

Codex: Orks

This Team List uses the special rules and wargear lists found in Codex: Orks. If a rule differs from the Codex, it will be clearly stated. **The points are intended for the model WITHOUT the equipment listed**, you need to add the costs of the wargear you can find in the points values section of the Codex.

FACTION KEYWORDS

All models in this list have the **Ork** and **<Clan>** faction keywords.

Mob Rule

An individual model in this kill team may substitute the number of units with the Ork keyword within 12" for its leadership.

Deffskulls Kultur

In Heralds of Ruin, this kultur is amended to say the following:

Models with this kultur have a 6+ invulnerable save. In addition, you can re-roll a single hit roll, a single wound roll and a single damage roll in each Shooting or Fight phase.

Flash Gitz and Skarboyz

Normally, these units would belong to the Goffs and Freebooters clans respectively. We at Heralds of Ruin figure these units exist in other kulturs, but only those clans field whole mobs of them, so they are not tied to a specific clan in this opus. Go nuts.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

				Nol	b Boss					(34)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Nob Boss	5"	2+	5+	5	4	4	4	8	4+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb								
RULES	- 'Ere We - Waaagh - Bigger &	!			·			i! come a cor	e choice.	
OPTIONS	- May rep - May rep - May tak - May tak	lace its cl e a single	noppa wi kustom	th a choi bit.	ice from t			ppy lists.		
KEYWORDS	Infantry, (Character	, Nob							

				Bike	er Bos	S				54
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Biker Boss	14"	2+	5+	5	5	5	4	8	4+	
EQUIPMENT	ChoppaStikkbonThe BikeDakkagun	r Boss rid	es (as yc	ou would	imagine) on an O	rk Bike t	hat is equi	ipped with	two
RULES	- 'Ere We - Bigger & warbikers	Bikier: If	-		-				de any num	ber of
OPTIONS	- May rep - May take - May take - May take	e a weapo e items fr	on from tom tom the a	the Shoo armoury.	ty list.	om the Cl	noppy lis	t.		
KEYWORDS	Biker, Cha	racter, N	ob							

				Me	k Boss	5				(48)
NAME	M	ws	BS	S	Т	W	Α	Ld	Sv	
Mek Boss	5"	3+	5+	5	4	3	3	7	4+	
EQUIPMENT	- Slugga - Choppa - Stikkbom	b			1					
RULES	abilities be Big Mek Jamma: this model Tellypoi model (and is more that Glowy E	ob: At the clow. aniak: W Stratage . rta Gun: d only the can 9" fro Beam: Chefower w	e end of orks as we ms (used Choose a at model menemy oose a si	the Movith the solution the single under the single under the single ended to the sing	rement p same rul id or foe init whic ne table i. emy unit	e in Code cannot l cannot cannot dualed	e Mek Box: Orks. De used to be this use it anywork.	o affect and the second of the	e one of the ny unit with 9". Remove ne battlefield not gain the ons until the	in 9" of e that d that
OPTIONS	- May repla - May repla - May take - May take	ace chop items fr	pa with o	one item rmoury.	from th	e Mek or	Choppy	lists or a k		ield.
KEYWORDS	Infantry, C	haracter	, Mek, No	ob do						

				Wei	rd Bos	S				(52)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Weird Boss	5"	3+	5+	5	4	3	3	7	6+	
EQUIPMENT	- Weirdbo	y Staff								
RULES	- 'Ere We - Waaagh		Rule, Ins	spiring Pr	esence, I	Dakkadal	kkadakka	ı!		
OPTIONS	- May tak	e items fr	om the a	armoury.						
Psyker		o deny oi	ne powe	r in each	enemy P	sychic ph	nase. It k	h friendly I knows the		
KEYWORDS	Infantry, (Character	, Nob, Ps	syker						

				Stor	m Bos	S				(30)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Storm Boss	12"	3+	5+	5	4	4	3	7	6+	
EQUIPMENT	SluggaChoppaStikkbom	nb								
RULES	- 'Ere We ' - Full Thro - It's Raini stormboyz	ttle n' Boyz: I	f this mo	del is yo					umber of	
OPTIONS	- May repl - May repl - May take - May take	ace slugg e items fr	a with a om the a	weapon armoury.			•			
KEYWORDS	Infantry, C	haracter	, Jump P	ack, Fly,	Stormbo	y, Nob				

