

MACROMUNDA

ORKS

BLOOD AXES

HOUSE BOOK

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CONTENTS

ORKS 4

Faction Special Rules	5
Armoury	6
Weapon Traits	15
Skills	17

BLOOD AXES KLAN 18

Gang Composition	20
Gang Rules	21
Fighters	22
Vehicles	35
Psychic Disciplines	47
Gang Tactics	49
Alliances	52
Favours	53
Sub-plots	56
Legendary Names	57
Terrain	58
Scenarios	59



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
✂ 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

BLOOD AXES KLAN

the kunnin' Kommando klan

The Blood Axes are the most cunning and least *orky* Klan on any warzone they touch — the greenskins who fought the humans so long they learned to fight like them, and never told the rest of the green tide. Where the other Klans charge, dig in or race, the Blood Axes set an ambush, take the ground by stealth, and fade to do it again. This House deploys hidden, springs the trap, and opens fire from a place the enemy never watched. Its fighters are the Kommando strike force: the infiltrating specialist and its light-armoured raid-leaders, backed by decoy Grots and a camo'd walker, all moving where the foe is not looking.

At the table the Klan trades every stat of a stand-up fight for the angle. It has no melee wall, no flood of dakka, no red-painted speed and no beast-anvil toughness — once the lines join, it has nothing to fall back on. Its whole game is the first, unanswered blow and the disappearing act after it. A Blood Axes mob that keeps the fight on its own terms out-manoeuvres anything; one dragged into the open scrap it never wanted is only ordinary Orks caught in the light.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ◆ Starting credits: 1500 (converter-wide default)
- ◆ Exactly 1 Leader (Warboss — the kunnin' old-campaigner)
- ◆ 0-2 Champions — Blood Axes lean the Kommando Nob, plus optional Nob / Meganob / Wyrdboy
- ◆ Kommandos / Boyz the bulk (Kommandos favoured over the plain Boy); Grots cheap and plentiful (the Distraction-Grot crews)
- ◆ 0-1 Brute (a Deff Dread walker — the Core walker Brute) OR 0-1 \$5c Vehicle (the preferred camo'd Kommando Killa Kan, re-homed onto the Ash-Wastes vehicle track; plus the inherited Ork Core \$Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers)
- ◆ Backbone (Blood Axes measured mob): Gangers + Juves $\geq$ 1x Leaders + Champions — a measured, positional mob, quality of position over quantity of bodies
- ◆ Every Ork foot fighter carries Mob Rule, the Waaagh, and the Kunnin' Plan Kultur — part of the fighter; Grots, walkers, mounted machines and superheavies don't share the Kunnin' Plan
- ◆ The Widening Web: campaign wins deepen the ambush positions and widen the Hired-Gun and alliance network

A Blood Axes gang forms on 1,500 credits. It fields exactly one Leader — a kunnin' old-campaigner Warboss — and no more than two Champions, where the House leans the Kommando Nob raid-leader ahead of the plain Nob, the Meganob or the Wyrdboy. Kommandos and Boyz make up the bulk of the mob, the infiltrating specialist standing as the backbone rather than the plain green body. Grots come cheap and plentiful, fielded as the Distraction crews that draw the enemy's eye. A gang may take no more than one Brute (a Deff Dread) — and by Blood Axes preference reaches instead for the camo'd Kommando Killa Kan, now re-homed onto the \$5c Ash-Wastes vehicle track (\$Vehicles) rather than the Brute grid.

The mob stays measured where its cousins swarm: the count of Gangers and Juves must at least equal the Leader and Champions together. This is the un-orky discipline of the Klan — position and a handful of the right bodies over a wall of green — and it holds a Blood Axes gang to a tighter, sneakier shape than the brute tides of the other Klans.

🦴 GANG RULES

✂ KOMMANDO DISCIPLINE

GANG RULE

Kommando Discipline: A boss who learned his trade warring the humans keeps the mob moving and shooting like soldiers. While a friendly Ork is within 6" of a Blood Axes Champion or the Warboss, it ignores the penalty for shooting in the same activation it made a move — the disciplined run-and-gun no other Klan can hold together — and it may re-roll a failed Cool test taken to avoid being Pinned. The aura grants no extra shot, no extra Move and no bonus to Hit; it steadies the line and frees it to reposition and fire in a single breath. This is the thinking-Ork Klan made plain on the battlefield, and the reason a Blood Axes gun-line advances and shoots where a straight-fighting mob would have to plant its feet and stand still.

✂ KUNNIN' PLAN

GANG RULE

Kunnin' Plan: Every Blood Axes Ork fighter may deploy using Infiltrate — set up hidden, out of the enemy's line of sight and more than 6" from any enemy fighter — where the other Klans must line up in the open. The first time in each battle a fighter attacks from cover or concealment, that attack is made at +1 to Hit: the prepared ambush, the blow lined up before the victim knew there was anyone there. The bonus is single-strike — once per fighter, on that first attack from concealment only. It raises the opening blow, it does not repeat, and it does not stack with the advantage of a Snipin' Shoota. Infiltrate here is the standard deployment, gated on the usual distance and line of sight. Once the lines are joined and the concealment is spent, a Blood Axes fighter is a plain Ork again; the whole of this Klan's edge is landing the first, unanswered blow from a place the enemy never watched.

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+	4+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

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

Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*)

Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Combat

Cunning

Leadership

Signature

SECONDARY

Brawn

Ferocity

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Kunnin But Brutal

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✧ Shokk Slugga 20 credits

A stubby short-range shokk pistol mek-welded from a shokk attack gun and a slugga — the shared Ork kitbash pool (Codex: Orks, Mek).

SPECIAL

Big Shoota 40 credits

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✧ Buzzsaw Klaw 60 credits

A power klaw fitted with a spinning buzzsaw head — the shared Ork kitbash pool (Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Kustom Kamo 40 credits

Cybork Body 45 credits

✧ Bionik Bonce 50 credits

A crude bionik skull-plate grafted over the boss's head — the shared Ork kitbash pool (Codex: Orks, Painboyz).

STATUS

Bosspole 25 credits

Sneaky Gitz Map 30 credits

Waaagh Banner

in kit

The Blood Axes Warboss is a kunnin' old-campaigner — the greenskin who has fought, and hired himself out to, more wars than any Ork alive, and lived by planning the ambush rather than leading the charge into it. He is still a monster in a scrum, WS 2+ and three Attacks behind a 'Uge choppa, but his worth to the mob is the head on his shoulders.

He calls the Waaagh! that surges the gang, and holds steady near his boys through Mob Rule. Like every foot fighter of the Klan he moves under the Kunnin' Plan, deploying by Infiltrate and striking his first blow from concealment at +1 to Hit. Around him the mob shoots on the move: he projects Kommando Discipline within 6", letting nearby Orks fire in the same activation they moved and re-roll a failed Cool test against Pinning. He begins with the founding trick of the thinking-Ork — Kunnin' but Brutal — and a slugga at his hip for when the plan meets the enemy. He is the mob's brain and its last argument both: the boss who decides where the fight happens, and wins it before the other side knows it has begun.

