

Chapter Approved – Codex: Orks Q&A (v1.0)

Q. When a zzap gun is mounted on a Battlewagon, replacing a twin-linked big shoota, what are the effects of rolling an 11 or 12 on the Strength? Normally some crew are killed, is this still the case?

A. No, it isn't. The roll of an 11 or 12 has no extra effects over and above the irritation of the weapon not firing.

Q. On a related note, do the Grot crewmen (for the battlewagon big gun) need to be on the vehicle or are the vehicle's crew assumed to be the gunners as with other vehicle mounted weapons?

A. The vehicle's crew act as gunners.

Q. Does the limitation on Big Mek's Mekboy bodyguard of not having the same equipment apply to Mekboyz that are part of the Warboss's Bodyguard? It does not indicate this specifically, but there is enough information given to 'interpret' it this way.

A. The limit on Mekboyz is only intended to apply to the Big Mek's bodyguard, not the Warboss's.

Q. You can have two Warbosses, right? Seems odd, but that's what the rules say.

A. Aargh, that was an oversight on my part. You can take a maximum of one Warboss. Two Warbosses would only appear if there were two separate warbands fighting ie, if you were using multiple detachments (See Very Large Games on p.131 of the Warhammer 40,000 rulebook).

Q. A bionik arm counts as a close combat weapon. Does this count toward the 2 single or a single/double limitation on weapons? If so, I assume it is a single-handed weapon, right?

A. No, it doesn't count towards the weapons limit - that's the advantage of having it 'built in'.

Q. The kustom force field is a two-handed weapon, but I was under the impression that it wasn't a weapon at all. Can you explain?

A. It's actually a bulky piece of equipment that needs two hands to operate hence I counted it as a weapon for the purposes of limiting what the Mek can carry.

Q. Kustom Jobs: Can the blasta job be combined with the other kustom jobs?

A. Yes

Q. The battlegear can mount multiple big shootas that are fired by passengers, what are the restrictions for moving and firing?

A. They use the rules for bolt-on big shootas.

Q. In the Wargear rules under the Bosspole it says that it may be carried by a Grot. Unfortunately, you can't buy the Grot to carry it; how can this be done?

A. Oops, you're right. The solution is as follows:

Banna Wavva: 3 points

Grot statline: May carry a bosspole or a Waaagh! banner. A Banna Wavva may not be chosen as a casualty caused by enemy shooting (only the luckiest Grots are chosen for the job and they always seem to know when to dodge behind the nearest cover, or Ork, to avoid fire.). Blast markers and templates will affect them as normal. Banna Wavvas are armed with a Grot blasta.

Q. The rules for the zzap gun state that you pick a target model. Does this mean that the gun can force a specific model to be removed as a casualty in a squad, even though the casualty is normally chosen by the owner of the target?

A. No. The use of the word 'model' is in reference to vehicles, which will be the normal target of a zzap gun. When firing into a squad, the owner of the squad can still pick which model is removed as with any other type of normal shooting.

Q. As per the Living Shield rule for Gretchin Mobs, Grots can be used as cover for models behind them when the Grots are shot 'through'. What exactly does this mean?

A. The rules for 40K state that 'models' block line of sight. This does not mean that squads do, only models. This means that shooters can pick targets behind other squads as long as the shot goes between models in the interposing squad. When this type of shooting happens 'through' a Gretchin squad, the targeted models can use the Living Shield rule.

Q. First, when a character with Squigs (attack or hound) or Grots as wargear dies, are they removed as well? On the one hand, they're wargear and so should go with the character, but on the other they are models with a profile of their own.

A. Hmm. Tempting as it is to keep Grots and Squigs in play I think they're going to have to be removed if the character dies to prevent all sorts of weirdness breaking out.

Also, Grots and Squigs do become part of the squad that their character is part of, so they do count toward the number of losses a unit sustains when working out whether or not the squad has taken 25% casualties from shooting. They also count toward casualties in close combat. If removed as part of the loss of their character, they are counted as casualties as well.

Q. Can you put Imperial vehicle upgrades on looted vehicles, or are you limited to only Orky vehicle upgrades.

A. Orky vehicle upgrades only.

Q. It would seem that Ork vehicles with a Red Paint Job and Turbo can actually move 7" and still be stationary! Turbo says that "for shooting and disembarking troops the vehicle counts as moving the speed it went before the turbo boosters were added". The Red Paint Job says it adds +1" to the move distance so a fast Ork vehicle could move 13" and still fire one weapon and or allow troops to disembark (which therefore means it counts as having moved only 12"). If I announce I am going 0", I can Turbo up to 6", counting as moving 0" (the speed I went before boosting) and then add 1" to this distance and still fire/disembark as if I had not moved at all.