			K	omma	ando E	Boss				(28)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Kommando Boss	6"	3+	5+	5	4	4	3	7	6+	
EQUIPMENT	- Slugga - Choppa - Stikkbor	nb				•				
RULES	- 'Ere We - Sneaky (- Kunnin' - Throat S - Snikmob	Gits Infiltrator Iittas	rs ·						e for you.	
OPTIONS	- May rep - May rep - May tak - May tak	lace slugg e items fr	ga with a om the a	n item fr irmoury.	om the S					
KEYWORDS	Infantry, (Character	, Komma	ndo, No	b					

				Ka	ptin					40
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Flash Boss	5"	3+	4+	5	4	4	3	6	6+	
EQUIPMENT	- Snazzgur - Stikkbon				·					
RULES	- 'Ere We - Gun-Cra - And a Bo choices	zy Showo	ffs						become co	re
OPTIONS	- May take - May take - May take - May take	e items fr e a single	om the a	rmoury. bit which	n may no				_	
KEYWORDS	Infantry, (Character	, Flash G	it, Nob						

			1	ankb	usta B	oss				27
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Tankbusta Boss	5"	3+	5+	5	4	4	3	7	6+	
EQUIPMENT	- Rokkit L - Stikkbor - Tankbus	nb								
RULES	- 'Ere We - Tank Hu - Rok 'Em	nters	·		·			a! me a core o	choice.	
OPTIONS	- May rep - May tak - May tak - May tak - May tak	e a tankh e a pair o e items fr	ammer. f rokkit p om the a	istols. irmoury.	·	from the	Choppy	list.		
KEYWORDS	Infantry,	Character	, Tankbu	sta, Nob						



				Or	k Boy					7
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Ork Boy	5"	3+	5+	4	4	1	2	6	6+	
Nob	5"	3+	5+	5	4	2	3	7	6+	<u>, </u>
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb								·
RULES	- 'Ere We - Green Ti 10" of thi	de: If the	re are 20	or more	e friendly	•			y models w	vithin
OPTIONS	- Any may - For ever item from - For ever - The Nob	y 10 ork l the 'Eav y 10 boyz can repla	ooyz on y y list. on your ace its ch	our kill t kill team	eam, one n, one ma th a choice	e may rep ay be upg ce from t	graded to he Chop	a Nob foi py list.	nd slugga w	ith an
KEYWORDS	Infantry, E	Зоу								

				'Ar	dboy					8
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
'Ardboy	5"	3+	5+	4	4	1	2	6	4+	
'Ardnob	5"	3+	5+	5	4	2	3	7	4+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb	•					•		
RULES	- 'Ere We	Go, Mob	Rule, Da	kkadakka	adakka!					
OPTIONS	- Any 'Ard - For ever nob keyw - The 'Ard - The 'Ard	y 10 'ardl ord) for 6 nob can	boyz on y 5 points. replace it	our kill t	eam, one	e may be choice fro	upgrade	hoppy list		ning the
KEYWORDS	Infantry, '	Ardboy								

				Sca	arboy					8
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Scarboy	5"	3+	5+	5	4	1	3	7	5+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb				•				
RULES	- 'Ere We	Go, Mob	Rule, Da	kkadakk	adakka!					
OPTIONS	- Any may - For ever shoota or	y 5 scarb	oyz on yo				eplace th	eir shoota	s with eith	er a big
KEYWORDS	Infantry, S	Scarboy								

				0 – 5 \	Varbil	ker				27
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Warbiker Warbiker Nob	14" 14"	3+ 3+	5+ 5+	4 5	5 5	2	2	6 7	4+ 4+	
EQUIPMENT	- Slugga - Choppa - Stikkbon - Warbike		dakkagı	ıns						
RULES	- 'Ere We	Go, Mob	Rule, Da	kkadakka	adakka!					
OPTIONS	- A warbik - For every the Nob k	y 3 warbi	kers on y	our kill t					list. biker nob	(gaining
KEYWORDS	Biker, Wa	rbiker								