KOMMANDO NOB

CHAMPION

✖ 85 CREDITS

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

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Combat

Cunning

Signature

SECONDARY

Agility

Leadership

Shooting

STARTING GEAR Scrap Armour

FREE SKILL Dakka Ambush

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Shoota15 credits	Garrote20 credits
Snipin Shoota25 credits	Big Choppa25 credits
PISTOL	Power Klaw45 credits
Slugga10 credits	GRENADE
✦ Shokk Slugga20 credits	Stikkbombs30 credits
A stubby short-range shokk pistol mek-welded from a shokk attack gun and a slugga — the shared Ork kitbash pool (Codex: Orks, Meks).	
SPECIAL	ARMOUR
Kommando Burna30 credits	Scrap Armour
Big Shoota40 credits	included
✦ Hushed Shoota50 credits	WARGEAR
A big shoota wrapped in scavenged baffles and a stolen suppressor — kitbash from a Big Shoota and Kommando kit (Codex: Orks, Kommandos); the Blood Axes' quiet welded ambush-gun, priced above the stock big shoota.	
Smoke Bombs25 credits	PERSONAL
✦ Squig Launcha50 credits	Kustom Kamo40 credits
A squig-hurling launcha kitbashed from a rokket tube and a squig pen — the shared Ork kitbash pool (Codex: Orks).	
Cybork Body45 credits	ACCESSORY
✦ Stikkbomb Chukka30 credits	A rack-fed stikkbomb chukka for lobbing frags on the move — the shared Ork kitbash pool (Codex: Orks).

The Kommando Nob is the Blood Axes raid-leader — a Nob who threw away his 'eavy plate for a camo-cloak and a longer reach, and takes the objective before the shooting has properly started. Lighter than his cousins at a 5+ save but sharper of eye and cooler of head, he leads the strike from the front of the infiltration, not the back of the mob.

He feeds and rides the Waaagh! and stands steady through Mob Rule. He moves under the Kunnin' Plan, deploying hidden by Infiltrate and landing his first blow from concealment at +1 to Hit, and he projects Kommando Discipline within 6" so the fighters around him move and shoot as one. He begins knowing the sprung trap by heart — Dakka Ambush, the free interrupt-shot into an enemy that walks too close — and carries a Garrote for the sentry no one hears, a slugga for the ones who do. He is the point of the Kommando strike: the disciplined infiltrator who has already taken the ground while the enemy is still working out where he came from.

MEGANOB

CHAMPION

✖ 180 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*)

Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*) Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY

Brawn

Combat

Cunning

SECONDARY

Ferocity

Shooting

Signature

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

A mek-built kustom blasta kannon welded from looted dakka — the shared Ork kitbash pool (Codex: Orks, Meks).

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw fitted with a spinning buzzsaw head — the shared Ork kitbash pool (Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

PERSONAL

Cybork Body 45 credits

The Meganob is the plate the Kommando shuns — a slab of mega-armour at a 2+ save, S5 and T5, slow at 4" and utterly unsubtle. He is off-lean for a Klan that wins by not being seen, and the Blood Axes field him rarely: the brick brought out when the plan wants an anvil the enemy cannot shift, not a knife it cannot find.

He feeds and rides the Waaagh! and holds steady through Mob Rule. He moves under the Kunnin' Plan like the rest, though a walking wall of armour keeps its concealment poorly and takes its opening +1-to-Hit blow and then trudges on. He projects Kommando Discipline within 6", a boss's steadiness the mob can shelter behind. He begins with a power klaw and the mega-plate that is his whole character. He is the Klan at its least kunnin' — a plodding fist of a fighter — but a well-set trap sometimes needs one thing that simply will not die, and the Meganob is that thing.

NOB

CHAMPION

✖ 130 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*)

Kunnin' Plan (*deploys via Infiltrate; +1 to Hit on its first attack from concealment*) Kommando Discipline

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- re-roll Cool

PRIMARY Combat Cunning Signature SECONDARY Brawn Ferocity Leadership Shooting

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

SPECIAL

Big Shoota 40 credits

CLOSE-COMBAT

Big Choppa 25 credits

✧ *Dakka Choppa* 35 credits

A choppa with a cut-down slugga bolted along the blade — the shared Ork kitbash pool (Codex: Orks).

Power Klaw 45 credits

✧ *Buzzsaw Klaw* 60 credits

A power klaw fitted with a spinning buzzsaw head — the shared Ork kitbash pool (Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Kustom Kamo 40 credits

Cybork Body 45 credits

✧ *Bionik Bonce* 50 credits

A crude bionik skull-plate grafted over a battered Nob's head — the shared Ork kitbash pool (Codex: Orks, Painboyz).

The Nob is the plate-and-choppa muscle of the mob — the elite Boy grown big, mean and heavy, the Champion the Blood Axes bring when the plan calls for a brick rather than a knife. Where the Kommando Nob trades armour for stealth, the Nob keeps his 4+ save and swings a power klaw: the one who stands in the breach when the ambush becomes a straight fight.

He feeds and rides the Waaagh! and holds firm through Mob Rule. He still moves under the Kunnin' Plan, deploying by Infiltrate and striking his opening blow from concealment at +1 to Hit, and he projects Kommando Discipline within 6" to keep the line shooting on the move. He begins with Krumpin', the melee aura that sharpens the boys who fight beside him, and carries a power klaw and slugga into the scrum. He is the Klan's answer to the moment position runs out and the mob has to trade blows after all — the heavy hand that lets a gang of sneaks survive the fight it could not avoid.

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)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

SEE SPECIAL RULES

PSYKER (manifests the shared Power of the WAAAGH! discipline and the universal Smite)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. Among the Blood Axes the keyword belongs to the Wyrdboy alone — no other Ork of the Klan touches the warp — and through it he draws on the shared Power of the WAAAGH!, the mob's roar made manifest, alongside the universal witch-blast of Smite. Each working is attempted through the standard Wyrd Power rules, and every one courts the warp's price: a botched manifestation can turn on the caster as readily as the foe. The powers are drawn free at creation, the gift baked into the Wyrdboy's cost rather than bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Cunning

Power of the WAAAGH!

SECONDARY

Savant

Shooting

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	GRENADE
Slugga10 credits	Stikkbombs30 credits
CLOSE-COMBAT	ARMOUR
Choppa10 credits	Scrap Armour
	included

The Wyrdboy is the frail lightning-rod of the mob — a twitching psychic Ork who channels the raw Waaagh! energy of the green tide into blasts and bolts, and just as often into his own smoking boots. Weak in the arm and thin of hide at a 6+ save, he is fielded occasionally rather than leaned on: a wild card the kunnin' Klan keeps for the days the plan needs a bolt of something no gun can throw.

He feeds and rides the Waaagh! and holds steady through Mob Rule. He moves under the Kunnin' Plan, deploying hidden by Infiltrate and taking his opening blow from concealment at +1 to Hit. His Wyrd Powers are worked out apart from the ordinary skill tables, the crackling gift and curse of his kind. He begins with slugga and choppa for when the power fails him — as it does. He is a risk fielded on purpose: a fighter who can turn a battle with a single unnatural strike, or drop dead of his own gift before he throws it, and either way an Ork the enemy learns to fear crossing a hidden line.

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)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

Jammy (its slugga carries the Ork ranged drawback) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Combat

Cunning

Signature

SECONDARY

Agility

Brawn

Ferocity

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

✦ Dakka Choppa 35 credits

A choppa with a cut-down slugga bolted along the blade — the shared Ork kitbash pool (Codex: Orks).

