

MACROMUNDA

ORKS

GOFFS

HOUSE BOOK

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FACTION

ORKS

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

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

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

☠ FACTION SPECIAL RULES

✂ WAAAGH!

GANG RULE

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

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

✂ 'ARD CASE

SPECIAL RULE

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

✂ BEASTLY RAGE

SPECIAL RULE

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

✂ DEAD 'ARD

SPECIAL RULE

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

✂ JAMMY

SPECIAL RULE

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

✂ MOB RULE

SPECIAL RULE

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

ARMOURY

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

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

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

✂ AMMO RUNT

CYBER-COMPANIONS

COST 20

RE-ROLL A FAILED AMMO CHECK

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

✂ ARD STUFF

CHEMS

COST 20

GAINS BERSERK WEAPONS GAIN RECKLESS MUST CHARGE NEAREST ENEMY

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

✂ ATTACK SQUIG

EXOTIC BEASTS

COST 60

EXOTIC BEAST BONDED TO A FIGHTER

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

✂ BIONIK BONCE

BIONICS

COST 50

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

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

✂ BOMB SQUIG

CYBER-COMPANIONS

COST 30

ONE-SHOT DEMOLITION BEAST CHARGES AN ENEMY AND DETONATES

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

✂ BOSSPOLE

STATUS ITEMS

COST 25

NERVE/LEADERSHIP TOTEM MAX 1 STEADIES NEARBY ORKS

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

✂ CYBORK BODY

BIONICS

COST 45

OFFSETS ONE LASTING INJURY

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

✂ DOKS TOOLS

PERSONAL EQUIPMENT

COST 30

PATCHES A FLESH WOUND

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

✂ EAVY ARMOUR

ARMOUR

COST 80

4+ SAVE

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

✂ FUNGUS BEER

CHEMS

COST 25

REMOVES FLESH WOUNDS

ESCALATING RECKLESSNESS (-BS, +COOL)

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

✧ GROT GRAPNEL

PERSONAL EQUIPMENT

COST 25

CRUDE VERTICAL/HORIZONTAL REPOSITION

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

✧ GROT OILER

CYBER-COMPANIONS

COST 25

REPAIRS A JAMMED/BROKEN KUSTOM WEAPON

CLEAR JAMMY / A DAMAGED GUN

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

✧ GROT RIGGERS

CYBER-COMPANIONS

COST 30

ONCE/ROUND REPAIR A FLESH WOUND ON THE BEARER

CLEAR A JAMMY GUN ON A FRIENDLY ORK WITHIN 1"

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

✂ KUSTOM BOOSTA

PERSONAL EQUIPMENT

COST 25

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

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

✂ KUSTOM FORCE FIELD

FIELD ARMOUR

COST inherent

5+ FIELD SAVE TO FRIENDLY ORKS WITHIN 3"

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

✂ KUSTOM MEGA SIGHT

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL THE HIT

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

✧ MEGA ARMOUR

ARMOUR

COST inherent

2+ SAVE

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

✧ MORE DAKKA MOD

ACCESSORY

COST 20

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

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

✧ RED PAINT JOB

PERSONAL EQUIPMENT

COST 15

+1" MOVE

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

✧ ROKKIT PACK

PERSONAL EQUIPMENT

COST 40

ONCE/ROUND JUMP MOVE MISFIRE ON AN UNMODIFIED 1

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

✕ SCRAP ARMOUR

ARMOUR

COST 10

6+ SAVE

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

✕ STIKKBOMB CHUKKA

ACCESSORY

COST 30

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

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

✕ STIMM SQUIG

CHEMS

COST 25

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

A Stimm-squig is a small, angry beast that bites its bearer full of raw stims 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 stims — 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

GOFFS KLAN

the biggest, hardest mob in the sector

The Goffs are the green tide with the clever bits burned off — the biggest, hardest mob in the sector, and the least interested in doing anything but walking up the middle and krumping the enemy flat. Every Klan is the same greenskin body worn a different way; the Goffs are that body at its most brutal and least cunning. They do not out-shoot and they do not out-flank. They out-mass, out-last, and out-punch, and they do it on foot, in a black-and-white checked wall of 'Ardboyz and Skarboyz grinding forward behind a bellowing Warboss.

At the table this House wins in one place — arm's reach — and it wins there by getting there intact and refusing to leave. Its fighters wade through fire on Toughness and sheer numbers, and the moment they Charge, Skarboyz makes them hit a full Strength harder while Goff Brutality has the mob re-rolling its misses. The catch is real and named: the front line answers nothing at range. A force that kites the mob, screens it, and out-shoots it in the open picks it apart before the choppas ever land. Deny the Goffs the close-range grind and they have no second plan. Give it to them, and they grind anything to paste.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Warboss)
- ♦ 0-3 Champions — Goff Nob-heavy (Nobs / 'Ardboyz-champions, plus optional Meganob / Mek / Doc / Wyrdboy)
- ♦ Boyz + 'Ardboyz the bulk; Grots cheap and plentiful
- ♦ 0-1 \$5c Vehicle (a Deff Dread walker, resolved through the Ash-Wastes vehicle rules — §Vehicles; the inherited Ork Core §Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers — rides the same \$5c track)
- ♦ Backbone (Goff-tightened): Gangers + Juves $\geq 1.5 \times$ Leaders + Champions — the biggest mob of any Klan
- ♦ Every Ork carries Mob Rule, the Waaagh, and the Goff Skarboyz Kultur — all part of the fighter, bought with them
- ♦ The Swelling Mob: campaign wins recruit more Boyz and harden survivors into 'Ardboyz and Skarboyz

A Goff gang musters on 1,500 credits and is built the same way every time: one big shouty boss and as much mob as the rest will buy. The controlling player takes exactly one Leader — the Warboss — and up to three Champions, and a Goff gang leans that slot Nob-heavy, filling it with Nobs and 'Ardboyz-champions before it reaches for a Meganob, Mek, Doc or Wyrdboy. Boyz and 'Ardboyz form the bulk, with Grots bought cheap and plentiful underfoot; a single Deff Dread, fielded through the \$5c Ash-Wastes vehicle rules (§Vehicles) rather than the Brute grid, is the only walker a starting gang runs.