A. Not true, see the turbo boost rules. Realize that the 4+ refers to the distance rolled ie, if you get an extra 4, 5 or 6" on the dice roll you can't shoot or disembark. The Ork vehicle could, therefore, hope to roll a 3 or less and get the benefits you mention, but it's pretty risky!

Q. When Flash Gitz upgrade to kustom jobs, do all of them have to take the same one?

A. Yes.

Q. I noticed the phrasing of the Flash Gitz kustom jobs is much like krak grenades and the like in that it says the "entire mob may be given....." When you buy krak grenades for a squad you cannot choose to upgrade just a few models. They must all get the grenades and all must pay the points for them. Is the parallel phrasing intentional? In other words, in a mob of 10 Gitz, if I choose to upgrade them all to, for example, Shootier, I must pay 20 points to do so. Then, after paying those 20 points, I can get 4 burnas for models for an additional 24 points, thus 'wasting' the 8 points spent in upgrading the shootas that those 4 burnas no longer have. Is this the intention?

A. Yes, that's right. Bear in mind that models like Devastators pay extra points for having their extra heavy weapons - with Flash Gitz this is covered by the points spent on kustom jobs instead.

Q. Choppas. The rule states that "In close combat choppas limit the saving throw an enemy model can have to a 4 at best". This does not stipulate Armour saves. Does this mean that Invulnerable saves are altered as well?

A. No, the choppa modifier applies only to Armour saves.

Q. Throughout the Ork list, squads are given the option "for an additional X points, one of the Orks may be upgraded to a Nob". Burna Boyz are the only squad that does not follow this as their option states, "for an additional +9pts the Burna Boyz mob may be led by a Mekboy". I take this to mean that it allows the mob to be 11 Orks strong. Is this correct?

A. Yes

Q. When an Ork mob loses a round of combat to a fearsome opponent, they don't get a size check, correct?

A. No, remember the mob size check comes after failing a Morale check, so in this case you fail the Morale check automatically and then take a mob size check.

Q. Do Orks mob up before the enemy gets to advance (and potentially wipe out the Ork mob)?

A. No, the rules state you check for mobbing up 'once moves are complete', therefore any pursuits, crossfires etc. would take effect first.

Q. An Ork unit fails to regroup, and falls back with a movement that would take them off the board edge. They do have another mob behind them, so they fall back in that direction, but still have so much movement that they get to the edge with movement to spare. They remain, at this point, within 6" of the other unit. They try a Last Chance to Regroup (we'll assume they are above 50% etc) but fail, being Orks. Can they attempt to Mob Up, or do they scamper off the board?

A. Hmm, I would say no, based on the fact that the rule states that mobbing up is done "after all moves are complete". In this case, the complete move takes the Orks off the battlefield, severely cramping their ability to join their mates.

Q. If Orks in mega armour fall back, they move half the distance rolled on the dice (because they count as being in difficult terrain). Do mega boostas help them fall back any faster?

A. Hadn't thought of it like that but the rule states that boostas allow you to re-roll the distance moved, which I would interpret as any movement distance involving dice rolls (i.e. fall back, normal move, assault). Bear in mind that all Ork mega armour moves are made as though through difficult ground. This could also go for advance & assault movements, too (all we could think of here).

Q. Do Ork units behind the bikers receive a cover save when fired at by Guess range weapons? (for example, Griffin with or without LoS lobs a shell towards the Orks and hits a unit behind the bikers). The same for Ordnance weapons too for that matter. Also, what if the firing weapon is on a hill, the bikes are in the valley, and the target is on another hill (such that the path of the bullet would not go through the bikes)? I guess bottom line on this is, would targets get a save if the enemy are not really firing through the warbikes but instead over them?

A. In order to keep the rules clean; yes the save will apply against any attempts to fire past the warbikes whether it's over, under or through. This will apply to Grot screens too, of course (cross out 'murk' and insert 'bodies').

Q. Are Killer Kans treated as Ork Dreadnoughts with regards to vehicle upgrades?

A. Yep, treat as Dreads in all respects.

Q. Can Lootas take the transport option from a squad?

A. Yes, they can.

Q. Can Big Gunz be targeted as vehicles, and therefore cannot be screened by models?

A. Yep, 'fraid so. Try to go for maximum crew and include a Mek with kustom force field and tools so he can fix broken gunz. This should help them last.

Q. If a looted Rhino is upgraded with weapon options (bolt-on big shootas for example), would that mean only one Rhino could be taken since any upgrade would put it above 50 points? Or is it just for the initial cost where you have to deal with the 51+points limitation?

A. The former - it's the vehicle worth that's the issue.

Q. Is the indirect fire option for a Basilisk considered a weapon option or a vehicle upgrade? The reason I ask is that Ork looted vehicles can take the weapon options, but not the upgrades, of the looted vehicles. In other words, is a looted Ork Basilisk capable, for +25 points, of firing indirectly?

