

MACROMUNDA

ORKS

DEATHSKULLS

HOUSE BOOK

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FACTION

ORKS

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

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

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

☠ FACTION SPECIAL RULES

✂ WAAAGH!

GANG RULE

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

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

✂ 'ARD CASE

SPECIAL RULE

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

✂ BEASTLY RAGE

SPECIAL RULE

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

✂ DEAD 'ARD

SPECIAL RULE

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

✂ JAMMY

SPECIAL RULE

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

✂ MOB RULE

SPECIAL RULE

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

ARMOURY

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

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

DEATHSKULLS KLAN

the lucky-blue looters of the green tide

The Deathskulls are the green tide with its pockets full of everyone else's kit — a broad salvage mob daubed head to foot in lucky blue, forever convinced that blue is the luckiest colour there is and that a coat of it makes any cobbled, half-broken gun fire true. On the battlefield this House does not overwhelm. It has no melee wall, no dug-in gunline, no mounted charge — no spike of raw power at all. What it has is reliability: the mob that never breaks, never jams for good, and never runs out. Where a rival Klan eats a bad die, a Deathskull re-rolls it; where a rival runs dry, a Deathskull strips a fallen foe and fires on. Blue Means Luck lets each fighter shrug one failed roll a round, and Lucky Blue keeps every gun near a boss barking through its jams. They win the long game or not at all — grinding a flashier enemy flat by simply outlasting it and hauling off the wreckage while it bleeds. The one thing that undoes them is a foe that ends the fight fast, before the luck can ever pay.

◡ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss — lucky-blue)
- ♦ 0-2 Champions — Deathskulls Mek-rich (Meks / Spanners, plus optional Meganob / Doc / Wyrdboy)
- ♦ Boyz / Loota-Boyz the bulk; Grots cheap and plentiful (the salvage crews)
- ♦ 0-1 Brute (a Looted Wagon by preference)
- ♦ Backbone (Deathskulls-loose): Gangers + Juvies $\geq$ 1x Leaders + Champions — the broad salvage mob
- ♦ Every Ork foot and bike fighter carries Mob Rule, the Waaagh, and Blue Means Luck — part of the fighter; Grots, walkers, the Looted Wagon and superheavies don't share Blue Means Luck
- ♦ The Swelling Loot-Hoard: campaign wins strip the field and grow the Stash, and the mob grows luckier still

A Deathskulls gang forms up on 1,500 credits, built broad rather than deep. Exactly one Leader stands at its head — a lucky-blue Warboss — supported by up to two Champions, and this House leans them toward Meks and Spanners, the tinkerers who keep the salvage working, with a Meganob, Doc or Wyrdboy as the mood takes. Boyz and Loota-Boyz make up the bulk, and cheap Grot scrounge-crews run thick beneath them; a single Brute, by preference a Looted Wagon, rounds the mob out. The backbone rule is kept deliberately loose — Gangers and Juvies need only match the count of Leaders and Champions — so the gang spreads wide across a bit of every looted gun rather than massing on one specialism. Over a campaign the mob does not so much grow as accumulate: each win strips the field, the Stash of Looted Bitz swells, and the reliability edge compounds.

👤 GANG RULES

✂ BLUE MEANS LUCK

GANG RULE

Blue Means Luck is the Deathskulls Kultur — the whole House's superstition hardened into a battlefield truth. Once per round, a fighter may re-roll one failed dice roll of its own: a Hit, a Wound, a save, an Ammo check, or a Jammy result. Alone among the Klans, the Deathskulls can buy off the Jammy gamble that plagues every looted gun; where a rival mob eats the stutter and falls silent, a Deathskull simply rolls again and fires true. The luck is bounded — a single die, once a round, and only the fighter's own rolls. Each result may be re-rolled just once, so a die already saved by this Kultur cannot be saved a second time by a Champion's Lucky Blue. It grants no accuracy, no damage and no speed: it does not spike the good roll, it shrugs the bad one. This is the reliability that defines the House — the reason a Deathskulls mob never quite breaks and never quite jams for good, grinding on where a flashier gang would falter.

✂ LUCKY BLUE

GANG RULE

Lucky Blue is the boss's luck spilling over onto everyone around him — the reason a Deathskulls mob keeps shooting when any other Klan's guns would have choked. While a friendly Ork is within six inches of a Deathskulls Champion or the Warboss, it may re-roll one failed Ammo check or Jammy result each round, the blue running off the boss and down the firing line. It is reliability, not lethality: the aura touches only jams and empty magazines, never a Hit or a Wound, so it buys the mob uptime rather than punch. Like the Kultur it feeds alongside, it is capped at a single re-roll a round, and it will not save a die that Blue Means Luck has already saved. Around a boss, a Deathskulls gunline built on dodgy salvage becomes something close to dependable — the whole point of standing close to the lucky-blue.

FIGHTERS

WARBOSS

LEADER

✖ 250 CREDITS

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

SAVE 4+

SPECIAL RULES **WAAAGH!** (*calls the gang surge*) **Mob Rule** (*auto-steady near friendly Orks*)
Blue Means Luck (*once/round re-rolls one failed die of its own*) **Lucky Blue** SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any
- re-roll Ammo

PRIMARY

Combat Cunning Ferocity
 Leadership Signature

SECONDARY

Brawn Savant Shooting

STARTING GEAR Eavy Armour

FREE SKILL Scrounge

EQUIPMENT LIST

BASIC

Shoota **15 credits**

PISTOL

Slugga **10 credits**

Kustom Mega Slugga **20 credits**

✦ *Shokk Slugga* **20 credits**

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

SPECIAL

Looted Gun **25 credits**

✦ *Frankenblasta* **35 credits**

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced above the stock looted-gun/big-shoota band.

Kustom Mega Blasta **45 credits**

CLOSE-COMBAT

Uge Choppa **35 credits**

Power Klaw **45 credits**

✦ *Buzzsaw Klaw* **60 credits**

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs **30 credits**

ARMOUR

Eavy Armour

included

PERSONAL		STATUS	
Lucky Blue Paint	20 credits	Bosspole	25 credits
Cybork Body	45 credits	Stash Of Looted Bitz	25 credits
♣ <i>Bionik Bonce</i>	50 credits	Waaagh Banner	
<i>Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.</i>		<i>in kit</i>	

Every Deathskulls mob answers to a Warboss who has, by his own reckoning, never once eaten a bad roll — the luckiest git alive, hung with blue charms and other mobs' teef. He is the anchor the salvage mob forms around: a heavy melee body with three Wounds and a punishing profile, striding at the front where the whole gang can see the blue. He calls the Waaagh! that surges the mob to violence, stands steady under Mob Rule while greenskins are near, and re-rolls a failed die of his own each round through Blue Means Luck. More than that, he projects Lucky Blue — the six-inch bubble in which friendly guns re-roll a jam or an empty magazine — so the salvage arsenal keeps barking wherever he leads. He comes cradling a Kustom Mega-slugga and a Power klaw, and starts already versed in Scrounge, forever eyeing the field for the next thing worth prising loose. Point him where the grind will be longest and let the luck do the rest.

