



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

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Biker Boss									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Biker Boss	14"	2+	5+	5	5	5	4	8	4+
EQUIPMENT	<ul style="list-style-type: none"> - Choppa - Stikkbomb - The Biker Boss rides (as you would imagine) on an Ork Bike that is equipped with two Dakkaguns. 								
RULES	<ul style="list-style-type: none"> - ‘Ere We Go, Mob Rule, Inspiring Presence, Dakkadakkadakka! - Bigger & Bikier: If this model is your team leader, your team may include any number of warbikers. 								
OPTIONS	<ul style="list-style-type: none"> - May replace choppa with a single choice from the Choppy list. - May take a weapon from the Shooty list. - May take items from the armoury. - May take a single kustom bit. 								
KEYWORDS	Biker, Character, Nob								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kommando Boss	6"	3+	5+	5	4	4	3	7	6+
EQUIPMENT	<ul style="list-style-type: none">- Slugga- Choppa- Stikkbomb								
RULES	<ul style="list-style-type: none">- ‘Ere We Go, Mob Rule, Inspiring Presence, Dakkadakkadakka!- Sneaky Gits- Kunnin’ Infiltrators- Throat Slittas- Snikmob: If this unit is your team leader, Kommandos are a core choice for you.								
OPTIONS	<ul style="list-style-type: none">- May replace choppa with an item from the Choppy list.- May replace slugga with an item from the Shooty list.- May take items from the armoury.- May take a single kustom bit.								
KEYWORDS	Infantry, Character, Kommando, Nob								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tankbusta Boss	5"	3+	5+	5	4	4	3	7	6+
EQUIPMENT	<ul style="list-style-type: none">- Rokkit Launcha- Stikkbomb- Tankbusta Bomb								
RULES	<ul style="list-style-type: none">- 'Ere We Go, Mob Rule, Inspiring Presence, Dakkadakkadakka!- Tank Hunters- Rok 'Em: if this model is your team leader, Tankbustas become a core choice.								
OPTIONS	<ul style="list-style-type: none">- May replace rokkit launcha with a weapon from the Choppy list.- May take a tankhammer.- May take a pair of rokkit pistols.- May take items from the armoury.- May take a single kustom bit.								
KEYWORDS	Infantry, Character, Tankbusta, Nob								

CORE

Ork Boy									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ork Boy	5"	3+	5+	4	4	1	2	6	6+
Nob	5"	3+	5+	5	4	2	3	7	6+
EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb 								
RULES	<ul style="list-style-type: none"> - 'Ere We Go, Mob Rule, Dakkadakkadakka! - Green Tide: If there are 20 or more friendly ork boy, 'ardboy or scarboy models within 10" of this model, add one to this model's attack characteristic. 								
OPTIONS	<ul style="list-style-type: none"> - Any may replace choppa and slugga with a shoota. - For every 10 ork boyz on your kill team, one may replace its choppa and slugga with an item from the 'Eavy list. - For every 10 boyz on your kill team, one may be upgraded to a Nob for 6 points. - The Nob can replace its choppa with a choice from the Choppy list. - The Nob can replace its slugga with a choice from the Shooty list. 								
KEYWORDS	Infantry, Boy								

'Ardboy										8
NAME	M	WS	BS	S	T	W	A	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 - Stikkbomb									
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka!									
OPTIONS	- Any 'Ardboy may replace his slug and choppa with a shoota. - For every 10 'ardboyz on your kill team, one may be upgraded to an 'ardnob (gaining the nob keyword) for 6 points. - The 'Ardnob can replace its choppa with a choice from the Choppy list. - The 'Ardnob can replace its slugga with a weapon from the Shooty list.									
KEYWORDS	Infantry, 'Ardboy									

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EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb
RULES	- ‘Ere We Go, Mob Rule, Dakkadakkadakka!
OPTIONS	<ul style="list-style-type: none"> - Any may replace his shoota with a kustom shoota. - For every 5 scarboyz on your team, one may each replace their shootas with either a big shoota or rokket launcha.
KEYWORDS	Infantry, Scarboy

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EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb - Warbike with two dakkaguns
RULES	- ‘Ere We Go, Mob Rule, Dakkadakkadakka!
OPTIONS	<ul style="list-style-type: none"> - A warbiker nob may replace his choppa with an item from the Choppy list. - For every 3 warbikers on your kill team, one may be upgraded to a warbiker nob (gaining the Nob keyword) for 10 points.
KEYWORDS	Biker, Warbiker