Where other Klans are content with a mob, the Goffs mandate the biggest one: Gangers and Juves together must number at least one and a half times the combined Leaders and Champions — the largest backbone any Klan is required to field. Slots for Champions and the \$5c walker open as the gang earns Reputation, and the Goff way of growing is the Swelling Mob: each campaign win draws more Boyz to the banner and hardens the survivors into 'Ardboyz and Skarboyz. The gang does not perfect itself; it simply gets bigger, harder, and meaner.

🦴 GANG RULES

✂ GOFF BRUTALITY

GANG RULE

Goff Brutality is the boss's shadow made lethal — the simple truth that Orks krump harder when the biggest lad is watching. While a friendly Ork is within 6" of a Goff Champion or the Warboss, it re-rolls close-combat Hit rolls of 1. Nothing fancy, no timing to track: the mob around the boss simply stops missing, its wildest swings finding the mark because the alternative is being seen to fluff it in front of him.

Where another Klan might hang a dakka aura or a speed aura off its leaders, the Goffs hang the fist. The aura turns every Champion and the Warboss into a local anchor the mob wants to fight beside, and it layers cleanly onto the charge — a Skarboy hitting at +1 Strength and re-rolling his ones is the sharpest single moment the House can manufacture. Keep the bosses forward and central, and the whole tide krumps truer in their shadow.

✂ SKARBOYZ

GANG RULE

Skarboyz is the Goff Kultur at its purest — the plain fact that the biggest, hardest Boyz hit harder the instant they arrive. On the turn a friendly Goff Ork Charges, its close-combat attacks are made at +1 Strength for that round. That is the whole rule, and it is the divergence that separates a Goff Boy from any other: a common greenskin is dangerous in a fight, but a Skarboy on the charge swings a full point of Strength above him, turning choppas into cleavers and cleavers into can-openers.

The bonus is flat and it is capped — always +1, never a climbing thing — and it fires only on the Charge, so the mob is rewarded for doing the one thing it was always going to do: close the distance and get stuck in. It stacks the House's whole game onto that first brutal moment of contact, when the wall of 'Ardboyz and Boyz finally reaches the enemy line and every blow lands heavier than it should.

FIGHTERS

WARBOSS

LEADER

✖ 225 CREDITS

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

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

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

Goff Brutality

Skarboyz (+1 S on the charge)

SEE SPECIAL RULES

Typed Effects

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

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Savagery

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

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

CLOSE-COMBAT

Big Choppa 25 credits

Uge Choppa 35 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

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

Boss Cleaver

in kit

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Cybork Body 45 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock cybork-body 45.

STATUS

Bosspole 25 credits

Goff Skull Rack 25 credits

Waaagh Banner

in kit

The Warboss is the biggest, loudest, and hardest thing the mob owns, and every Goff on the field knows it. He walks at the front with the Boss Cleaver in both fists and a slugga on his hip, wading through incoming fire the way a lesser thing wades through a puddle. WS 2+ and three Attacks make him the surest killer in the gang; T5, three Wounds and a 4+ save let him soak the punishment a leader that fights from the front is always going to take. He arrives knowing Krumpin', so the lads beside him hit truer the moment the choppas come out. Where he stands, the mob grinds hardest.

Special Rules

- **WAAAGH!:** This fighter calls the gang's Waaagh! — once per battle, at the start of a round, unleashing the surge built up on the counter.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Goff Brutality:** Friendly Orks within 6" of this fighter re-roll close-combat Hit rolls of 1.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

MEGANOB

CHAMPION

✖ 180 CREDITS

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

SAVE 2+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*)

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

Skarboyz (+1 S on the charge) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

Savagery

STARTING GEAR Mega Armour

EQUIPMENT LIST

HEAVY

Big Shoota 40 credits

CLOSE-COMBAT

Power Klaw 45 credits

Killsaw 55 credits

✦ Buzzsaw Klaw 60 credits

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

GRENADE

Stikkbombs 30 credits

ARMOUR

Mega Armour

included

The Meganob is the anvil the mob grinds around — a Nob stuffed into a mega-armour suit that shrugs off almost everything at the cost of ever moving quickly again. The 2+ save is inherent to the armour and near-impregnable; Strength 5, two Wounds and a power klaw make him a slow-motion wrecking crew once he finally arrives. At Movement 4" he is the last of the mob to reach the fight and the very last to leave it, an armoured plug the enemy has to deal with before it can deal with anything else. A Goff gang plants a Meganob in the centre and lets the rest of the tide flow past him toward the killing.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

NOB

CHAMPION

✖ 130 CREDITS

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

SAVE 4+

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

Goff Brutality Skarboyz (+1 S on the charge) SEE SPECIAL RULES

Typed Effects

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

PRIMARY Brawn Combat Signature SECONDARY Ferocity Leadership Savagery

STARTING GEAR Eavy Armour

FREE SKILL Krump Em Flat

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Big Choppa 25 credits

✧ *Dakka Choppa* 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10/big-choppa 25.

Power Klaw 45 credits

✧ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock choppa 10/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Spare Choppas 20 credits

Cybork Body 45 credits

✧ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock spare-choppas 20/cybork-body 45.