MEGANOB

CHAMPION

✖ 220 CREDITS

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

SAVE 2+

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

Blue Means Luck (*once/round re-rolls one failed die of its own*) SEE SPECIAL RULES

Typed Effects

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

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

Shooting

STARTING GEAR Mega Armour

EQUIPMENT LIST

SPECIAL

Big Shoota 40 credits

Kustom Mega Blasta 45 credits

✦ *Kustom Blasta Kannon* 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ *Buzzsaw Klaw* 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

PERSONAL

Lucky Blue Paint 20 credits

✦ *Bionik Bonce* 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

The Meganob is the anvil of the mob — an Ork buried in looted mega-plate, its inherent save the toughest a Deathskull can wear, bolted together from the best scrap that has survived a dozen battles. It moves slowly and hits like a falling wall: a Power klaw for anything armoured and a Kustom mega-blasta for anything that stays at range. It feeds the Waaagh!, stands unshakeable under Mob Rule, and re-rolls one failed die a round through Blue Means Luck, which pairs neatly with a mega-blasta that would otherwise cook its bearer on the misfire. Where the lighter Champions dance around the reliability game, the Meganob simply refuses to fall over, a two-Wound brick of salvaged armour that grinds forward while the mob loots around it. It carries no aura and needs none — its job is to be where the enemy's best blows land and to still be standing when the luck runs its course. A slow, mean, on-brand centrepiece for a Klan that bolts on whatever the field leaves behind.

MEK

CHAMPION

✖ 110 CREDITS

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

SAVE 4+

SPECIAL RULES WAAAGH! (*feeds and benefits from the gang surge*) Mob Rule (*auto-steady near friendly Orks*)
Blue Means Luck (*once/round re-rolls one failed die of its own*) Lucky Blue SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any
- re-roll Ammo

PRIMARY

Cunning

Savant

SECONDARY

Agility

Brawn

Shooting

Signature

STARTING GEAR Eavy Armour

FREE SKILL Scrounge

EQUIPMENT LIST

BASIC

Kustom Shoota 20 credits

PISTOL

Kustom Mega Slugga 20 credits

SPECIAL

Looted Gun 25 credits

✧ *Frankenblasta* 35 credits

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced above the stock looted-gun/big-shoota band.

Kustom Mega Blasta 45 credits

✧ *Squig Launcha* 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

✧ *Kustom Blasta Kannon* 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

HEAVY

Rokkit Launcha 45 credits

CLOSE-COMBAT

Choppa 10 credits

GRENADE

Stikkbombs 30 credits

Tankbusta Bombs 45 credits

ARMOUR

Eavy Armour

included

Kustom Force Field

in kit

WARGEAR

Grot Oiler 25 credits

✧ *Grot Riggers* 30 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

Grot Salvage Team 30 credits

PERSONAL

Lucky Blue Paint	20 credits
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✦ <i>Kustom Boosta</i>	25 credits
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Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

✦ <i>Bionik Bonce</i>	50 credits
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Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

The Mek is the beating heart of a Deathskulls mob — the tinkerer who makes the looted rubbish work. Sharing the Nob's frame, it trades some of the brawling for a head full of kustom know-how, and it is here that the House's Cunning and Savant leanings come alive. It feeds the Waaagh!, steadies under Mob Rule, and re-rolls one failed die a round through Blue Means Luck, while its Lucky Blue aura keeps every gun within six inches firing through the jams — exactly what a salvage arsenal built on dodgy looted dakka needs most. It fields a Kustom mega-blasta and a looted Kustom Mega-slugga, both prone to the same overheating gamble the Mek is best placed to laugh off, and it starts knowing Scrounge, forever stripping a Looted Bit from any fighter that drops nearby. Ring a Deathskulls gang around one or two Mekes and the guns never fall silent: the Mek is the reason the mob never runs dry, and the closest thing the green tide has to a quartermaster.

NOB

CHAMPION

✖ 110 CREDITS

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

SAVE 4+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Blue Means Luck (once/round re-rolls one failed die of its own)

Lucky Blue

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- re-roll any
- re-roll Ammo

PRIMARY

Brawn

Combat

Signature

SECONDARY

Cunning

Ferocity

Leadership

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

Kustom Mega Slugga 20 credits

✧ Shokk Slugga 20 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced a bove its cheapest stock in-category sibling.

SPECIAL

Looted Gun 25 credits

✧ Frankenblasta 35 credits

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced a bove the stock looted-gun/big-shoota band.

Big Shoota 40 credits

CLOSE-COMBAT

Big Choppa 25 credits

✧ Dakka Choppa 35 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced a bove its cheapest stock in-category sibling.

Power Klaw 45 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Lucky Blue Paint 20 credits

Cybork Body 45 credits

✧ Bionik Bonce 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced a bove its cheapest stock in-category sibling.

The Nob is the elite Boy grown big and mean — the Champion backbone the salvage crews cluster behind. Two Wounds and a solid melee profile make it the mob's muscle, whether it is bossing a knot of Loota-Boyz or wading

in to finish what the guns started. It feeds and rides the Waaagh!, holds firm under Mob Rule near friendly Orks, and shrugs one failed die a round through Blue Means Luck. Like every boss in the Klan it carries Lucky Blue, the six-inch aura that keeps nearby guns re-rolling their jams and empties, so a Nob planted in the firing line doubles as a reliability anchor for the deffguns around it. It marches with a Big shoota and a Slugga and comes schooled in Krumpin', lending its melee weight to the fighters beside it. Cheap for a Champion and endlessly useful, the Nob is where a Deathskulls mob spends its middle — the loot-boss, the pit-boss, the one that keeps the grind moving.

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)

Blue Means Luck (once/round re-rolls one failed die of its own)

SEE SPECIAL RULES

PSYKER (Psyker — Power of the WAAAGH! discipline + Smite)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. Among the Deathskulls the keyword belongs to the Wyrdboy alone — no Boy, Nob or Mek touches the warp — and through it he conducts the Power of the WAAAGH!, the ambient psychic roar every Ork mob radiates, 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 in Perils. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time.

Typed Effects

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

PRIMARY

Ferocity

Power of the WAAAGH!

SECONDARY

Cunning

Savant

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	ARMOUR
Slugga10 credits	Scrap Armour
CLOSE-COMBAT	included
Choppa10 credits	PERSONAL
	Lucky Blue Paint20 credits

The Wyrdboy is the mob's crackling liability and its unlikely artillery — a frail Ork whose skull runs so hot with the greenskin gestalt that lightning leaks from it whether he wants it to or not. His armament is not on any buy-list but in the Wyrd Powers he channels, a ranged psychic threat kept apart from ordinary skill access. In every other respect he is a soft target: a single melee weapon, a pistol, and a save worth little. He feeds the Waaagh! and holds under Mob Rule like any Ork, and Blue Means Luck lets him re-roll one failed die a round — welcome insurance for a fighter whose own powers can turn on him. A Deathskulls mob fields one only now and then, tucked behind the salvage crews where his lightning can reach over the mob without the enemy reaching him. Fragile, unpredictable and occasionally battle-winning, the Wyrdboy is the gamble a lucky Klan can better afford than most.

