

MACROMUNDA

ORKS

BAD MOONS

HOUSE BOOK

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FACTION

ORKS

Numbers, muscle and a big shouty boss — cheap green bodies that close and krump, kept steady by Mob Rule and surging on the earned WAAAGH!; every Klan is the same body worn a different Kultur.

The Orks are a mob before they are a gang: a tide of cheap green bodies wrapped around a big, shouty boss and whatever walker the Meks have bolted together this week. They win by numbers, muscle and forward momentum — a Boy costs almost nothing, dies almost as cheaply, and the mob does not care, because there are always more. Ranged fire is a matter of volume rather than aim; the greenskins close the distance and krump whatever they find at the other end.

Two things hold the line together. Mob Rule keeps a crowd of Orks steady where a lone fighter would break — the green tide simply does not rout while its mates stand shoulder to shoulder. And the WAAAGH! builds as the fight is won, a battle-wide surge earned on melee kills that, once a battle, throws the whole mob forward faster, harder and harder to put down. Every Klan is this same body worn under a different Kultur: one greenskin roster, one WAAAGH!, one wargear pile, leaned a dozen different ways but never soft.

☠ FACTION SPECIAL RULES

✂ WAAAGH!

GANG RULE

The WAAAGH! is the battle-signature that makes a mob of greenskins an Ork gang: momentum earned in the fight rather than shopped for beforehand. The gang keeps a Waaagh! counter that starts each battle at zero and climbs by one every time a friendly fighter takes an enemy out of action in melee — the greenskins feed on the killing. The counter caps at 6, the governor that keeps the surge from running away with the game.

Once per battle, at the start of a round, the controlling player calls the Waaagh!, and the whole mob surges by however much has been built: a low counter grants +1" Move and lets fighters charge after Running; a middling one adds +1 Attack on the charge; a high one gives the mob Dead 'ard, a Feel No Pain 6+, for the round. Once it resolves the counter resets to zero and no fighter may benefit again for one round. It is earned, capped and comes with a comedown — never a bankable pool, only a tide that rises while the Orks are winning and breaks all at once.

✂ 'ARD CASE

SPECIAL RULE

'Ard Case is the greenskin habit of bolting so much scrap plate to a body that it stops caring about incoming fire. A fighter with 'Ard Case has its Toughness raised by 2 — a slab of welded 'eavy metal turning solid hits into dents. It is durability by sheer thickness rather than any finesse of armour, exactly the way an Ork prefers it: more plate, more Toughness, less bother. The 'ardest Boyz wear it like a boast, and dare the enemy to prove them wrong.

✂ BEASTLY RAGE

SPECIAL RULE

Beastly Rage is the hunting-fury that grips a Beast Snagga the moment it commits to a charge. Bred to run down things far larger than itself, this fighter closes with mounting ferocity, throwing itself into the enemy with a savagery the ordinary rank and file cannot match. The rage is what makes a Beast Snagga worth its scars — a durable body that hits hardest at exactly the moment it slams home. Klans that prize stubborn muscle lean on it hardest of all.

✂ DEAD 'ARD

SPECIAL RULE

Dead 'ard is the highest tier of the WAAAGH! surge — the moment a mob that has built enough momentum simply refuses to go down. When the Waaagh! is called with a full head of built-up counter, the whole gang gains Dead 'ard for that round: a Feel No Pain 6+ that turns killing blows into flesh wounds and lets the greenskins keep swinging through hits that should have finished them. It lasts only the round the surge is spent, and like the rest of the WAAAGH! it is earned in the fight, never granted for free. For that one round the mob is exactly what its name says.

✂ JAMMY

SPECIAL RULE

Jammy is the drawback stamped on every crude greenskin gun in the pool — Ork weapons are loud, powerful and thoroughly unreliable. When a weapon with the Jammy trait rolls an unmodified 1 on a Hit roll, it jams for the rest of that activation and cannot fire again until the fighter's next activation, when it clears on its own. No Ammo check is made and nothing is lost for good; the gun simply chokes, is thumped, and roars back to life next turn. It is the nature of dakka built more for volume than for care.

✂ MOB RULE

SPECIAL RULE

Mob Rule is the plain fact that an Ork in a crowd does not know how to be afraid. While this fighter stands near enough friendly Orks — shoulder to shoulder with its mates — it passes its Nerve tests automatically, the green tide holding where a lone greenskin would waver. The rule is inherent to every Ork body and needs no roll: a mob simply does not rout while it is still a mob. Thin the crowd and the steadiness thins with it, which is the one reliable way to make greenskins nervous — kill enough of them that the survivors finally notice.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Kustom Shoota	12"	24"	—	-1	3	—	1	4+	Rapid Fire (2)
☞ Shoota	12"	24"	—	-1	3	—	1	4+	Jammy Rapid Fire (1)
☞ Snipin Shoota	12"	24"	—	-1	3	-1	1	4+	Knockback Long (+6" range) Scarce Silent
☞ Grot Blasta	6"	12"	—	—	2	—	1	5+	Pistol
☞ Kaptins Brace	8"	12"	—	—	4	-1	1	4+	Jammy Pistol Twin (fires both — one extra Pistol shot)
☞ Kustom Mega Slugga	8"	12"	—	—	6	-1	1	4+	Jammy Pistol
☞ Shokk Slugga	8"	16"	—	—	4	-1	1	6+	Jammy Pistol Shokk
☞ Slugga	8"	12"	—	—	3	—	1	4+	Jammy Pistol
☞ Big Shoota	20"	40"	—	-1	4	-1	1	5+	Jammy Rapid Fire (2)
☞ Burna	T	—	—	—	3	—	1	5+	Blaze Template
☞ Da Akkelerator	20"	40"	—	-1	5	-1	1	5+	Jammy Rapid Fire (3) mounted relic

✚ Da Rippa	20"	40"	—	-1	6	-2	2	5+	Jammy	Kustom Dakka (+D3)	Rapid Fire (1)
✚ Frankenblasta	12"	24"	—	-1	6	-2	2	6+	Jammy	Rapid Fire (1)	Salvaged
✚ Hushed Shoota	12"	24"	—	-1	4	-1	1	5+	Rapid Fire (1)	Scarce	Silent
✚ Kombi Plunderer	12"	24"	—	-1	5	-1	1	6+	Jammy	Kombi (also holds a one-shot Blast: fire a S6 AP-1 Blast once per battle)	
									Rapid Fire (1)	Special	
✚ Kommando Burna	T	—	—	—	3	—	1	5+	Scarce	Template	
✚ Kustom Blasta Kannon	12"	24"	—	-1	8	-3	2	6+	Jammy	Rapid Fire (1)	
✚ Kustom Mega Blasta	12"	24"	—	-1	8	-3	2	5+	Jammy		
✚ Looted Gun	20"	40"	—	-1	5	-1	1	5+	Jammy	salvaged	
✚ Rivet Kannon	20"	40"	—	-1	6	-1	1	5+	Jammy	Rapid Fire (2)	mounted
✚ Shokk Rifle	18"	36"	—	-1	8	-3	D3	6+	Jammy	Shokk	anti-Brute/vehicle
✚ Skorcha	T	—	—	—	5	—	1	5+	Blaze	Template	mounted
✚ Snazzgun	20"	40"	—	-1	5	-1	2	5+	Jammy	Kustom Dakka (+D3)	Rapid Fire (1)
✚ Spinnin Big Shoota	20"	40"	—	-1	4	-1	1	5+	Jammy	Rapid Fire (3)	
✚ Squig Launcha	18"	36"	—	-1	5	-1	D3	5+	Blast	Jammy	Rowdy
✚ Squig Launcha Harpoon	12"	24"	—	-1	5	-1	1	5+	Beast-drag	Knockback	Scarce
✚ Stikka Harpoon	6"	12"	—	-1	4	-1	1	4+	Knockback	Scarce	
✚ Supa Shoota	18"	36"	—	-1	5	-1	1	5+	Jammy	Rapid Fire (3)	
✚ Tellyport Mega Blasta	12"	24"	—	-1	8	-3	2	5+	Jammy		
✚ Twin Dakkagun	18"	36"	—	-1	4	—	1	4+	Jammy	Rapid Fire (2)	
✚ Da Lucky Zzappa	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	never permanently breaks
✚ Deffgun	24"	48"	—	-1	5	-1	1	5+	Jammy	Rapid Fire (3)	Unwieldy
✚ Killkannon	18"	36"	—	-1	7	-2	2	5+	Blast	Jammy	
✚ Kustom Mega Kannon	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	
✚ Looted Kannon	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	mounted
✚ Rokkit Launcha	24"	48"	—	-1	8	-2	2	6+	Blast	Jammy	
✚ Skorcha Missiles	20"	40"	—	-1	5	-1	1	5+	Blast	Blaze	Jammy
✚ Smasha Gun	24"	48"	—	-1	9	-4	D3	6+	Jammy	Telekinetic	
✚ Wazbom Mega Kannon	24"	48"	—	-1	8	-3	D3	5+	Blast	Jammy	
✂ Big Choppa	E	—	—	—	+2	-1	2	—	Melee	Unwieldy	
✂ Bluddflaggs Choppa	E	—	—	—	+2	-2	2	—	+1 Attack on next activation after taking an enemy Out of Action (showin' off)		
									Melee	Power	
✂ Boss Cleaver	E	—	—	—	+3	-1	2	—	Melee	Power	Unwieldy
✂ Buzzsaw Klaw	E	—	—	—	+3	-3	2	—	Melee	Power	Saw Unwieldy
✂ Choppa	E	—	—	—	+0	—	1	—	Melee	Parry	
✂ Dakka Choppa	E	—	—	—	+2	-1	2	4+	Dakka-blade	Melee	Unwieldy
✂ Deff Rolla	E	—	—	—	+4	-2	3	—	Impact	Melee	Unwieldy
✂ Garrote	E	—	—	—	+0	-1	2	—	Backstab	Melee	Scarce Silent

