command of a Warboss. These have the capacity to become system-conquering Waaaghs! if not kept in check by the Imperium. These most commonly draw on Orks from multiple clans and backgrounds, all united around the largest and most powerful Ork within the tribe.

The Clan

While clans form and reform around new Warbosses, clans are eternal cultural units with which Orks identify. Most often, these are united with a fixation both on a particular colour and style of warfare. There are six larger clans, such as the yellow-clad Bad Moons and black Goffs, while there are several smaller clans such as the Kaboomaz and Venomheads.

The Sub-Kultur

It is common that Orks from a specific clan may develop an unusual obsession with different weapons or tactics, often tactics associated with other clans. It is from here that confusion often rises, for a Goff may develop an obsession with roaring, speeding vehicles and follow the Kult of Speed and not be an Evil Sun. Similarly, a Bad Moon may follow the Boom Boyz' love of explosives and not be a Kabooma.

Beneath the warlords are the nobz, a term believed to derive from the gothic word 'noble'. These Orks are larger than your standard Ork, holding positions of authority often in command of 'mobs' of 'boyz'. It is not uncommon for Nobz to wield larger and more specialised weaponry than their more common counterparts, representing their privileged role in Ork society.

The standard Ork is a powerful beast. While standing at the same height as a human, they would be taller if they were not hunched. Orks are primarily attached to their Warboss, rather than to their clan. While clan attachments are not their primary object of loyalty, Orks will generally judge other Orks as being from an inferior cultural background. Goffs will consider others as less 'fighty' and 'hard' as them, while Bad Moons will deride other Orks for their poverty.

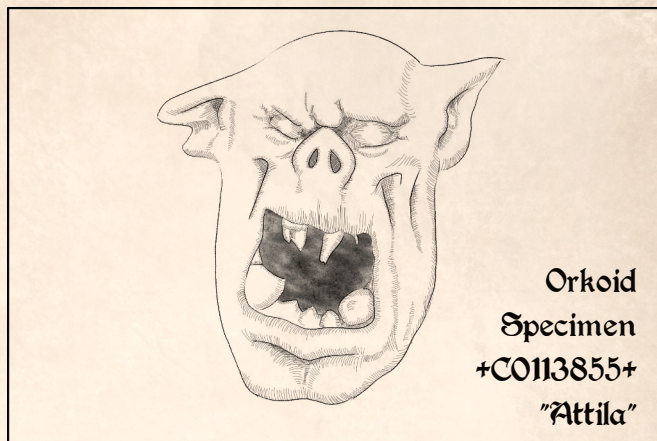
At the bottom of Ork society are the Gretchin and Snotlings. While these smaller beings are the weakest amongst Orkoid ranks, they serve an important purpose for their larger cousins. Snotlings are responsible for the cultivation of fungus, a core source of sustenance for the Ork. Gretchin, while weaker than the Ork, are generally more cunning. These abilities make them suited for tasks that a war-mongering Ork would consider beneath them, administrative and culinary work the Ork has little time for.

The Orkoid Sub-Kulturs

Within the clans and tribes of Orks, many will dedicate themselves to the addiction to practices and facets of war. Most famous of these is the Ork 'Kult of Speed', an obsession with the fastest, loudest, and most powerful vehicles. Followers of the Kult will paint their vehicles red out of a belief that the colour will make it go faster, unable to let of of the thrill of the race. Ork Mekboyz will be tasked with adding strange customisations to satiate the desire for the fastest vehicles possible.

The Beast Snaggaz are a similar sub-kultur. While not all Snakebites are Beast Snaggaz, the practices of this sub-kultur are most commonly found within their clan. For the Snakebites and Beast Snaggaz share a common affection towards 'da old ways'. In place of vehicles, these Orks adopt the ancient practices of riding great beasts into battle - including great Squigs and Boars. These Orks often grow obsessive about the call of the hunt, the control of powerful beasts, and the rolling thunder of the cavalry charge.

Beyond the dozens of other subkulturs which exist in Ork-kind is one of a slightly different variety: the Freebooter. These Orks have often become abandoned by their tribes, either cast out or having chosen to escape. Together, they form bands of Orks who take to piracy and mercenary work. Under the banner of the Jolly Ork, Freebooterz live for adventure and riches, often joining alongside larger Ork warbands in the hope of a good scrap and plentiful loot.



Orkoid
Specimen
+C0113855+
"Attila"

The Clans

When training to become a scholar of Xenology, all students are asked to learn the six main clans of Ork; Goffs, Bad Moons, Evil Sunz, Deathskulls, Snakebites, and Blood Axes. I shall not go too in deep into these clans as I have already covered each of these in depth elsewhere. What I would like to direct the Orkologist's attention to is the presence of the minor Ork clans.

There have always been lesser clans of Orks, those holding differing beliefs and practices from the main six. Indeed, those budding Orkologists are often surprised to see Orks dressed in colours not matching that of the larger Ork clans. While these lesser clans are, for differing reasons, not as common as the others - they are worth understanding when exploring Ork culture.

In M35, we have found the clan of the 'Kaboomaz' to grown to a prominence not seen prior due to the influence of Starsmasha. It is this Warlord's fame that has led to the increased respect for the Kabooma culture. Yet, this influence is limited by their famously short lives due to the very thing that typifies them - an obsession with explosives. Kaboomaz treat explosives like toys, things to enjoy and throw around when not in a fight. As such, the Kabooma fortunate enough to survive their play-time is often found with mechanical limbs replacing those previously blown off.

Amongst the many other minor clans is the Black Hornz. Most Orkologists know of them primarily from the captured banner of a now-forgotten warboss, their black colours commonly confused with Goffs. The 'dual stripe' motif, normally spotted only by expert Orkologists, symbolises their obsession with duality or 'two-ness', a likely reference to Gork and Mork. Similarly, the Black Hornz find themselves sidelined by larger clans due to their obsession with the occult, attempted summonings, and their 'spooky stories'. It is these Orks who are most prone to fighting alongside Chaos Warbands and partaking in bizarre rituals, ones considered either pointless or dangerous by other Ork clans. Most Warbosses from this clan are Weird Boyz, earning their rank through being most adept with their psychic powers. It is similarly the Black Hornz who field the most Mad Boyz, Orks driven insane by their daemonic visions.

RULES REFERENCES AND CHANGES

Rule	Change
Waaagh!	Waaaghs cannot be declared on the first turn of the game, as they need momentum to build before being declared. Note: This change was made in the official Errata for this Codex.
Waaagh! unit changes	The following models had the Waaagh! rule removed in the official Errata and should have the rule removed: Stormboyz, Wazdakka, and Deffkoptas. Note: This change was made in the official Errata for this Codex.
Dakkagun	The rule for the Dakkagun should be S:5, AP:5, Assault 3. The entry in the reference page at the back is a typo. Note: This change was made in the official Errata for this Codex.
Warbikers	The Warbiker entry in the army list should have a twin-linked Dakkagun, rather than a normal Dakkagun. Note: This change was made in the official Errata for this Codex.
Tankbustaz	Tankbustaz may take the Tank Hunters special rule for +2 points per model.

CLAN AND KULTUR ROOLZ

Most Ork Tribes and Waaaghs! draw from a range of clans, these Orks gathering collectively under their Warboss or Warlord in the hope of joining the greatest scraps around! Yet all amongst any tribe are under the command of a Warboss or Warlord from a specific clan background, one who likely frowns upon certain means of warfare. Perhaps a Goff Warboss loathes the sneaky ways of the Kommando or a Blood Axe is repulsed by the unreliability of the madboy.

These rules represent the clan and subkultur background of your warlord. When making your army, decide which clan your army's leader is from and use the respective rules for that clan. You have no obligation to draw on these rules when making your army. Instead, you can use the base rules for Orks with no limitations. Tribes draw on many clans, so even if you do use these rules, your army normally would have Orks of different backgrounds within it. Should you wish for your warband to draw solely on one clan, that is also acceptable.