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Kustom Kamo 40 credits

The Boy is the plain green body of the mob — cheap, willing and unsubtle, the number-filler the Blood Axes lean on less than any other Klan, since here the Kommando is the preferred striker and the Boy is simply more bodies. He still swings a choppa well enough and soaks a wound like any Ork, and in a pinch he holds ground the sneaks would rather not.

He feeds and rides the Waaagh! and stands steady through Mob Rule. Even the plain Boy moves under the Kunnin' Plan, deploying by Infiltrate and striking his first blow from concealment at +1 to Hit — the ambush is the whole gang's habit, not the specialist's alone. His slugga carries the Jammy trait, the Ork's old ranged curse: a wild shot can leave the gun silent at the worst moment. He begins with choppa and slugga and no learned trick of his own. He is what he has always been — a green body pointed at the enemy — but a Blood Axes boss points him from a place the enemy was not watching, and that is enough to make the plain Boy dangerous.

DEFFKOPTA

GANGER

✖ 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
10"	4+	5+	4	5	3	4+	2	6+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

STARTING GEAR Big Shoota

EQUIPMENT LIST	
SPECIAL	WARGEAR
Big Shoota	✦ Grot Riggers 30 credits
included	A crew of grot riggers bolted to the skimmer to keep it flying — the shared Ork kitbash pool (Codex: Orks, Grots).
HEAVY	PERSONAL
Rokkit Launcha 45 credits	✦ Kustom Boosta 25 credits
	A welded kustom speed-booster for a scout that lives by outrunning trouble — the shared Ork kitbash pool (Codex: Orks, Speed Freaks).

The Deffkopta is a one-Ork rotor-skimmer — a mad greenskin strapped beneath a spinning blade-rotor, screaming across the battlefield at 10" a turn with a big shoota bolted to the front. Loud, fast and fragile-brave at three Wounds and T5, it is the one machine that fits a Klan that prizes stealth, fielded not as a war-engine but as a recon outrider that ranges ahead and finds the ground the ambush will use.

It feeds and rides the Waaagh! and holds steady through Mob Rule. It does not share the Kunnin' Plan of the foot mob — a howling rotor keeps no concealment — so it earns its place another way, by moving faster and seeing further than anything else the gang owns. It carries a big shoota to bully what it outpaces. The Blood Axes take almost none of the loud machines their cousins love, ceding the buggies and bikes to faster Klans; the Deffkopta is the exception, the scout that tells the sneaks where the enemy is before the enemy knows the sneaks are there.

KOMMANDO

GANGER

75 CREDITS

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

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Kunnin' Plan (deploys via Infiltrate; +1 to Hit on its first attack from concealment)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Cunning

Shooting

SECONDARY

Agility

Combat

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC		GRENADE	
Shoota	15 credits	Stikkbombs	30 credits
Snipin Shoota	25 credits	ARMOUR	
PISTOL		Scrap Armour	
Slugga	10 credits	<i>included</i>	
♣ <i>Shokk Slugga</i>	20 credits	WARGEAR	
<i>A stubby short-range shokk pistol mek-welded from a shokk attack gun and a slugga — the shared Ork kitbash pool (Codex: Orks, Mek).</i>		Grot Grapnel	25 credits
SPECIAL		Smoke Bombs	25 credits
Kommando Burna	30 credits	Stikk Mine	30 credits
♣ <i>Hushed Shoota</i>	50 credits	PERSONAL	
<i>A big shoota wrapped in scavenged baffles and a stolen suppressor — kitbash from a Big Shoota and Kommando kit (Codex: Orks, Kommandos); the Blood Axes' quiet welded ambush-gun, priced above the stock big shoota.</i>		♣ <i>Kustom Boosta</i>	25 credits
HEAVY		<i>A welded kustom speed-booster for a fast infiltrator — the shared Ork kitbash pool (Codex: Orks, Speed Freeks).</i>	
Rokkit Launcha	45 credits	Kustom Kamo	40 credits
CLOSE-COMBAT		ACCESSORY	
Choppa	10 credits	♣ <i>Stikkbomb Chukka</i>	30 credits
Garrote	20 credits	<i>A rack-fed stikkbomb chukka for lobbing frags on the move — the shared Ork kitbash pool (Codex: Orks).</i>	
Big Choppa	25 credits		
♣ <i>Dakka Choppa</i>	35 credits		
<i>A choppa with a cut-down slugga bolted along the blade — the shared Ork kitbash pool (Codex: Orks).</i>			

The Kommando is the centrepiece of the Klan — the infiltrating specialist no other green mob fields, a disciplined body built on the plain Boy but quicker of hand and cooler of head. He carries the sneaky kit and the patience to use it, and he is the striker the whole gang is built around: the one who deploys hidden, springs the trap, and is gone before the answer comes.

He feeds and rides the Waaagh! and holds steady through Mob Rule. He moves under the Kunnin' Plan, setting up out of sight by Infiltrate and landing his first shot from concealment at +1 to Hit — the ambush his statline is made for. He begins with a Snipin' Shoota for the long quiet opener and a Garrote for the work done up close and silent. His Initiative is keen but his Ballistic Skill is still poor: even the kunnin' Ork shoots straight only when he has set the shot up first, from cover, on his own terms. Loose in the open he is one more green body; hidden with the plan laid, he is the reason the enemy never saw it coming.

GROT

JUVE

× 30 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

Cunning

SECONDARY

Savant

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Grot Blasta 5 credits

CLOSE-COMBAT

Choppa 10 credits

ARMOUR

Scrap Armour

included

WARGEAR

Grot Grapnel 25 credits

Smoke Bombs 25 credits

The Grot is the cheap, expendable little gunner of the mob — squealing, cowardly and surprisingly good with a blasta, since a Grot actually aims where an Ork just points. For the Blood Axes the Grot is more than a body-count: these are the Distraction crews, the decoys sent scurrying to draw the enemy's eye and its shots while the Kommandos slip past in the quiet the Grots have bought.

He holds steady only so long as the big lads are close, kept in line by Mob Rule and the threat of the boss behind him. He carries a grot-blasta and little else, and he is not built to fight — he is built to be seen fighting, somewhere the real blow is not falling. Where the fighting Orks move under the Klan's kunnin' habits, the Grot simply runs, dies cheap, and by dying in the wrong place makes the ambush work. He is the smallest, loudest lie the Blood Axes tell in a battle, and one of the most useful.

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).

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

≈ 130 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

- ♦ Big Shoota — Front arc (Crew)
- ♦ Power Klaw — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Killa Kan is the Blood Axes' preferred war-engine — a terrified grot bolted into a stomping armoured shell, no longer a Brute on the gang grid but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a light Walker: four Hull Points behind a 4+ save and a front-weighted hull (Toughness 6 to the front, 5 flank, 4 rear), stamping forward at Movement 5" on legs rather than wheels. A big shoota chatters from a fixed Front mount while a power klaw tears apart anything the walker corners — both are Front hardpoints, so the Kan must face its prey to bring a gun or a klaw to bear. By Blood Axes taste it is a Kommando Killa Kan: draped in Kustom Kamo and scrap until it reads as just another heap of ruin, a walker the enemy strolls past right up until it steps out of the wreckage. Cheaper and sneakier than a Deff Dread, it ambushes rather than charges, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the 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).