BEAST SNAGGA

GANGER

× 85 CREDITS

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

SAVE 5+

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

Blue Means Luck (*once/round re-rolls one failed die of its own*) Beastly Rage (*the charge-fury of the hunter*)

SEE SPECIAL RULES

Typed Effects

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

PRIMARY Combat Ferocity Signature SECONDARY Brawn Cunning Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Snagga Klaw 30 credits

✦ *Dakka Choppa* 35 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

✦ *Buzzsaw Klaw* 60 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

WARGEAR

Attack Squig 60 credits

PERSONAL

Lucky Blue Paint 20 credits

ACCESSORY

✦ *Stikkbomb Chukka* 30 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

The Beast Snagga is the durable brawler of the mob — a thick-hided Ork bred to run down big game, and just as happy running down a rival gang. Its Toughness runs a notch above the common Boy, so it shrugs wounds a mob-mate would drop from, and Beastly Rage lends real fury to its charge. It feeds the Waaagh!, holds firm under Mob Rule, and re-rolls one failed die a round through Blue Means Luck, a reliability layered right on top of its natural resilience. It hunts with a Snagga klaw that drags a victim down and a Slugga for the closing yards, a striker that wants to be in among the enemy where its Strength and staying-power tell. In a Klan defined by outlasting the foe, the Beast Snagga is the body that most literally does it — a tough scrounger that weathers the fight, strips what

falls, and is still on its feet when a flashier attacker has spent itself. Field a knot of them and the mob gains a grinding, wound-shrugging spine.

BOY

GANGER

× 90 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)

Blue Means Luck (once/round re-rolls one failed die of its own) SEE SPECIAL RULES

Typed Effects

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

PRIMARY

Shooting

Signature

SECONDARY

Agility

Combat

Cunning

Savant

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

SPECIAL

Looted Gun 25 credits

✦ Frankenblasta 35 credits

A dozen looted guns mek-welded into one lucky-blue monster (kitbash from the Looted Gun plus scavenged bitz, Codex: Orks — Deathskulls salvage); the re-pick flexibility is priced above the stock looted-gun/big-shoota band.

Big Shoota 40 credits

✦ Squig Launcha 50 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

HEAVY

Rokkit Launcha 45 credits

Deffgun 60 credits

CLOSE-COMBAT

Choppa 10 credits

✦ Dakka Choppa 35 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

WARGEAR

Ammo Runt 20 credits

Grot Oiler 25 credits

✦ Grot Riggers 30 credits

Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.

PERSONAL		ACCESSORY	
Lucky Blue Paint	20 credits	✧ Stikkbomb Chukka	30 credits
✧ Kustom Boosta	25 credits	<i>Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.</i>	
<i>Mek-welded from the shared Ork kitbash pool (Codex: Orks — Deathskulls salvage); a scavenged cobble, priced above its cheapest stock in-category sibling.</i>			

The Boy is the foot bulk of the green tide, and in a Deathskulls mob its favourite face is the Loota-Boy — a Boy who has hoisted a Deffgun and become the re-rollable fire-base the whole House is built around. One Wound and a poor Ballistic profile mean the individual Boy is nothing special; the point is the volume of dakka and the fact that it never has to stop. It feeds and benefits from the Waaagh!., stands steady under Mob Rule while the mob is thick around it, and re-rolls one failed die a round through Blue Means Luck. Standing inside a boss's Lucky Blue bubble, a Loota-Boy shrugs off the jams and empties that would silence any other Klan's gunline, hammering away with a Deffgun that simply keeps firing. It starts with that Deffgun and a Slugga and asks for nothing clever — just a clear lane and a boss nearby. Cheap, plentiful and relentlessly reliable, the Boyz are the reason the Deathskulls out-last.

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

PERSONAL

Lucky Blue Paint 20 credits

Grot Grapnel 25 credits

The Grot is the cheapest, weakest, most numerous body a Deathskulls mob can field — and, in this House, one of its most useful. The little gunners actually aim, their Ballistic profile better than any Ork's, and they make the finest scrounge-crews in the green tide: quick, expendable hands for stripping a field and hauling loot the bigger boyz would rather leave. A single Wound and a feeble frame mean a Grot dies easily, but Mob Rule keeps it steady while Orks loom nearby, and there are always more. It carries a Grot-blasta and little else, pointed at the enemy more in hope than expectation. The Deathskulls do not spend Grots as fodder so much as put them to work — running the salvage, tending the guns, swarming an objective the mob has decided is theirs. Take them by the fistful; a lost Grot is no loss the mob will feel, and a live one is always doing something worth the teef.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

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

LOCOMOTION Tracked

HARDPOINTS

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

SPECIAL RULES

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

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

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

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

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

LOCOMOTION Flyer

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

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

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

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

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang

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

Uses the Macromunda Flight rules — see Flying Mechanics.

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

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

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

LOCOMOTION Wheeled

HARDPOINTS

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

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

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

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

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

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

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

HARDPOINTS

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

SPECIAL RULES

- ◆ 0-1 per gang

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

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

DAKKAJET

GUNSHIP

✖ 210 CREDITS

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

LOCOMOTION Flyer

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

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

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

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

HARDPOINTS

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

SPECIAL RULES

- ◆ 0-1 per gang

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

Uses the Macromunda Flight rules — see Flying Mechanics.

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

DEFF DREAD

VEHICLE

✖ 250 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

- ◆ Power Claw — Front arc (Crew)
- ◆ Power Claw — Front arc (Crew)
- ◆ Big Shoota — Front arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Deff Dread is a walking scrap-yard with an Ork welded inside it — the loot made lethal, and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ salvaged plate over six Hull Points, front-weighted (Toughness 7 to the front, 6 to the flank, 5 to the rear) and stamping forward at a slow five inches — a battlefield's worth of scavenge bolted into one furious frame, trundling into the enemy line to anchor a fight the mob means to win slowly. Two great dread claws shear through anything the walker corners, while a pair of built-in big shootas spit clattering dakka on the approach; every hardpoint is a fixed Front mount, so the Dread must face its quarry to bring claw or gun to bear. Expensive and unsubtle, the on-brand looted walker every scrounger-boss dreams of fielding — its damage, its handling, and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its price is provisional, derived 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).

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 Klaw — 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 klaw 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).