There are of course more than the six major clans and many different subkultures in Ork society to draw on. To help you customise your own Ork force, custom clan roolz are presented after the main clans of the 35k setting. This is there to allow you to create truly unique Ork armies in terms of how they play on the board. Perhaps your warboss is an Evil Sun whose kultur tends towards heavy tanks rather than fast vehicles. Do remember that the intention behind most rules of 35k is to facilitate creativity, rather than new ways to build your army to stomp your opponent!

Fans of Freebootaz might be sad to see there is no specific entry for them. The intent for this is that all Freebootaz will be of different backgrounds, as they are technically not from one clan or kultur. Instead, you should use the custom clan roolz to create your own distinct warband of pirates.

USING CLAN ROOLZ

These rules draw on the clan rules from third edition, presented in White Dwarf 290. The objective of these rules is to help players who want to design their Ork warband around a particular theme, kultur, or clan. While these are presented in relation to clans, you could use the Evil Sunz to represent an army obsessed with the Kult of Speed or the Kaboomaz to represent the Boom Boyz.

To use these rules, you must choose a clan for your leader to be from. This then gives the relevant bonuses and constraints to your army. While you lose access to some units, other units become troop choices for you. Similarly, you may gain access to warboss upgrades or special rules to represent your leader's kultural heritage.

CORE MOBS: These units become Troops choices for your army and lose any limits on the number of these units you can take.

RARE MOBS: These units become 0-1 choices for your army, meaning you can only take up to one of these units. If a unit is already 0-1, you may not take this unit.

SHUNNED MOBS: These units cannot be taken by your army because their methods of warfare are considered an insult to your warboss.

UPGRADES: These are special abilities, items, or alterations that are made or become available to your army.

BLOOD AXES



Core Mobs: Kommandos.

Rare Mobs: Gretchin, Wild Boyz, Beast Riders.

Shunned Mobs: Madboyz.

Upgrades: Any Boyz squad of 12 or less can ride inside a looted Chimera as well as a Trukk but is subject to the Don't Press Dat! special rule. This Chimera uses the stats from the 3.5 edition Imperial Guard codex.

In the era of the Nova Terra Interregnum, it was the Blood Axes who were the most numerous of the Ork clans. Considered to be 'not propa' due to their adoption of human tactics, this was a point of great upset with other clans. Their adoption of camouflage, ambushes and even a tendency to retreat in the hope of later victory, however, allowed them to maintain their privileged position.

Throughout late M35 and into M36, as the Imperium descended into anarchy, many Blood Axe forces would increasingly take on mercenary work from desperate human planets. Affronted by this relationship, Orks of other competing clans launched 'Da Great Party', permanently reducing the influence of the Blood Axes and, simultaneously, preventing the Orks from destroying the fragmented Imperium.

This affinity for human battle-tactics is earned largely due to their longstanding contact with humans, being the first clan to make contact with and fight against humanity. This has given them significant experience in the deployment of looted vehicles and weapons stolen from their enemies. While considered cowardly by other Orks, the Blood Axes show the dangerous ability to tactically withdraw only to return in greater numbers.

GOFFS

The Goff clan is known for their love and desire for the brawl. To face the Goff is to face a wall of incoming beasts, blood-thirsty axes held aloft their snarling heads. For this clan considers themselves as the most brutal and violent of all of ork-kind, defending this reputation through their fearless charges into enemy lines. Indeed, Goffs consider other Ork clans as weak and cowardly in comparison to their superior ways.

The Goff symbol is that of the bull's head, clan-members feeling kinship with the raw power of the bull's charge. Their armour is painted black, often adorned with white checker patterns and blood-red designs. Their excessive pride in callous brutality leaves little room for more brightly coloured patterns, often considering rival clans as weak or 'not propa'.

The most famous warboss of M35 is Boss Blacktoof, whose invasion of the Segmentum Obscurus from beyond the Halo Stars became a subject of a War of Faith in defence of the divided Forge World of Cypra Mundi. Sgakrunk is remembered as the physically largest of the warbosses of M35. Throughout the Interregnum, he is said to have preferred fighting the 'mek humies' of the Cypra Mundi and Lucius as well as the Iron Hands chapter.



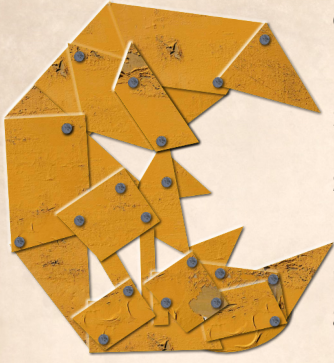
Core Mobs: Skarboyz

Rare Mobs: Bikers, Warbuggies, Lootaz.

Shunned Mobs: Kommandoz.

Upgrades: Big Hornz - All Goff Warbosses gain this upgrade for free, increasing the Warboss' leadership by 1. This upgrade is given for free to Nobz in charge of units of Skarboyz.

BAD MOONS



Core Mobs: Flash Gitz.

Rare Mobs: Stormboyz, Slugga Boyz, Skarboyz.

Shunned Mobs: Beast Riders, Wild Boyz.

Upgrades: All Warbosses gain the Kustom Mega-Blaster for free. Ork Nobs in charge of units of Boyz may take Shoota-Rokkit or Shoota-Skorcher combi-weapons for +5 points.

Bad Moons are known as the wealthiest of the Ork Clans, owing to the fast rate in which their teeth grow. Given that 'teef' are the currency of Ork-kind, this opens up a significant advantage to these yellow-adorned Orks. Other orks do not deride this disadvantage, as Bad Moons simply make themselves a target for forced toof removal.

Their wealth has made this clan something of a merchant class within Ork society, using their teef to fund purchases of ostentatious weaponry, jewellery, and clothing. Their symbol is that of the snarling moon, painted in the bright yellow which they adorn themselves with. Historically, scholars have also noted a strange commonality of Weirdboyz amongst their ranks, although Orkologists are still divided on explanations for this.

SNAKEBITES

Snakebites are believers in 'da old ways', preferring to fight upon the back of Boars and Squigs than bikes and trukks. They are famed for their husbandry skills, in breeding boars, squigs, and grots, the latter of which serve an important role in maintaining the thousands of animals within any tribe.

While ambivalent around technology, Snakebites do make use of simple arms such as sluggas and kannons. This distinguishes them from the Wild Boyz, who are generally discovered socially isolated from wider Ork society. While distinct, Snakebites make a natural home for Wild Boyz who are used to the Snakebites' traditional ways. Their name and symbol derives from their rite of passage, whereby Boys will be bitten and suck out the venom of poisonous snakes to prove their strength.

Core Mobs: Wild Boyz, Beast Riders.

Rare Mobs: Bikers, Flash Gits, Stormboyz.

Shunned Mobs: Deff Dread, Killa Kans.

Upgrades: Warbosses can mount a Beastly Mount for free, which makes the Warboss a cavalry unit and grants the Warboss an additional attack in close combat. This can be upgraded to a Super Cybeast for a further +10 points.



EVIL SUNZ



Core Mobs: Warbikes

Rare Mobs: Killa Kanz, Deff Dreads, Kommandoz.

Shunned Mobs: Big Gunz, Mek Gunz.

Upgrades: Instead of upgrading to a Nob, for the same price squads of Boyz may upgrade one Boy to a Mek. This mek acts the same as the Mek upgrades for Lootaz and Burna Boyz and can be accompanied by a Grot Oiler.

The Evil Sunz are the masters of speed, innately drawn towards fast roaring vehicles. Trukks, bikes, buggies; Orks of this clan love the thrill of racing forward towards their enemy in a cloud of engine smoke. Evil Sunz will spend their lives saving their teef for ever more upgrades to their bikes, their Mekboyz inventing and attacking ever more ways to make them faster. It is for this reason that, of all clans, the Evil Sunz have the largest number of Mekboyz within them.

Evil Sunz are known for their affection for the colour red, tied to their belief that 'red ones go fasta!' It is this colour that has similarly been adopted by the Kult of Speed. It is thought that their obsession with red derives from their primitive ancestors, who painted their boars with blood, believing it to embolden their mounts.

DEATHSKULLS

The Deathskulls are lovers of loot. After any battle, it will be the blue-clad Deathskulls picking the corpses clean of the best weapons, be they Ork or enemy. It is these Orks who naturally make for the best thieves, their gretchin being particularly notorious at stealing items for their Ork bosses. It is they who are most likely to drive forward in looted vehicles, with their Lootas firing guns from their backs.