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

The Power of the WAAAGH! is the psychic art of the Ork — not the precise incantation of a sorcerer but the mob's roar made manifest through a single twitching conduit. Where another warp-caster commands lightning

with cold control, the Wyrdboy simply conducts the green tide: the louder the WAAAGH!, the wilder the power that spills out of him. Through it he folds space to hurl the Boyz across the field, bursts an enemy's skull from within, pours raw strength into a comrade's arms, strips armour with a lash of green lightning, stamps down the ghostly Foot of Gork, and swells a fighter larger on the mob's own belief. It is one loud discipline, not a library of traditions, and every Klan's Wyrdboy shares it alike. A Wyrdboy with access picks or rolls one power from it at creation, each a Wyrdb power that courts the warp's price.

ROLL	POWER
1	Da Jump. The Wyrdboy gathers the roar of the mob and folds the ground in front of him. One friendly Ork fighter within range — himself or another — is lifted clean off the board and set down again anywhere more than 4" from an enemy, arriving where the foe least wants it. The jolt of the passage leaves that fighter unable to Charge in the round it lands, but otherwise free to move and fight as normal. It is the mob's shortcut through the warp: the Boyz are here, and then, with a crack of green light, they are behind the enemy line.
2	'Eadbanger. The Wyrdboy fixes his glare on one enemy within range and line of sight, and the pressure builds behind that fighter's eyes until its 'ead goes bang. The target suffers a single automatic hit at Strength 6, AP -2, Damage 2, a killing thought that cares nothing for the cover the fighter cowers behind. It is the crudest of the Wyrdboy's workings and one of the surest — a burst of raw warp-force hurled across the board with none of the aim a gun would ever need.
3	Warpath. The Wyrdboy pours the WAAAGH! into the arms of a friendly Ork — himself or one within 6" — and for as long as he sustains the power that fighter gains +1 Attack on its close-combat attacks and re-rolls its charge distance. The green energy sings in its muscle, driving it into the enemy faster and harder than its own strength allows. Holding the working costs the Wyrdboy his own action each round, so the gift flows to one fighter at a time, bought with the caster's tempo rather than given freely.
4	Zzap. The Wyrdboy hurls a crackling bolt of green lightning at one enemy within range. The target suffers a single automatic hit at Strength D3+4 — the charge building unpredictably from one manifestation to the next — with a savage AP -3 and Damage 1. It is the armour-strip of the discipline, reaching further than any of his other workings and tearing through the heaviest plate when the current runs high, though a low charge can gutter and fizzle against a lucky mark.
5	Foot of Gork. The Wyrdboy calls down a translucent green boot the size of a battlewagon, and it stamps. Place a Blast (3") marker anywhere within range; every fighter beneath it suffers a Strength 5, AP -1, Damage 1 hit, and any not taken out of action is knocked Prone and Pinned by the god's tread. It is the area-control stomp — less a killing blow to one than a scattering, pinning weight brought down on a whole cluster of the enemy at once.
6	Bigged Up. The Wyrdboy feeds a friendly Ork — himself or one within 6" — the mob's own certainty, and for as long as he sustains the power that fighter counts as +1 Strength and +1 Toughness. The Ork swells with the belief that it is bigger and harder than it was, and because the whole mob believes it too, it is. The bonus caps at a single step and does not stack on itself, and like every sustained working it holds only while the Wyrdboy gives it his action each round.

Smite is the raw witch-blast every psyker can loose, warp-force flung from the mind with no working of its own. One chosen enemy within range suffers a single automatic hit, and for each further enemy within 2" of it the blast arcs on and adds another hit, biting hardest into a bunched-up line. It belongs to no discipline and needs none — any fighter with the Psyker keyword and the access to use it may call it alongside its own school. In a Wyrdboy's hands it is the plain hammer beside the wilder gifts of the WAAAGH!, the one working that simply hurts whatever stands closest.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Sprung Trap. Sprung Trap. Play at the start of any round. Choose one friendly fighter that is Concealed or in cover: until the end of that round, the first attack it makes gains +1 to Hit and +1 to Wound. The whole plan comes together in one moment, and one of your fighters was waiting for exactly this.	START OF ANY ROUND
12	Kommando Insertion. Kommando Insertion. Play during deployment. One friendly fighter that would deploy normally may instead be set up using Infiltrate — hidden, out of line of sight and more than 6" from enemies — even if it could not otherwise do so. Someone slipped through a gap in the line the enemy swore it had closed.	DEPLOYMENT
13	Now You See Us. Now You See Us. Play during deployment, after both gangs have set up. Move up to two friendly Concealed fighters up to 3" each, so long as they end still Concealed. By the time the enemy looks again, the Blood Axes are not quite where it counted them.	DEPLOYMENT
14	Smoke An Fade. Smoke an' Fade. Play on any turn, when a friendly fighter finishes a Shoot action. That fighter may immediately make a free move of up to 3" and, if it ends in cover or out of line of sight, becomes Concealed. Fire, and be gone before the answer comes.	ANY TURN
15	Feigned Retreat. Feigned Retreat. Play on any turn, when an enemy declares a charge against a friendly fighter that has not yet activated. That fighter may make a free Retreat move before the charge is resolved; if the charge then fails to reach it, the enemy ends its move in the open, right where you wanted it. Run, and let them chase you onto the guns.	ANY TURN
16	Dakka Ambush. Dakka Ambush. Play when an enemy charges a friendly fighter that has not yet activated this round. Before the charge is resolved, that fighter may make a free Shoot action against the charging enemy. The trap fires the instant the enemy commits to it.	WHEN AN ENEMY CHARGES
21	Hit An Away. Hit an' Away. Play on any turn, when a friendly fighter takes an enemy Out of Action in close combat. That fighter may immediately make a free move of up to 4", breaking away from any remaining enemies. Land the blow, then be somewhere else before anyone answers it.	ANY TURN
22	Sneaky Gitz Ground. Sneaky Gitz Ground. Play before the battle, after terrain is set but before deployment. Choose one piece of terrain: for this battle, any friendly fighter wholly within 3" of it counts as being in cover. The Blood Axes always knew this ground better than whoever thinks they hold it.	PRE-BATTLE