LOOTED WAGON

VEHICLE

✕ 290 CREDITS

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

LOCOMOTION Tracked

HARDPOINTS

- ♦ Looted Kannon — Turret arc (Crew)
- ♦ Big Shoota — Hull arc (Crew)
- ♦ weapon — Ram arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Looted Wagon is the Deathskulls' signature ride — a battlewagon bodged together from the wrecks of a dozen battles, all riveted plate, scavenged tracks and a mounted Looted Kannon that fires whatever shells the crew scrounged last — and, since the war-engines left the gang grid, no longer a Brute but a \$5c VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Tracked hull of Sv 4+ salvaged plate over eight Hull Points, genuinely tough where it faces the enemy (Toughness 8 to the front, 7 to the flank, 6 to the rear) and grinding forward at a steady eight inches — built to soak fire and haul the mob into a slow grinding fight rather than to race anywhere. Where another Klan's vehicle is a fast, fragile alpha-strike, the Wagon is a durable salvage-transport, the armoured centrepiece the salvage crews cluster behind. Its turret Looted Kannon lobs a heavy blast down the field and a hull Big shoota adds close-in dakka, both cobbled and both prone to jamming — which is exactly why a lucky Klan is happy to field them — while a welded scrap-ram lets it grind through anything it can catch. This is flavour and function both: not the identity of the House, but the tough, trundling heart of a mob that means to still be on the board when the enemy has run out of everything. Its handling, its Hull Points and every Loss of Control are reckoned on the Ash-Wastes vehicle profile; its price is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived. 0–1 per gang.

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 witchery of the Wyrdboy — the mob's roar made manifest. Where a sorcerer commands the warp with precise incantation, the Wyrdboy does not finesse; he conducts. The louder the mob,

the wilder the power: green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork stamping down where it is least convenient. This is the one shared Ork discipline — a Deathskulls Wyrdboy channels the very same six powers as any other Klan's, for the Greenskin warp is a single loud thing, not a library of traditions, and a lucky-blue mob simply reckons the lightning lands truer for the paint. A Wyrdboy with access picks or rolls one power from the table below at creation, each a Wyrd power that courts the warp's price, kept honest by the paper-thin caster who carries it.

ROLL	POWER
1	Da Jump. The Wyrdboy throws back his head and the mob's roar folds space around a chosen friendly Ork — himself or another — within 12". Remove that fighter from the board and immediately set it back up anywhere more than 4" from an enemy; it may act normally afterward but cannot Charge the round it Jumps. The Boyz arrive where they are least wanted and least expected, a redeploy no enemy line can cover, gated against the psychic alpha-strike only by that same-round charge ban. It is the discipline's mobility trick, and in a salvage mob that wants to be everywhere the loot is, an unreasonably good one.
2	Eadbanger. The Wyrdboy fixes his gaze on a single enemy within 18" and line of sight, and the pressure builds behind its eyes until its 'ead goes bang. The chosen fighter suffers a single automatic Strength 6, AP -2, Damage 2 hit — a flat, reliable burst that ignores cover and cares nothing for the target's own armour of nerve. It is the crudest killing trick in the discipline and often the most useful: no roll to hit, no gun to jam, just the mob's malice arriving behind the eyes of whoever the Wyrdboy dislikes most.
3	Warpath. While the Wyrdboy sustains this working, a chosen friendly Ork within 6" — himself or another — feels the WAAAGH! sing in its arms: +1 Attack on its close-combat attacks and a re-roll on its charge distance. It is continuous, consuming the Wyrdboy's action each round it is held, so the buff costs the gang its only caster's tempo — a fair price for turning a Boy into a blender on the charge. Warpath feeds the greenskin appetite for the grind, the discipline's offense engine, best hung on whatever body the mob most wants in the enemy's teeth.
4	Zzap. A crackling green bolt leaps from the Wyrdboy's fingers at a chosen enemy within 24". It suffers a single automatic hit at Strength D3+4 — rolled each time, for the current builds unpredictably — with a savage AP -3 and Damage 1. Zzap is the armour-strip power: long-ranged and vicious against plate, but swingy, since a bad Strength roll fizzles against a tough target where a good one shears clean through. It is held distinct from 'Eadbanger's flat burst by exactly that gamble — the Wyrdboy never quite knows how hard the lightning will land, only that it will land somewhere it hurts.
5	Foot Of Gork. The Wyrdboy stamps, and a translucent green boot the size of a Gargant stamps down with him. Place a Blast (3") marker anywhere within 18"; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit, and any not taken Out of Action is knocked Prone and Pinned. Da Krunch is the area-control stomp — it spreads hits across a cluster and pins a whole knot of the enemy rather than killing one outright, best loosed into a bunched-up firing line or a mob about to charge. The classic image of the discipline: Gork's own foot, come down where it is least convenient.

6

Bigged Up. While the Wyrdboy sustains this working, the mob's belief makes a chosen friendly Ork within 6" — himself or another — physically bigger: it counts as +1 Strength and +1 Toughness, capped at +1 each and not stacking with itself. Warp Strength is the durability-and-melee buff, the classic greenskin trick of an Ork swelling to match how 'ard it reckons it is. Continuous, so like Warpath it ties up the Wyrdboy's every action to hold — but a Boy at Strength 5 and Toughness 5 is a very different problem for the enemy than the one that started the round.

Universal

✖ SMITE

BASIC • 12"

Smite is the universal witch-blast, the raw discharge of warp-force any psyker can call. A chosen enemy within 12" suffers a single automatic hit, and for each additional enemy within 2" of it the blast adds one more hit, biting hardest into a clustered line. It belongs to no discipline: any fighter with the Psyker keyword and access may loose it alongside its own school. In a Wyrdboy's hands it is the crude hammer beside the WAAAGH!'s louder tricks — the one working that simply hurts, and never runs out of targets in a proper scrum.

☠ GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Lucky Start. Before the battle, when the priority or scenario roll is made, play this to re-roll it. The Deathskulls got a lucky start — the wind, the ground and the dice all breaking their way before a shot is fired. The mob will tell you it is the blue. It is always the blue.	BEFORE THE BATTLE, WHEN THE PRIORITY/SCENARIO ROLL IS MADE
12	Blue War Paint. At the start of the battle, pick one fighter and cover it head to foot in fresh lucky blue. For the whole battle that fighter counts as carrying Lucky Blue Paint, re-rolling one failed save — a last-minute daubing the mob swears makes all the difference.	START OF THE BATTLE
13	Grabbed The Good Stuff. At the start of the battle, one friendly fighter has grabbed something choice from the Stash on its way out. Give that fighter a single common item of your choice for the duration of the battle — the mob's magpies always seem to know which bit of the hoard the day will call for.	START OF THE BATTLE
14	Never Runs Dry. At the start of your turn, declare the mob's ammo bottomless. Until your next turn, friendly fighters ignore the first Ammo check each of them fails — the Deathskulls simply never seem to run dry, pockets and Grots and stashes coughing up one more drum every time a gun clicks empty.	START OF YOUR TURN
15	Scrounged A Reload. On your turn, a friendly fighter has scrounged a reload from somewhere — a fallen body, a Grot, its own deep pockets. That fighter immediately reloads one weapon that has run out of ammo, no check required. A Deathskull is never quite as empty as its gun's click would suggest.	YOUR TURN