Great White Squig	E	—	—	—	+2	-1	2	—	Ferocious	Melee	Pulverise	never stays down
Killsaw	E	—	—	—	+2	-3	2	—	Melee	Power	Saw	
Kustom Mega Drill	E	—	-1	—	+5	-4	3	—	Melee	Power	Unwieldy	anti-Brute/vehicle
Plunderin Klaw	E	—	—	—	+3	-2	2	—	Melee	Parry (the cutlass guard)	Power	Unwieldy
Power Klaw	E	—	—	—	+3	-2	2	—	Melee	Power	Unwieldy	
Snagga Klaw	E	—	—	—	+1	-1	2	—	Melee	Pulverise		
Squig Jaws	E	—	—	—	+1	-1	1	—	Melee	Pulverise	mount	
Squiggoth Tusks	E	—	—	—	+2	-1	3	—	Knockback	Melee	beast	
Uge Choppa	E	—	—	—	+3	-1	2	—	Melee	Two-handed	Unwieldy	
Boom Bombs	—	8"	—	-1	9	-3	D3	6+	Bomb	Scarce	anti-Brute/vehicle	
Burna Bombs	—	8"	—	-1	4	-1	1	5+	Blast (5")	Blaze	Bomb	
Burny Bottles	—	6"	—	-1	3	—	1	5+	Blast	Blaze		
Stikkbombs	—	6"	—	-1	3	—	1	4+	Blast	Knockback		
Tankbusta Bombs	—	6"	—	-1	6	-1	2	6+	Scarce	anti-Brute/vehicle		

✂ AMMO RUNT

CYBER-COMPANIONS

COST 20

RE-ROLL A FAILED AMMO CHECK

An Ammo Runt is a grot dragooned into carrying spare drums and belts — a nervous little loader trotting at a bigger Ork's heel. It lets its master re-roll a failed Ammo check, fishing out a fresh belt as the gun runs dry. The grot's reward for this service is being shouted at and, occasionally, surviving. For a mob that shoots by sheer volume, a runt that keeps the dakka flowing is a welcome shadow.

✂ ARD STUFF

CHEMS

COST 20

GAINS BERSERK WEAPONS GAIN RECKLESS MUST CHARGE NEAREST ENEMY

'Ard-Stuff is a jar of the crudest greenskin battle-chem, swigged to turn an already-belligerent Ork into a frothing missile. A fighter who takes it gains Berserk and its weapons gain Reckless, but it must then charge the nearest enemy — the drug leaves no room for a plan. It is aggression in a bottle with the safety catch filed off. A boss hands it out when he wants a Boy pointed at something and no longer thinking.

✂ ATTACK SQUIG

EXOTIC BEASTS

COST 60

EXOTIC BEAST BONDED TO A FIGHTER

An Attack Squig is a vicious, loyal beast bonded to a single fighter — all teeth, muscle and appetite, trotting into the fight at its master's side. It fights as an exotic beast alongside the Ork it has imprinted on, adding another set of jaws to the mob's charge. Squigs are unpredictable to everyone except, usually, their owner. A Boy with a good attack squig has a friend, a bodyguard and a spare meal, in whatever order the day demands.

✂ BIONIK BONCE

BIONICS

COST 50

6+ FIELD SAVE IGNORE THE FIRST HEAD LASTING-INJURY EACH BATTLE

A bionik bonce is a mek-welded iron skull-plate riveted over a greenskin's head, part armour and part conviction that a thicker skull thinks straighter. It grants a 6+ field save against anything that gets through, and the plate soaks the first blow to the head each battle, letting the bearer ignore the first Head lasting-injury he would otherwise carry off the field. The work is crude and the fit is worse, but an Ork wears the dents with pride. It is the upgrade a Boy asks for after the first time something rang his skull like a bell — and the Mek is only too happy to bolt more iron on.

✂ BOMB SQUIG

CYBER-COMPANIONS

COST 30

ONE-SHOT DEMOLITION BEAST CHARGES AN ENEMY AND DETONATES

A Bomb Squig is a one-shot demolition beast — a squig strapped with explosives and pointed at the enemy in the earnest hope it runs the right way. Released, it charges an enemy and detonates, a living grenade with legs and a grudge. It works once, spectacularly or not at all, depending entirely on the squig's temper. A greenskin who owns one grins every time he lets it go, which says most of what there is to say about Orks.

✂ BOSSPOLE

STATUS ITEMS

COST 25

NERVE/LEADERSHIP TOTEM MAX 1 STEADIES NEARBY ORKS

A Bosspole is a greenskin totem of authority — a pole of skulls, banners and stolen trophies that a boss plants to remind the mob who is in charge. It steadies the nerve of nearby Orks, the sight of it worth more to a wavering Boy than any words. A gang may field only one. It is leadership rendered as a big stick with unpleasant things nailed to it, which is exactly the form of leadership Orks respect.

✂ CYBORK BODY

BIONICS

COST 45

OFFSETS ONE LASTING INJURY

A Cybork Body is a set of crude bionik replacements — iron limbs, plated skull and whatever else a Painboy has bolted on where the flesh gave out. It offsets one Lasting Injury, letting a Boy who should have been retired keep marching. The work is brutal and the result is ugly, but a greenskin is oddly proud of every rivet. Among Orks, more metal is simply more Ork.

✂ DOKS TOOLS

PERSONAL EQUIPMENT

COST 30

PATCHES A FLESH WOUND

Dok's Tools are a Painboy's surgical kit — a horrifying bundle of saws, hooks and needles wielded with more enthusiasm than care. They let their user patch a Flesh Wound in the field, dragging a Boy back into fighting shape between blows. The patient rarely enjoys it and does not much get a say. For a mob that fields cheap bodies, a Dok who can keep the expensive ones upright earns his place quickly.

✂ EAVY ARMOUR

ARMOUR

COST 80

4+ SAVE

'Eavy armour is the 'Ardboyz' upgrade — thick slabs of proper welded plate that turn a Boy into a walking wall. It grants a solid 4+ save, a genuine step up from scrap, and marks its wearer as one of the tougher greenskins in the mob. Heavy and worn only by Orks who have earned the metal, it goes on the fighter who intends to stand at the very front of the fight. An 'Ardboy wears it like a boast, because among greenskins it is one.

✂ FUNGUS BEER

CHEMS

COST 25

REMOVES FLESH WOUNDS

ESCALATING RECKLESSNESS (-BS, +COOL)

Fungus Beer is the mob's rough brew — a fermented greenskin ale that removes Flesh Wounds and steadies the nerve as fast as it rots the judgement. It clears wounds and lifts Cool, but the recklessness escalates with every gulp, dragging the drinker's shooting down as his courage climbs. A mob that drinks deep before a fight is harder to frighten and far harder to aim. Common, cheap and thoroughly Orky, it is medicine and morale in the same bottle.

✂ GROT GRAPNEL

PERSONAL EQUIPMENT

COST 25

CRUDE VERTICAL/HORIZONTAL REPOSITION

The Grot-Grapnel is a grot on the end of a rope, fired from a crude launcher to scramble up and haul its master after — a repositioning tool of pure greenskin improvisation. It lets a fighter make a rough vertical or horizontal move it could not otherwise manage, up a wall or across a gap. Crude and undignified, it works often enough that a Boy keeps one handy. The grot's opinion of the arrangement is not recorded.

✂ GROT OILER

CYBER-COMPANIONS

COST 25

REPAIRS A JAMMED/BROKEN KUSTOM WEAPON

CLEAR JAMMY / A DAMAGED GUN

A Grot Oiler is a grease-stained little mechanic-grot that scurries after a fighter with a can and a spanner. When a kustom weapon jams or breaks, the oiler patches it — clearing a Jammy choke or a damaged gun and coaxing it back into service. It is a Mek's habit rubbed off onto a grot, and it keeps the mob's more temperamental dakka firing. The oiler is filthy, put-upon and quietly indispensable.

✂ GROT RIGGERS

CYBER-COMPANIONS

COST 30

ONCE/ROUND REPAIR A FLESH WOUND ON THE BEARER

CLEAR A JAMMY GUN ON A FRIENDLY ORK WITHIN 1"

Grot-riggers are a welded gaggle of repair-grots chained to a fighter's back, each waving a spanner or a syringe on a crude tool-arm. Once per round they patch their master — clearing a Flesh Wound off the bearer, or scrambling across to unjam a Jammy gun on a friendly Ork within reach. It is a Mek's Grot Oiler idea taken further, more grots doing more jobs at once, though the grots have opinions about being bolted to a moving target. Filthy, chattering and quietly indispensable, they keep a bruiser upright and his dakka firing a little longer than he has any right to expect.