These kleptomaniacal Orks are, simultaneously, known for their superstitious ways. For Orks, blue is the colour of luck and is painted in the hope of the blessing of the Ork gods. Their symbol, the horned skull totem, is most often painted on their goods in the hope of claiming it from other Orks. Most of these items will end up stolen regardless, most likely resulting in fights.

Core Mobs: Lootas.

Rare Mobs: Skarboyz, Flash Gitz, Beast Riders.

Shunned Mobs: Wildboyz, Madboyz.



Upgrades: Nobz in Deathskull armies can be given 'lucky charmz' for +10 points, which confers a 5+ invulnerable save upon them. Deathskull Warbosses can take a looted Power Weapon for +15 points.

KABOOMAZ



Core Mobs: Tankbustaz.

Rare Mobs: Beast Riders, Skarboyz, Warbikers.

Shunned Mobs: Burna Boyz.

Upgrades: Warboss may take a single Bomb-Squig for +5 points using the rules on page 42 of the 4th edition Ork

codex. Each Big Gun in the army gets a free ammo runt. Using this rule means that the player may not purchase additional ammo runts beyond the limit of three stated in the Big Gunz profile.

The Kaboomaz are one of the lesser clans of the Orks, largely unheard of outwith Orkological circles in M41. In the days of M35, this cult reached its zenith thanks to the destruction of the Yngri Star by Warlord, or in their vernacular, 'Blastmasta' Starsmasha. This explosion is still seen throughout much of the Imperium today, known as Starsmasha's Nova. The light of this explosion is yet to reach Terra.

Kaboomaz are obsessive about achieving the 'biggest booms', adopting the nuclear mushroom cloud as their symbol. They will adopt any weapon that makes a ferocious boom, considering flame weapons in particular as too quiet to be enjoyable. The Boom Boyz continue as the related sub-kultur, adorning themselves in Kabooma Orange - itself likely a reference to the colour of 'booms'.

BLACK HORNZ

One of the many minor Ork clans, the Black Hornz find themselves on the fringes of Ork society as their natural obsession with religion and psychic power has embodied itself through an affinity with the occult. These Orks are obsessed with 'spooky stories', attempted ritual summonings, and have found themselves as the Orks most open to cooperation with Chaos Warbands.

The Black Hornz symbol, the daemon skull, symbolises this fascination, the two horns on its forehead representing Gork and Mork. These Orks often find themselves led by Weird Boyz, those with the most powerful psychic abilities rising to the top. Beneath them are hordes of Mad Boyz. These Orks are driven mad by prophetic visions, making them unreliable allies but formidable enemies.

Core Mobs: Mad Boyz.

Rare Mobs: Skarboyz, Kommandoz, Warbuggies.

Shunned Mobs: Flash Gitz.

Upgrades: Warbosses of the Black Hornz commonly wield psychic powers, known as Weirdbosses. Weirdboyz or Warpheadz who lead a Black Hornz army may choose upgrades from the Warboss profile. These Weirdboyz or Warpheadz can wield a 'Devil Stikk' for +40 points, a two-handed force weapon.



CUSTOM CLANZ!

Part of the joy of M35 is that it is an era of history that is undocumented, giving players lots of space to design their own factions. Rather than provide an extensive list for all Ork factions, this page gives guidance on how you can design your own obscure minor clan or kult.

CLAN BACKGROUND

I always write the lore before I write the faction, as this informs how you might want your clan to behave. Quite often the research and thinking about this can give interesting ideas as to what rules make your army distinctive.

I most often start with a theme: Kaboomaz like explosions, Black Hornz - a canonical clan with no background - sound spooky and their symbol looks dualistic so might be spiritual. For minor clans, always think about why your clan is a minor clan - maybe they're too weird, they blow themselves up all the time, they are insular, or they are too grumpy and don't like other Orks tellin' 'em what to do! This is all part of the flavour!

Your kultur could be an offshoot of an existing clan, their genes directing them towards their ancestral form of warfare but with some distinctive twist. The list of custom rules to on the next page is there to give plenty of ideas as to what your clan might be. There are lots of references there to older lore, such as Khorne-aligned Orks or mercenary Orks for those long in the toof.

CLAN UNITS

This is quite simple. Start with what unit best fits your Ork clan's lore. Normally this is a unit that relates to how your clan or kultur likes to fight. This unit then becomes your core mob. Try to tie this mob as best as you can into your background and style of warfare, rather than picking mobs you think are the strongest.

Then think about the shunned mob. Which mob so offends your Orks that they would never fight that way? It is always a good way to flesh out your background by thinking about what mobs they don't approve of. This could be for tactical reasons or even because of some past slight from another clan. Perhaps the Evil Sunz offended their ancestors so much that they refuse to touch anything associated with them!

Finally, think about mobs you would limit. These are not shunned but just not common amongst your clan.

To accommodate the tribal structure of Ork warbands, these rules are written that these rules are determined by your Warboss' clan or kultur. So you may still draw on other clans, just not stuff your Warboss considers bad.

THEME: What do your Orks like? What do they fixate on? How does this inform the rest of their society, from where they live to how they see other factions?

LIMITATIONS: What holds your clan back from being one of the big clans? Why has hardly anybody in the 41st millennium heard of your clan before? What types of fighting do they not like?

FAMOUS LEADERS: Think of a story of a war your clan fought in. What were their leaders like? How did the war shape your clan? In some of the older Ork books there were name generators. Alternately you can think of themes or historical figures to base your Warlord upon.

COLOUR: What colours do your Orks wear? How does this relate to their society? What symbols do they use? What is their clan icon?

FEEDBACK: When you design each of these, they will likely feed back into other ideas. So the colour you choose might influence their theme. A famous Warlord might influence how you want to write them. Coming up with background is one of the most fun elements!

CORE MOB: Pick an infantry unit that typifies how your Orks like to fight. This could be a Nob-heavy culture from the days of the Beast or even one where Troleboyz are common. It is recommended that this is an infantry or, at most, cavalry or biker unit. For a kultur that focuses on tanks, it might be worth thinking about things that support mechanised infantry for troops - particularly as scoring is carried out by infantry units. So, perhaps, your core mob is Kommandos who ride in Trukks.

RARE MOBS: Which mobs don't fit with how your clan fights? There may still be a few of this type, but generally they are frowned upon? These are limited at 0-1, so you can still take them if you really love them but ideally shouldn't be planning your army around them. This is a really nice way to think about the background too - how do your mobs fight and not fight?

SHUNNED MOBS: Choose a unit that really doesn't fit with your mob. If this is a unit most people would not choose, like madboyz, you should choose a second. Try to base this on your lore. If you are doing a mechanised army, for example, perhaps Stormboyz might not fit as they prefer to drive along the ground rather than fly in.

CUSTOM CLAN ROOLZ

Once you have decided on your Warlord's background, it is time to add a custom rule. Below are a list of lots of different options. You should pick one from the lists below, either a warboss upgrade, unit upgrade or special rule.

WARBOSS UPGRADES

Big Shiny: The Warboss wears a large trinket or unusual item of clothing. Any unit containing the Warboss may re-roll any leadership checks. If the Warboss dies, the unit must immediately take a leadership test.

Tuffboy: Warbosses of this clan cannot rise without taking a big wound. The first time this model suffers instant death, it suffers a single wound instead.

Old Relik: The Orks of this clan revere their ancient ancestor. Once per battle, the relic of the ancestor is revealed, giving all units within 6" a bonus melee attack for one round of combat. This can be revealed in your opponent's turn.

Tank Commanda: One Looted Wagon can be taken as an HQ choice, taking the role of the army's warlord.

Tekno Boyz: Warbosses of this Clan must be Big Meks, but gain access to a Powa Choppa: a S5, two-handed power weapon.

Big Hater: Warbosses carry a particular hatred for one type of enemy and gain the Preferred Enemy (X) against a faction of your choice. This can include Ork Clans.