16	Jammy Git. After a friendly fighter fails any dice roll, play this to re-roll it. The fighter is a jammy git of the first order — the sort the rest of the mob mutters about, who falls in the muck and comes up holding a working gun. This time the luck is on the record.	ANY TIME — AFTER A FRIENDLY FIGHTER FAILS A DICE ROLL
21	Salvage Eye. At the start of the battle, during deployment, one friendly fighter's salvage-eye has already marked the best pickings. That fighter may be deployed anywhere on the mob's half of the field rather than in the deployment zone — the scrounger knows exactly where the good stuff fell, and got there first.	START OF THE BATTLE, DURING DEPLOYMENT
22	Looted Bitz. On your turn, when a friendly fighter shoots a looted weapon, play this: the fighter has bolted on a scavenged bit that suits the moment. That shot gains +1 Strength — a fatter shell, a longer barrel, some bit of somebody else's gun the scrounger decided looked useful. It usually is.	YOUR TURN, WHEN A FRIENDLY FIGHTER SHOOTS A LOOTED WEAPON
23	Blue Luck Rubs Off. When a friendly fighter within six inches of a Champion or the Warboss fails a save, play this: the boss's luck rubs off just in time, and that fighter may re-roll the save. The blue runs thickest near the bosses, and sometimes it splashes onto exactly the right git at exactly the right moment.	ANY TIME — AFTER A FRIENDLY FIGHTER WITHIN 6" OF A CHAMPION OR THE WARBOSS FAILS A SAVE
24	Kustom Job. At the start of the battle, one friendly fighter's weapon has had a proper kustom job from the mob's Meks. For that battle the weapon loses its Jammy trouble — tightened, oiled and blessed blue, it will not choke. Even looted rubbish shoots straight when a Mek has been at it overnight.	START OF THE BATTLE
25	Two Skulls. After a friendly fighter fails a Hit roll, play this to re-roll it. The Deathskull spat, muttered something about two skulls being luckier than one, and swung again — and this time it connected. Half the mob's tactics are pure superstition. Most of them work.	ANY TIME — AFTER A FRIENDLY FIGHTER FAILS A HIT ROLL
26	Scavengers Eye. At the end of any round, the mob's scavenger's-eye picks something worth having out of the wreckage. Bank a common item into the gang's Stash for after the battle — a working part, a half-full magazine, a bit of plate — spotted and pocketed while everyone else was busy dying.	END OF ANY ROUND
31	It Fired Anyway. When a friendly weapon would run out of ammo, play this: it fired anyway. Ignore that Ammo check entirely — against all reason and most of the laws of dakka, the cobbled gun coughs out one more shot. The Deathskull holding it never doubted it for a moment.	ANY TIME — WHEN A FRIENDLY WEAPON WOULD RUN OUT OF AMMO
32	Cobbled Together. When a friendly fighter is taken Out of Action, play this: the mob's Meks cobble its gear back into service on the spot. One weapon the fallen fighter carried is passed to another friendly fighter within three inches, which may use it for the rest of the battle. Nothing a Deathskull owned ever goes to waste.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
33	Blue Streak. After a friendly fighter fails a Wound roll, play this to re-roll it — the fighter is on a blue streak, and the dice know it. One botched blow becomes a solid one, the kind of small mercy that decides a grinding fight.	ANY TIME — AFTER A FRIENDLY FIGHTER FAILS A WOUND ROLL

34	Loot The Fallen. When an enemy fighter is taken Out of Action within three inches of a friendly fighter, play this to loot the fallen at once. Bank D3x10 credits of salvage into the gang's Stash — the Deathskull was already going through the pockets before the body hit the ground.	WHEN AN ENEMY FIGHTER IS TAKEN OUT OF ACTION WITHIN 3" OF A FRIENDLY FIGHTER
35	Lucky Escape. When a friendly fighter rolls on the Injury dice, play this to re-roll the result. The fighter has had a lucky escape — buried in scrap, dragged clear by a Grot, or simply too jammy to die today. The mob loses fewer bodies than any foe can quite believe.	ANY TIME — WHEN A FRIENDLY FIGHTER ROLLS ON THE INJURY DICE
36	Grot Salvage Team. On your turn, send the scrounger-runts to work. Recover any one out-of-ammo or jammed weapon anywhere in the gang — clear its jam or haul up fresh ammunition — as the Grot Salvage Team ranges across the field fixing what the mob has broken. The little gits earn their keep.	YOUR TURN
41	Painted For Luck. At the start of the battle, the whole mob has been freshly painted for luck. Pick one friendly fighter; for this game it may re-roll a single failed dice roll of any kind, over and above the Klan's usual blue luck. The paint is barely dry, and the git wearing it is feeling untouchable.	START OF THE BATTLE
42	Dead Mans Kit. On your turn, a friendly fighter in base contact with a friendly or enemy model that has been taken Out of Action may strip its kit. That fighter immediately reloads a weapon that has run dry or clears a jam, scavenging what it needs from the fallen. To a Deathskull, a downed body is just a supply crate that stopped moving.	YOUR TURN
43	Reliable Dakka. On your turn, when a friendly fighter makes a ranged attack, play this for reliable dakka: the fighter may re-roll one failed Hit roll on that attack. For one shot the cobbled salvage behaves like a proper gun, the blue steadying the aim of a fighter who has never once cleaned it.	YOUR TURN, WHEN A FRIENDLY FIGHTER MAKES A RANGED ATTACK
44	Blessed By Mork. Play this before a friendly fighter makes any single dice roll. That fighter may roll two dice and choose which to use — Mork (or possibly Gork) has taken a personal interest, and for one crucial moment the luck is doubled. Even by Deathskulls standards, that is a blessing worth the paint.	ANY TIME — BEFORE A FRIENDLY FIGHTER MAKES A SINGLE DICE ROLL
45	Overflowing Stash. At the start of your turn, the Stash is overflowing and the mob helps itself. One friendly fighter recovers a common item from the hoard for the rest of the battle, pulled from the endless pile of looted bitz the gang hauls everywhere. There is always something in the Stash, and it is always exactly enough.	START OF YOUR TURN
46	Cunning Plan. At the start of the battle, reveal a cunning plan. One friendly fighter of your choice may be set up in a forward position, deployed after the enemy and out of their line of sight. The scroungers scouted the ground first, and one of them is already exactly where the loot — and the enemy — least wants it.	START OF THE BATTLE
51	Lucky Bounce. When an enemy shot hits a friendly fighter, play this: it takes a lucky bounce. That hit must be re-rolled — a round skips off a lucky-blue pauldron, a stray bit of looted plate turns a killing shot into a scratch. The blue looks after its own.	ANY TIME — WHEN AN ENEMY SHOT HITS A FRIENDLY FIGHTER