✂ KUSTOM BOOSTA

PERSONAL EQUIPMENT

COST 25

+2" MOVE ON AN UNMODIFIED 1 TO A MOVE IT BACKFIRES (BEARER IS PINNED)

A kustom boosta is a mek-welded turbo-exhaust — a Deffkopta rotor-jet or a buggy's roaring pipe strapped to a fighter's back so he goes faster than his legs should allow. It grants +2" Move, a genuine Speed Freek's edge over the humble Red Paint Job, and a Boy who fits one arrives loud and early. The tuning is Orky, which is to say lethal: on an unmodified 1 to a Move the boosta backfires, coughing flame and leaving the bearer Pinned where he stumbled. It is the choice of a greenskin who has decided that fast is always better and that stopping is the enemy's problem. Mostly it works.

✂ KUSTOM FORCE FIELD

FIELD ARMOUR

COST inherent

5+ FIELD SAVE TO FRIENDLY ORKS WITHIN 3"

The Kustom Force Field is a Mek's proudest gubbin — a crackling, unreliable projector that throws a shimmering field over the Orks around him. It grants a 5+ field save to friendly Orks within 3", a bubble of protection no personal armour can match, sheltering a whole knot of the mob at once. It flickers and sputters like everything a Mek builds, but when it holds it turns a cluster of Boyz into a genuinely hard target. A Mek at the heart of the mob is worth shielding for it.

✂ KUSTOM MEGA SIGHT

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL THE HIT

A Kustom Mega-sight is a Mek's targeting gubbin bolted to a gun — a jumble of lenses and wires that, against all odds, actually helps an Ork aim. After a fighter takes an Aim action, it lets the shooter re-roll the Hit, coaxing a little precision out of a species that despises the concept. It suits the rare greenskin who would rather hit than simply spray. A Mek fits one and quietly takes the credit whenever it works.

✧ MEGA ARMOUR

ARMOUR

COST inherent

2+ SAVE

Mega-armour is the heaviest plate an Ork can wear and still move — a hulking powered suit that grants an inherent 2+ save. It is not bought and bolted on but worn only by the Meganob, whose statline already carries its protection: the suit is the body. It trades speed for near-invulnerability, lumbering forward through fire that would drop lesser greenskins. Where mega-armour goes it arrives slowly and cannot easily be stopped.

✧ MORE DAKKA MOD

ACCESSORY

COST 20

THE GUN FIRES ONE EXTRA SHOT ON AN UNMODIFIED 1 IT JAMS

A More Dakka mod is exactly what its name promises — a Mek's tinkering that makes a gun fire one extra shot, because more is always better. It adds a shot to the weapon's output at the cost of reliability: on an unmodified 1, the over-stressed gun jams. It is the greenskin creed of volume bolted onto an existing weapon. A Boy who fits one has decided that whatever he owns simply does not make enough noise yet.

✧ RED PAINT JOB

PERSONAL EQUIPMENT

COST 15

+1" MOVE

A Red Paint Job is the most sacred conviction in the greenskin world made literal — a coat of red paint that makes a thing go faster. It grants +1" Move, and no Ork will hear a word against the reasoning. Cheap, common and universally believed in, it is daubed on bikes, walkers and the occasional over-eager Boy. That it works at all is one of the galaxy's small mysteries; that Orks are certain it works is not.

✧ ROKKIT PACK

PERSONAL EQUIPMENT

COST 40

ONCE/ROUND JUMP MOVE MISFIRE ON AN UNMODIFIED 1

The Rokkit Pack is a Stormboy's strapped-on bundle of rokkit — a crude jump-pack that hurls its wearer across the field in a roaring, barely-controlled leap. Once per round it grants a jump move, letting a Boy clear terrain and drop into the enemy's midst. It misfires on an unmodified 1, apt to fizzle, stall or fling the Stormboy somewhere unintended. A greenskin straps one on precisely because the risk is half the appeal.

✂ SCRAP ARMOUR

ARMOUR

COST 10

6+ SAVE

Scrap armour is the greenskin's first and crudest protection — a jumble of welded plates, hubcaps and stolen metal strapped over a Boy. It grants a 6+ save, which is to say it stops the occasional stray shot and nothing dependable, but on a body already tough it is enough to matter across a whole mob. Cheap and common, it is what a Boy wears until he has krumped his way up to something heavier.

✂ STIKKBOMB CHUKKA

ACCESSORY

COST 30

THROW A GRENADE WEAPON AT +6" RANGE RE-ROLL THE SCATTER

A stikkbomb chukka is a welded spring-arm catapult bolted over a fighter's shoulder, built to fling a grenade further and straighter than a green arm can throw. It adds +6" to the range of any Grenade weapon the bearer lobs and lets him re-roll the scatter, turning a wild underarm toss into something almost aimed. The mechanism is a Grot-Grapple winch repurposed for throwing instead of climbing, which is to say it was never meant for this and works anyway. A Boy who fits one can seed stikkbombs across a battlefield the rest of the mob cannot reach. It is crude artillery for a fighter who likes his explosions delivered from a polite distance.

✂ STIMM SQUIG

CHEMS

COST 25

+1 STR / +2" MOVE UNTIL END OF ROUND CRASH RISK

A Stimm-squig is a small, angry beast that bites its bearer full of raw stimms on command — a living dose of greenskin battle-drug. It grants +1 Strength and +2" Move until the end of the round, a surge of speed and muscle at the worst possible moment for whatever is in front of it. There is a crash risk when the rush fades and the squig's mood sours. A Boy who uses one trades tomorrow's aches for this round's fury, which suits him fine.

✂ URTY SYRINGE

PERSONAL EQUIPMENT

COST 30

ONE-SHOT: SHRUG A FLESH WOUND NO ADDICTION CHECK

The 'Urty Syringe is a single filthy jab of Mek-brewed stimms — one dose, no questions asked. It lets a fighter shrug off a Flesh Wound outright, with none of the addiction check a cleaner drug would demand, because nothing about it is clean. Used once and spent, it is the emergency shot a Boy saves for the moment the fight turns. Whatever is in it, it works, and the Ork does not care to ask further.

✂ WAAAGH BANNER

STATUS ITEMS

COST inherent

GANG ICON MAX 1 FEEDS THE WAAAGH! COUNTER

The Waaagh! Banner is the mob's great icon — a towering standard of scrap, skulls and daubed glyphs hauled into the thick of the fight. Its presence feeds the WAAAGH!, the roar of the mob building around it as the banner is carried forward into the killing. A gang may field only one. It is less a rallying point than a lightning rod for green-skin momentum, and where it goes, the mob's fury gathers.

✂ WARBIKE MOUNT

GANG EQUIPMENT

COST inherent

+MOVE +1 TOUGHNESS MOUNTED TWIN DAKKAGUN

The warbike mount is the roaring engine block beneath a Warbiker or Nob Biker — the machine that makes a biker a biker. It grants extra Move, an added measure of Toughness from the sheer bulk of the bike, and a mounted twin dakkagun to spray on the approach. It is never a separate purchase: the mount is built into the biker's statline, the chassis and the machine being one thing. It is speed, armour and dakka welded into a single loud package.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ PULVERISE

WEAPON TRAIT

Heavy crushing damage. Improves the injury outcome — e.g. when it takes a fighter Out of Action / converts injury dice toward worse results, or adds damage on impact. Thunder hammers, heavy crushing weapons.

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✂ BIG BULLY

WAAAGH! SET

Big Bully is the greenskin instinct to pick on the biggest thing in reach and hit it until it stops being big. When this fighter makes a close-combat attack against an enemy with 2 or more Wounds, it may re-roll a failed Wound roll. The skill turns the mob's muscle against exactly the targets a lone Boy struggles to hurt — Champions, bosses and walkers — and rewards the Ork that shoulders to the front of a fight rather than the back. Small enemies are beneath its notice; the large ones learn to fear it.

✂ 'ERE WE GO

WAAAGH! SET

'Ere We Go is the greenskin certainty that the enemy is always just close enough to reach. When this fighter declares a Charge, the controlling player re-rolls the charge distance and adds 1" to the result. It turns a charge that should fall an inch short into blows actually landed, and it rewards the mob's one true tactic — get there and krump — by making the getting-there reliable. A Boy who has learned it stops measuring and simply runs.

✂ GROT UNDERFOOT

WAAAGH! SET

Grot Underfoot is the ancient greenskin art of having a smaller, more expendable body handy when the shooting starts. Once per round, when this fighter would be hit, the controlling player may redirect that hit to a friendly Grot within 1" — the grot takes it instead. The Ork stays upright and the mob loses only a Gretchin, which the mob counts a bargain every time. It is cowardice dressed as tactics, and it works precisely because there is always another grot underfoot.

✂ KRUMPIN

WAAAGH! SET

Krumpin' is the simple truth that Orks fight better in a crowd, egging each other into a frenzy of swung fists and choppas. While this fighter is on the field, a friendly fighter within 3" gains +1 to Hit on its close-combat attacks. The bonus rides the mob, not one hero — clustered Boyz sharpen each other, and a knot of greenskins in the enemy's line hits far above the weight of any single one of them. Spread out, the mob is only strong; bunched up and krumpin', it is a blender.

✂ KUNNIN BUT BRUTAL

WAAAGH! SET

Kunnin' but Brutal is the low, greenskin cunning that surprises everyone, the enemy most of all. This fighter may deploy by Infiltrate, set up out of line of sight and more than 6" from any enemy; or, once per battle, make a free Move in the first round. Either way the Ork arrives somewhere it has no business being, closer and faster than a mob has any right to manage. It is not subtlety so much as low animal shrewdness — but a Boy in the enemy's flank on the first turn does not need to be subtle.