23	From Where You Weren't. From Where You Weren't. Play on any turn, when a friendly Concealed fighter makes a ranged attack. The target counts its Toughness as one lower against that attack, struck from an angle it never watched. It never saw the shooter, and it never covered the line.	ANY TURN
24	Cut Their Line. Cut Their Line. Play at the start of the battle. Choose one enemy fighter: until it is activated for the first time, it may not be given a Ready marker's benefit and treats all friendly fighters as out of communication for any group-activation or leadership bubble. The Kommandos went in the night before and cut something important.	START OF BATTLE
25	Patient Gun. Patient Gun. Play on any turn, when a friendly fighter that did not move this activation makes a ranged attack. That attack is made at +1 to Hit and, on a hit, inflicts +1 Damage. The best shooters this Klan has are the ones who waited, and waited, and only then fired.	ANY TURN
26	Booby Trap. Booby Trap. Play before the battle. Place a hidden trap marker in or beside one piece of terrain in the enemy's half. The first enemy fighter to move within 2" of the marker takes a Strength 4, AP -1 hit, and the marker is then removed. Something was waiting in the ruin long before the enemy walked into it.	PRE-BATTLE
31	Kunnin Withdrawal. Kunnin' Withdrawal. Play at the end of any round. Up to two friendly fighters that are not engaged may each make a free move of up to 3", provided each ends the move in cover or out of the enemy's line of sight. When the ground is no longer worth holding, the Blood Axes simply are not on it any more.	END OF ANY ROUND
32	Angle On Em. Angle On 'Em. Play on any turn, when a friendly fighter makes a ranged attack against an enemy in cover. For that attack, the target's cover counts one step worse — full cover as partial, partial as none. The Kommandos always find the one line the enemy forgot to screen.	ANY TURN
33	Ghost Step. Ghost Step. Play on any turn, when a friendly fighter makes a move. For that move, the fighter ignores the penalty for moving across difficult terrain and does not trigger reactions from moving within an enemy's reach. It goes where no one thought a fighter could, and quietly.	ANY TURN
34	Split Off. Split Off. Play when a friendly fighter is activated. That fighter may make two separate moves this activation instead of the usual one action-and-move, so long as it takes no other action, peeling away on its own path. One of the mob breaks off to work an angle no one is watching.	ACTIVATION
35	Marked Man. Marked Man. Play at the start of any round. Choose one enemy fighter: until the end of that round, friendly fighters make ranged and melee attacks against it at +1 to Hit. The boss picked a target, and the whole krew knows exactly who is to fall.	START OF ANY ROUND
36	Sabotaged Ground. Sabotaged Ground. Play before the battle. Choose one piece of open terrain in the enemy's half: for this battle it counts as difficult, dangerous ground. The Kommandos were here first, and they left the footing worse than they found it.	PRE-BATTLE
41	Fall Back Fightin. Fall Back Fightin'. Play on any turn, when a friendly fighter is engaged in close combat and chooses to Retreat. That fighter may make a single close-combat attack against an enemy it is engaged with before it moves away. The Blood Axes give ground, but never for free.	ANY TURN
42	Second Ambush. Second Ambush. Play once per battle, at the start of any round. Choose one friendly fighter that is not Concealed and is out of an enemy's line of sight: it immediately becomes Concealed and is treated as freshly hidden, its first attack thereafter counting as made from concealment. The trap the enemy thought it had sprung was only the first one.	ONCE PER BATTLE
43	Kommando Nerve. Kommando Nerve. Play on any turn, when a friendly fighter must take a Cool or Nerve test. That test is passed automatically. A Blood Axes Kommando has waited out worse than this, unseen and unmoving, and does not flinch now.	ANY TURN

44	Slip The Net. Slip The Net. Play when a friendly fighter is activated while engaged in close combat. It may Retreat without taking the usual test, and any enemy it was engaged with may not follow up. It was never really caught — it only let the enemy think so.	ACTIVATION
45	Called Shot. Called Shot. Play on any turn, when a friendly fighter that made an Aim action shoots. That attack ignores the target's cover entirely and, on a hit, may be resolved against a specific location as if the shooter had chosen exactly where to place it. The patient gun finds the gap in the plate.	ANY TURN
46	Kill The Comms. Kill The Comms. Play at the start of the battle. The enemy gang may not use any group activation, and its leaders and champions project no leadership bubble, for the first round. The night before the fight, the Kommandos found the wires and the vox and cut every one.	START OF BATTLE
51	Ready Trap. Ready Trap. Play when a friendly fighter on Overwatch is triggered. Its reactive Shoot action is made at +1 to Hit and, on a hit, inflicts Knockback. The gun was not merely watching — it was waiting, laid on the exact spot the enemy stepped into.	OVERWATCH
52	Vanish. Vanish. Play at the end of a friendly fighter's activation, if it is in cover or out of the enemy's line of sight. That fighter immediately becomes Concealed. One moment it was there; the next the ground is empty, and the enemy is left staring at where it used to be.	END OF ACTIVATION
53	Bait. Bait. Play at the start of any round. Choose one friendly Grot or Ganger as the bait: until the end of that round, any enemy that can charge it must test to resist doing so, and if it charges, one other friendly fighter within 8" may make a free move of up to 4". The greedy eye follows the easy kill, and walks straight past the real one.	START OF ANY ROUND
54	Two Doors. Two Doors. Play during deployment. Choose up to two friendly fighters set up by Infiltrate: instead of placing them now, note down two hidden positions for them and reveal which fighter is where only when each first activates. The enemy has to guard both ways in, and can only truly watch one.	DEPLOYMENT
55	Quiet Blade. Quiet Blade. Play on any turn, when a friendly Concealed fighter makes a close-combat attack against an enemy that has not yet activated this round. That attack is made at +1 to Hit and inflicts +1 Damage, and the fighter remains Concealed if it takes no other action. The knife does its work, and no one hears it.	ANY TURN
56	Pull Back. Pull Back. Play at the end of any round. Every friendly fighter that is not engaged may make a free move of up to 2" toward the Blood Axes board edge or into the nearest cover. When a fight stops paying, the whole mob quietly starts leaving, and the enemy is left holding empty ground.	END OF ANY ROUND
61	Kunnin Plan Holds. Kunnin' Plan Holds. Play at the start of the battle. Every friendly fighter deployed by Infiltrate this battle makes its first attack from concealment at +1 to Wound, in addition to the usual bonus to Hit. Every step of the plan came off exactly as the boss drew it, and the opening blow lands all the harder for it.	START OF BATTLE
62	Smoke Screen. Smoke Screen. Play on any turn. Place a smoke marker anywhere within 9" of a friendly fighter; it breaks line of sight through that point until the start of the next round. Throw enough smoke and the enemy stops shooting at what it can see, because it can no longer see anything worth shooting.	ANY TURN

63	Trap The Approach. Trap The Approach. Play before the battle. Choose one of the enemy's likely approach routes and place two hidden trap markers along it: the first enemy fighter to move within 2" of either takes a Strength 4, AP -1 hit, and that marker is removed. The Blood Axes worked out which way the enemy would come, and got there first.	PRE-BATTLE
64	Cut An Run. Cut an' Run. Play on any turn, when a friendly fighter carrying a loot token or objective is activated. It may make a free move of up to 3" before or after its action, so long as it ends in cover or out of line of sight. Take what you came for and be gone; the fight was never the point.	ANY TURN
65	Read The Field. Read The Field. Play at the start of the battle, after deployment. Look at the enemy's positions, then move up to three friendly Concealed fighters up to 2" each, so long as each ends still Concealed. The boss reads the ground the way other Orks read nothing at all, and adjusts the plan before a shot is fired.	START OF BATTLE
66	Da Whole Plan. Da Whole Plan. Play once per battle, at the start of a round. For that round, every friendly fighter that is Concealed or in cover makes its attacks at +1 to Hit, and every enemy within 3" of two or more friendly fighters suffers -1 to Hit. This is the ambush the boss has been building all game — every gun, every blade, every hidden git moving at once.	ONCE PER BATTLE

ALLIANCES

TURNCOATS NAME

ALLIANCE

WHO	the straight-fighting Klans — the Goffs above all, and any mob that calls cunning cowardice and hiding shame
TERMS	a standing feud the Blood Axes cannot buy off with any contract or fee: they may never agree map-level non-aggression with a declared straight-fighting feud-gang; whenever the two meet, that feud-gang gains +1 to its Bottle checks (contempt steadies it), while the Blood Axes treat the battle's Reputation stakes as one step higher — to the other Klans this is the fight that decides, over and over, whether kunnin' is a kind of strength or just a coward's excuse

Not every relationship is an alliance. The straight-fighting Klans — the Goffs above all, and any mob that calls cunning cowardice and hiding shame — hold a standing feud with the Blood Axes that no contract or fee will ever buy off. You may never agree map-level non-aggression with a declared straight-fighting feud-gang. Whenever the two of you meet on the board, that feud-gang gains +1 to its Bottle checks, contempt steadying it where fear might break it, while you treat the battle's Reputation stakes as one step higher. To the rest of the green tide this is the fight that keeps deciding, over and over, whether kunnin' is a kind of strength or just a coward's excuse — and it is never quite settled.