52	Salvaged Armour. At the start of the battle, one friendly fighter has bolted on a slab of salvaged armour. For this game that fighter improves its save by 1, welded plates and looted ceramite layered over whatever it already wore. It is heavy, ugly and mismatched, and it will turn a blow that should have finished the job.	START OF THE BATTLE
53	The Blue Un Jams It. When a friendly weapon is jammed or out of ammo, play this: the blue un-jams it. That weapon is immediately cleared and made ready — the jam shaken loose, a fresh drum slapped home — by nothing the fighter can explain beyond the colour it painted the gun. It fires again, and that is enough.	ANY TIME — WHEN A FRIENDLY WEAPON IS JAMMED OR OUT OF AMMO
54	Pinched Their Gear. At the end of any round, a friendly fighter in base contact with an enemy has quietly pinched their gear. Choose one weapon that enemy carries; until the end of the battle it counts as jammed and cannot be cleared, the Deathskull having lifted some vital bit while the fool was distracted. The mob's fingers are always busy.	END OF ANY ROUND
55	Nine Lives. When a friendly fighter is taken Out of Action, play this: it has nine lives and has not spent them all. Roll a D6 — on a 4 or higher the fighter is instead Seriously Injured, dragged down but not out, hauled clear by luck and a nearby Grot. The unkillable git lives to loot another day.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
56	Krumpin With Looted Choppa. On your turn, when a friendly fighter fights in close combat, play this: it lays in with a looted blade it barely knows how to hold. That fighter may re-roll one failed Hit roll in the fight — the choppa is somebody else's, the technique is nonexistent, and somehow the swing lands anyway.	YOUR TURN, WHEN A FRIENDLY FIGHTER FIGHTS IN CLOSE COMBAT
61	Big Score. At the end of the battle, if this gang held the field or carried off the most loot, it has hit a big score. Add D3x10 credits to the gang's stash in the post-battle sequence, over and above the usual takings — the mob stripped the ground so thoroughly there was profit in the scraps everyone else walked past.	END OF THE BATTLE
62	Meks Fixed It. At the start of the battle, the Meks have been up all night and it shows. One friendly fighter's weapon that would normally be Scarce or limited fires freely for this game, its supply troubles bodedged away with looted parts. Whatever was wrong with it, the Meks fixed it — mostly.	START OF THE BATTLE
63	Blue All Over. At the start of any round, declare the mob blue all over. Until the end of that round, every friendly fighter may re-roll a single failed Ammo check — the whole gang's guns catching the same streak of luck at once, jams clearing up and down the line like a wave.	START OF ANY ROUND
64	Scarpered With The Swag. At the end of any round, a friendly fighter carrying loot may scarper with the swag. That fighter is immediately removed from the battle as though it had left the field, and the loot it carried is banked for the gang — no sense risking a full haul on another round of fighting. Get in, get the goods, get gone.	END OF ANY ROUND
65	Luck Of Da Skulls. At the start of your turn, the luck of the Deathskulls settles over the mob. Until your next turn, one friendly fighter of your choice may re-roll every failed Ammo check and Jammy result it rolls — a fighter so blessed for the moment that its dodgy salvage simply refuses to fail.	START OF YOUR TURN

66

Jackpot. The highest roll on the table, playable at any moment. The mob hits the jackpot: bank D6x10 credits of unexpected salvage into the Stash, and one friendly fighter may immediately re-roll any single dice roll it has just made. When the blue runs this hot, everything the mob touches turns to teef.

ANY TIME



ALLIANCES

✕ THE LOOT GRUDGE

ALLIANCE

WHO	a gang that once robbed the Deathskulls blind — jumped a full wagon, cleaned out a stash, or stripped a wreck the mob had already claimed (any faction; the grudge is about the swag, never the blood)
FACTION	any
MY ROLE	feud
PHASE GATE	none — the loot-grudge is live from the moment the swag went missing until it is paid back with interest
TERMS	no salvage pact is possible with the grudge-gang; the Deathskulls will never share loot rights with them; in every battle against the grudge-gang the Deathskulls add +2 to all their post-battle salvage rolls (they fight that much harder to leave the thieves with nothing), and any Loot marker a grudge-gang fighter is carrying may be stolen on a 3+ instead of the usual roll; campaign-only

The Loot-Grudge is not about blood — it is about swag. It falls on any gang that once robbed the Deathskulls blind: jumped a full Wagon, cleaned out a Stash, or stripped a wreck the mob had already claimed. Any faction can earn it, and the Deathskulls never let it lie. No salvage pact is possible with a grudge-gang; the mob will never share loot rights with thieves. In every battle against them the Deathskulls add +2 to all their post-battle salvage rolls, fighting that much harder to leave the robbers with nothing, and any Loot marker a grudge-gang fighter carries may be stolen on a 3 or higher instead of the usual roll. The grudge runs from the moment the swag went missing until it is paid back, with interest. It is a campaign-level feud only, never a battlefield alliance.

WHO	a rival scavenger outfit or a Mek's salvage-yard in the sector (any faction that deals in scrap — the Deathskulls will trade with anyone who pays in loot)
FACTION	any
MY ROLE	trade
PHASE GATE	a world on the map reaches contested/Mid — enough wreckage has piled up on the world to be worth carving up rather than fighting over
TERMS	map-level salvage-sharing: the two gangs agree a non-aggression truce over one contested world and split its post-battle salvage income for the span of the pact; each may call on the other's favour table once; the truce holds only while there is scrap to share and ends the moment the well runs dry; campaign-only, no shared gang list in a normal battle

The Salvage Pact is the deal the Deathskulls will strike with almost anyone: a rival scavenger outfit, a Mek's salvage-yard, any gang in the sector that trades in scrap. The mob will happily do business with a foe if the foe pays in loot. The pact opens once a world on the map reaches contested standing — enough wreckage has piled up there to be worth carving up rather than fighting over. While it holds, the two gangs agree a non-aggression truce over that one world and split its post-battle salvage income for the span of the pact, and each may call once on the other's favour table. The truce lasts only while there is scrap to share and ends the instant the well runs dry. It is a campaign-level arrangement only — no shared gang list ever takes the field in a normal battle.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Boss's Cut. The lowest roll means Zagnob Skarsnik has heard you are short and expects a cut for his trouble. No kit changes hands this time — instead the salvage-lord calls in a marker. Before your next battle, hand over a common item from your Stash to Skarsnik's runners, or forfeit the right to call on his favour again this campaign. The boss's cut always comes first; the luck flows to those who remember it.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