Bizmork's Taktiks: When in charge of an army, for +1 point per model the Warboss may teach a mob of Ork Boyz how to use the Close Order Drill from page 56 of the 3.5 edition Imperial Guard Codex.

UNIT UPGRADES

Double Dakka: Ork Boyz can be armed with two-Sluggas instead of a Slugga and Choppa but lose their additional attack when charging.

Droppaz: Orks may be mounted in an Arvus Lighter from the Alien Hunters supplement. The Arvus Lighter gains the Don't Touch Dat! rule.

Sneaky Gitz: One unit of Boyz of up to 20 Boyz may gain the Infiltrate special rule for +10 points.

Nob 'Eavy: Units of Nobz and Meganobz have their maximum unit size increased to 12.

Zappy Choppa: Nobz in squads of Boyz have found access to power weapons and can upgrade Choppas to be power weapons for +5 points per model.

Muties: For +3 points per model, at the start of the game roll a D3 for every Ork mob (not Gretchin) and apply the following effect: 1 - Thikk Skin: These Boyz have an Armour save of 4+. 2 - Big 'Arms: These Boyz gain +1 strength. 3 - Scary: Enemy units suffer -1 Leadership when in combat with this unit.

SPECIAL RULES

Ogryn Employers: This army may recruit Troleboyz from the Grot Rebel army list as an elites choice. The Troleboyz do not gain additional special rules from the Ork list.

Blood Boyz: These Orks have dedicated themselves to Khorne. For +5 points per model, units of Boyz become Blood Boyz and gain the Blood Frenzy rule from page 47 of the Chaos 3.5 edition Codex.

Smelly Boyz: These Orks have dedicated themselves to Nurgle. For +5 points per model Orks become Smelly Boyz. These Orks gain a 5+ invulnerable save and units attacking models with this boon them lose 1 from their initiative because the boyz are just too stinky!

Diggaboyz: These Ork boyz look weird. Their green skin keeps flaking off as if it was made of paint or something. Armies may contain 'Diggaboyz' in place of Ork Boyz, who increase their BS by 1 but reduce their WS by 1.

Funny 'Umie: For some reason, a deranged human has risen the ranks of this warband. The Warboss gains the statline of a Senior Officer of the Imperial Guard 3.5 Codex. They may draw on the Ork Warboss upgrade but not Mega Armour - they wouldn't fit.

Flag Wavaz: This clan is obsessed with flags. For +8 points per unit, one Ork may take a banner which allows the unit to re-roll one morale check per game.

Mercz: This army may become a mercenary force, limited to a force org chart of: 1-2 HQ, 0-1 Elite, 1-2 Troops, 0-1 Fast Attack, 0-1 Heavy Support. They may join another army for a battle but may not benefit from the other army's special rules.

Snot Lovers!: This army may take Snots as a 0-2 Troops choice and Snotling Pump Wagons as a 0-1 Elite choice. These models retain the special rules from the Grot Rebel army list.

WARGEAR

New Armoury Items

New Wargear

Chargin' Stikk (2 points): When armed with a Chargin' Stikk, the user loses their additional attack for close combat weapons but gains +1 to the strength of their attacks when charging.

Drumma (5 points): Drummas beat rhythmic patterns in their drums that inspire the Wildboyz in battle. Wildboyz may re-roll one die when making a leadership test but must always accept the second result.

Beastly Mount (4 points): Orks are known for riding strange beasts into battles, including giant squigs and boars. When riding a Beastly Mount the rider becomes a cavalry unit. Beastly mounts add +1 to the rider's attacks.

Cybeast (10 points): Some beastly mounts have been given mechanical upgrades by Meks and Pigdoks. Cybeasts are Beastly Mounts which improve the armour save of the rider by +1, toughness by +1 and makes the rider a cavalry unit.

Super Cybeast (15 points): Warbosses love to ride the bestest, biggest and scariest beasts! This can only be taken by Warbosses. The Super Cybeast grants the user a 3+ armour save, an additional attack in close combat, and Fleet of Trotter.

Shield (2 points): Shields are popular amongst Orks who prefer more primitive approaches to warfare. This upgrade increases the armour save of the user by 1.

New Vehicle Upgrades

Front Armour Sheetz (10 points): Orks understand that the more metal that you stick on the front of a tank, the better its armour is. This is an upgrade for the Looted Wagon and Heavy Looted Wagon which increases the front armour of the vehicle by 1. This may only be taken once.

Gutrippaz (10 points): Some Ork vehicles are designed to mow down infantry by driving through them with colossal pincers or giant spinning blades. When ramming an enemy infantry or cavalry unit, the vehicle does 2D6 S7 AP- hits against the target. This may be taken on a Looted Wagon and Heavy Looted Wagon.

Saw Blade (3 points): When the Rukkatrukk Squigbuggy or Shokkjump Dragsta rams another vehicle, it gains an additional +1 to its strength. This may be taken on Trukks, Looted Wagons, Heavy Looted Wagons, Teknikals and Battlewagons.

Squig Launchas (only available on Rukkatrukk Squigbuggy): Mounted on a Rukkatrukk Squigbuggy, Squig Launchas can fire different varieties of Squig depending on the target. When firing from this vehicle, choose which squig you wish to fire before firing at your target.

Name	Range	Strength	AP	Type
Bomm Squig	24"	8	3	Heavy 1.
Squig	24"	4	6	Assault 3, pinning.



BLASTMASTA STARSMASHA

Unit Name	Points	WS	BS	S	T	W	I	A	LD	Sv
Starsmasha	160	5	2	5	5	4	4	4	9	2+

Clan Kultur: Starsmasha is of the Kabooma clan.

It would seem obvious that the Warlord famous for blowing up a star would be a legend amongst the Kaboomaz. Amongst their clan, he is seen as a holy figure, one who replaced even his entire arm with a cannon. His Waaagh was amongst the largest of M35, its legacy still haunting the Imperium as a gathering point for mobs headed towards his nova.

Enclosed in mega armour, Starsmasha towered over his warhost happy to march across no-mans-land towards his enemy through a hail of enemy fire. It is said that he had an unnatural luck when it came to attacks against him, seemingly unbothered by the screaming sound of incoming shells which never seemed to harm him.

To represent this model on the battlefield, Starsmasha can be made from a Warboss in Mega Armour, with one arm replaced with a cannon and the other with a power claw.

Unit Composition: 1 (Unique).

Unit Type: Infantry, Independent Character.

Wargear: Bosspole, Mega-Armour (includes twin-linked Shoota and Power Claw), Stikkbombs, Cybork Body, Armkannon.

Special Rules: Independent Character, Furious Charge, Mob Rule, Da Prime Blastmasta.

Da Prime Blastmasta: Starsmasha increases the number of Heavy Support options by 1 but reduces the number of Fast Attack options by 1.

Armkannon: The Armkannon uses the profile below. Starsmasha's twin-linked shoota can be fired in addition to the Armkannon.

Weapon	Range	Str	AP	Special Rules
Armkannon	24"	5	5	Assault 2, Small Blast.

ARRGARD THE DEFILER

Unit Name	Points	WS	BS	S	T	W	I	A	LD	Sv
Arrgard	155	6	2	5	6	4	4	4	9	4+

Clan Kultur: Arrgard is of the Deathskullz clan.

Arrgard the Defiler is the most successful of the Ork Warlords of the 35th millennium, conquering the Forge World of Tigrus in a loss that would take millennia for the Imperium to regain. Arrgad was known for his sheer size, an immensely towering figure dressed in the remnants of his various conquests: the helm of a Chaos Knight as a pauldron, the helms of his Deathwatch enemies hung from his bosspole.

In his hands he wields Doomkrumpa - a great weapon with whirring blades all directed to crush and slash any victim within. The weapon itself was colossal, standing at nearly 14 feet tall. On one wrist he has strapped the big shoota of one of his defeated enemies.

To represent this beast, we recommend using the model of an Ogor Tyrant from the Age of Sigmar model, swapping the head with that of a Nob and kitbashing the weapons from whatever bitz you have available.

Unit Composition: 1 (Unique).

Unit Type: Infantry, Independent Character.

Wargear: Bosspole, 'Eavy Armour, Big Shoota, Stikkbombs, Cybork Body, Doomkrumpa.