				0-5 St	ormb	оу				9
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Stormboy Stormboy Nob	12" 12"	3+ 3+	5+ 5+	4 5	4 4	1 2	2 3	6 7	6+ 6+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb								
RULES	- 'Ere We - Full Thro	•	Rule, Da	kkadakka	adakka!					
OPTIONS	- For every the Nob k - A stormb	eyword)	for 6 poi	nts.		, ,			boy nob (g list.	aining
KEYWORDS	Infantry, J	ump Pac	k. Fly, Sto	rmboy						

			Grot	(plur	al: Gr	etchin)				3
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Grot	5"	5+	4+	2	2	1	1	4	6+	
EQUIPMENT	- Grot Blas	ta	·						·	
RULES	enemy unity and a second to return the count as second to return the count as second t	it, they mand th	ay add 1 (Ammo F 3" fails a Orderly lel to the from the he missic er only) I m Job. F akes no f n play. T ch case g	to their Runt only Involve table. I can in can nvoke the roll the rot oiler	hit rolls y) Invoke with a ra voke this eld. Re- t takes n mpaign p nis ability at die. I vart in the ty may al	in both the this ability when a fighting, when a fighting, so be use emoved as	ne shoot ty once apon. R nen a fri ie. If th part in riendly oll is suc but do d to re- s above	eing and fig per phase e-roll that endly Dok e re-roll is the fighting Big Mek watersful, re- es count as roll the die	with the same tht phases. when a friendl hit. within 3" fails successful, g, but it does ithin 3" fails a move this modes surviving the to heal wound	the roll lel
OPTIONS	Any grotAny grotAny may	may be u	pgraded	to a gro	t orderly	for 1 poi				
KEYWORDS	Infantry, G	irot								



				Lo	oota				(1	17)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Loota	5"	3+	5+	4	4	1	2	6	6+	
EQUIPMENT	- Deffgun - Stikkbom	b								
RULES	- 'Ere We (Go, Mob	Rule, Dal	kkadakka	adakka!					
OPTIONS	- A melta - A scatte - A shuril - A starca - A wrait - A blastr - A tesla - A gauss - A transe - A cyclic - An airb - A smart - A morta	nnon for agun for agun for cannon for cannon dimension blassing for a rifle for free for for free for	9 points. 1 point. (or free. (on for free r 3 points for 6 point or 5 point for 9 point onal bean ter for 7 ragmenta or free. (Cosystem foe.)	(Codex: Accordence of Points (Codents (Codex (Codents (Codex (Codents (Codex (Codents (Codex (Codents (Codex (Codents (C	Astra Milastra Milast	lilitarum) itarum) ds) worlds) ftworlds) Space Moons) rons) (Codex: N 'au Empir or free. (Core)	arines) ecrons) e) odex: T'a mpire)	gun with o		
KEYWORDS	Infantry, L	oota								

				Fla	sh Git					30
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Flash Git	5"	3+	4+	5	4	2	3	6	6+	
EQUIPMENT	- Snazzgu - Stikkbor						•			,
RULES	- 'Ere We - Gun-cra	-	-	kkadakka	adakka!					
OPTIONS	- This mod	•	-	-			gun.			
KEYWORDS	Infantry, I	Flash Git								

				1	Nob					(14)
NAME	М	WS	BS	S	T	W	Α	Ld	Sv	
Nob	5"	3+	5+	5	4	2	3	6	4+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb								
RULES	- 'Ere We - Tribal Ba any turn i	nner: <cl< td=""><td>an> units</td><td>within 6</td><td></td><td>e-roll to h</td><td>it rolls o</td><td>f 1 during</td><td>the fight p</td><td>hase of</td></cl<>	an> units	within 6		e-roll to h	it rolls o	f 1 during	the fight p	hase of
OPTIONS	- Any may - Any may - Any may - One Nob	replace of take cyb	choppa w ork body	vith a kill '.	saw, pov	ver stabb	oa or an i		the Chopp	y list.
KEYWORDS	Infantry, N	Nob								