✂ MORE DAKKA

WAAAGH! SET

More Dakka is the greenskin conviction that no gun has ever had enough barrels. When this fighter takes a Shoot action, the weapon fires one extra time, and each enemy struck must pass a Cool test or be Pinned — even where no wound is dealt. The extra volume rarely aims true, Ork shooting being what it is, but a wall of noise and tracer keeps heads down and pins the enemy in place for the charge that follows. It turns the mob's poor marksmanship into a suppressing weight all its own.



OR KS · HOUSE DOSSIER

BAD MOONS KLAN

the richest, best-armed mob in the sector

The Bad Moons are the richest, best-armed mob in the sector, and they fight the only way rich Orks know how — by out-spending and out-gunning everything that moves. This is a dakka gunline: a firing wall of snazzgun-toting Flash Gitz and Loota Boyz massed behind a shouty Warboss, flooding the board with kustom fire and deleting the enemy on the walk-in, before a single choppa comes out. Where other clans grind or charge, the Bad Moons dig in and spray, burying the foe under sheer weight of gaudy, wasteful firepower. It is the clean inverse of a melee grind — the mob out-spends, out-guns and out-flaunts; it never out-lasts. The swagger carries a price: all that kustom kit spits volume, not accuracy, and half of it jams on a bad trigger-pull. A gang that survives the opening storm and closes to arm's reach finds a gunline with no answer up close — rushed, screened and krumped, the richest mob in the sector ends up shooting at nothing.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss)
- ♦ 0-3 Champions — Bad Moons gun-boss-heavy (Nobz + 0-2 snazzgun Flash Gitz, plus optional Meganob / Mek / Doc / Wyrdboy)
- ♦ Boyz the bulk (shooting-leaning); Grots cheap and plentiful
- ♦ 0-1 \$5c Vehicle (a Deff Dread / Killa Kan walker, resolved through the Ash-Wastes vehicle rules — \$Vehicles, not the Brute grid; the inherited Ork Core \$Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers — rides the same \$5c track)
- ♦ Backbone (Bad Moons-loose): Gangers + Juves $\geq$ 1x Leaders + Champions — the top-heavy gun-line
- ♦ Every Ork carries Mob Rule, the Waaagh, and Drownin' in Dakka — part of the fighter; Grots, walkers and superheavies don't share Drownin' in Dakka
- ♦ The Swelling Teef-Hoard: campaign wins buy bigger dakka and deeper gubbinz and harden survivors into snazzgun Flash Gitz

A Bad Moons gang musters on 1,500 credits and forms up top-heavy, built around its bosses rather than the mob-mass. Exactly one Leader — a Warboss — anchors the force, joined by up to three Champions. The mob leans gun-boss-heavy: Nobz and no more than two snazzgun Flash Gitz, with a Meganob, Mek, Doc or Wyrdboy filling out the rest. Boyz form the shooting-leaning bulk, and Grots come cheap and plentiful beneath them; a single \$5c vehicle — a Deff Dread or Killa Kan walker, fielded through the Ash-Wastes vehicle rules (\$Vehicles) rather than the Brute grid — is the ceiling. The backbone sits deliberately loose: Gangers and Juves need only match the combined count of Leaders and Champions, a slimmer base than a mass-mob klan fields, letting the Bad Moons put out fewer, gaudier gun-bodies rather than the biggest tide. Every green fighter carries Mob Rule and the Drownin' in Dakka Kultur into battle from the first muster.

🦴 GANG RULES

✂ BIGGER AN' FLASHIER

GANG RULE

Bigger an' Flashier is the Bad Moons champion aura — the gaudy pull of a gun-boss who bellows and struts until the whole fire-line shoots truer just to keep up with him. While a friendly Ork is within 3" of a Flash Git or the Warboss, it re-rolls its ranged Hit rolls of 1, the mob's dakka landing that little bit surer in the boss's flashy shadow. The bubble is deliberately tight: it rewards a clustered fire-base, not a scattered line, and the boss must be kept forward with the guns it steadies. It buys back a missed shot only — it cannot re-roll or ignore a Jammy result. An unmodified 1 that would seize the gun still seizes it; the aura sharpens the mob's aim but never saves it from the gamble every kustom gun carries.

✂ DROWNIN' IN DAKKA

GANG RULE

Drownin' in Dakka is the Bad Moons Kultur — the mob's whole way of war turned into a rule. A Bad Moons gunline does not grind the enemy down; it suppresses him, buries him under such a weight of fire that his own bosses cannot shout him back into the fight. When an enemy fighter is Pinned by a friendly Bad Moons fighter's ranged attack, it cannot be freed from Pinning by any friendly Leader's or Champion's Inspiring or Nerve order — the din of incoming fire drowns out the shouted command — until its next activation. The target may still attempt to stand on its own activation as normal; the lock denies the rescue, not the struggle. This is the mob's suppress-first, mop-up lever: the fire-line stacks shot after shot on a foe pinned flat and cut off from the leadership every other gang leans on to get back up.

FIGHTERS

WARBOSS

LEADER

✖ 225 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*)

Bigger an' Flashier

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Hit

PRIMARY

Ferocity

Leadership

Shooting

Signature

SECONDARY

Brawn

Combat

Savagery

STARTING GEAR Eavy Armour

FREE SKILL Showin Off

EQUIPMENT LIST

BASIC

Shoota 15 credits

Kustom Shoota 20 credits

PISTOL

Slugga 10 credits

Kustom Mega Slugga 20 credits

✧ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Snazzgun 55 credits

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✧ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock 'uge-choppa 35 / power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL		STATUS	
Teef Gilded Dakka	30 credits	Bosspole	25 credits
Cybork Body	45 credits	Waaagh Banner	
♣ <i>Bionik Bonce</i>	50 credits	<i>in kit</i>	
<i>A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock teef-gilded-dakka 30 / cybork-body 45.</i>			

The Warboss is the big shouty boss at the heart of a Bad Moons mob — the gun-warlord who flaunts the richest, gaudiest kit on the field and expects every git to fall in behind it. A 2+ WS, S5, T5 and three Wounds make it a genuine threat in a scrap, but the Bad Moons boss leads with dakka: it starts on a kustom snazzgun and a kustom mega-slugga, and it projects the Bigger an' Flashier aura, so friendly Orks close by re-roll their ranged Hit rolls of 1. It calls the Waaagh! once the mob has fed the counter, and any enemy it Pins with a ranged attack cannot be rallied off the ground by that foe's own boss — the Drownin' in Dakka Kultur — until the enemy's next activation. Its free Showin' Off skill turns a lucky trigger-pull into a second hit. Leadership 4+ and Cool 4+ hold the surrounding fire-line steady. Keep it central: the mob shoots truer in the boss's gaudy shadow, and the gun-line loses its heart without it.

FLASH GIT

CHAMPION

✖ 180 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*)

Bigger an' Flashier (*the aura source — re-roll-ranged-1s within 3"*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll Hit

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Leadership

STARTING GEAR Eavy Armour

FREE SKILL More Dakka

EQUIPMENT LIST

BASIC

Kustom Shoota 20 credits

PISTOL

Kustom Mega Slugga 20 credits

SPECIAL

Kustom Mega Blasta 45 credits

Snazzgun 55 credits

✦ *Kustom Blasta Kannon* 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbash from the Kustom Mega-blasta, Codex: Orks (Mek weaponry). Priced a bove the stock kustom-mega-blasta 45/ snazzgun 55.

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Big Choppa 25 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock big-choppa 25/ power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Grot Gunner 25 credits

Teef Gilded Dakka 30 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced a bove the stock grot-gunner 25/ teef-gilded-dakka 30.

The Flash Git is the Bad Moons signature body — the richest, gaudiest gun-boss in any klan, a Nob frame draped in gold-plated scrap and cradling a kustom snazzgun it can barely aim. It is the source of the Bigger an' Flashier

aura: friendly Orks near it re-roll ranged Hit rolls of 1, the mob's fire landing truer in its shadow. Its own BS stays a poor 5+ — a Flash Git sprays, it does not aim — so the free More Dakka skill and the snazzgun's sheer volume, not marksmanship, are how it deletes a target. Any enemy it Pins by ranged fire cannot be rallied back onto its feet by an enemy boss until its next activation, the Drownin' in Dakka Kultur locking the foe down. Two Wounds, S4 and a power klaw let it hold a moment when the enemy closes, but it is a gun on legs, not a fighter, and no more than two may run in a mob. Losing one costs the fire-line its aura more than its numbers.

MEGANOB

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Brawn

Signature

SECONDARY

Combat

Ferocity

Shooting

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbash from the Kustom Mega-blasta, Codex: Orks (Mek weaponry). Priced above the stock kustom-mega-blasta 45.

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock power-klaw 45 / killsaw 55.

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

The Meganob is the Bad Moons anvil — an Ork sealed in mega-armour, slow at 4" but wrapped in a 2+ save that shrugs off most of what a gunline draws. It is the immovable gun-platform, starting on a kustom mega-blasta and a power klaw: a heavy shot that punches through armour and a fist for anything that reaches it. S5, T5 and two Wounds let it hold a flank the lighter bodies cannot. It fights under Mob Rule and carries the Drownin' in Dakka Kultur into its shooting, pinning what it hits beyond that foe's boss's reach. Shooting drops to Secondary on the Meganob — its role is the big gun and the immovable body, not the nimble fire-base — with Brawn Primary for the sheer muscle of hauling that armour forward. Set it where the line must not break; it will not move fast, but it will not be shifted, either.