Special Rules: Independent Character, Furious Charge, Mob Rule, Defiler, Lucky Charmz.

Defiler: When Arrgard or a unit containing Arrgard destroys an enemy unit in the assault phase, they can choose to defile their enemy. When this is done, any enemies within 12" must roll a leadership test. If they fail, they gain the rage special rule for the next turn.

Lucky Charmz: This unit has a 5+ invulnerable save.

Doomkrumpa: This is a power weapon that increases the user's strength characteristic by 2.

ELITES

Skarboyz

8 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Skarboy	4	2	4	4	1	2	2	7	6+
Nob	4	2	4	4	2	3	3	7	6+

Number/Squad: Between 10 and 30 Skarboyz.

Weapons: Skarboyz are armed with either Sluggas or Sluggas and Choppas.

Options: The mob may take stikkbombs at +1 point per model. For every 10 Skarboyz in the squad one may replace their weapon for a big shoota for +5 points, a burna for +8 points or a rokkit launcher for +10 points.

One Skarboy may be upgraded to a Nob for +10 points. The Nob may replace their choppa with a Big Choppa for +5 points or a Power Klaw for +25 points. The Nob may take heavy armour for +5 points and a bosspole for +5 points.

Special Rules: Furious Charge, Mob Rule, Waaagh!

Transport: Squads of 12 or fewer may be transported in a Trukk.

Madboyz (0-1)

8 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Madboy	4	2	4	4	1	2	2	7	6+

Number/Squad: The mob consists of between 5 and 30 Madboyz.

Weapons: Madboys may be armed with either a shoota or a slugga and choppa.

Options:

Special Rules: Furious Charge, Mob Rule, Waaagh!, Bonkaz

Bonkaz: Madboyz have lost their sanity and no Ork can control them. They may not be joined by a character or benefit from their leadership. At the start of each turn, roll a D6 for each unit not in assault. On the roll of a 1 the Madboyz are disturbed. Roll on the table below:

Result	Effect	Result	Effect
1	The madboyz begin to fight amongst themselves. They suffer D6 S4 hits and may not move, shoot, nor assault in this turn.	4-5	The madboyz become confused and feel the sudden need to return to their own lines. They fall back, automatically regrouping at the end of the move.
2-3	The madboyz are overcome with emotion from some prophetic appearance. They are pinned.	6	The madboyz are overcome with ferocity and adrenaline. They gain the fleet of foot special rule.

TROOPS

Wildboyz (0-1)

5 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Wildboy	4	2	3	4	1	2	2	7	6+
Nob	4	2	4	4	2	3	3	7	6+

Number/Squad: Between 1 and 30 Wildboyz.

Weapons: Wildboyz are armed with Close Combat Weapons.

Options: One Wildboy per mob may be upgraded to a Drumma for +5 points. Wildboyz may be given a shield for +2 points per model.

One Wildboy may be upgraded to a Nob for +10 points. The Nob may replace their close combat weapon with a Big Choppa for +5 points. The Nob may take heavy armour for +5 points and a boss pole for +5 points.

Special Rules: Furious Charge, Mob Rule, Waaagh!

Drumma: Drummas beat rhythmic patterns in their drums that inspire the Wildboyz in battle. Wildboyz may re-roll one die when making a leadership test but must always accept the second result.

Shield: This grants a 5+ armour save to the user but removes the additional attack gained by the unit when charging.



Warboss Starsmasha gazed upon the pure whiteness of the nova, which blinded the heavens around them. The Planet Booma's arms, unleashed on the dying star, had achieved the unthinkable. For one brief moment, the miracle of silence sat was unleashed across the Ork vessel as the all aboard gazed in awe at the death of a sun.

Then, breaking the transfixion of his warriors, Starsmasha let out an almighty yell. Like the powers of the Weirdboy, all aboard screamed in jubilation at the greatest kaboom in history. For in that moment they felt like gods, the ability to destroy all in their path in the most glorious of kabooms.

All celebrated, except one. For the Blood Axe Orkenheimer, he who gifted the Blastmasta his means, had realised what he had done. His creations, intended to destroy Terra itself, had been gifted to the very beings who would squander it. For the Kabooma's desire for conquest could never outpace their innate love of the boom. He had given the greatest weapon of the age to be used as a toy for spectacle.

'Wot az I dun?' he asked himself, as he reached for the goggles strapped to his forehead. Inside, he felt the great scrap at Terra blown away by the blinding radiation around. His name, the name of the greatest Mek of the age, perhaps capable of carnage on the scale of the Beast, would be attached to the greatest squandering of Orkish history.

'Nice one!' his grot assistant shouted.

He exhaled dejectedly. 'Fanks'.

FAST ATTACK



Beast Riders

10 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Beast Rider	4	2	4	4	1	2	3	9	5+
Beast Rider Nob	4	2	4	4	1	3	4	7	5+

Unit Type: Cavalry.

Number/Squad: 4-20 Beast Riders.

Weapons: Beast Riders are armed with Choppas and Sluggas and ride a beastly mount.

Options: Beast Riders may have their Choppa upgraded to a Chargin' Stikk for +2 points. They may replace their Slugga for a shield for +2 points. They may upgrade their Beastly Mounts to Cybeasts for +6 points per model.

One Beast Rider may be upgraded to a Nob for +10 points. He may be equipped with a big choppa for +5 points or power klaw for +25 points. He may take a bosspole for +5 points.

Special Rules: Furious Charge, Mob Rule, Waaagh! Beastly Mount, Fleet of Trotter.

Beastly Mount: Beast Riders ride ferocious creatures, such as Squigs and Boars, who are as dangerous as the Orks who ride them. Beast Riders gain an extra attack in close combat, included in their profile.

Chargin' Stikk: When armed with a Chargin' Stikk, the user loses their additional attack for close combat weapons but gains +1 to the strength of their attacks when charging.

Cybeast: This is a Beastly Mount which also grants the user a 4+ armour save and +1 toughness.



Rukkatrukk Squigbuggy

50 points/model

Unit Name	BS	Front	Side	Rear
Rukkatrukk Squigbuggy	2	10	10	10

Unit Type: Vehicle (Fast).

Wargear: Shotgun, Squig Launchas.

Special Rules: Saw Blades, Squig Launchas.

Saw Blade: When the Rukkatrukk Squigbuggy rams another vehicle, it gains an additional +1 to its strength.

Squig Launchas: Squig Launchas can fire different varieties of Squig depending on the target. When firing from this vehicle, choose which squig you wish to fire before firing at your target.

Name	Range	Strength	AP	Type
Bomm Squig	24"	8	3	Heavy 1.
Squig	24"	4	6	Assault 3, pinning.

FAST ATTACK



Shokkjump Dragsta

55 points/model

Unit Name	BS	Front	Side	Rear
Shokkjump Dragsta	2	10	10	10

Unit Type: Vehicle (Fast, Open Topped).

Wargear: Kustom Mega Blasta, Rokkit Launcha.

Special Rules: Saw Blades, Shokk Tunnel.

Saw Blade: When the Shokkjump Dragsta rams another vehicle, it gains an additional +1 to its strength.

Shokk Tunnel: Each time this model goes flat out, this unit immediately can deep strike anywhere on the battlefield.



Kustom Boosta-blasta

45 points/model

Unit Name	BS	Front	Side	Rear
Kustom Boosta-blasta	2	10	10	10

Unit Type: Vehicle (Fast).

Wargear: Grotzooka (page 53 Codex: Orks 4th edition).

Special Rules: Burna Exhausts.

Burna Exhausts: If this vehicle moves flat out it becomes obscured (4+ Cover Save) when fired at (see, Skimmer rules page 71. softback rulebook).



Megatrakk Scrapjet

55 points/model

Unit Name	BS	Front	Side	Rear
Megatrakk Scrapjet	2	10	10	10

Unit Type: Vehicle (Fast, Open Topped).

Wargear: Twin-linked shoota, Kannon, Rokkit Launcha,



Boomdakka Snazzwagon

50 points/model

Unit Name	BS	Front	Side	Rear
Boomdakka Snazzwagon	2	10	10	10

Unit Type: Vehicle (Fast).