STATUS

Goff Skull Rack 25 credits

The Nob is an elite Boy grown mean and mouthy — the Champion backbone the Goff mob leans on, and it leans on a lot of them. Two Wounds, WS 3+, a 4+ save and a power klaw make him the mid-mob krumpa who carries the weight behind the Warboss while the biggest boss is busy elsewhere. He comes knowing Krump 'Em Flat, so when he lands a solid blow on the charge the lad behind him piles straight in on top of it. Like the Warboss, he throws the brutal shadow the smaller Orks fight in — the mob around him hits harder for his bellowing. A Goff gang runs on Nobs the way a lesser gang runs on numbers.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Goff Brutality:** Friendly Orks within 6" of this fighter re-roll close-combat Hit rolls of 1.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

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)

SEE SPECIAL RULES

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

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In a Goff mob the keyword belongs to the Wyrdboy alone — the crackling exception in a gang that settles everything else with a choppa, a lightning-rod for the ambient WAAAGH! the thick green tide throws off, kept behind the wall of 'Ardboyz and pointed at the enemy. Through it the Wyrdboy channels the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite. Each working is resolved with the standard psyker rules, and every one risks the warp turning on the git who calls it — Perils are the price of a skull full of green lightning. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time. The Ork warp is one shared, crude thing — a Goff Wyrdboy channels the very same six powers as every other Klan's, loudest of all when the mob around it is thickest.

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Power of the WAAAGH!

SECONDARY

Combat

Cunning

Savagery

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST			
PISTOL		GRENADE	
Slugga	10 credits	Stikkbombs	30 credits
CLOSE-COMBAT		ARMOUR	
Choppa	10 credits	Scrap Armour	
		included	

The Wyrdboy is the crackling, twitchy exception in a mob that otherwise settles everything with a choppa — a frail psychic conduit for the raw green energy the WAAAGH! throws off. A single Attack and a 6+ save make him no use whatsoever in a straight fight; his worth is the destructive Wyrd Power he channels from across the field, drawn from a separate power list rather than the mob's skills. A Goff gang fields one rarely, and never at the front: he is kept behind the wall of 'Ardboyz, feeding on the mob's fury and loosing it at the enemy before some overload does for him instead. When the green tide is thickest, the Wyrdboy burns brightest — and most dangerously.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.

- **Psyker:** This fighter carries the Psyker keyword — it manifests the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite, drawn free at creation, and courts the warp's Perils every time it channels.

ARDBOYZ

GANGER

105 CREDITS

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

SAVE 4+

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

Skarboyz (+1 S on the charge) 'Ard Case (+2 T) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1
- +2

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Savagery

Signature

STARTING GEAR Eavy Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

CLOSE-COMBAT

Choppa 10 credits

Big Choppa 25 credits

✦ Dakka Choppa 35 credits

A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10 / big-choppa 25.

Power Klaw 45 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Eavy Armour

included

PERSONAL

Spare Choppas 20 credits

✦ Bionik Bonce 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock spare-choppas 20.

STATUS

Goff Skull Rack 25 credits

The 'Ardboy is a Boy who has been bolted into 'eavy plate and told to walk forward until something stops him — and precious little does. At Toughness 6 behind a 4+ save he is the hardest rank-and-file body any Klan fields, the wall the whole mob hides behind while it crosses the open ground. He is no faster and no cleverer than a common Boy; he is simply harder to kill and just as keen to krump, wading in with a big choppa and a slugga while the shots skitter off his welded slabs. A front rank of 'Ardboyz eats the fire that would thin a lesser gang, reaches melee more or less intact, and grinds. This is the Goff answer to being shot at: be too 'ard to notice it.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.

- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.
- **'Ard Case:** The 'eavy-plated body is Toughness 6 — the inherent +2 Toughness that makes this fighter the mob's shieldwall.

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*)

Skarboyz (+1 S on the charge) **Beastly Rage** (*the charge-fury of the hunter*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Combat

Ferocity

Savagery

SECONDARY

Brawn

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Slugga **10 credits**

CLOSE-COMBAT

Choppa **10 credits**

Snagga Klaw **30 credits**

✦ *Dakka Choppa* **35 credits**

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

✦ *Buzzsaw Klaw* **60 credits**

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

GRENADE

Stikkbombs **30 credits**

ARMOUR

Scrap Armour

included

WARGEAR

Attack Squig **60 credits**

The Beast Snagga is a Boy built for the hunt — squatter, meaner, and a full point of Toughness harder than his cousins, bred to run down things that would rather not be caught. At Toughness 5 with a snagga klaw in hand he is the mob's answer to the gang that tries to keep its distance: he takes the punishment of the walk-up better than a common Boy and grips whatever he reaches so it cannot slip away. Where the rest of the tide grinds forward in a line, the Beast Snagga is the one sent after the kiter, the runner, the fighter picking the mob apart from range. Once his fury is up on the charge, he is a hard thing to shake and a harder thing to survive.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

- **Beastly Rage:** The hunter's charge-fury — this fighter fights with redoubled savagery when it closes on its prey.

BOY

GANGER

× 70 CREDITS

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

SAVE 5+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*)

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

Skarboyz (+1 S on the charge) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- +1

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Agility

Brawn

Savagery

STARTING GEAR Scrap Armour

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

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

CLOSE-COMBAT

Choppa 10 credits

✦ *Dakka Choppa* 35 credits

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

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

PERSONAL

Spare Choppas 20 credits

The Boy is the mob — cheap, green, and utterly certain that the answer to any problem is to close the distance and swing a choppa at it. Two Attacks at WS 3+ make him a genuine threat in a fight despite everything else about him being ordinary; the slugga on his hip is there to make noise on the way in, not to win anything. He is expendable and the gang does not pretend otherwise: there is always another Boy, and the tide only gets uglier the more of them there are. What lifts the Goff Boy above a common greenskin trooper is the charge — the instant he arrives, he is a Skarboy, hitting a full Strength harder than the lad who stayed home. Walk him up the middle, point him at the enemy, and let him krump.