NOB

CHAMPION

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Leadership

STARTING GEAR Eavy Armour

FREE SKILL More Dakka

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Big Shoota 40 credits

Kustom Mega Blasta 45 credits

CLOSE-COMBAT

Big Choppa 25 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock big-choppa 25.

Power Klaw 45 credits

✦ Buzzsaw Klaw 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock big-choppa 25/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Grot Gunner 25 credits

Cybork Body 45 credits

The Nob is the elite-Boy Champion backbone of a Bad Moons mob — the mid-line dakka-boss that carries the firepower between the Flash Gitz and the massed Boyz. Bigger, harder and steadier than a Ganger at WS 3+, S4, T4 and two Wounds behind a 4+ save, it forms up on a big shoota and a slugga and leans on its free More Dakka skill to hose a target with extra shots. Like every green body in the gang it fights under Mob Rule, holding its nerve

near the mob, and its ranged fire drags the Drownin' in Dakka Kultur along — an enemy it Pins cannot be talked back onto its feet until that foe's next turn. Shooting sits Primary on the Nob and Combat only Secondary: it can swing a big choppa or power klaw when the enemy reaches it, but its job is to add weight to the volley, not to lead the charge.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Drownin' in Dakka (an enemy Pinned by its dakka can't be rallied off until its next activation)

SEE SPECIAL RULES

PSYKER (manifests the shared Power of the WAAAGH! discipline + Smite; the mob's sole caster)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In a Bad Moons mob the keyword belongs to the Wyrdboy alone — a mad greenskin lightning-rod for the ambient WAAAGH! every mob radiates, fielded now and then for the moment when kustom dakka is not quite enough. Through it the Wyrdboy channels the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite. Each working is resolved with the standard psyker rules, and every one risks the warp turning on the git who calls it — Perils are the price of a skull full of green lightning. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time. The Ork warp is one shared, crude thing — a Bad Moons Wyrdboy channels the same six powers as every Klan's; the richest mob in the sector buys guns, never the warp.

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Ferocity

Power of the WAAAGH!

SECONDARY

Cunning

Savagery

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	GRENADE
Slugga10 credits	Stikkbombs30 credits
✦ Shokk Slugga20 credits	ARMOUR
A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.	Scrap Armour
CLOSE-COMBAT	included
Choppa10 credits	

The Wyrdboy is the mob's crackling ranged psyker — a frail, twitchy Ork channelling raw Waaagh! energy into a weapon no gun can match. Its threat is its Wyrd Powers — the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite — a subsystem apart from the skill lists, so it comes armed with little more than a slugga and its own dangerous head. At WS 4+, one Attack and a 6+ save it is no brawler; kept behind the fire-line, it adds a burst of unpredictable violence to the volley. It fights under Mob Rule and drags the Drownin' in Dakka Kultur through its own attacks, pinning what it strikes beyond an enemy boss's rally. Willpower 4+ is its real stat-

line — the nerve to hold the power together without it blowing back. A Bad Moons mob fields one only now and then, for the moment when kustom dakka is not quite enough and the enemy needs something it cannot screen against. Ferocity Primary carries the greenskin fury under the psychic edge.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Drownin' in Dakka (*an enemy Pinned by its dakka can't be rallied off until its next activation*)

Beastly Rage (*the charge-fury of the hunter*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced a bove the stock slugga 10.

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced a bove the stock choppa 10/snagga-klaw 30.

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced a bove the stock choppa 10/snagga-klaw 30.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Attack Squig 60 credits

The Beast Snagga is the one true choppa in a Bad Moons gunline — a tougher, meaner Ork bred to run down big game, kept as the melee anchor of the mixed dakka-and-choppa build. T5 and two Attacks make it a hunter that closes and holds, and its Beastly Rage drives the charge-fury of a beast on the scent. It starts on a snagga klaw and a slugga, and while it carries the Drownin' in Dakka Kultur and Mob Rule like the rest of the mob, its work is the opposite of theirs: it wades in and krumps while the guns behind it do the deleting. Alone among the gang its

skills lean melee — Combat and Ferocity Primary, Shooting only Secondary — the faithful charger in a klan that otherwise digs in. Field it to buy the fire-base time: it holds the line the enemy tries to break, so the dakka keeps landing.

BOY

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES WAAAGH! (feeds and benefits from the gang surge) Mob Rule (auto-steady near friendly Orks)

Drownin' in Dakka (an enemy Pinned by its dakka can't be rallied off until its next activation) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Shooting

Signature

SECONDARY

Agility

Combat

Ferocity

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

Kustom Shoota 20 credits

PISTOL

Slugga 10 credits

✦ Shokk Slugga 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Big Shoota 40 credits

✦ Squig Launcha 50 credits

A bomb-squig hopper welded onto a big-shoota chassis — kitbash from Bomb Squigs + a Big Shoota, Codex: Orks. Priced above the stock big-shoota 40.

HEAVY

Rokkit Launcha 45 credits

Deffgun 60 credits

CLOSE-COMBAT

Choppa 10 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Ammo Hoard 15 credits

Grot Gunner 25 credits

✦ Kustom Boosta 25 credits

A Deffkopta rotor-jet exhaust bolted to a fighter's back — kitbash from Red Paint Job + vehicle exhaust bitz, Codex: Orks (Speed Freck kustom jobs). Priced above the stock ammo-hoard 15.

The Boy is the mob's bulk — a cheap green trooper the Bad Moons kit for the gun-line rather than the charge. It starts on a shoota and a slugga and leans toward Loota loadouts as the hoard fattens, one more barrel in the wall of fire. A single Wound and a poor 5+ save make it expendable, but WS 3+, S4 and two Attacks mean it still bites if a fight reaches it. Mob Rule keeps it steady while the mob holds together, and its ranged fire feeds the Drownin' in Dakka Kultur, pinning targets the enemy cannot rally off. Shooting is Primary for the Boy — the whole point of a

Bad Moons Boy is that it shoots — with Combat and Ferocity beneath for when the line is breached. Massed cheaply and pointed all one way, Boyz are the volume the richer bodies fire behind.

GROT

JUVE

× 28 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

SECONDARY

Cunning

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	PERSONAL
Grot Blasta5 credits	Ammo Hoard15 credits
CLOSE-COMBAT	Grot Grapnel25 credits
Choppa10 credits	✦ Grot Riggers30 credits
ARMOUR	Extra repair-grots chained to a fighter's back with tool-arms — kitbash from Grot Oiler + Ammo Runt bitz, Codex: Orks. Priced above the stock ammo-board 15 / grot-grapnel 25.
Scrap Armour	
included	

The Grot is the cheap, weak, expendable body at the bottom of a Bad Moons mob — and, quietly, one of its better shots. Where an Ork sprays, a Grot squints and aims, and its BS 4+ is the keenest eye in the gang. It comes armed with a grot-blasta and precious little else: S2, T2, a single Wound and a 6+ save mean it dies to almost anything. It holds its nerve only through Mob Rule, steadied by the greenskins around it, and does not carry the Drownin' in Dakka Kultur — its little pistol does not drown out a boss's orders. In numbers the Grots load the mob's dakka, soak the hits meant for their betters, and get shoved underfoot when the shooting starts. Agility is its one Primary skill set — the small, quick, survivable tricks of a creature that lives by not being where the boot lands.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✕ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ◆ Power Klaw — Front arc (Crew)
- ◆ Kustom Mega Kannon — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deff Dread is the Bad Moons walker — and, as of the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 4+ iron plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and stomping forward at five inches — a hull that anchors a fire-lane rather than leads a charge. The rich klan hangs the heaviest dakka it can bolt on: a great dread klaw to tear apart anything that closes, and a kustom mega-kannon welded to the hull for a blast gun that flattens clustered foes at range; both are fixed Front mounts, so the Dread must face its quarry to bring them to bear. An Ork wedged inside pilots the legs while the guns do the killing (crew Ld 6+/Cl 5+/Wil 6+/Int 8+, BS 5+). Loud, clanking and gleefully destructive, it shrugs off fire that would shred the mob — its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. A mob fields at most one; the Dread is the single biggest thing a Bad Moons gunline puts on the board, and its price is provisional, derived from the \$5c profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFFKILLA WARTRIKE

VEHICLE

✖ 170 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	6	5	5	5	5+	4+	4+	5+	5+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Spinnin Big Shoota — Front arc (Crew)
- ◆ Snagga Klaw — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deffkilla Wartrike is a bike-boss's ride with the boss still on it — three wheels, three snazzguns and a Warboss driving — and, with the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is an open Wheeled machine tearing forward at a full nine inches behind Toughness 6 front armour and five Hull Points, hung with a spinnin' big shoota array that hoses the approach and a snagga-klaw slung to hook whatever the wheels reach first.

In a Bad Moons mob it is the odd body out. The klan digs in, ranges its dakka and makes the enemy walk into it; the Wartrike does the opposite, and it does it at speed — the buggy tempo is Evil Sunz' lane, not this one, so a gun-line fields the trike rarely and only when a build wants something that can actually go and take a fire-lane rather than hold one. What it does bring is aim: a Warboss drives, so this is the one platform in the whole Bad Moons roster that shoots at BS 4+ (crew Ld 5+/Cl 5+/Wil 6+/Int 7+), and a rich klan can appreciate a gun that hits even when it disapproves of the chassis.