3	A Crate Of Looted Ammo. Skarsnik's runners drop off a crate of mismatched, scavenged rounds — enough to matter for one fight. For your next battle, one friendly fighter of your choice ignores the first Ammo check it fails, the salvage-lord's cast-offs keeping its gun fed a little longer than it had any right to be. Cheap generosity from a boss who has more bullets than he can count.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
4	A Loaned Grot Team. The salvage-lord lends you a gaggle of his scrounger-runts for a battle. For your next game, treat your gang as though it fielded a Grot Salvage Team — once in the battle, recover any one jammed or empty weapon anywhere in the mob. Skarsnik's Grots know their business; they will strip and fix anything that is not nailed down, and a few things that are.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
5	A Looted Gun On Loan. Skarsnik opens a crate and lets you borrow a gun for the fight. For your next battle, one fighter may carry a Looted Gun for free, returned to the yard afterward whether it survives or not. It is dodgy, cobbled and Jammy like all the salvage-lord's stock — but a free gun is a free gun, and the blue will see it fires.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
6	A Meks Once Over. One of Skarsnik's Meks gives your gear a going-over before the battle. For your next game, one weapon in your gang sheds its Jammy trouble entirely — the Mek has tightened, oiled and blessed it blue, and it will not choke this fight. A small mercy from the yard, and a taste of what a proper workshop can do.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

7	Salvage Rights. The most ordinary result, and still worth having: Skarsnik grants you salvage rights over a stretch of the warzone. After your next battle, roll an extra time on your post-battle salvage — the yard turns a blind eye while your crews strip a patch it had claimed. Routine generosity between looters who understand one another.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
8	A Blue Blessing. Skarsnik sends a keg of the truest lucky blue his painters can mix. Before your next battle, daub one fighter that lacks it: for that game the fighter counts as carrying Lucky Blue Paint, re-rolling a single failed save. The salvage-lord swears by the stuff, and the salvage-lord is still alive, which he considers argument enough.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
9	A Loaned Mek. The salvage-lord loans you one of his tinkerers for a battle. For your next game, one Champion in your gang projects the Lucky Blue aura even if it could not before — friendly Orks within six inches re-roll a failed Ammo check or Jammy result. Skarsnik's Mek keeps the whole firing line barking; he will want it back after, mind, and in one piece.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
10	A Looted Wagon On Loan. Skarsnik rolls out one of his own Looted Wagons for your next battle — a scavenged battlewagon, crewed and fuelled, yours for the fight. Field it as an extra \$5c vehicle for that game only, resolved on the Ash-Wastes vehicle profile and returned to the yard afterward. It is a rare loan and a sign of real favour; the salvage-lord does not hand his transports to just anyone, and he will count the rivets when it comes home.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

11	The Yard Opens. The salvage-lord throws his scrap-yard open to you. Before your next battle you may take one common item or Looted Gun from Skarsnik's stock for free, keeping it for the rest of the campaign. A whole yard of looted treasure, and for once the boss is not counting — a windfall the mob will talk about for weeks.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)
12	The Jackpot Favour. The best a mob can hope for: Skarsnik has taken a shine to you, and the shine is generous. Take any two common items or Looted Guns from the yard for free and keep them, and for your next battle one fighter may re-roll any single dice roll, over and above the Klan's own blue luck. When the salvage-lord's luck runs your way it runs all the way — the jackpot every mob prays the dice will give.	BIG MEK ZAGNOB SKARSNIK, THE SALVAGE-LORD OF THE WARZONE (THE BIGGEST DEATHSKULLS BOSS, WHOSE SCRAP-YARDS BANKROLL THE LOCAL MOBS)

SUB-PLOTS

PAID BACK WITH INTEREST

SUB-PLOT

Reward: the grudge is paid back with interest: the mob banks the value of everything it took plus a one-off Reputation gain, the fighter who did the stripping may take a free advance, and the loot-grudge with that gang is considered settled (though a fresh one starts the instant they rob the mob again)

Somewhere out in the sector a gang once robbed this mob blind, and the Deathskulls do not forget swag. This sub-plot comes due when the gang wins a battle against a rival it holds a loot-grudge against, and strips at least one Loot marker or piece of wargear off that gang in the doing. When it does, the grudge is paid back with interest: the mob banks the full value of everything it took, along with a one-off gain in Reputation, and the fighter who did the stripping may take a free advance. The old score is settled — until, of course, that same gang is fool enough to rob the Deathskulls again, at which point a fresh grudge starts the very same instant.

✧ THE MOTHERLODE

SUB-PLOT

Reward: the mob hits the motherlode: it banks a large one-off salvage windfall (D6x30 credits) in the post-battle sequence, and its Reputation jumps across the sector as word spreads of the haul — the score every rival Deathskulls mob now wants to beat

Every so often a mob does not just win but strikes it rich beyond reason. This sub-plot pays out when the gang carries off three or more Loot markers in a single battle, or ends a battle in control of every Loot marker and objective on the board. When it hits, the mob has found the motherlode: it banks a huge one-off salvage windfall of D6x30 credits in the post-battle sequence, and word of the haul races across the sector, sending its Reputation leaping. Every other Deathskulls mob for a hundred miles now has a number to beat — and the beaten rivals a story they would rather forget.

💀 LEGENDARY NAMES

✧ DA LUCKY UN

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

Da Lucky Un is the luckiest Ork the mob has ever fielded, blessed twice over by the blue. Once per battle it may re-roll any single dice roll of its own after seeing the result, over and above the Klan's usual Blue Means Luck — a git that seems physically unable to fail when it truly matters. But the luck is greedy and does not share. While Da Lucky Un is on the battlefield, no other friendly fighter may benefit from the Lucky Blue aura: the blue all runs to the chosen one, and the rest of the mob fights on in the draught. A boss worth naming, and a boss worth resenting.

✧ DA MAGPIE

CHAMPION OR SPECIALIST

XP cost (random): 7

XP cost (chosen): 11

Da Magpie is a scavenger without peer and without self-control. Whenever any fighter, friend or foe, is taken Out of Action within six inches of it, the gang banks D3x10 credits of salvage after the battle, and Da Magpie may snatch up a Loot marker without ending its move — grabbing and running in one motion. The trouble is the shiny always wins. If there is an uncontrolled Loot marker or a strippable downed fighter within its Movement at the start of its activation, Da Magpie must move toward the nearest and try to loot it, whatever the mob actually needed doing. A one-Ork profit engine, forever one glinting distraction from ruining the plan.

✂ OL BLUE

CHAMPION

XP cost (random): 8

XP cost (chosen): 12

Ol' Blue has worn so many years of lucky paint that the blue is practically armour. It carries a permanent 6+ save that cannot be modified or ignored, no matter what tears at it, and its luck is thick enough to spill: any friendly fighter within three inches may re-roll a single failed Ammo check each round. But the paint is heavy and the years are heavier. Ol' Blue's Movement is reduced by an inch for the whole battle, and it may never make the Sprint action — the luckiest Ork in the mob is also, reliably, the last to arrive anywhere. The old git gets there eventually, and gets there still shooting.