Special Rules

- **WAAAGH!:** This fighter feeds the gang's Waaagh! counter and shares in the surge when it is called.
- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout.
- **Skarboyz:** On the turn this fighter Charges, its close-combat attacks are made at +1 Strength for that round.

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

SECONDARY

Cunning

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Grot Blasta 5 credits

CLOSE-COMBAT

Choppa 10 credits

ARMOUR

Scrap Armour

included

PERSONAL

Grot Grapnel 25 credits

The Grot is small, cowardly, and entirely expendable — which is exactly what the mob wants from it. Toughness 2 and a single Wound mean it dies to almost anything, and the Boyz treat it accordingly, shoving it underfoot and over walls as the situation demands. Its one redeeming quirk is that, unlike every Ork around it, the Grot can actually aim: at BS 4+ the little gunner shoots straighter than the Warboss, popping away with its grot-blasta while the big lads close the distance. A Goff gang runs a screen of them cheap and plentiful — a wall of green chaff that soaks the first volley, gums up the charge lanes, and does not much matter when it is gone.

Special Rules

- **Mob Rule:** While within range of enough friendly Orks, this fighter is treated as steady and does not rout — even a Grot stands firm when the mob is thick around it.

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 the Goffs' walking krumpin' engine — an Ork welded screaming into a slab of iron, 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+ 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 — the toughest single thing a Goff mob can field, a wall of armour pointed at the enemy line and left to walk into it. Two great dread claws tear apart anything the walker corners, while a pair of built-in big shootas add clattering dakka on the approach; every hard-point is a fixed Front mount, so the Dread must face its quarry to bring claw or gun to bear. Slow, stupid and hilariously durable — the Goff heavy of choice, its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, reckoned 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 Claw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

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

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

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

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

LOCOMOTION Wheeled

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

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

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

MEK GUNZ

VEHICLE

✖ 130 CREDITS

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

LOCOMOTION Wheeled

HARDPOINTS

◆ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

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

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

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

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

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

LOCOMOTION Wheeled

HARDPOINTS

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

SPECIAL RULES

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

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

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

STOMPA

VEHICLE

≈ 1610 CREDITS

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

LOCOMOTION Walker

HARDPOINTS

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

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

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

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

TRUKK

TRANSPORT

✖ 90 CREDITS

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

LOCOMOTION Wheeled

HARDPOINTS

♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Transport (12 fighters)

♦ Ram (impact)

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

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

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

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

LOCOMOTION Flyer

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

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

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

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

HARDPOINTS

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

SPECIAL RULES

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

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

Uses the Macromunda Flight rules — see Flying Mechanics.

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

PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

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

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

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



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Green Tide. A Goff mob thick enough does not break — there is always another green body pressing at your back. Play this before the battle: friendly Orks within 6" of two or more other friendly Orks are treated as Steady, and re-roll failed Nerve tests. The tide does not rout; it only ever rolls forward.	PRE-BATTLE
12	Krump Em Flat. When a Goff lands a proper blow, the lad behind him piles straight in on top. Play this in your turn and nominate one friendly fighter: until the end of the round, each of its close-combat Hit rolls of a natural 6 inflicts one bonus hit at the same weapon profile. Hit it once, then hit it again before it falls.	YOUR TURN
13	Eadbutt. When the choppa is tangled up, a Goff still has his 'ead, and it is very hard. Play this in your turn and nominate one friendly fighter engaged in close combat: it immediately makes one bonus close-combat attack at its own Strength with the Knockback trait, headbutting its foe off balance. Crude, sudden, and startlingly effective.	YOUR TURN
14	Da Biggest Mob. A Goff counts heads before a fight, and grins if the count comes out in his favour. Play this at the start of the battle: while your gang has more standing fighters on the battlefield than your opponent, your fighters re-roll failed Nerve tests. The bigger the mob, the less any single loss matters.	START OF BATTLE
15	Ere We Go. The oldest cry in the mob, bellowed as the whole tide breaks into a run at the enemy line. Play this in your turn when a friendly fighter declares a Charge: it re-rolls its charge move distance, and adds 1" to the result. 'Ere we go, 'ere we go — and there is no stopping it.	YOUR TURN
16	Skarboyz Fury. The biggest, hardest Boyz do not just hit harder on the charge — sometimes they hit like the world is ending. Play this in your turn and nominate one friendly fighter that Charges this round: its close-combat attacks are made at an additional +1 Strength for that charge, on top of any other bonus. The Skarboyz at their most brutal.	YOUR TURN
21	Choppa Frenzy. Sometimes a Boy just goes to town, swinging so fast the choppa blurs. Play this in your turn and nominate one friendly fighter engaged in close combat: until the end of the round, it makes one additional close-combat Attack. All arms, all fury, no thought whatsoever.	YOUR TURN
22	Walk It Off. Knocked flat is not the same as beaten, not to a Goff. Play this in any turn and nominate one friendly fighter that is Prone and Pinned: it may immediately stand and is no longer Pinned. It shakes the dust off, spits, and gets straight back to walking forward.	ANY TURN
23	Get Stuck In. The whole Goff plan, condensed to three words. Play this in your turn and nominate one friendly fighter that Charges this round: it makes one additional close-combat Attack for that charge. The moment of contact is where the mob wins, so it hits that moment as hard as it can.	YOUR TURN
24	Boss Sez So. When the boss bellows an order, the mob moves, because the alternative is being krumped by the boss. Play this in any turn: one friendly fighter within 6" of your Leader may immediately make a free Move (Simple) action. The lads jump when the big lad shouts.	ANY TURN