Its damage, its handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived on the \$5c ledger — a fast multi-gun command trike, above the Dragsta band — and not ported from the Brute numbers it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Claw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The claw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

KILLA KAN

VEHICLE

≈ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	4	6+	4+	5+	6+	6+	7+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Kustom Mega Kannon — Front arc (Crew)
- ♦ weapon — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Killa Kan is the cheap walker — a scrap-iron can with a grot bolted screaming into its guts, and, since the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 4+ plate over just four Hull Points, front-weighted (Toughness 7 to the fore, 6 to the flank, 5 to the rear) and clanking forward at five inches; fragile by the standards of the vehicle track, and priced to be spent.

A Bad Moons Kan is a gun on legs. The rich klan hangs a kustom mega-kannon off the hull — the biggest thing the Meks can weld to so light a frame — and lets the kan klaw fend off whatever gets close; both mounts are fixed Front, so the machine must face what it means to kill. The grot pilots the legs and not the gun (crew Ld 6+/Cl 6+/Wil 7+/Int 8+, BS 5+), which is why the Kan hits no better than a Boy does, and why a mob fields it as the entry-tier war-engine rather than the anchor: the cheap platform that puts one more heavy barrel in the fire-lane while the Dread does the grinding.

Its damage, its handling and every catastrophic Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived on the \$5c ledger from the profile — a fragile light walker in the Ork buggy band — and not ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

♦ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

♦ 0-1 per gang
♦ Artillery (static)
♦ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

Power of the WAAAGH! is the mob's roar made manifest — the Wyrdboy does not command the warp the way a sorcerer does with precise incantation; he simply **conducts the WAAAGH!**, and the louder the mob around him,

the wilder the power that comes out. He does not finesse; he **discharges**. Green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork. The Ork psychic is a single loud thing, not a library of traditions — a crude lightning-rod for the mob's collective anger, not a scholar of the warp — so this one shared discipline is the whole of a Wyrdboy's art, and a Bad Moons Wyrdboy channels the very same six powers as every other Klan's. A Wyrdboy with access picks or D6-rolls one power from the table below at creation, each a Wyrd power that courts the warp's price. The mob keeps a good few paces clear of it when it goes off.

ROLL	POWER
1	Da Jump. The mob's roar folds space and the Boyz arrive where they're least wanted. The Wyrdboy removes one friendly Ork fighter within range — the Wyrdboy itself or another — from the board and immediately sets it back up anywhere more than 4" from an enemy. The redeployed fighter may act normally afterward, but it cannot Charge the round it Jumps. It is the discipline's mobility trick — a redeploy gated off a same-round charge, so it repositions the mob rather than firing off a psychic alpha-strike.
2	'Eadbanger. The pressure builds behind an enemy's eyes until its 'ead goes <i>bang</i> . The chosen enemy fighter within range and line of sight suffers a single automatic hit at Strength 6, AP -2, Damage 2 . It is a single-target burst that ignores cover — the flat, reliable killer of the six, distinct from Zzap's swingy long-range strip and Foot of Gork's spread-and-pin.
3	Warpath. The WAAAGH! sings in a fighter's arms. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offense buff that feeds the melee identity, but it is continuous : it consumes the Wyrdboy's action each round it holds, so pumping one killer costs the crew its only caster's tempo.
4	Zzap. A crackling green bolt leaps the length of the board. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — rolled each time, because the current builds unpredictably — AP -3, Damage 1 . It is the armour-strip power: long range and savage AP, but low and swingy Strength, so a bad roll fizzles against a tough target. Distinct from 'Eadbanger's flat burst — Zzap trades reliability for reach and shred.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere in range; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit , and any not taken Out of Action is knocked Prone and Pinned . It is the area-control stomp — Da Krunch — spreading hits and pinning a cluster rather than killing one model, the discipline's answer to a bunched-up enemy line.
6	Bigged Up. The mob's belief makes an Ork bigger — Warp Strength swelling it up where everyone can see. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — counts as +1 Strength and +1 Toughness . It caps at +1 each and does not stack with itself. The defensive/stat buff of the six, pairing durability with a melee bump; like Warpath it is continuous , so it ties up the crew's only caster each round it holds.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Dakka Storm. Choose a friendly Bad Moons fighter. Its next Shoot action this turn fires one extra shot at the same weapon profile — the mob simply lets rip and lets the volume do the work.	YOUR TURN
12	Suppressin Fire. Choose a friendly Bad Moons fighter that has just Pinned an enemy with a ranged attack this turn. That enemy cannot be freed from Pinning by any friendly order until the end of the round — keep it flat under the weight of fire.	YOUR TURN
13	Teef On Da Table. Play before the battle. Draw on the hoard: one fighter in your gang may take a single ranged-weapon upgrade or one extra gun for this battle only, teef no object. The mob spends freely because it can.	PRE-BATTLE
14	Reload. Choose a friendly Bad Moons fighter whose ranged weapon is out of ammo. It immediately makes a free Reload — fresh belts and drums close to hand, the drought over as fast as it came.	ANY TURN
15	Gilded Sights. Play at the start of the battle. Choose one fighter: for the whole battle, its ranged weapon re-rolls failed Hit rolls of 1. Gilded sights, filed true, keep it landing.	START OF BATTLE
16	Rich Mobs Reserves. Play before the battle. The hoard fields an extra body: add one Grot or one Boy, armed as normal, to your gang for this battle only. The rich mob always has one more gun to throw in.	PRE-BATTLE
21	Snazzgun Overcharge. Choose a friendly fighter carrying a snazzgun and make its next Shoot action this turn an over-charge: it fires D3 additional shots beyond its normal profile. If the gun Jams, it stays Jammed as normal — the flash never buys off the gamble.	YOUR TURN
22	Lootas Volley. Every friendly Bad Moons fighter carrying a Heavy weapon that made no Move this turn re-rolls its ranged Hit rolls of 1 until the end of the turn — the Loota line, dug in and hammering.	YOUR TURN
23	Keep Em Pinned. Choose one enemy fighter Pinned by your gang's fire. It may not stand up on its next activation — it stays flat while the volley keeps coming.	YOUR TURN
24	Flash Gits Flaunt. Until the end of the round, the Bigger an' Flashier aura around your Flash Gitz and Warboss reaches 6" instead of 3". The gun-boss struts, and the whole fire-line shoots truer for it.	YOUR TURN
25	Kustom Kaboom. When a friendly fighter's kustom weapon Jams this turn, you may instead have it detonate spectacularly: the firer takes no harm, but every model within 1" of it — friend or foe — is caught by a Strength 3 hit. Sometimes a jam is just early fireworks.	YOUR TURN
26	Grot Fed Belts. Choose a friendly Bad Moons fighter. It immediately re-rolls a failed Ammo check — a loader-grot slaps a fresh belt in before the gun has even cooled.	ANY TURN
31	Spray An Pray. Choose a friendly fighter. Its next Shoot action fires two extra shots, but takes a -1 penalty to all its Hit rolls — pure, wild volume over any pretence of aim.	YOUR TURN
32	Ammo To Spare. Choose a friendly Bad Moons fighter. The next Ammo check it fails this battle is ignored — the rich mob simply never runs dry when it counts.	ANY TURN
33	Buy Da Best. Play before the battle. Spend from the hoard to upgrade one fighter's ranged weapon to its Kustom profile for this battle only. When you can afford the best, you field the best.	PRE-BATTLE

34	Wall Of Dakka. Play at the start of the battle. In the first round, every friendly Bad Moons fighter that made no Move re-rolls its ranged Hit rolls of 1 — the gunline opens with a solid wall of fire.	START OF BATTLE
35	Focus Da Fire. Choose one enemy fighter. Until the end of the turn, friendly Bad Moons fighters shooting that target re-roll failed Hit rolls of 1 — the whole mob pours it onto one poor git.	YOUR TURN
36	Kaptins Kut. Play at the end of a round in which a friendly Bad Moons fighter took an enemy Out of Action with a ranged attack. Bank 5 teef into your campaign hoard — the Kaptin takes his kut of every kill.	END OF ROUND
41	Da Loudest Gun. Choose a friendly Bad Moons fighter making a Shoot action this turn. When it hits its target, every other enemy fighter within 2" of that target must pass a Cool check or be Pinned — the sheer noise of the loudest gun in the mob flattening everything nearby.	YOUR TURN
42	Dakka Discipline. Choose a friendly Bad Moons fighter that made no Move this turn. Until the end of the turn it re-rolls all its ranged Hit rolls of 1 — a dug-in git with nothing to do but shoot straight.	YOUR TURN
43	Trigger Appy. Choose a friendly Bad Moons fighter. It may immediately make a free Shoot (Simple) action — a git too trigger-happy to wait its turn to pull the trigger.	YOUR TURN
44	Kustom Overkill. Choose a friendly fighter carrying a kustom weapon. Until the end of the turn, that weapon gains +1 Damage — the over-tooled gun turned up past all sense.	YOUR TURN
45	Gold Plated Barrage. Choose a friendly Bad Moons fighter making a Shoot action this turn. It re-rolls failed Wound rolls against its target — every gilded round chewing that little bit harder.	YOUR TURN
46	Hired Guns. Play before the battle. Pay from the hoard to muster a Hired Gun for this battle only — the rich mob buys extra dakka whenever it fancies a heavier fight.	PRE-BATTLE
51	Drown Em Out. Choose one enemy fighter Pinned by your gang's ranged fire. Until the end of the round it cannot be freed from Pinning by any friendly order — the din drowns out every shouted command.	YOUR TURN
52	Deeper Pockets. Play at the end of a round. Bank 5 teef into your campaign hoard — the mob's pockets are deep enough that even a quiet round turns a profit.	END OF ROUND
53	Snap Shot Storm. Until the start of your next turn, whenever an enemy fighter moves into a friendly Bad Moons fighter's line of sight, that fighter may immediately make a snap Shoot action against it — each friendly fighter may do so once. The gunline never stops watching the lanes.	ANY TURN
54	Bigger Boomstick. Play at the start of the battle. Choose one fighter: for the whole battle, its ranged weapon gains +1 Strength — a bigger, meaner boomstick bolted on before the first shot.	START OF BATTLE
55	No Expense Spared. Play before the battle. The hoard fits one fighter with a single piece of wargear or a gun upgrade for this battle, free of charge — no expense spared when the mob can afford anything it likes.	PRE-BATTLE
56	Overwatch Wall. Play at the end of a round. Up to three friendly Bad Moons fighters that did not make a Shoot action this round immediately go on Overwatch — the fire-line settles in to punish whatever moves next.	END OF ROUND
61	Krump Proof Line. Choose a friendly Bad Moons fighter. Until your next turn, the first time an enemy declares a Charge against it, it may make an immediate Shoot action against the charger before blows are struck — the gunline answers a rush with lead.	YOUR TURN