💀 TERRAIN

✂ DA BLUE WRECK

TERRAIN

Da Blue Wreck is a downed war-machine the Deathskulls have half-stripped and wholly claimed — a gutted tank or crashed flyer, daubed over with lucky blue and territorial dibs-marks, still holding working parts the mob prizes free battle by battle. It counts as a Loot cache and as substantial cover. Once per battle, a friendly fighter in base contact with it may strip a working part: either restore that fighter's own out-of-ammo or jammed weapon to full readiness, or grant that fighter's ranged weapon +1 Strength until the end of the battle. An enemy fighter that ends its activation in base contact may try to loot it too, prising a part free on a D6 result of 5 or higher — the Deathskulls hold no monopoly on scavenging, only a considerable head start.

✂ DA SCRAP HEAP

TERRAIN

Da Scrap Heap is a towering, ever-growing mound of looted junk — dead guns, gutted vehicles, plate, wire and the leavings of every mob that ever lost on this ground — that the Deathskulls have been feeding for longer than anyone can remember. Any friendly fighter that ends its activation in base contact with it may make a Loot roll on a D6: on a 4 or higher it prizes something useful free, either banking D3x10 credits for the gang after the battle, or clearing a jam or reloading a weapon it is carrying. The Heap is a solid, impassable mound and provides cover, but any fighter clambering on top of it counts as being in difficult terrain — the footing is all loose junk that shifts and slides underfoot.

✂ LOOT THE WRECK

SCENARIO

ATTACKER	the Deathskulls mob (drawn by the biggest, richest wreck in the sector)
DEFENDER	whoever got to the wreck first and would rather not share it
DEPLOY	a single large piece of terrain — the Wreck (a downed flyer, a gutted battle-tank, a crashed hauler) — sits dead centre, counting as a Loot cache; the defender deploys anywhere within 8" of the Wreck, the Deathskulls within 6" of any board edge
OBJECTIVE	strip the central Wreck — a fighter in base contact with it at the end of its activation may make a Loot roll (D6, 4+) to prise a piece of salvage free; each success banks one salvage token for that gang
VICTORY	the gang holding more salvage tokens from the Wreck when the battle ends wins; if the Wreck is contested (fighters from both gangs in base contact) at battle's end, count only tokens already banked
REWARDS	each salvage token from the Wreck is worth D6x10 credits; the outright winner claims the Wreck's prize — a single Looted weapon of the winning player's choice added to the gang's stash, free — and a Deathskulls win lets a Mek strip a working part, granting a permanent -5 credit discount on the gang's next Looted-weapon purchase
CONTROL TRACK	the Wreck sits on a contested world ('control-track'): stripping it is a raid, so a Deathskulls win shifts the marker +1 (they got the prize, not the ground); a DEFENDER win — driving the looters off the wreck — shifts it +2 in the defender's favour; a contested, unresolved Wreck leaves the Control Track unmoved, the salvage split and the argument unsettled for next time

A downed war-machine — a crashed flyer, a gutted battle-tank, some vast dead thing — lies in the middle of the field, and every scavenger for miles has come to strip it. The Deathskulls mean to have it.

ATTACKER & DEFENDER The Deathskulls mob is the attacker, drawn by the biggest, richest wreck in the sector. The defender is whoever reached it first and would rather not share.

THE BATTLEFIELD Set a single large piece of terrain — the Wreck — dead centre; it counts as a Loot cache. The defender deploys anywhere within 8" of the Wreck. The Deathskulls deploy within 6" of any board edge.

OBJECTIVE A fighter in base contact with the Wreck at the end of its activation may make a Loot roll: on a D6 result of 4 or higher it prises a piece of salvage free, banking one salvage token for its gang.

ENDING THE BATTLE The battle ends by the usual conditions. The gang holding more banked salvage tokens from the Wreck wins. If the Wreck is contested at battle's end, count only tokens already banked.

REWARDS Each salvage token is worth D6x10 credits. The outright winner claims the Wreck's prize — a single Looted weapon of its choice, added to the gang free. A Deathskulls victory additionally lets a Mek strip a working part, granting a permanent discount of 5 credits on the gang's next Looted-weapon purchase.

THE WIDER WAR The Wreck sits on a contested world. Stripping it is a raid, not a conquest: a Deathskulls win shifts the Control Track one step their way — they took the prize, not the ground. A defender win, driving the looters off, shifts it two steps in the defender's favour. A contested, unresolved Wreck leaves the Track unmoved, the salvage split and the argument open for next time.

ATTACKER	the Deathskulls mob (there to strip the field, not to hold it)
DEFENDER	a rival gang unlucky enough to be sitting on a battlefield the Deathskulls have decided is theirs to loot
DEPLOY	scatter D3+3 Loot markers across the board, at least 6" apart and none within 6" of a deployment zone; the Deathskulls deploy first within 6" of one board edge, the defender within 6" of the opposite edge
OBJECTIVE	carry off salvage — this is a smash-and-grab, not a battle for ground; a fighter in base contact with a Loot marker may pick it up, and a fighter carrying a marker off its own board edge banks it for the gang
VICTORY	whichever gang has banked (carried off) more Loot markers when the battle ends wins; a gang that bottles out forfeits any markers still on the board but keeps those already carried off
REWARDS	each banked Loot marker is worth D6x10 credits to the gang that carried it off; the winner additionally gains Reputation for cleaning out the field, and a Deathskulls win recruits a wandering Grot who wants in on a mob that clearly eats this well
CONTROL TRACK	a raid on a contested world ('control-track'): the Deathskulls' aim is plunder, not the marker, so a Deathskulls win shifts the Control Track only +1 (they took what they came for and left) — but if the DEFENDER wins, they hold the ground and shift it +2 in their own favour, having successfully run the looters off; a draw leaves the marker where it was, both gangs limping off with half-full pockets

The Deathskulls have decided a stretch of ruined ground is theirs to strip, and the gang sitting on it disagrees. This is a smash-and-grab — the mob wants the salvage, not the field.

ATTACKER & DEFENDER The Deathskulls are the attacker, there to loot and leave. The defender is a rival gang unlucky enough to be holding a battlefield the Deathskulls have marked for plunder.

THE BATTLEFIELD Scatter D3+3 Loot markers across the board, at least 6" apart, none within 6" of a deployment zone. The Deathskulls deploy first within 6" of one board edge; the defender deploys within 6" of the opposite edge.

OBJECTIVE A fighter in base contact with a Loot marker may pick it up, and a fighter carrying a marker off its own board edge banks it for the gang. This is carrying off salvage, not holding ground.

ENDING THE BATTLE The battle ends by the usual conditions. The gang that has banked more Loot markers wins. A gang that bottles out forfeits any markers still on the board but keeps those already carried off.

REWARDS Each banked Loot marker is worth D6x10 credits to the gang that carried it off. The winner gains Reputation for cleaning out the field, and a Deathskulls victory draws in a wandering Grot eager to join a mob that so plainly eats this well.

THE WIDER WAR This is a raid on a contested world, and the Deathskulls came for plunder, not the marker: a Deathskulls win shifts the Control Track a single step, for they took what they came for and left. A defender win holds the ground and shifts it two steps their way, having run the looters off. A draw leaves the marker where it stood, both gangs limping away with half-full pockets.