25	Trample The Runts. The Boyz do not go around the Grots — they go over them. Play this in your turn and nominate one friendly fighter: until the end of the round it may move through and over friendly Grots as though they were open ground, and adds 1" to its Move. The runts squawk; the mob keeps rolling.	YOUR TURN
26	No Time For Dakka. Why shoot at a thing when you can be on top of it in a heartbeat? Play this at the start of the battle: during the first round, friendly fighters add 2" to all of their Charge moves. The mob closes the distance so fast the enemy barely gets a volley away before the choppas are among them.	START OF BATTLE
31	Da Boyz Is Comin. There is always another Boy wandering in late, choppa in hand and spoiling for the tail end of the scrap. Play this at the end of a round: one friendly fighter currently held in reserve may be placed within 1" of your own battlefield edge, ready to grind forward next round. The tide refills itself.	END OF ROUND
32	Bigger Choppa. There is always a bigger choppa, and a Goff will always find it. Play this in your turn and nominate one friendly fighter: until the end of the round, its close-combat weapons are treated as +1 Strength. The lad has picked up something heavier, and he means to use it.	YOUR TURN
33	Headlong Charge. A Goff would rather reach the fight bruised than arrive tidy. Play this in your turn when a friendly fighter declares a Charge: it adds 2" to its charge move, but suffers -1 to its close-combat Hit rolls that round. All the momentum in the world, and none of the finesse.	YOUR TURN
34	Grot Shield. A Grot underfoot has one great use in a crisis: standing between a Boy and something unpleasant. Play this in any turn when a friendly fighter is hit by an attack: if a friendly Grot is within 1" of it, that Grot is hit instead. The Grot never volunteers, but the mob does not ask.	ANY TURN
35	Unstoppable. Some Goffs get it into their heads that nothing is going to stop them, and for one glorious stretch nothing does. Play this in your turn and nominate one friendly fighter: until the end of the round it cannot be Pinned, and ignores the effects of any Flesh Wounds it is carrying. It simply keeps walking forward.	YOUR TURN
36	Roar Of The Mob. The mob opens the battle with a wall of noise that would turn softer knees to water. Play this at the start of the battle: each enemy fighter within 12" of two or more friendly Orks must pass a Cool check or be unable to take a Shoot action during the first round. The roar reaches them before the mob does.	START OF BATTLE
41	Krumpin Time. The boss gives the word and the whole knot of Boyz around him gets to work. Play this in your turn: until the end of the round, friendly fighters within 3" of your Leader gain +1 to their close-combat Hit rolls. When it is krumpin' time, everyone near the big lad krumps better.	YOUR TURN
42	Da Green Wall. Shoulder to shoulder, the mob is one green wall and every shot has to get through all of it. Play this at the start of the battle: during the first round, ranged attacks against a friendly fighter within 1" of another friendly fighter suffer -1 to hit. The bodies in front soak the volley meant for the bodies behind.	START OF BATTLE
43	Thick Ead. There is a lot of bone between a Goff's ears and precious little else, which turns out to be a fine defence. Play this in any turn and nominate one friendly fighter: the next Nerve or Willpower test it is required to make this round is automatically passed. Fear, doubt, and fancy tricks all bounce off a thick enough 'ead.	ANY TURN

44	Meanest In The Mob. Every mob has one lad meaner than the rest, and today he is showing it. Play this in your turn and nominate one friendly fighter: until the end of the round it makes its close-combat attacks at +1 Strength, but it must direct all of them at the nearest enemy it can reach. Pure spite, pointed at whoever is closest.	YOUR TURN
45	Blood In The Eye. Once a Goff sees red, aiming stops mattering — there is only the enemy in front of him and the swinging. Play this in your turn and choose one friendly fighter: until the end of the round, it re-rolls failed close-combat Hit rolls. It cannot stop until something in reach has fallen over.	YOUR TURN
46	Da Bigger They Are. The bigger they are, the more of them there is to krump — and a Goff loves a big target. Play this in your turn and nominate one friendly fighter in close combat with an enemy that has more Wounds than it: until the end of the round, it re-rolls failed Wound rolls against that enemy.	YOUR TURN
51	Waaagh Builds. The roar rises whether or not anyone has died for it yet — a Goff mob works itself up just by being a mob. Play this at the end of a round: add 1 to your gang's Waaagh! momentum. The green tide is winding itself tighter, and everyone on the field can feel it coming.	END OF ROUND
52	Waaagh Surge. When a Goff mob calls the Waaagh, sometimes it comes out even bigger than it had any right to. Play this in your turn when you call the Waaagh: treat your gang's Waaagh! counter as one higher than it is for the purpose of determining the surge that follows. The tide crests harder than the count alone would allow.	YOUR TURN
53	Squig Fed. Stuff a wounded Boy full of squig and he forgets he was ever hurt. Play this at the end of a round and nominate one friendly fighter: remove one Flesh Wound from it. The meat is questionable and the Boy does not care — he is back on his feet and hungry for more krumping.	END OF ROUND
54	Grudge Krump. A Goff never forgets who wronged the mob, and settles it personally when the chance comes. Play this in your turn and nominate one friendly fighter in close combat with an enemy Leader or Champion: until the end of the round, it re-rolls failed Wound rolls against that enemy. Old grudges hit hardest.	YOUR TURN
55	Mob Momentum. Once the killing starts, a Goff mob only gets louder and hungrier. Play this in your turn: the first time a friendly fighter takes an enemy Out of Action in close combat this round, add 1 to your gang's Waaagh! momentum in addition to the usual gain. Every kill feeds the roar building at the mob's back.	YOUR TURN
56	Fists Like Anvils. Some Goffs hit so hard the armour just gives up. Play this in your turn and nominate one friendly fighter: until the end of the round, its close-combat attacks gain the Knockback trait, hammering the enemy off its feet with every landed blow. Fists like anvils, and nothing stays standing under them.	YOUR TURN
61	Ded Ard. Some Goffs are simply too 'ard to notice being hurt, walking off wounds that would fell a lesser thing. Play this in any turn and nominate one friendly fighter: until the end of the round, it has Feel No Pain 6+, shrugging off blows on the roll. Dead 'ard, and too stubborn to fall.	ANY TURN
62	Warboss Shadow. Today the boss casts a longer shadow than usual, and the whole mob fights the harder for standing in it. Play this at the start of the battle: until the end of the first round, the range of the Goff Brutality aura projected by your Champions and Warboss is increased to 9". More of the mob krumps true while the roar is still fresh.	START OF BATTLE