✂ WORK FOR ANYONE

ALLIANCE

WHO	any gang willing to pay — the Blood Axes are the Klan that hires its guns out, and will treat with orks, humans, xenos or worse if the coin is good and the job is interesting
TERMS	once per campaign phase the Blood Axes may declare a paid contract with any one gang: for a set credit fee paid INTO the Blood Axes stash (the client's down-payment), both gangs treat each other as map-level non-aggression for that phase and may nominate one shared objective in any multiplayer game they both attend; the Blood Axes may break the contract at any time by refunding nothing and taking a Reputation hit — a mercenary's word lasts exactly as long as the coin behind it, and every client on the board knows it going in

The Blood Axes are the Klan that hires its guns out, and will treat with orks, humans, xenos or worse when the coin is good and the job is interesting. Once per campaign phase you may declare a paid contract with any one gang: for a set fee paid into your stash — the client's down-payment — both gangs treat one another as map-level non-aggression for that phase, and may nominate one shared objective in any multiplayer game you both attend. You may break the contract at any time, refunding nothing and taking a Reputation hit for it. A mercenary's word lasts exactly as long as the coin behind it, and every client on the board knows that going in — which is precisely why they keep paying anyway.

✂ WORK WITH DA HUMANS

ALLIANCE

WHO	human gangs and warbands — the Blood Axes are the only Klan that will knowingly, willingly fight alongside 'umies, having spent generations at war with them and learned more than they will ever admit
TERMS	the Blood Axes may agree map-level non-aggression + a shared objective with one nominated human-faction gang per campaign; while that pact holds, a Blood Axes fighter wholly within 6" of an allied human fighter may re-roll one failed Cool test per battle (the borrowed discipline cuts both ways); the pact costs no credits, only standing — the other Klans regard treating with humans as the plainest proof yet that the Blood Axes have gone soft in the head

Alone among the Klans, the Blood Axes will knowingly and willingly fight alongside 'umies — generations at war with them taught this Klan more than it will ever admit. Once per campaign you may agree map-level non-aggression and a shared objective with one nominated human-faction gang. While that pact holds, a Blood Axes fighter wholly within 6" of an allied human fighter may re-roll one failed Cool test per battle, the borrowed discipline cutting both ways. The pact costs no credits, only standing: the other Klans regard treating with humans as the plainest proof yet that the Blood Axes have gone soft in the head — and the Blood Axes let them think it, and keep the better contacts.

💀 FAVOURS

2D6

ROLL FAVOUR

PATRON

2	A Bad Contract. A Bad Contract. Da Fixa had only sour work on his ledger this time, and took it anyway. The job pays a meagre handful of credits, but the client talked — word of your coming got out. In your next battle this campaign phase, one enemy fighter of the opposing player's choice begins the game already aware of your gang: it may not be ambushed by, and ignores the Concealment of, the first Blood Axes fighter it sees. A broker who deals with everyone sometimes deals you a bad hand, and this was one of them.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
3	Old Debts. Old Debts. Da Fixa keeps a ledger of who owes what, and this phase he calls one in on your behalf. Someone who owed the Klan a favour settles up: take a modest sum of credits into your stash, no strings and no contract to honour. The broker's real wealth was never coin — it was the long memory of every debt owed across a hundred warzones, and now and then it pays out clean.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
4	Smoke Ration. A Smoke Ration. Da Fixa sends over a crate of the good smoke — oily, thick and quick to rise. For your next battle this phase, one nominated friendly fighter carries Smoke Bombs at no cost, able once each round to throw a cloud that breaks line of sight through a point within 6". A small favour, but in this Klan a wall of smoke thrown at the right second decides more fights than a bigger gun ever could.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
5	A Borrowed Kommando. A Borrowed Kommando. Da Fixa lends you a sneak from another crew's books — a hired Kommando who owes the broker and works off the debt at your side. For your next battle this phase you may field one extra Kommando, deploying by Infiltrate as your own do, who leaves once the fighting is done and takes no share of the loot. A gun for a day, and a good one: the broker only lends the ones who come back.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
6	Da Fixas Map. Da Fixa's Map. The broker knows the ground before you set foot on it, and this phase he shares what he knows. In your next battle, before the first round, you may either redeploy one friendly fighter to a better spot or let one fighter Infiltrate closer than the Kunnin' Plan would normally allow. It is the kunnin' edge on a scrap of filthy parchment: proof the Blood Axes were thinking about this fight long before the enemy arrived to have it.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT

7	Mercenary Pay. Mercenary Pay. The commonest favour on Da Fixa's table, and the one that keeps the Klan fed: a straight purse of credits for guns delivered and jobs done. Take a solid sum into your stash, no conditions attached. The Blood Axes fight for the coin as much as the fight, and this is the coin — the plain, reliable payout of a crew the whole sector knows will turn up and do the work.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
8	Sabotage Kit. A Sabotage Kit. Da Fixa turns up a crate of charges, wire and dirty little surprises. For your next battle this phase, one nominated friendly fighter carries a Stikk-Mine at no cost, planting a marker in cover on deployment to catch the first enemy that strays too close. A favour built for the Klan's whole way of war: the ground seeded before the enemy ever chooses to cross it.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
9	A Borrowed Sniper. A Borrowed Sniper. Da Fixa knows a quiet gun for hire — a patient shooter with a long, clean barrel who works off a debt to the broker. For your next battle this phase you may field one extra fighter armed with a Snipin' Shoota, deploying hidden by Infiltrate, who departs once the shooting stops. A marksman lent for a single ambush is worth a dozen loud Boyz to a Klan that opens every fight with one careful, unheard shot.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
10	Human Contacts. Human Contacts. The broker's ledger runs to names no other Klan would touch — 'umie fixers, smugglers and gun-runners who deal with the Blood Axes because the Blood Axes deal fair enough, for Orks. This phase, one Hired Gun you recruit costs markedly fewer credits than usual, brought in cheap through a contact who owes Da Fixa. Generations at war with the humans left this Klan with the one thing the rest of the green tide lacks: friends on the other side.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT
11	A Proper Krew. A Proper Krew. Da Fixa assembles a full ambush team for a single job — a handful of sneaks who know the trade. For your next battle this phase you may field up to two extra Kommandos, deploying by Infiltrate alongside your own and leaving when the fighting ends, taking no share of the spoils. A borrowed krew this size can turn a raid into a rout: enough guns, in enough of the right places, that the enemy never works out how many of you there really were.	DA FIXA — THE BLOOD AXES BROKER WHO HIRES THE KLAN'S GUNS OUT TO THE HIGHEST BIDDER AND KEEPS A LEDGER OF WHO OWES WHAT

12

Snikrots Ear. Snikrot's Ear. The rarest favour of all: Da Fixa gets word to the master ambusher himself, and Boss Snikrot takes an interest. For your next battle this phase, the legendary Redskull Kommando fights at your side — arriving from ambush anywhere on a board edge or from concealment, striking with +1 Attack on the turn he appears, and gone again the moment the work is done. When the greatest ambusher the Klan has ever known lends you his blades for a single fight, the enemy has already lost and simply does not know it yet.