62	Da Rich Get Richer. Play at the end of a round in which your gang has more standing fighters than your opponent. Bank 10 teef into your campaign hoard — the mob that is winning only gets richer.	END OF ROUND
63	Gunline Olds. Until the end of the turn, every friendly Bad Moons fighter that made no Move this turn adds +1 to its Hit rolls when it Shoots — old gunline discipline, the dug-in mob shooting like it means it.	YOUR TURN
64	Empty Da Drums. Choose a friendly Bad Moons fighter. Its next Shoot action fires two extra shots — then it empties its drums: it may not make another Shoot action until it has made a Reload. All the dakka at once, and hang the consequences.	YOUR TURN
65	Flash Retreat. Choose a friendly Bad Moons fighter. It may make a Fall Back action and still make a Shoot action this turn — the gun-boss backing off without once taking its finger off the trigger.	ANY TURN
66	Da Biggest Dakka. Choose a friendly Bad Moons fighter making a Shoot action this turn. It fires D3 extra shots and re-rolls all its ranged Hit rolls of 1 — the single biggest dakka the mob can throw, everything the gunline is built for in one deafening volley.	YOUR TURN

ALLIANCES

DA HIRED MUSTER

ALLIANCE

WHO	a mercenary gun-lord or another dakka-heavy gang willing to fight for a cut (any Klan, or an outsider with guns for hire)
FACTION	orks
MY ROLE	hire
PHASE GATE	none — the Bad Moons will pay for guns from the first battle to the last, whenever the hoard can afford it
TERMS	map-level non-aggression bought outright: the Bad Moons pay a standing tribute of teef to the partner each campaign turn, and in exchange the two gangs will not attack each other's worlds and each may call the other's favour table once; if the Bad Moons ever miss the tribute the pact lapses at once; campaign-only, no shared gang list in a normal battle

The Bad Moons do not make friends; they make payroll. This pact is map-level non-aggression bought outright — the Bad Moons pay a standing tribute of teef to a partner gang each campaign turn, and in exchange the two will not attack each other's worlds, and each may call the other's favour table once per cycle. The instant the Bad Moons miss a tribute payment, the pact lapses. It holds only between campaign turns: no allied fighters ever join a Bad Moons gang list in a normal battle. The partner may be any dakka-heavy gang or mercenary gun-lord willing to fight for a cut — friendship costs teef, and the Bad Moons have teef to spare.

WHO	a rival gang that owes the Bad Moons teef and welched on it — a debtor that took the loan, the loaned gun or the tribute and never paid, or a melee Klan that closed the distance and looted the hoard
FACTION	orks
MY ROLE	feud
PHASE GATE	none — a Bad Moons debt is live from the moment it goes unpaid until it is collected in blood or teef
TERMS	no truce and no hire with a debtor-gang; the two may never form the Hired Muster pact; the Bad Moons add +1 to ranged To Hit rolls against debtor-gang fighters in every battle, and a Bad Moons win over the debtor bank both the Reputation and 20 teef 'collected' from the loser's hoard; campaign-only

A Bad Moons debt is never forgotten and never forgiven. When a rival gang takes the mob's teef — a welched loan, a stolen loaner gun, an unpaid tribute, or a hoard looted by a melee klan that got in close — that gang becomes a debtor, and the debt runs live until it is collected in blood or coin. The two may never form the Hired Muster pact. In every battle against the debtor, Bad Moons fighters add +1 to their ranged To Hit rolls, and a Bad Moons win banks both the Reputation and 20 teef 'collected' from the loser's hoard. It is settled only between campaign turns; no fighters cross rosters in a normal battle.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Crate Of Ammo. The Kaptin can spare only a battered crate of loose shells this time — but even his leftovers keep a gun hot. Choose one fighter in your gang: for the next battle, the first time it would fail an Ammo check, it passes automatically instead. The Kaptin still expects his kut of whatever you shoot up with his rounds.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
3	A Loota On Loan. A single Loota Boy is loaned to your mob for one battle, deffgun and all, on the understanding that the gun comes back and the Kaptin gets a cut of the haul. Add one Loota Boy armed with a deffgun to your gang for the next battle only; it is removed afterward, win or lose.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL

4	Gilded Barrels. The Kaptin sends over a set of gilded, master-filed barrels to bolt onto one of your guns. For the next battle, choose one fighter: its ranged weapon re-rolls failed Hit rolls of 1. The gilt comes straight off again the moment the debt is called in.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
5	A Grot Gun Loader. A wiry loader-grot is seconded to your fire-line for one battle. Choose one fighter with a ranged weapon: for the next battle, each time it makes a Shoot action it may either fire one extra shot or re-roll a failed Ammo check, your choice as the trigger is pulled. The grot goes back to the Kaptin when the shooting stops.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
6	A Snazzgun On Loan. The Kaptin loans out one of his lesser snazzguns — gaudy, over-tooled, and still Jammy. For the next battle, one Champion in your gang may carry a snazzgun in addition to its usual kit. It is returned afterward, and the Kaptin wants a fat kut for the privilege.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
7	A Meks Once Over. A Bad Moons Mek gives your guns a once-over before the fight. For the next battle, choose one fighter: the first time its ranged weapon would Jam, it does not — the Mek has tuned the worst of the fault out. His fee, as ever, is a fat slice of the takings.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
8	A Crate Of Dakka. A proper crate of dakka arrives — belts, drums and shells enough to drown a battlefield. For the next battle, on the first round, every friendly Bad Moons fighter re-rolls ranged Hit rolls of 1. After that the crate runs dry. The Kaptin expects to be paid back in loot, not thanks.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
9	A Flash Git For Hire. A Bad Moons Kaptin sends over one of his snazzgun Flash Gitz to fight at your side. For the next battle, add one Flash Git — a Nob-frame gun-boss with a snazzgun, projecting the Bigger an' Flashier aura — to your gang. It leaves when the battle ends, and the Kaptin expects a fat kut of everything won.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL

10	Da Kaptins Own Gun. The Kaptin parts with a truly fine gun — for one battle, and a steep kut. For the next battle, one Champion or your Leader may carry a master-kustom snazzgun: Strength 6, AP -2, Damage 2, with Kustom Dakka (+D3) and, still, Jammy. It goes straight back onto the Kaptin's rack the moment the smoke clears.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
11	A Mercenary Muster. The Kaptin musters a small band of guns-for-hire to your banner. For the next battle, add two extra gun-bodies to your gang — a Nob with a big shoota and a Boy with a shoota — fighting under your orders for the duration only. They leave when the smoke clears, and the Kaptin takes his cut of everything won.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL
12	Da Kaptin Rides In. The Kaptin himself rides in at the head of his gun-mob — the best result the table can give, and the dearest. For the next battle, a Bad Moons Kaptin joins your gang as a Leader-grade Hired Gun: a Flash Git with a master-kustom snazzgun who projects the Bigger an' Flashier aura. He fights for one battle and takes the lion's share of everything the mob wins.	A BAD MOONS KAPTIN — A RICH GUN-LORD WHO MUSTERS SNAZZGUN FLASH GITZ FOR HIRE AND EXPECTS A KUT OF EVERY HAUL

SUB-PLOTS

DA KAPTINS REPUTATION

SUB-PLOT

Reward: word spreads that this is a mob worth fighting for: the House may recruit one Flash Git into its roster at half its normal credit cost in the next post-battle sequence, a gun-boss drawn in by the mob's growing reputation for dakka

Trigger: this House takes an enemy Leader or Champion Out of Action with a ranged attack in three separate battles across the campaign — the fire-line making its name by shooting down the warzone's bosses. **Reward:** word spreads that this is a mob worth fighting for. In the next post-battle sequence, the House may recruit one Flash Git into its roster at half its normal credit cost, a gun-boss drawn in by the gang's growing reputation for dakka.