Wargear: Big Shoota, Deffgun (pg. 43 Codex: Orks 4th editions).

HEAVY SUPPORT



Teknikal

40 points/model

Unit Name	BS	Front	Side	Rear
Teknikal	2	10	10	10

Unit Composition: 1-3 Teknikals.

Unit Type: Vehicle (Fast, Open Topped).

Wargear: A Teknikal is armed with a big shoota.

Options: A Teknikal must be upgraded with a Kannon for +20 pts, a Lobba for +25 points, or a Zzap gun for +30 points. They can alternately be equipped with a Flakdakka Gun for +25 points. It may take the following upgrades for the truck: Red paint job, grot riggers, stikkbomb chukka, armour plates, reinforced ram. It may take saw blades for +3 points.

Special Rules: Ramshackle (pg. 41 Codex: Orks).

Name	Range	Strength	AP	Type
Flakdakka Gun	36"	7	4	Assault 4, Anti-Air.



Squig Catapult

15 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	2	3	2	2	1	2	1	5	-
Runtherd	4	2	3	4	2	2	3	7	6+

Unit Type: Artillery.

Number/Squad: 1-3 Catapults.

Weapons: Gretchin are unarmed. Runtherds are armed with grabba stikks, sluggas, and squig hounds.

Options: The battery may include up to three ammo runs for +3 points per model and up to six additional grot krew for +3 points per model. The unit may include a Runtherd for +10 points and may replace their grabba stikk for a grot prod for +5 points.

Special Rules: Buzzer Squigs.

Buzzer Squigs: The Squig Catapult fires clay pots filled with hungry and furious flying squigs known as 'buzzer squigs'. Once the pot lands, they will attack and eat anything nearby. If a vehicle is hit by buzzer squigs, roll a D6 with the following results:

1-3: No effect. The buzzer squigs cannot enter the vehicle.

4-5: Crew shaken. The crew are distracted by the attacking squigs entering their vehicle.

6: Crew stunned. The crew are hurt by the attacking buzzer squigs.

Name	Range	Strength	AP	Type
Squig Catapult	48"	2	2	Small Blast, Barrage.

HEAVY SUPPORT



Grot Bomm Launcher

40 points/model

Unit Name	BS	Front	Side	Rear
Grot Bomm Launcher	2	10	10	10

Unit Composition: 1-3 Grot Bomm Launchas

Unit Type: Vehicle (Fast, Open Topped).

Wargear: One Grot Bomm.

Special Rules: Grot Bomm, Unreliable.

Grot Bomm: The Grot Bomm consists of a single missile that can be launched once per game. Thanks to the pilot's abilities, you may re-roll the scatter die when firing but must take the second roll if you do so.

Unreliable: When firing a Grot Bomm, roll a D6. On a 1-3 the engine misfires and cannot launch this turn. It may attempt to fire the Grot Bomm in the next shooting phase.

Name	Range	Strength	AP	Type
Grot Bomm	72"	10	4	Barrage, Ordnance 1, Large Blast, One Shot Only.



Mek Gunz

30 points/model

Unit Name	BS	Front	Side	Rear
Mek Gunz	2	10	10	10

Unit Composition: 1 Mek Gun, 2 Gretchin.

Unit Type: Artillery.

Wargear: Gretchin: None.

Upgrades: Mek Guns choose from one of the following loadouts: Bubblechukkas for +10 points, Kustom Mega-Kannon for +20 points, Smasha Gun for +15 points, or the Traktor Kannon for +15 points.

Name	Range	Strength	AP	Type
Bubblechukka	36"	D6*	D6*	Heavy 1, Large Blast, Bubbles.
Kustom Mega-Kannon	36"	8	2	Heavy 1, Blast, Gets Hot!
Smasha Gun	36"	D6+4*	1	Heavy 1, Smasha.
Traktor Kannon	36"	8	3	Heavy 1, Traktor, Anti-Air.

Bubbles: After your target has been chosen roll a D6 for both the AP and Strength of the bubblechukka.

Smasha: Roll to determine the strength of the weapon after the target has been chosen.

Traktor: This weapon automatically causes an immobilised result to any other effects when scoring a glancing or penetrating hit against flyers.

HEAVY SUPPORT



Hunta Rig

80 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Hunta Rig	2	2	6	6	4	1	2	7	5+

Unit Composition: 1 Hunta Rig.

Unit Type: Monstrous creature.

Wargear: Big Lobba, Rokkit Launcha.

Upgrades: The Hunta Rig can be upgraded to a Kill Rig by giving it a Wurr Tower for +15 points.

Wurr Tower: Pick a friendly Ork unit within 12" and roll a D6. On a 1 the unit suffers an immediate S8 AP- hit. On a 2+ the unit gains +1 strength until the end of the turn.

Name	Range	Strength	AP	Type
Big Lobba	48"	6	4	Ordnance 1, Large Blast, Barrage.



Squiggoth

70 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Squiggoth	2	2	7	6	4	1	3	7	4+

Unit Composition: 1 Squiggoth.

Unit Type: Monstrous creature.

Transport: A squiggoth can transport up to 12 Orks, who ride in the howdah and hang onto its sides. It is treated as open topped for the purposes of transport.

Upgrades: The Squiggoth may be armed with one of the following: Kannon for +20 points, Zzap gun for +30 points, or a Lobba for +25 points.



Heavy Looted Wagon

95 points/model

Unit Name	BS	Front	Side	Rear
Heavy Looted Wagon	2	13	11	10

Unit Type: Tank.

Wargear: The Heavy Looted Wagon is armed with a Zzap gun and a hull-mounted big shoota.

Upgrades: The Heavy Looted Wagon can be upgraded to have armour plates for +10 points, grot riggers for +5 points, a red paint job for +5 points, and/or a reinforced ram for +5 points. It may take a pintle-mounted big shoota for +5 points or rokkit launcha for +10 points. It can have front armour sheetz for +10 points, increasing the front armour to 14, and Gutrippaz for +10 points..

The Heavy Looted Wagon can replace its Zzap gun with a Boomgun for +30 points. It may replace its big shoota with a skorcha for +10 points or a rokkit launcha for +5 points. It may take saw blades for +3 points.

Special Rules: Don't press dat!

HEAVY SUPPORT

The vehicles below are variants of the Ork Battlewagon which cannot be used as a transport. They draw on the older Ork tanks which were together known as Battlewagons and Gunwagons. These custom Battlewagons can be made with the existing Ork Battlewagon kit or can be kitbashed or scratch built from other kits.

Not all of these tanks are here, such as the Lungbursta, as the stats for such a tank would effectively be the same as the Heavy Looted Wagon.



Gobsmasha

125 points/model

Unit Name	BS	Front	Side	Rear
Gobsmasha	2	13	12	10

Unit Type: Tank.

Wargear: A Gobsmasha is armed with a Killcannon and has the 'Ard Case upgrade.

Upgrades: The Gobsmasha can be upgraded to have armour plates for +10 points, grot riggers for +5 points, a red paint job for +5 points, and/or a reinforced ram for +5 points. It may take a pintle-mounted Big Shoota for +5 points or rokkit launcha for +10 points.

Special Rules: Recoil.

Recoil: When the Gobsmasha fires its gun it moves backwards 1".

Name	Range	Strength	AP	Type
Gobsmasha Kannon	24"	10	2	Ordnance 1, Large Blast.



Spleen Rippa

120 points/model

Unit Name	BS	Front	Side	Rear
Spleen Rippa	2	13	12	10

Unit Type: Tank.

Wargear: A Spleen Rippa is armed with a Spleen Rippa Cannon.

Upgrades: The Spleen Rippa can be upgraded to have armour plates for +10 points, an 'ard case for +15 points, grot riggers for +5 points, a red paint job for +5 points, and/or a reinforced ram for +5 points. It may take a pintle-mounted Big Shoota for +5 points or rokkit launcha for +10 points.

Name	Range	Strength	AP	Type
Spleen Rippa Kannon	48"	8	2	Ordnance 1, Small Blast.

GROT REBEL ARMY LIST



THE GROT REVOLUTION

The 35th millennium is an age of many famous names. One of these has now become more than an individual, instead a legend whose title has passed down for millennia - Da Red Gobbo.