				Bike	er Nob					38
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Biker Nob	14"	3+	5+	5	5	3	3	6	4+	
EQUIPMENT	SluggaChoppaStikkbonThe Bike		es an ork	c bike wit	:h two da	ıkkaguns.				
RULES	- 'Ere We	Go, Mob	Rule, Da	kkadakka	adakka!					
OPTIONS	- Any may - Any may	•					•			
KEYWORDS	Biker, Not)								

				Me	ganob					20
NAME	М	WS	BS	S	Т	w	Α	Ld	Sv	
Meganob	4"	3+	5+	5	4	3	3	6	2+	
EQUIPMENT	- Kustom - Power K - Stikkbor	law								
RULES	- 'Ere We	Go, Mob	Rule, Da	kkadakk	adakka!					
OPTIONS	- Any may - Any may	-			-					
KEYWORDS	Infantry, I	Mega Arn	nour, No	b, Megar	nob					

				0-1 D	effkop	ta				30
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Deffkopta	14"	3+	5+	4	5	4	2	6	4+	
EQUIPMENT	- Spinnin' - Kopta Ro									
RULES	- 'Ere We - Turbo Bo - Scoutin'	oost	Rule, Da	kkadakka	adakka!					
OPTIONS	- Any may - Any may	•	•	rokkits v	vith a kus	stom me	ga blasta	or with a	twin big sł	noota.
KEYWORDS	Vehicle, F	ly, Deffko	ptas.							

				0-1	L Dok					(30)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Dok	5"	3+	5+	5	4	2	3	6	6+	
EQUIPMENT	- 'Urty Sy	ringe								
RULES	- 'Ere We - Dok's To	-	Rule, Da	kkadakka	adakka!					
OPTIONS	- May tak - May tak	-								
KEYWORDS	Infantry,	Dok, Nob								

				Rur	therd					19
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Runtherd	5"	3+	5+	5	4	2	2	7	6+	
EQUIPMENT	- Grabba S - Slugga - Stikkbor									
RULES	- 'Ere We - Grot Las	-	Rule, Da	kkadakk	adakka!					
OPTIONS	- May rep	lace grab	ba stikk v	with a gr	ot-prod.					
KEYWORDS	Infantry, I	Runtherd								

You may recruit up to three Big Gunz or Mek Gunz in any combination for your team.

				Big	Gun					8
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Big Gun	3"	6+	4+	3	5	3	1	6	5+	
EQUIPMENT	- Kannon						_			
RULES	orderly m - Artillery: A single g - Take cov	ay crew to this modern to the cannot cannot ear: A gro	the gun. del may o ot operate t that has	only fire i e multipl s not bee	ts ranged e big gur en upgrad	d weapor ns in a sir ded to ar	n if a frie ngle turn n ammo n	o runt, a gr ndly <clana runt, grot o in 3" of thi</clana 	> grot is w	rithin 3".
OPTIONS	- Any may	replace	its kanno	n with a	lobba or	a zzap g	un.			
KEYWORDS	Vehicle, A	rtillery, E	Big Gunz							

				Me	k Gun	1				15
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Mek Gun	3"	6+	4+	3	5	6	1	6	5+	
EQUIPMENT	- Bubblech	nukka								
RULES	orderly m - Artillery: A single gi	ay crew this modernot cannot er: A grown	he gun. lel may c t operat t that ha	only fire i e multipl s not bee	ts range e big gu en upgra	d weapor ns in a sir ded to an	n if a frie ngle turn n ammo r	ndly <clan runt, grot</clan 	rot oiler or a > grot is with piler or grot s model.	
OPTIONS	- Any may tractor ka	•	ts bubbl	echukka	with a k	ustom me	ega-kann	on, a sma	sha gun or a	
KEYWORDS	Vehicle, A	rtillery, N	1ek Gunz	Z						