✂ DA SWELLING HOARD

SUB-PLOT

Reward: the hoard buys the best: the House may upgrade one fighter's ranged weapon to its Kustom profile permanently at no credit cost, and gains a standing +10 teef to every post-battle income for the rest of the campaign — the rich, having got richer, stay that way

Trigger: this House banks 150 teef into its campaign hoard across the campaign without ever fielding a gang below its full starting value — a mob that grew rich without once having to sell down its guns. **Reward:** the hoard buys the best. The House may upgrade one fighter's ranged weapon to its Kustom profile permanently at no credit cost, and gains a standing +10 teef to every post-battle income for the rest of the campaign — the rich, having got richer, stay that way.

💀 LEGENDARY NAMES

✂ DA AMMO KING

SPECIALIST

XP cost (random): 8

XP cost (chosen): 14

Da Ammo King is the git who never, ever runs dry — a Ganger buried under so many belts, drums and spare shells that the whole fire-line feeds off its hoard. **Benefit:** this fighter automatically passes every Ammo check it makes, and any friendly Ork within 3" of it re-rolls its own failed Ammo checks. **Drawback:** the hoard is crushingly heavy — this fighter's Movement is reduced by 1", and it may never make a Charge or Fall Back action of more than 2", welded to the fire-line by the weight of ammunition it insists on lugging. The name is earned at 8 experience rolled, or 14 chosen.

✂ DA GOLDTOOF

CHAMPION

XP cost (random): 12

XP cost (chosen): 18

Da Goldtoof carries the gaudiest gun in the sector — a snazzgun so lavished with gold it is a target in its own right. **Benefit:** this fighter's ranged weapon re-rolls all failed Hit rolls of 1 — separate from the Bigger an' Flashier aura, and never stacking past a single re-roll — and once per battle it may fire its snazzgun as though it had not Jammed, ignoring one Jammy result. **Drawback:** all that gold draws eyes; enemy fighters may target Da Goldtoof with ranged attacks even when a closer friendly target would normally take priority, and any teef banked from a battle in which it went Out of Action are halved — the mob mourns the gun more than the git. The name is earned at 12 experience rolled, or 18 chosen.

✧ KAPTIN BIG TEEF

LEADER

XP cost (random): 14

XP cost (chosen): 20

Kaptin Big Teef is the richest boss in the sector, and the mob shoots straighter just standing in its gilded shadow. **Benefit:** the Bigger an' Flashier aura around this fighter extends to 6" instead of 3", and once per battle it may 'flash the hoard' — every friendly Ork within that aura immediately passes any Nerve or Cool test, steadied by the sheer swagger of standing near that much money. **Drawback:** greed rules the Kaptin; it must always spend the mob's post-battle teef on the single most expensive upgrade available before any cheaper purchase, even when the gang plainly needs bodies or basics more. The name is earned at 14 experience rolled, or 20 chosen.

💀 TERRAIN

✧ DA DAKKA NEST

TERRAIN

Da Dakka Nest is a heaped, sandbagged fire-position bristling with bolted-on gun-mounts, ammo crates and gilded scrap — the emplacement a Bad Moons mob throws up the moment it decides a piece of ground is worth holding. **Rule:** a fighter making a Shoot action while wholly inside Da Dakka Nest re-rolls failed ranged Hit rolls of 1 (never a Jammy) and treats its ranged weapon's Ammo checks as automatically passed. A fighter inside the Nest may not make a Charge or Fall Back action out of it — once a git is in the Nest, it fights from the Nest.

✧ DA TEEF VAULT

TERRAIN

Da Teef Vault is a barred, welded strongbox of a chamber where a Bad Moons mob piles its hoard — teef, gilded guns, and the loot of every gang that ever lost to it, guarded jealously and never quite full enough. **Rule:** any gang that ends a battle with a fighter in base contact with Da Teef Vault and no enemy within 3" of it may crack it, banking 25 teef into its campaign hoard. A Bad Moons gang defending its own Vault instead banks 25 teef simply for holding it uncontested at battle's end — the rich mob profits from the ground either way.

✂ DA GUN LINE STAND

SCENARIO

ATTACKER	a rival gang that must close the distance — anything that lives at arm's reach and needs to reach the guns to win
DEFENDER	the Bad Moons mob, dug in behind its dakka on the ground of its choosing
DEPLOY	the Bad Moons set up first, anywhere within 9" of one long board edge, on and around a raised fire-position; the attacker deploys within 6" of the opposite edge, in the open, with the length of the board to cross
OBJECTIVE	the attacker must get two fighters into base contact with the Bad Moons fire-position and hold it at the end of a round; the Bad Moons must stop them — this is a race between the charge and the volume of fire in front of it
VICTORY	the attacker wins the moment it holds the fire-position with two fighters; the Bad Moons win if the attacker bottles out or if six rounds pass with the position uncontested
REWARDS	the winner takes the warzone's Reputation; a Bad Moons win banks 30 teef (the mob loots the field it never had to leave) and a decisive one hardens one surviving Boy toward Flash Git status in the post-battle sequence
CONTROL TRACK	a defence of a held world ('control-track'): a Bad Moons win holds the marker where it is and shifts it +1 for a decisive result (attacker bottled); an attacker win shifts the marker -1 against the Bad Moons, the gunline driven off its own ground — the one result the Klan cannot buy its way out of

ATTACKER & DEFENDER — The Bad Moons are the defender, dug in behind their dakka on ground of their own choosing. The attacker is any rival gang that must close the distance — anything that lives at arm's reach and has to reach the guns to win.

BATTLEFIELD & DEPLOYMENT — The Bad Moons set up first, anywhere within 9" of one long board edge, on and around a raised fire-position. The attacker then deploys within 6" of the opposite edge, in the open, with the length of the board to cross.

OBJECTIVE — The attacker must get two fighters into base contact with the Bad Moons fire-position and hold it at the end of a round. The Bad Moons must stop them. It is a straight race between the charge and the volume of fire standing in front of it.

ENDING THE BATTLE — The battle ends the moment the attacker holds the fire-position with two fighters, when the attacker bottles out, or at the end of the sixth round.

VICTORY — The attacker wins if it holds the fire-position with two fighters. The Bad Moons win if the attacker bottles out, or if six rounds pass with the position uncontested.

REWARDS — The winner takes the warzone's Reputation. A Bad Moons win banks 30 teef, the mob looting a field it never had to leave; a decisive win — the attacker bottled — also hardens one surviving Boy toward Flash Git status in the post-battle sequence.

CONTROL TRACK — This is the defence of a held world. A Bad Moons win holds the marker where it stands, and shifts it one step in their favour on a decisive result. An attacker win shifts the marker one step against the Bad Moons — the gunline driven off its own ground, the one result the klan cannot buy its way out of.

ATTACKER	the Bad Moons mob, come to loot a rival's hoard — the rare scenario the gunline attacks in
DEFENDER	the gang that holds the teef-cache and would very much like to keep it
DEPLOY	a teef-cache (a single objective marker) sits within 3" of the board centre; the defender deploys anywhere within 8" of it, the Bad Moons deploy within 6" of any one board edge
OBJECTIVE	the Bad Moons must get a fighter into base contact with the cache and carry it off their board edge; the defender must stop them or hold the cache to the end of the sixth round
VICTORY	the Bad Moons win if a fighter exits their edge carrying the cache; the defender wins by holding the cache at the end of round six, or by taking Out of Action every fighter that touches it
REWARDS	the raid's whole point is the teef: a Bad Moons win banks 50 teef into the campaign hoard outright; the defender, if it holds, keeps the cache and takes the Reputation of a mob that stared down the richest gang in the sector and did not blink
CONTROL TRACK	a raid on a rival's economy ('control-track' + 'victory-condition'): a Bad Moons win shifts the marker +1 AND drains 1 point of the defender's held economy into the Bad Moons hoard; a failed raid leaves the marker unchanged but the Bad Moons still pay the ammo they burned getting there — a rare scenario where the gunline can lose money by fighting

ATTACKER & DEFENDER — The Bad Moons are the attacker here — the rare fight the gunline comes looking for — mustered to loot a rival's hoard. The defender is the gang that holds the teef-cache and would very much like to keep it.

BATTLEFIELD & DEPLOYMENT — A teef-cache, a single objective marker, sits within 3" of the board centre. The defender deploys anywhere within 8" of it; the Bad Moons deploy within 6" of any one board edge.

OBJECTIVE — The Bad Moons must get a fighter into base contact with the cache and carry it off their own board edge. The defender must stop them, or simply hold the cache to the end of the sixth round.

ENDING THE BATTLE — The battle ends when a Bad Moons fighter carries the cache off their edge, when every fighter that touched the cache has been taken Out of Action, or at the end of the sixth round.

VICTORY — The Bad Moons win if a fighter exits their edge carrying the cache. The defender wins by holding the cache at the end of round six, or by taking Out of Action every fighter that touches it.

REWARDS — The raid's whole point is the teef. A Bad Moons win banks 50 teef into the campaign hoard outright. The defender, if it holds, keeps the cache and takes the Reputation of a gang that stared down the richest mob in the sector and did not blink.

CONTROL TRACK — This is a raid on a rival's economy. A Bad Moons win shifts the marker one step in their favour and drains a point of the defender's held economy into the Bad Moons hoard. A failed raid leaves the marker unchanged, but the Bad Moons still burned the ammunition getting there — one of the few fights where the gunline can come away poorer than it arrived.