The truth is that the Gretchin have rebelled numerous times over the history of Orkdom. Indeed, those Orkologists specialising in Gretchin continue to find evidence of their rebellion - most commonly ill-fated. Thus, not all grot rebellions are tied to Da Red Gobbo but a large number of those within M35 are.

The roots of the Grot Revolutionary Committee go to Mektown, an Ork settlement which evolved on the planet of Angelis - in Ork tongue Gorkamorka. It was in around 344.M35 that the planet was hit by a space hulk carrying masses of Orks. The research station upon the planet, studying the Necron, was swiftly overrun and lost to the Imperium.

Orkologists claim that the source of the dispute begins with the practice of 'tags', pieces of metal which identify Orks upon the planet. Tags emerge from the belief that the Mekboys of Gorkamorka will transform their old hulk once more into a great space-faring vessel. When this is achieved, the Orks of Gorkamorka will be able to rejoin the Waaagh of their ancestors. Those with 'tags' will be at the front of the queue to gain entry into the ship.

Those Orks who achieve great feats in battle or wider Ork life are gifted these tags, with the symbols of both Gork and Mork and with an inscription of their name. This inclusion of a name is a guarantee that it is not a forgery or stolen item, although the superstitious Ork would be

unlikely to guarantee the judgement of their gods by committing such an act. The more tags that an Ork gains, the more likely they will be to rejoin the Waaagh.

Grots, however, were not eligible for tags. All of the work and effort contributed to Ork society was unrecognised. When the Grots found out about this injustice, their eventual protests were met with brutality. Those Grots who left Mektown to the deserts formed the Grot Revolutionary Committee, a body which would fast become a legend across the stars. Gretchin, hearing of the revolution, formed across numerous Ork societies - normally soon to be met with a crushing fist!

WHY COLLECT GROT REBELS?

There is a certain type of people who sees the humble Grot and thinks 'wouldn't that be a fun thing to base an entire army around?' This list was included for them (and the author, who is also one of those people). If Orks presented you an opportunity to put a horde of greenskins on the table, Grots present an opportunity to put a weirder, bigger horde of greenskins on the table!

Grot rebels can take many forms - the revolutionary theme of the Gorkamorka Orks or some other Grot revolt. You could kit-bash guns onto Night Goblins or Imperial Guard arms and torsos on Gretchin legs and heads, each having their own strange origin for why the Grots have risen against their masters. There are similarly infinite ways to kit-bash Grot Tanks, Mega-Tanks, Ninjas, Troleboyz and other units. It is truly the dream of all modellers who like small cute things.

The list here draws on the different units which have existed for Grots over different editions, including those from the Digganob supplement for Gorkamorka and those from the Raid on Kastorel Novem. Many of these entries already have profiles in the main Ork book or in this supplement, so are not repeated.

I have tried to include bigger units to mix into your army to limit the requirement to build literally hundreds of Gretchin. Be aware that this project is a big commitment! Troleboyz are a reference to the presence of Ogryn in older editions of Ork lists, allowing you to draw on strange alien creatures who can fill this 'troll' niche. Similarly, I have included many new units like Ninjas and Beast Cavalry to allow you to think of different roles for your Grots and different cultural backgrounds. Perhaps your Grots are of Snakebite heritage, preferring 'da old wayz', in which case you can lean more heavily on Cavalry.

This list similarly allows you to convert any of your existing Ork units into the Grot army. If you can convert Koptaz, Trukks, Warbuggies and other units into your army, you are encouraged to use them! No Orks though!

GROT ARMY RULES

THE GROT REVOLUTION

Unlike their larger cousins, Grots are smaller and more cowardly. As a result, when without the brute encouragement of the Ork, Grot armies function with their own three special rules: Cowardly mobs, swarm tactics, and runty.

COWARDLY MOBS

Unlike their larger Ork cousins, Gretchin are more prone to running away from the enemy - after all most enemies are bigger than them! Instead of granting the normal Mob Rule, Gretchin in mobz of more than 10 gain +2 to their leadership.

SWARM TACTICS

Gretchin are small and able to clamber over their enemies when fighting them. When a Snot or Grot infantry unit outnumbered an enemy unit in melee, the opposing unit's weapons skill is reduced by 1 as they struggle to peel angry grots off of themselves. Similarly, if attacking a vehicle in melee, Grot and Snotling infantry gain +1 to their strength as they climb in every small opening on the vehicle.

RUNTY

Gretchin are sufficiently small to pack into vehicles in greater numbers. Gretchin infantry units count as half a model when in vehicles. For example, a Trukk with capacity 12 can fit 24 Gretchin.

GROT ARMY LIST

The Rebel Grot army uses the following units from Codex: Orks (4th edition) and the 35k supplement for the Codex. Units listed in bold are added in the rules over the following pages. Gretchin follow the standard Force Organisation Chart for Orks.

HQ: Head Honcho, Grot Kommissar, Weirdgrot Shaman.

ELITE: Grot Ninja, Troleboyz, Mekgrot.

TROOPS: Gretchin, Revolutionaries, Snots.

FAST ATTACK: Grot Tanks, Lugga, Grot Beast Rider, Grot Bikes.

HEAVY SUPPORT: Grot Mega Tank, Squiggoth, Mek Gunz, Squig Catapult, Looted Wagon, Heavy Looted Wagon, Grot Bomm Launcher, Big Gunz, Killa Kanz.

TRANSPORT: Trukk.

HQ

Head Honcho

35 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Head Honcho	3	4	3	3	2	3	2	8	6+

Unit Type: Infantry, Independent Character.

Wargear: Blasta and Close Combat Weapon. and Stikkbommz.

Options: A Head Honcho may take be mounted on a Beastly Mount for +5 points or a bike for +10 points. They may replace their close combat weapon with a power weapon for +10 points per model. They may replace their Blasta with a Six Shoota (Slugga) for +1 point, a Shoota for +1 point, or a Fizzlegun (Plasma Pistol) for +10 points.

Special Rules: Independent Character, Cowardly Mobs, Swarm Tactics, Runty.

Grot Kommissar

15 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Kommissar	3	3	2	2	2	2	2	6	6+

Unit Type: Infantry.

Unit Size: Between 1 and 10 Kommissars.

Wargear: Blasta and Close Combat Weapon.

Options: A Kommissar can be given a Beastly Mount for +5 points per model or mounted on a bike for +10 points per model. They may be given Stikkbommz for +1 points per model. They may be armed with a Power Weapon for +10 points per model, a Six Shoota (Slugga) for +1 points per model, a Lazshoota for +1 point per model, 'eavy armour for +5 points per model, or a bosspole for +5 points per model.

Special Rules: Independent Characters, Exicushun, Cowardly Mobs, Swarm Tactics, Runty.

Independent Characters: Each Kommissar can be assigned to different mobs once purchased and does not have to function as one unit. Only one Kommissar can be assigned to one mob. They must be assigned to a unit containing Grots, so cannot join squads of Snots or Troleboyz.

Exicushun: If a unit of Gretchin fails a leadership test and has a Kommissar in their squad, the player may remove one of the Gretchin from the squad and re-roll the leadership test at +2 leadership.

Weirdgrot Shaman

35 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Shaman	3	3	2	2	2	2	1	6	6+

Unit Type: Infantry (Psyker).

Unit Size: 1 Shaman.

Wargear: Close Combat Weapon.

Options: The Weirdgrot Shaman works as a Weirdboy, only changing the unit's stats to the above.

Special Rules: Independent Character, Psyker, Cowardly Mobs, Swarm Tactics, Runty.

ELITES



Grot Ninjas

8 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Ninja	3	3	2	2	1	3	1	5	6+

Number/Squad: Between 5 and 20 Ninjaz.

Weapons: Ninjas are armed with two close combat weapons and chukkin' starz.

Options: One Grot Ninja may be upgraded to a Master Ninja for +5 points, gaining +1 to their attacks and leadership.

Special Rules: Infiltrate, Furious Charge, Cowardly Mobs, Swarm Tactics, Runty.

Name	Range	Strength	AP	Type
Chukkin' Starz	12"	3	5	Assault 2, Pinning!