				Spa	anner					5
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Spanner	5	3+	5+	4	4	1	2	6	6+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb								
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka! - Mekaniak									
OPTIONS - May replace his choppa with a killsaw. - May replace slugga with an item from the Mek list. - May take items from the Armoury. - May take a single kustom bit.										
KEYWORDS	Infantry,	Γankbusta	3							

				Bur	na Boy	,				14
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Burna Boy	5"	3+	5+	4	4	1	2	6	6+	
EQUIPMENT	- Burna - Stikkbombs									
RULES	- 'Ere We - Pyroma	-	Rule, Da	kkadakk	adakka!					
OPTIONS	- None.									
KEYWORDS	Infantry, I	Burna Boy	У							

				Kom	mand	0				8
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Kommando Kommando Nob	6" 6"	3+ 3+	5+ 5+	4 5	4 4	1 2	2 3	6 7	6+ 6+	
EQUIPMENT	- Slugga - Choppa - Stikkbon	nb								
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka! - Sneaky Gits - Kunnin' Infiltrators									
OPTIONS	rokkit lau	ncha. y 5 komm he nob ke	nandos o eyword) f	n your te or 6 poi	eam, one nts.	may be ເ	upgraded	d to a kom	shoota, burna mando nob oy list.	a or
KEYWORDS	Infantry, I	Kommano	lo							

				Tan	kbusta					5
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Tankbusta Tankbusta Nob	5" 5"	3+ 3+	5+ 5+	4 5	4 4	1 2	2 3	6 7	6+ 6+	
EQUIPMENT	- Rokkit Launcha - Stikkbomb									
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka! - Tank Hunters									
OPTIONS - For every 5 tankbustas on your team, one may replace its rokkit launcha with a tankhammer. - For every 5 tankbustas on your team, one may replace its rokkit launcha with a pair of rokkit pistols. - For every 5 tankbustas on your team, one may be upgraded to a tankbusta nob (gaining the nob keyword) for 6 points.										
KEYWORDS	Infantry,	Γankbusta	1							

Your kill team may include up to two Bomb Squigs for every five Tankbustas on your team.

				Bom	b Squi	g				5
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Bomb Squig	5"	2+	2+	3	4	1	1	4	6+	
EQUIPMENT	- Squig Bo	omb	•				_			
RULES - They Blow up So Fast: This model never counts toward or against the total number of models on a kill team for morale purposes. - What Did You Expect?: Bomb squigs can never capture objectives, though they do count toward outnumbering enemy models.										
OPTIONS	- None.									
KEYWORDS	Infantry,	Tankbusta	a							



ITEM	Points Cost	DESCRIPTION
Iron Gob/Bionik Skull	5	In any turn in which this model successfully charges, add 1 to its attacks.
'Eavy Armour	4	This model has a 4+ armour save.
Pretty Kolour Shield	8	This model has a 5+ invulnerable save.
Stikkfragz	4	Stikkbombs used by this model are strength 4 instead of 3.
Cybork Body	4	Each time this model loses a wound, roll a d6. On a 6, the wound is not lost.
Blackstab Longtoof′s™ brand Camouflage	5	This model gains an additional +2 to its armour saves instead of +1 when it is in cover.
Grippo™ Boots	8	When this model completes a successful charge, roll a d6. On a 4+, the target of the charge takes a mortal wound. Alwayz go wiv' Grippoz.
Mikrobrew Fungus Beer	8	The first time this model would lose its last wound to an attack, no matter how much damage that attack dealt, roll a d6. On a 5+, this model is left alive with a single wound remaining. This item then ceases to function for the rest of the mission.
War Paint	4	Each time this model removes an enemy model in close combat as a casualty, it counts as 2 models removed for the purposes of nerve tests.
Grappling Hook	4	When this model moves, do not count any vertical distance they move against the total it can move this turn.
Bionik Eye	5	This model ignores any penalty to its BS when shooting unless that penalty comes from the weapon being used.
Bionik Arm	3	This model may re-roll a single missed hit roll in the Fight phase.
Bionik Leg	5/7	(Infantry only) This model gains +1" movement. For an additional 2 points, it gains +2" instead.
Personal Tellyporta	5	Instead of moving this model normally, roll 2d6 and move this model up to that many inches in any direction, ignoring intervening models and/or terrain. There must be enough room to place this model. This item may not be used to advance, but the user may stil charge after using it.
Bosspole	5	When using Breakin' Heads, this model deals Strength 5, Dmg 1 wounds rather than mortal wounds. If this model does not have the Breakin' Heads rule, then it gains that rule (see Nob Boss).
Lookout Grot/Squig	6	When this model is hit by a weapon that can target characters, roll a d6. On a 5+, the lookout barks a warning and the hit must be re-rolled.
Attack Squig	5	(Leader only) Per the Index.