63	Choppa Storm. A proper Goff throws so many blows that a few are bound to land true. Play this in your turn and choose one friendly fighter making close-combat attacks against a single enemy: it may re-roll all failed Hit rolls against that enemy this round. Somewhere in the storm, one gets through.	YOUR TURN
64	Never Say Die. A Goff on the ground is not a Goff who is finished — just one having a short rest. Play this at the end of a round and nominate one friendly Seriously Injured fighter: it may immediately make a free Recovery test. As often as not, it gets straight back up looking for whoever put it down.	END OF ROUND
65	Da Whole Mob. Once one Boy breaks into a run, the whole mob goes with him — nobody wants to miss the krumping. Play this in your turn: up to three friendly fighters may each immediately make a free Move (Simple) action toward the nearest enemy. The green tide surges forward all at once.	YOUR TURN
66	Ghazghkulls Example. Every Goff Warboss fights in the long shadow of the Prophet of the Waaagh, and on his best day he fights like him. Play this in any turn and nominate your Leader: until the end of the round, it makes one additional close-combat Attack and re-rolls failed Hit rolls in melee. The mob sees the boss krump like a legend, and believes.	ANY TURN

ALLIANCES

DA GRUDGE

ALLIANCE

WHO	a rival gang the mob has a standing grudge against (a dakka-heavy Klan, a gang that once out-shot them, or anyone who ran away last time)
FACTION	orks
MY ROLE	feud
PHASE GATE	none — the grudge is always live, from the first battle to the last
TERMS	no truce is possible with a grudge-gang: the two may never form the Join-the-Waaagh muster; the Goffs add +1 to melee To Hit rolls against grudge-gang fighters in every battle, and a Goff win over the grudge-gang banks bonus Reputation; campaign-only

Every Goff mob carries a grudge, and it names one gang above all others as the object of it — a dakka-heavy Klan that once out-shot them, a gang that ran when it should have fought, or whoever last made the mob look foolish. The grudge is always live, from the first battle to the last, and it admits no truce: the two gangs may never form the Join-the-Waaagh muster together. Against grudge-gang fighters the Goffs fight with cold purpose, adding +1 to their close-combat Hit rolls in every battle the two meet, and a Goff win over the grudge-gang banks bonus Reputation. This standing runs at the map level only; it grants no fighters into a gang list, it simply marks who the mob most wants to krump.

WHO	a bigger Ork gang mustering under a greater Warlord (any Klan — the Waaagh takes all comers)
FACTION	orks
MY ROLE	muster
PHASE GATE	a world on the map reaches contested/Mid — a greater Waaagh is being called across the sector
TERMS	map-level non-aggression while the Waaagh is on: the two gangs will not attack each other's worlds for the span of the muster, and each may call on the other's favour table once; campaign-only, no shared gang list in a normal battle

When a world on the map turns contested and a greater Warlord calls a muster across the sector, a Goff mob will grudgingly fall in behind a bigger Ork gang for the span of the Waaagh — any Klan will do, for the Waaagh takes all comers. While the muster is on, the two gangs hold a map-level non-aggression: neither attacks the other's worlds until the Waaagh breaks, and each may call once upon the other's favour table. This is a campaign standing only. No fighter crosses between the two rosters, and the gangs never share a list in a normal battle — Orks muster together and still fight their own scraps. When the Waaagh ends, the alliance ends with it, and the mobs are as likely as not to turn on each other next.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Da Boss Takes A Cut. The biggest boss in the warzone does not do favours for free, and this time he calls in the debt first. When you seek his favour, the Warlord lends nothing but demands his cut: hand over a share of the credits your gang earns from the coming battle. The muster stays intact and his goodwill with it — but this time, the mob pays to keep it.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
3	Borrowed Runts. The Warlord can always spare a few runts — he has more than he can count and cares for none of them. For the coming battle, add a pair of Grots to your gang, fielded as normal and returned to the boss afterward if they survive. Cheap, squawking, and expendable, exactly as the mob likes its reinforcements.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
4	A Meks Loaner. The greater boss lends one of his Meks for the fight — the mob's rare taste of proper dakka and gubbinz. For the coming battle, add a Mek to your gang, fielded with its kustom gun and Kustom Force Field as normal. It is loaned, not given: the Mek goes back to the Warlord when the krumping is done.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)