Troleboyz

20 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Troleboy	4	3	5	4	3	3	2	7	5+
Grot Handler	2	3	2	2	1	2	1	5	6+

Number/Squad: Between 3 and 10 Troleboyz.

Weapons: Close Combat Weapon.

Options: Troleboyz can be upgraded to have Big Choppaz for +5 points per model or Power Klawz for +20 points per model. They may be equipped with Big Shields for +5 points per model, which grants them a 5+ invulnerable save. Troleboy units may include up to two Grot Handlers for +8 points per model. These are armed with close combat weapons.

Special Rules: Really Stupid, Bulky.

Bulky: Troleboyz take up two spaces in transport vehicles.

Really Stupid: If the unit is not in combat or fleeing, at the start of their movement phase roll a D6. This D6 may be re-rolled if a Grot Handler is present, however the Grot Handler is immediately eaten or pummelled after offending the Troleboyz.

On the roll of a 1, roll a second D6 and consult the following results: 1-3 - The unit stands there idly as they have been distracted by a passing cloud and may not assault or move. 4-6 - The unit has become incensed and immediately moves 6" directly towards the nearest enemy unit.

ELITES

Mekgrot

15 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Mekgrot	3	3	2	2	2	2	1	6	6+

Unit Type: Infantry (Independent Character).

Unit Size: 1-5 Mekgrots.

Wargear: Kustom mega-blasta, Mek's Tools.

Options: Mekgrots may replace their kustom mega-blasta with a slugga and choppa or big shoota for free. They may be accompanied by a Snot Oiler, who counts as a Grot Oiler, for +5 points per model.

Special Rules: Independent Characters, Cowardly Mobs, Swarm Tactics, Runty.

Independent Characters: Each Mekgrot can be assigned to different mobz once purchased and does not have to function as one unit. Only one Mekgrot can be added to one mob. They must be assigned to a unit containing Grots, so cannot join squads of Snots or Troleboyz.

TROOPS

Rebel Command Squad

3 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Grot Commander	2	3	2	2	1	2	1	6	-

Number/Squad: 1 Grot Commander and 4 Revolutionaries (using the profile in this supplement).

Weapons: Laz-Shoota and Stikkbombz.

Options: One Revolutionary in the Command Squad may take a Shoota for +1 points per model and another may take a banna waver for +10 points.

Special Rules: Cowardly Mobs, Banner Waver, Swarm Tactics, Runty, Mobber.

Mobber: Rebel Command Squads allow Grots to function like Imperial Guard (3.5 edition) platoons. When taking Rebel Command Squad, up to 4 units of Gretchin or Revolutionaries may be taken in the same Troops slot in the Force Organisation Chart as the Command Squad. They function as one unit when rolling for reserve but otherwise act as independent units.

Banna Waver: Any Mob within 12" of a Grot Banna Wava may re-roll one of the dice in any morale or leadership test. They must always take this second dice roll, even if it is worse than the first.

TROOPS



Revolutionaries

3 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Revolutionary	2	3	2	2	1	2	1	5	-

Number/Squad: Between 10 and 30 Gretchin Revolutionaries.

Weapons: Laz-Shoota and Stikkbombz.

Options: For every 10 Revolutionaries one may have a Shoota for +1 point per model, grenade launcher for +8 points per model or a flamer for +6 points per model.

Special Rules: Cowardly Mobs, Swarm Tactics, Runty.

Name	Range	Strength	AP	Type
Laz-Shoota	18"	3	-	Assault 2.



Snots

5 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Snots	2	2	3	3	3	2	3	7	-

Number/Squad: 3-10 swarm bases.

Weapons: Close Combat Weapons.

Options:

Special Rules: Cowardly Mobs, Swarm Tactics, Runty, Vulnerable to Blasts, Small Target.

Vulnerable to Blasts: Template, Ordnance, or Blast marker weapons inflict two wounds instead of one on Snot swarms. A weapon with strength 6 or higher will kill a base of Snots outright as normal.

Small Target: Being extremely hard to hit in cover, Snots cover save is +1. This doesn't give them a cover save where they don't have one already.

Mischievous: Units of Snots cannot be trusted to hold objectives as they inevitably wander off or damage them. Consequently, they may never hold table quarters or objectives.

FAST ATTACK



Grot Tanks

20 points/model

Unit Name	BS	Front	Side	Rear
Grot Tanks	3	10	10	10

Unit Composition: 3-6 Grot Tanks.

Unit Type: Vehicle (Tank).

Wargear: Grot Tanks must take one of the following weapons: Big Shoota for +5 points per model, Skorcha for +5 points per model, a Grotzooka for +10 points per model, a Rokkit Launcha for +15 points per model, a Kustom Mega Blasta for +20 points per model. Any Grot Tank may also have a pintle-mounted Shoota for +5 points. The entire mob may be upgraded with red paint jobs for +5 points per model.

Special Rules: Ramshackle.



Lugga

30 points/model

Unit Name	BS	Front	Side	Rear
Cutter	3	10	10	10

Unit Composition: 1-3 Grot Luggas

Unit Type: Vehicle (Fast, Open Topped).

Wargear: A Lugga must be armed with: a Splattapult for +10 points per model or a Rokkit Launcha for +15 points per model. They may be fitted with a ram for +3 points per model, giving it +1 strength when ramming.

Special Rules: Scout, Transport.

Transport: Grot Luggas can transport up to 12 Gretchin.

Name	Range	Strength	AP	Type
Rokk (Splattapult)	24"	6	-	Heavy 1.
Burna (Splattapult)	24"	4	5	Small Blast.

FAST ATTACK



Grot Beast Rider

8 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Beast Rider	2	3	2	2	1	2	1(2)	5	6+

Unit Composition: 5-20 Beast Riders.

Unit Type: Cavalry.

Wargear: Each Grot Beast Rider is armed with a blasta and close combat weapon.

Options: Beast Riders may replace their close combat weapon with chargin' stikks for +1 points per model and replace their blasta with a shield for +2 points per model.

Special Rules: Furious Charge, Beastly Mount.

Beastly Mount: Grot Beast Riders ride dangerous mounts who are as dangerous as their riders. They gain +1 attack in combat.

Chargin' Stikk: When armed with a Chargin' Stikk, the user loses their additional attack for close combat weapons but gains +1 to the strength of their attacks when charging.



Grot Bikers

6 points/model

Name	WS	BS	S	T	W	I	A	Ld	Sv
Biker	2	3	2	2	1	2	1	5	6+

Unit Composition: 5-20 Bikers.

Unit Type: Cavalry.

Wargear: Blasta, close combat weapon and stikkbombs.

Options: For every five bikers, one can ride a quad bike which can be armed with a Big Shoota for +5 points or a burna for +5 points. Grot Bikes can have shootas attached for +5 points per model.

Special Rules: Exhaust Cloud.

Beastly Mount: Grot Beast Riders ride dangerous mounts who are as dangerous as their riders. They gain +1 attack in combat.

Chargin' Stikk: When armed with a Chargin' Stikk, the user loses their additional attack for close combat weapons but gains +1 to the strength of their attacks when charging.

HEAVY SUPPORT



Grot Mega Tank

45 points/model

Unit Name	BS	Front	Side	Rear
Grot Mega Tank	3	12	11	10

Unit Type: Vehicle (Tank).

Wargear: Dozer Blade, Grot Riggers.

Upgrades: Grot Mega-Tanks must take two of the following: twin linked Big Shoota or Skorcha for +10 points each; twin-linked Grotzooka, Kannon or Rokkit Launcha for +20 points each; a Zzap Gun twin-linked Kustom Mega Blasta for +30 points each.

Grot Mega-Tanks have three light turrets, which must each take one of the following: Big Shoota or Skorcha for +5 points per model, Grotzooka or Rokkit Launcha for +10 points each, or a Kustom Mega Blasta for +20 points each.

The Grot Mega Tank may also have a pintle-mounted Shoota for +5 points.

Special Rules: Ramshackle, Dozer Blade.

Dozer Blade: Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6" that turn.

COMMUNITY MODELS

As this book is updated, we will add more community painted models to this page.