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EQUIPMENT	- Slugga - Choppa - Stikkbomb
RULES	- ‘Ere We Go, Mob Rule, Dakkadakkadakka! - Full Throttle
OPTIONS	- For every 5 stormboyz on your team, one may be upgraded to a stormboy nob (gaining the Nob keyword) for 6 points. - A stormboy nob may replace its choppa with an item from the Choppy list.
KEYWORDS	Infantry, Jump Pack, Fly, Stormboy

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SPECIAL

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Flash Git										30
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Flash Git	5"	3+	4+	5	4	2	3	6	6+	
EQUIPMENT	- Snazzgun - Stikkbomb									
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka! - Gun-crazy showoffs									
OPTIONS	- This model may take a single kustom bit for its snazzgun. - This model may take 'Eavy Armour for 2 points.									
KEYWORDS	Infantry, Flash Git									

Nob									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nob	5"	3+	5+	5	4	2	3	6	4+
EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb 								
RULES	<ul style="list-style-type: none"> - 'Ere We Go, Mob Rule, Dakkadakkadakka! - Tribal Banner: <clan> units within 6" may re-roll to hit rolls of 1 during the fight phase of any turn in which they charged. 								
OPTIONS	<ul style="list-style-type: none"> - Any may replace slugga with an item from the Shooty list. - Any may replace choppa with a killsaw, power stabba or an item from the Choppy list. - Any may take cybork body. - One Nob on your kill team may take a Tribal Banner for 11 points. 								
KEYWORDS	Infantry, Nob								

Biker Nob									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Biker Nob	14"	3+	5+	5	5	3	3	6	4+
EQUIPMENT	- Slugga - Choppa - Stikkbomb - The Biker Nob rides an ork bike with two dakkaguns.								
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka!								
OPTIONS	- Any may replace slugga with an item from the Shooty list. - Any may replace choppa with an item from the Choppy list.								
KEYWORDS	Biker, Nob								

Meganob									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Meganob	4"	3+	5+	5	4	3	3	6	2+
EQUIPMENT	- Kustom Shoota - Power Klaw - Stikkbomb								
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka!								
OPTIONS	- Any may replace its kustom shoota and power klaw with two killsaws. - Any may replace kustom shoota with a kombi-skorcha or kombi-rokkit.								
KEYWORDS	Infantry, Mega Armour, Nob, Meganob								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Runtherd	5"	3+	5+	5	4	2	2	7	6+
EQUIPMENT	- Grabba Stikk - Slugga - Stikkbomb								
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka! - Grot Lash								
OPTIONS	- May replace grabba stikk with a grot-prod.								
KEYWORDS	Infantry, Runtherd								

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Spanner										5
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Spanner	5	3+	5+	4	4	1	2	6	6+	
EQUIPMENT	<ul style="list-style-type: none">- Slugga- Choppa- Stikkbomb									
RULES	<ul style="list-style-type: none">- ‘Ere We Go, Mob Rule, Dakkadakkadakka!- Mekaniak									
OPTIONS	<ul style="list-style-type: none">- 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, Tankbusta									

Burna Boy										14
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Burna Boy	5"	3+	5+	4	4	1	2	6	6+	
EQUIPMENT	- Burna - Stikkbombs									
RULES	- 'Ere We Go, Mob Rule, Dakkadakkadakka! - Pyromaniak									
OPTIONS	- None.									
KEYWORDS	Infantry, Burna Boy									

Kommando									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kommando	6"	3+	5+	4	4	1	2	6	6+
Kommando Nob	6"	3+	5+	5	4	2	3	7	6+
EQUIPMENT	<ul style="list-style-type: none"> - Slugga - Choppa - Stikkbomb 								
RULES	<ul style="list-style-type: none"> - 'Ere We Go, Mob Rule, Dakkadakkadakka! - Sneaky Gits - Kunnin' Infiltrators 								
OPTIONS	<ul style="list-style-type: none"> - Up to two kommandos on your team may replace its slugga with a big shoota, burna or rokkit launcha. - For every 5 kommandos on your team, one may be upgraded to a kommando nob (gaining the nob keyword) for 6 points. - A kommando nob may replace its choppa with an item from the Choppy list. 								
KEYWORDS	Infantry, Kommando								

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ARMOURY

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. Always go wiv' Grippo.
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 still 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 re-roll 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 kombi-weapon.

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.

Philosophiez

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