5	Painboys Patch Up. The Warlord sends his Painboy round with a saw, a syringe, and a worrying grin. After the coming battle, one of your fighters that suffered a Lasting Injury may roll to have it patched up and removed, the Painboy's crude surgery holding just long enough to matter. The patient rarely enjoys it and never argues.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
6	A Boy On Loan. The boss can spare a Boy or two from the wider Waaagh, and a keen one at that. For the coming battle, add an Ork Boy to your gang, armed with a choppa and slugga and fielded as normal. He fights for the fun of it and goes back to the Warlord after — if he lives, and if he remembers whose mob he started with.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
7	A Crate Of Choppas. A crate of choppas thumps down in the mustering ground — bigger, meaner blades than the mob is used to. For the coming battle, up to three of your fighters may each be issued a big choppa at no cost, returned to the Warlord's stores afterward. The lads dig through the crate like children, and come up grinning.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
8	A Nob Bodyguard. The Warlord sends one of his own Nobz to watch the boss's back — as much to keep an eye on things as to guard them. For the coming battle, add a Nob to your gang, deployed within 3" of your Leader and fielded with a power klaw and slugga as normal. He shadows the boss all fight and reports back to the Warlord after.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
9	Salvage Rights. The boss grants the mob first pick of the wreckage once the fighting is done. After the coming battle, your gang rolls for an extra share of salvaged credits from the battlefield, the Warlord waving the mob toward the good scrap. It is about as close as a Goff ever comes to being glad it turned up.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
10	Borrowed Muscle. The Warlord lends the mob a slab of proper muscle — a hardened 'Ardboy peeled off his own front rank. For the coming battle, add an 'Ardboy to your gang, T6 and 4+ save, armed and fielded as normal. It walks at the front with the rest of the wall and returns to the boss's mob afterward, if anything managed to put it down.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
11	A Weirdboys Blessing. The Warlord's Weirdboy lays a crackling green hand on the mob before it marches — a blessing, of sorts, if a dangerous one. Once during the coming battle, you may call your gang's Waaagh as though its counter were at the highest tier, the borrowed power surging through every Ork at once. The Weirdboy usually faints afterward, and nobody checks on him.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)
12	Da Warlord Lends His Favour. The biggest boss in the warzone likes the cut of this mob, and throws his full weight behind it. For the coming battle you may take TWO favours from this table instead of one, resolving both — the Warlord sends bodies, gubbinz, and his own blessing all at once. There is no higher honour in the Waaagh than being the mob the greater boss wants to see krump.	THE BIGGEST BOSS IN THE WARZONE (A GREATER GOFF WARLORD MUSTERING THE LOCAL WAAAGH)

☠ SUB-PLOTS

✂ DA SWELLING MOB

SUB-PLOT

Reward: the mob's reputation for never running draws bodies to it: the House gains one free Ork Boy added permanently to its roster (base cost, no gear), and may harden one surviving Ganger into an 'Ardboy at reduced cost in the next post-battle sequence

A mob that never breaks becomes a mob that everyone wants to join. This sub-plot is achieved when the House wins three battles across the campaign without its gang bottling out in a single one of them — a record of never once running.

When it does, the mob's reputation draws bodies to it. The House gains one free Ork Boy, added permanently to its roster at base cost with no gear, and may harden one surviving Ganger into an 'Ardboy at reduced cost in the next post-battle sequence. The green tide has grown again, exactly as a Goff campaign is supposed to: bigger, harder, and one more krumpa deep.

✂ SETTLE THE GRUDGE

SUB-PLOT

Reward: the grudge is settled: the House banks a large one-off Reputation gain, and the Goff fighter who landed the blow may take a free advance (or claim a chosen Legendary Name if eligible) — the mob remembers who did it

Some grudges can only be settled one way — up close, personally, with a choppa. This sub-plot is achieved when a Goff fighter of the House takes the leader or a named champion of its grudge-gang Out of Action in close combat, by its own hand.

When the grudge is settled, the whole mob remembers who did it. The House banks a large one-off Reputation gain, and the fighter who landed the blow may take a free advance, or claim a chosen Legendary Name if it is eligible for one. The score is even, the boast is earned, and the mob will be telling the story for the rest of the campaign.

LEGENDARY NAMES

✧ DA KRUMPA

LEADER

XP cost (random): 12

XP cost (chosen): 20

Da Krumpa is the name a Warboss earns when the killing simply does not stop — one foe krumped flat and the boss already turning to find the next. A Leader who takes this name gains a relentless momentum in the grind: once per battle, when it takes an enemy Out of Action in close combat, it may immediately make a free Charge (Simple) action toward another enemy, carrying the slaughter from one victim straight to the next.

The name is also a leash the mob cannot loosen. Da Krumpa can never be held back, screened, or played patiently — if any enemy is within charge range at the start of its activation, it must declare a Charge at the nearest one it can reach. The legend goes forward, always, whether or not going forward is wise.

✧ DA LOUDEST GOB

CHAMPION

XP cost (random): 10

XP cost (chosen): 16

Da Loudest Gob is the Nob whose bellowing carries over the whole din of the fight, shouting the mob's courage back into it when nerve starts to fray. A Champion who takes this name steadies everything around it: friendly Orks within 6" may re-roll failed Nerve tests. This works alongside the Goff Brutality aura and is entirely separate from it, so a Nob who carries both makes the mob near it both braver and deadlier.

The trouble with being the loudest thing on the battlefield is that everyone can hear exactly where it stands. Enemy fighters may target Da Loudest Gob with ranged attacks even when a closer friendly target would normally take priority, and enemy Focus Fire against it comes at no additional cost. The gob draws the guns as surely as it draws the mob, and there is only ever one of it to lose.

✧ IRON EAD

CHAMPION

XP cost (random): 9

XP cost (chosen): 14

Iron 'Ead is the 'Ardboy or Nob that damage simply refuses to register on — a body so stubborn it forgets to fall down. A Champion who takes this name may re-roll a single failed Injury dice roll made against it each battle, and ignores the first Flesh Wound it would otherwise take. It is the mob's immovable object, the anchor the tide grinds around.

Being a wall has its price: walls do not hurry. Iron 'Ead has its Movement reduced by 1" for the whole battle, forever the last of the mob to reach the fight — and, just as surely, the last thing left standing in it when everything else has fallen. It arrives late and it never, ever leaves.



TERRAIN

✂ DA KRUMP PIT

TERRAIN

Da Krump Pit is a sunken arena of collapsed rockcrete and scrap — a natural amphitheatre the Goffs have adopted as the proper place to settle things, its rim ringed with the wreckage of every mob that lost here. Down in the bottom there is nowhere to run and no clean line for a gun.

Any fighter making close-combat attacks while wholly inside Da Krump Pit rolls one additional Attack die, the close walls and roaring crowd feeding its fury. Any fighter making a Shoot action while inside it does so at -1 to hit, the broken footing and cramped angles fouling every shot. The Pit rewards the choppa and punishes the gun — which is to say, it was built by Goffs, for Goffs.