Kustom Bitz

No ork wants the same kit as his mates. Such kustom flourishes tend to get lost in large mobs of orks as effective upgrades cancel ineffective ones across the mob. However, orks on a kill team accrue vast amounts of choice loot and get paid princely sums of teef for being such badasses. Also, ork kill teams have high turnover, so there are always plenty of kustom weapons to go around. Unless specified otherwise, no item may have two of the same upgrade. When upgrading a kombi-weapon, each component must be upgraded separately. These upgrades can never be used on stikkbombs, bomb squig or tank busta bomb.

Melee Bitz

Extra Stabby (3 points)

Whether due to regular maintenance or exceptional crafting, this weapon is actually sharp! A weapon with this upgrade improves its AP by 1.

Extra Choppy (4 points)

Primitive power fields cause the weapon to deal dolorous wounds. Or it's just bigger. Probably bigger. A weapon with this upgrade adds one to its damage (i.e. a power klaw so upgraded would deal d3+1 damage).

Squig Poison (5 points)

This fearsome weapon is coated in foul-smelling squig grease from the infamous brown terror. This weapon never requires worse than 3+ to wound unless its target is a vehicle, in which case it wounds on a 6+. If the bearer uses this weapon on a target that it would already wound on 3+ or better, then it may re-roll failed wound rolls when using this weapon.

Rokkit-Klaw/Rokkit-Saw (7 points)

A rokkit klaw is pretty much what it says on the tin. This upgrade removes the -1 to hit penalty for unwieldy weapons.

Hackier (3 points, choppas and big choppas only)

Every once in a while, a mek will take time out of his busy day building smoke-belching monstrosities and turn out a weapon for a particular ork he's taken a shine to. These weapons have excellent balance and, more importantly, aggressive styling. This weapon grants an extra attack. If it already granted an additional attack, it now grants two additional attacks.

Threadkutta (10 points)

A mek might build one of these to ingratiate himself in a new warband or just to get the local warboss off his back so he can work on projects he actually cares about. More likely, this is just a non-ork weapon that happens to be rugged enough to cope with the abuse its owner puts it through. An enemy model must reroll successful invulnerable saves against wounds inflicted by this weapon.

Ded Killy (7 points)

Ork weapons are typically made of scrap with little attention paid to where that scrap came from. This weapon happens to be made of atomically pure uranium or some other exotic and highly radioactive material. While the risks of such a weapon might take years to affect its owner, his victims have much more pressing concerns. Wounds from a weapon with this upgrade may not be negated by aftersaves (such as cybork body or disgustingly resilient).

Daemonik Thirst (6 points)

Orks have a strange relationship with chaos in that they only fall to chaos if they want to and typically treat it like any passing fancy—something they can walk away from if they get bored. This means that most daemons don't care to court the favor of orks. The only chaos god that takes any unusual note of the greenskins is Khorne and occasionally a warboss will bargain for a daemon weapon from the blood god. A model carrying a weapon with this upgrade may never use any other weapon in the Fight phase. When rolling for charge distance, this model treats any die roll of 1 or 2 as a 3.

Ranged Bitz

More Dakka (3 points; Assault 2/Heavy 2 or higher weapons only)

Using powered feeds or by the simple expedient of having more barrels, this weapon fires two extra shots.

Penetrata Rounds (6 points)

This weapon has been re-chambered to fire looted bolt rounds or even more exotic ammo. A weapon with this upgrade improves its AP by 1.