DA FIXA — THE
BLOOD AXES
BROKER WHO
HIRES THE
KLAN'S GUNS
OUT TO THE
HIGHEST
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OWES WHAT

SUB-PLOTS

✂ DA LONG CON

SUB-PLOT

Reward: the Blood Axes bank a large one-off Reputation gain (a clean job is worth more to a mercenary's name than a bloody win) and the gang stash takes a bounded credit bonus as the client pays the premium for work done right; in addition, one friendly fighter that made an attack from Concealment during that battle may immediately take a free Advance

Da Long Con. Take the win the way a Blood Axes boss dreams of it: complete a scenario's primary objective without a single friendly fighter going Out of Action — a plan that worked exactly as drawn, start to finish, with nobody left behind to answer for it. When you do, the Klan banks a large one-off step of Reputation, for a clean job is worth more to a mercenary's name than a bloody one, and the stash takes a bounded bonus of credits as the client pays the premium for work done right. In addition, one friendly fighter that made an attack from Concealment during that battle may immediately take a free Advance. This is the Klan's whole creed made good: not to win the fight, but to win it so well the enemy never landed a blow.

✂ SELL TO DA HIGHEST BIDDA

SUB-PLOT

Reward: the Klan's name as reliable guns-for-hire is made: for the remainder of the campaign the Blood Axes may roll on Da Fixa's favour table with a +1 modifier (the broker steers better work toward a crew that has proven it delivers), a standing but bounded benefit that reflects a reputation earned rather than bought

Sell To Da Highest Bidda. Make the Klan's name as reliable guns-for-hire. Complete three paid contracts over the campaign — three separate phases in which the Blood Axes took a client's coin, honoured the terms, and did not break the deal for a better one. Do that, and word gets round that this crew delivers: for the rest of the campaign you may roll on Da Fixa's favour table with a +1 modifier, the broker steering better work toward a gang that has proven it can be trusted with it. It is a standing benefit but a bounded one — a name earned by keeping three bargains, not bought — and in a Klan that breaks its word for coin, three kept contracts is a reputation worth more than the coin itself.

LEGENDARY NAMES

✧ DA QUIET ONE

CHAMPION OR GANGER

XP cost (random): 6

XP cost (chosen): 10

Da Quiet One. A Champion or Ganger who has made a name as a Kommando killer — the one the enemy never hears coming and never gets to hear again. Earned for 6 XP rolled or 10 chosen, the name marks a fighter who does its worst work on the unready: its melee attacks against an enemy that has not yet activated this round, or that is unaware of it, are made at +2 to Hit and inflict +1 Damage — the garrote from behind, the blade under the plate, the fight settled before the victim knew there was one.

But it is a killer, not a brawler. While this fighter is not Concealed and stands within 3" of two or more enemy fighters, it suffers -1 to Hit. Dragged into an open, crowded scrap it is only ordinary, and every enemy that lives long enough to learn its name learns to keep it in a crowd and in the light.

✧ DA RED SKULL

LEADER OR CHAMPION

XP cost (random): 8

XP cost (chosen): 12

Da Red Skull. A Leader or Champion who has become a master of the sprung trap — the ambusher the whole Klan tells stories of, who is simply never where the enemy prepared for him. Earned for 8 XP rolled or 12 chosen, the name lets this fighter deploy anywhere on the board more than 6" from enemies and out of line of sight, whatever the scenario's deployment rules, and strike at +1 to Hit and +1 Damage on the first attack it makes from Concealment each battle. It arrives where it chooses and makes the arrival count.

Its price is solitude. No other friendly fighter may deploy within 6" of it, and it may never benefit from the boss's Kommando Discipline aura or any friendly leadership bubble. The greatest ambusher in the Klan trusts the plan, and no one else, to keep it.

✧ DA TURNCOAT

ANY CHAMPION OR GANGER

XP cost (random): 6

XP cost (chosen): 10

Da Turncoat. Any Champion or Ganger who has fought for and against everyone and lived to know all the tricks. Earned for 6 XP rolled or 10 chosen, the name marks a fighter who has seen every move because it has made every move, for pay, more than once: once per battle it may force one enemy fighter within 12" to re-roll a successful Hit roll it just made against a friendly Blood Axes fighter. It saw that coming.

Its loyalty, though, is a contract and not a bond. Whenever the gang fails a Bottle test, this fighter is the first model removed from the battle — no injury roll, it simply leaves. A mercenary does not stay to die for a war that has stopped paying, and this one has walked out of more battles early than most Orks have finished.



TERRAIN

✂ KOMMANDO HIDE

TERRAIN

The Kommando Hide. A camo-netted nest of scrap, dug spoil and scavenged 'umie kit that the Blood Axes rig wherever they hold ground — all but invisible until the moment it is far too late to matter. A friendly Ork wholly within 3" of the hide counts as Concealed even in the open, and even in the round after it has shot. One friendly fighter may begin the battle set up inside the hide, whatever the scenario's normal deployment rules. And any enemy fighter that ends its activation within 3" of the hide, before a friendly model has revealed itself from it, must pass an Initiative check or forfeit its Ready marker next round — snared and second-guessing amid tripwire, false ground and things that were not there a moment ago. Ground the Blood Axes prepared is never quite the ground it looks like.

✂ SABOTAGED SPAN

TERRAIN

The Sabotaged Span. A gantry, pipe-run or scrap bridge that the Blood Axes Kommandos wired with charges before the enemy ever arrived — left looking exactly as solid and inviting as it did the day it was built. Once per battle, any friendly fighter within 6" of the span and with line of sight to it may trigger the charges as a simple (single) action. Every fighter, friend or foe, wholly on the span or within 2" of it takes a Strength 5, AP -1 hit, and the span then counts as impassable, dangerous ground for the rest of the battle. The Blood Axes always know in advance which ground they can afford to lose — and this was always going to be it.

✂ DA AMBUSH

SCENARIO

ATTACKER	the Blood Axes mob (lying in wait along a route it knows the enemy must take)
DEFENDER	a rival gang moving through, expecting a fight but not this one, and not here
DEPLOY	the defender deploys along the centre line as if crossing the board and must nominate a table edge it is marching toward; the Blood Axes do not deploy at the start — every Blood Axes fighter begins in ambush and is set up during the game more than 6" from enemies and out of line of sight, up to half of them permitted to arrive from the first round
OBJECTIVE	the Blood Axes must break the enemy before it crosses to its chosen edge — take a third or more of the defender's crew Out of Action, or Pin/engage enough of it that it cannot reach the far edge; the defender wins simply by getting half or more of its starting crew off its nominated edge
VICTORY	the Blood Axes win if the enemy fails to march off its edge and takes the losses; the defender wins by escaping the killbox with its mob mostly intact; if both partly succeed, the side holding the field at the end takes it
REWARDS	a successful ambush lets the Blood Axes loot the fallen for a bounded one-off credit haul and claim the enemy's route as scouted ground (a Reputation gain); an escaping defender loses nothing but the pride of having walked into it
CONTROL TRACK	a route-denial contest ('control-track'): springing the ambush shifts the marker +1 to the Blood Axes (the lane is theirs to close), while an enemy that marches through clean shifts it +1 the other way — the road stays open to whoever can move down it unbled

The Blood Axes have lain up along a route they know the enemy must take. A rival gang is moving through, expecting a fight — but not this one, and not here.