✂ TOTEM OF DA WAAAGH

TERRAIN

The Totem of da Waaagh is a lashed-together pole of skulls, dented helms, broken choppas and one enormous crudely-daubed glyph, planted deep in the ground the mob means to hold. To an Ork it is the beating heart of the fight, and to hold it is to hold the whole Waaagh.

While a friendly Ork is within 3" of the Totem and no enemy is within 3" of it, the Totem is HELD. All friendly Orks within 6" of a HELD Totem add +1 to their gang's Waaagh! momentum contribution and re-roll failed Nerve tests, the glyph roaring silently at their backs. If an enemy fighter ends its activation within 1" of the Totem while no friendly Ork is within 3", the Totem is toppled, and its effects end for the rest of the battle. A mob that lets its totem fall has already half-lost.

✂ DA BIG SCRAP

SCENARIO

ATTACKER	the Goff mob (spoiling for it)
DEFENDER	a rival gang that made the mistake of holding the middle of the battlefield
DEPLOY	both gangs deploy within 6" of opposite edges; a cluster of terrain (the "scrap") sits dead centre — the ground both mobs want to be standing on
OBJECTIVE	control the centre of the board in close combat — this is a brawl for the middle, not a raid on an objective
VICTORY	at the end of the battle, whichever gang has more standing fighters wholly within 6" of the board centre wins; if a gang bottles out, the other wins outright
REWARDS	the winner takes bragging rights and Reputation across the warzone; a decisive Goff win recruits a Boy who wandered in to watch and liked what he saw
CONTROL TRACK	a contested-world clash ('control-track') with no fixed holder — the winner shifts the marker +1 in their favour (+2 if the loser bottles), the loser gives ground; a drawn centre leaves the marker where it was, both mobs limping off to muster again

There is no objective here worth the name, no relic and no prize — just a piece of ground in the middle of the field and two mobs who both want to be the ones standing on it. A Goff gang lives for exactly this.

ATTACKER & DEFENDER The Goff mob is the attacker, spoiling for the fight. The defender is a rival gang that made the mistake of holding the middle of the battlefield and now has to be shifted out of it.

BATTLEFIELD A cluster of terrain — the "scrap" — sits dead centre: broken ground, wreckage, and cover, the exact patch of dirt both mobs mean to own.

DEPLOYMENT Both gangs deploy within 6" of opposite board edges, facing one another across the open ground, with the scrap between them.

THE FIGHT This is a brawl for the middle, settled in close combat. Neither side scores by raiding an objective; each scores by owning the centre when the dust clears.

ENDING THE BATTLE The battle ends when one gang bottles out or at the close of the agreed round limit.

VICTORY At the end of the battle, whichever gang has more standing fighters wholly within 6" of the board centre wins. If a gang bottles out, the other wins outright.

REWARDS The winner takes bragging rights and Reputation across the warzone. A decisive Goff win recruits a Boy who wandered in to watch the scrap and liked what he saw.

THE SIEGE This is a contested-world clash with no fixed holder. The winner shifts the world's Control Track marker one step in their favour, or two if the loser bottled out; the loser gives ground. A drawn centre leaves the marker where it stood, both mobs limping off to muster again.

ATTACKER	the Goff mob (the whole tide, deploying together on one board edge — no reserves, no subtlety)
DEFENDER	the world's current holder — a rival gang, Enforcers, or a garrison dug in around a chokepoint
DEPLOY	Goffs deploy as a single mass on one short edge; the defender fortifies a gate, breach, or chokepoint 6" + from the far edge, holding the ground the tide must cross
OBJECTIVE	the Goffs must cross the open ground and take the chokepoint in close combat — no ranged objective, just reach it and krump everyone holding it
VICTORY	the Goffs win by having more standing fighters within 3" of the chokepoint than the defender at the end of any round after the fourth; the defender wins by still holding it at battle's end
REWARDS	a Goff win pushes the world's Control Track hard toward capture; the crossing lads bank extra XP for taking the wall the hard way
CONTROL TRACK	this is a frontal push on a contested world ('control-track'): a Goff win shifts the marker +1 toward capture, +2 on a decisive result (defender bottled or the gate taken with the mob barely bloodied); a defender hold pushes the marker back down toward 0 — the tide broke on the wall this time

A defender dug in behind a wall, and a Goff mob with no interest in going around it. This is the walk-up made a mission: cross the killing ground under fire and take the chokepoint the hard way.

ATTACKER & DEFENDER The Goff mob is the attacker — the whole tide, deploying together on one edge with no reserves and no subtlety. The defender is the world's current holder: a rival gang, an Enforcer patrol, or a garrison dug in around a chokepoint.

BATTLEFIELD A gate, breach, or chokepoint stands 6" or more from the far edge, with open ground before it — the wall the mob has to cross to reach.

DEPLOYMENT The Goffs deploy as a single mass along one short edge. The defender fortifies the chokepoint, holding the ground the tide must walk through.

THE FIGHT The Goffs must cross the open ground under whatever fire the defender can bring and take the chokepoint in close combat. There is no ranged objective — only reaching it and krumping everyone holding it.

ENDING THE BATTLE Victory is checked at the end of any round after the fourth, and again at battle's end.

VICTORY The Goffs win by having more standing fighters within 3" of the chokepoint than the defender at the end of any round after the fourth. The defender wins by still holding it when the battle ends.

REWARDS The lads who crossed the ground bank extra experience for taking the wall the hard way.

THE SIEGE This is a frontal push on a contested world. A Goff win shifts the world's Control Track marker one step toward capture, or two on a decisive result — the defender bottling out, or the gate taken with the mob barely bloodied. A defender hold pushes the marker back down toward nothing: the tide broke on the wall this time.