Bigga Bore (4 points)

While there are many ways to make a gun more powerful, orks are really only interested in one of them: a larger bore spitting larger bullets. A weapon with this upgrade improves its strength by 1.

Gitfinda (5 points)

Finding a mek with the patience to build optics is nearly as difficult as finding a wrangla who can reliably train targeting squigs. Unfortunately, these are the only two viable paths toward a more accurate weapon. A weapon with this upgrade treats its wielder's BS as one higher when using this weapon.

More Kombi (6 points plus secondary weapon)

The only thing better than having a gun that you like is taking another gun that you like and strapping yet another gun you like to it. When a gun gets this upgrade, you may choose another weapon that this model has access to and add its profile to this one in the same way as a kombi weapon. When shooting, you may fire both weapons, but at a -1 penalty. Kustom bitz must be purchased for the component weapons separately. Note that a weapon cannot be combined with another of the same type. Only one of the weapons being combined may itself be a kombiweapon.

Portyble (6 points; heavy weapons only)

By removing unneeded components or building a baroque armature to assist with carrying, this weapon is much easier to fire on the move. A weapon with this upgrade does not suffer the penalty to move and fire a heavy weapon.

Promethium Squig Fuel (5 points, burnas or skorchas only)

Oil squigs will eat anything and squirt out by-product that will keep most ork vehicles going and will burn hot enough for burnas to cut scrap for their meks-eventually. Oil squigs fed a steady diet of vegetable matter and promethium produce a sticky flamer fuel that burns hot enough to turn ceramite into slag and clings to its victims as they "do the burny dance". A burna with this upgrade rolls a d6 to determine the number of shots it gets. A weapon with this upgrade re-rolls wound rolls of 1.

Deep Pokkitz (3 points; cannot be used on a weapon with a random number of shots)

Most ork weapons prioritize being able to fire a variety of calibers because looted bullets come in all different sizes. This weapon has been built to fire anything with a primer so ammo is never scarce. Subsequently, its owner can keep up a fearsome rate of fire as the enemy closes. A weapon with this upgrade may fire overwatch twice.

Autoslugga (4 points; slugga only)

Autosluggas are rare weapons as few orks would seek out a gun that was intentionally built small, but both kommandos and stormboyz need to keep their dakka as portable and light as possible. A slugga with this upgrade becomes Type: Pistol 5.

Extra Snazz (10 points, snazzgun only)

No one really knows how snazzguns work, but whatever it is, this gun has it in spades. A snazzgun with this upgrade triggers the gun-crazy showoffs special rule on a 3+ rather than on a 6.

Fragga Roundz (5 points; assault weapons only. May not be used on a weapon with a random number of shots)

Fragga rounds are popular with orks that like their dakka because they hit more frequently. Improve the firer's BS by 1 if this weapon is being used against a target within half its maximum range.

Philosopheez

Bigga Iz Betta (1 TP): Your kill team contains 10 or more units with the Nob keyword.

Go Fasta! (1 TP): Your kill team contains 10 or more models with a Movement characteristic of 10" or more.

Da Ground Shakes (1 TP): Your kill team consists entirely of units with Movement characteristics of 6" or less.

Ackshunz

Fire 'Em Til Dey Glow (1 TP) Use at the start of the Shooting phase. Choose one of your units. That unit and all friendly <clan> units within 3" may fire their sluggas, shootas or kustom shootas twice this phase, so long as they meet all the other criteria to shoot.

Da Stabby Bitz! (1 TP) Use at the start of the Fight phase. Choose one of your <clan> units and choose a melee kustom bit worth 5 points or less. Apply that kustom bit to the close combat attacks the unit you chose and all other friendly <clan> units within 3" of that unit until the end of the phase.

Weapon Lists

Shooty Weapons
Shoota
Kustom Shoota
Kombi-Rokkit
Kombi-Skorcha

Mek Weapons	
Kombi-Rokkit	
Kustom Mega Blasta	
Rokkit Launcha	
Kombi-Skorcha	
Kustom Mega Slugga	

'Eavy Weapons	
Big Shoota	
Rokkit Launcha	

Choppy Weapons
Big Choppa
Power Klaw
Power Stabba