ATTACKER & DEFENDER. The Blood Axes are the attacker, waiting in ambush. The defender is the gang crossing the ground.

BATTLEFIELD & DEPLOYMENT. The defender deploys along the centre line as though crossing the board, and nominates the table edge it is marching toward. The Blood Axes place nothing at the start: every Blood Axes fighter begins in ambush, set up during the game more than 6" from enemies and out of line of sight, and up to half of them may arrive from the first round.

THE OBJECTIVE. Break the enemy before it reaches its chosen edge — take a third or more of the defender's crew Out of Action, or Pin and engage enough of it that it cannot get across. The defender's goal is simply to march half or more of its starting crew off its nominated edge.

ENDING THE BATTLE. The game ends when one side meets its objective or a side bottles out.

VICTORY. The Blood Axes win if the enemy fails to march off its edge and takes the losses; the defender wins by escaping the killbox with its mob mostly intact. If both partly succeed, whoever holds the field at the end takes it.

REWARDS. A sprung ambush lets the Blood Axes loot the fallen for a one-off haul of credits and claim the enemy's route as scouted ground, a step of Reputation. An escaping defender loses nothing but the pride of having walked into it. Springing the ambush shifts the control track one step to the Blood Axes; an enemy that marches through unbled shifts it one step the other way.

TACTICS. This is the Blood Axes' own fight — position and first strike against a foe strung out and moving. Set the traps deep, let half the mob wait, and hit the column where it is thinnest.

✂ DA SABOTAGE RAID

SCENARIO

ATTACKER	the Blood Axes mob (in to wreck something and out before the alarm finishes sounding)
DEFENDER	the gang holding the site — a promethium store, a gun-position, a comms mast, something the enemy would rather keep
DEPLOY	place a single Objective (the target to be wrecked) at the centre of the defender's half; the defender sets up within 6" of it; the Blood Axes deploy using Infiltrate, hidden and more than 9" from the objective
OBJECTIVE	the Blood Axes must get a fighter into base contact with the objective and spend an action to plant charges, then survive to the end of the following round with the charge un-defused (an adjacent enemy fighter may spend an action to defuse it); if the charge stands, the objective is destroyed
VICTORY	the Blood Axes win outright if the objective is destroyed, regardless of casualties — the raid does not care who holds the field, only whether the thing is still standing; the defender wins by defusing the charge or clearing the site before it is planted, then holding it to the end
REWARDS	a destroyed objective denies the defender its associated campaign boon for the following phase and pays the Blood Axes Da Fixa's bonus (a bounded credit sum from whoever commissioned the wreck); a foiled raid costs the Blood Axes nothing but the wasted infiltration
CONTROL TRACK	a denial strike ('control-track'): wrecking the objective shifts the marker +1 to the Blood Axes and denies the defender the site's benefit next phase; a defended site holds the marker where it was — the Blood Axes came to break a thing, not to take the ground, and the ground was never the point

The Blood Axes are in to wreck something and out before the alarm finishes sounding.

ATTACKER & DEFENDER. The Blood Axes are the raiders. The defender holds the site — a promethium store, a gun-position, a comms mast, something it would rather keep.

BATTLEFIELD & DEPLOYMENT. Place a single Objective, the target to be wrecked, at the centre of the defender's half. The defender sets up within 6" of it. The Blood Axes deploy using Infiltrate, hidden and more than 9" from the objective.

THE OBJECTIVE. A Blood Axes fighter must reach base contact with the target and spend an action to plant charges, then the gang must keep the charge un-defused to the end of the following round. An adjacent enemy fighter may spend an action to defuse it. If the charge still stands, the target is destroyed.

ENDING THE BATTLE. The game ends when the charge resolves, the site is cleared, or a side bottles out.

VICTORY. The Blood Axes win outright if the target is destroyed, whatever the cost in bodies — the raid cares nothing for who holds the field, only whether the thing is still standing. The defender wins by defusing the charge or clearing the site before it is planted, and holding it to the end.

REWARDS. A destroyed target denies the defender its associated campaign boon for the following phase and pays the Blood Axes a bounded sum of credits from whoever commissioned the wreck. A foiled raid costs the Blood Axes nothing but the wasted infiltration. Wrecking the target shifts the control track one step to the Blood Axes; a defended site holds it where it was.

TACTICS. The ground is not the point — the target is. Screen the planter, seed the approaches, and be ready to fade the moment the charge is set.

ATTACKER	the Blood Axes mob (in to take a prize the enemy does not yet know is the target)
DEFENDER	the gang guarding the loot — unaware, at first, which of its holdings the Orks actually came for
DEPLOY	place three loot tokens across the defender's half — only ONE (recorded secretly by the Blood Axes player before the game) is the real prize; the defender deploys within 8" of the tokens; the Blood Axes deploy using Infiltrate, hidden and more than 6" from any token
OBJECTIVE	the Blood Axes must reach the tokens, identify the true prize (revealing a token costs an action in base contact), carry it, and get it off the Blood Axes board edge; the defender wins by taking the prize-carrier Out of Action and holding the true token to the end, or by driving the raiders off empty-handed
VICTORY	the Blood Axes win the instant the true prize leaves their board edge in a fighter's hands; the defender wins by keeping it — a decoy carried off the board counts for nothing, so the defender need only work out, in time, which token is really moving
REWARDS	the true prize is worth a substantial one-off credit haul and a Reputation gain to whoever walks off with it; a defender that keeps it loses nothing, while a defender that guessed wrong and chased a decoy loses a great deal of face
CONTROL TRACK	a smash-and-grab ('control-track'): carrying off the true prize shifts the marker +1 to the Blood Axes (they have what they came for and the leverage that comes with it); a foiled snatch shifts it +1 to the defender, whose hold on the site is proven — the ground is only as held as the thing worth holding it for

The Blood Axes are in to take a prize the enemy does not yet know is the target.

ATTACKER & DEFENDER. The Blood Axes are the raiders. The defender guards the loot, unaware at first which of its holdings the Orks actually came for.

BATTLEFIELD & DEPLOYMENT. Place three loot tokens across the defender's half; only one — recorded secretly by the Blood Axes player before the game — is the real prize. The defender deploys within 8" of the tokens. The Blood Axes deploy using Infiltrate, hidden and more than 6" from any token.

THE OBJECTIVE. The Blood Axes must reach the tokens, identify the true prize (revealing a token costs an action in base contact), carry it, and get it off their board edge. The defender wins by taking the prize-carrier Out of Action and holding the true token to the end, or by driving the raiders off empty-handed.

ENDING THE BATTLE. The game ends the instant the true prize leaves the Blood Axes board edge, or when the raiders are broken or bottle out.

VICTORY. The Blood Axes win the moment the true prize crosses their edge in a fighter's hands. The defender wins by keeping it — a decoy carried off the board counts for nothing, so the defender need only work out, in time, which token is really moving.

REWARDS. The true prize is worth a substantial one-off haul of credits and a step of Reputation to whoever walks off with it. A defender that keeps it loses nothing; one that guessed wrong and chased a decoy loses a great deal of face. Carrying off the prize shifts the control track one step to the Blood Axes; a foiled snatch shifts it one step to the defender.

TACTICS. The lie is the weapon. Move on all three tokens at once, keep the real carrier hidden in the confusion, and let the defender spend its turns guarding the wrong thing.