A. It's an option, so can be taken for a looted Basilisk. The vehicle upgrades are listed separately.

Q. If an independent character takes Grot or Squig wargear, is he still an independent character? He seems to almost become a small squad at that point.

A. Yes. Wargear is still wargear, even if it has legs.

Q. As it is a Guess Weapon (barrage), the Stomp Weirdboy power causes pinning, right?

A. I suppose they do really.

Q. A Weirdboy has joined a mob of Boyz, as he has to. They are all behind a forest and have no line of sight through it. Can the Ork player declare that the mob is shooting a target beyond the wood, having only the Weirdboy shoot?

A. Yes, though it's highly un-Orky.

Q. Does a Weirdboy have to shoot the same target unit as his mob?

A. Yes

Q. When using Forced March (US White Dwarf 238 Chapter Approved), do Orks get to use their size check after taking casualties?

A. Yes. They will, therefore, not run away if they pass.

Q. If I take 3 looted Rhinos, can they carry anyone (Rhino specifies Marines may be carried, not Orks)?

A. I'm not even going to dignify this with an answer (yes).

Q. If so, can they group together to transport a squad of 30 Boyz? I guess the same question applies to some other armies. For example, can 3 Land Raiders be used to transport 30 Cultists or can 2 of them transport one squad of 20 Berzerkers? I assumed the answer was yes, providing that the vehicles maintained 2" coherency. Of course, this could only be done with vehicles that are not squad-linked. For example, you obviously cannot buy a second Rhino for a Berzerker squad to accomodate the extra 10 men, but it seems ok to get 2 heavy support Raiders and share that way.

A. How can I put this? No No No and yet another NO!

We've talked this one out before now and the conclusion was that we shouldn't allow squads to split across multiple vehicles. Why? Because it's too weird, causes problems with what happens if one is destroyed or immobilized, and the limit on the size of mechanized units means that foot-slogging infantry still get to have some role in the game, instead of being completely outmoded (like they are in Epic, for example).

Q. What I want to do is take an Ork biker Nob and but a little sidecar on it to carry three attack Squigs around. All it would be is a way to visually represent the Squigs keeping up with the bikes. It would have no special rules impact. It would still be just a biker Nob and three Squigs (no attack bike benefit).

I also want to chain three Squigs with their tongues wagging behind them (like a dog leaning out a car window) to a Stormboy Nob and have them zipping through the air with reckless abandon. It would look goofy (in a good way) and Orky, I think.

The question that arises is, will the presence of the Squigs slow down the bikes or Stormboyz since, rules-wise, they do not have bikes or jump packs themselves? Or are they wargear (as you once put it "Wargear is still wargear, even if it has legs") and can hitch a ride like a bionik (Squig) arm? They do, after all, get removed when their 'master' goes away and count as casualties. It would be a nice (and fun!) little perk for them.

A. They would slow the unit down as the unit would only be able to move/assault at the speed of its slowest member.

Q. Is a slugga (single-handed weapon) with Kustom: More dakka (wargear) a 'different weapon' from a slugga (shw) with Kustom: Shootier (different wargear). This is important for a Bigmek's Mekboy bodyguard. I guess if they are, that means all five Mekboyz can have burnas:

- 1) burna
- 2) burna + claw
- 3) burna + choppa
- 4) burna + slugga
- 5) burna + kustom slugga.

or (better yet)

- 1) burna
- 2) burna + slugga
- 3) burna + dakka slugga
- 4) burna + shootier slugga
- 5) burna + blasta slugga

It would seem this gets around their 'violent aversion to standardized weapons'. They are, after all, kustomized (a far cry from standardized).

A. Hmmm, this is something of an attempt to evade the spirit of the rule while not actually breaking the letter of it. The first example you give I'd say was legitimate (just barely) as at least they all have different combinations of weapons. The second uses the same combinations with some tweaks to try and satisfy the rule. It's a fine line but I'd say yes to the first and no to the second.

Q. When moving Nobs in mega armour I have always rolled for each Nob separately... otherwise putting one character in mega armour with a unit will slow the whole unit down, which doesn't seem right. Also, if there is a Warboss without mega armour I have always moved him his normal move since I understood that coherency is suspended mid-combat.

The mega booster wargear entry specifies that Nobs with the booster move separately to Nobs without it, not that they all move at the speed of the slowest.

So, when making a charge or sweeping advance with a retinue that includes some mega armoured Nobs, who may each move at differing speeds, what speed should the Warboss move at?

A. What the rulebook says is that Orks in mega armour move 'as if they were in difficult terrain', and therefore the different movement rates of the two types of model are covered by the rules for difficult terrain which explain what to do if some models are in difficult terrain and others are not.

Q. On page 8 of Codex: Orks, it states that, "The Warboss may be accompanied by between five and ten Nobz," and "If a Warboss is accompanied by a bodyguard he may also be accompanied by up to two Mekboyz".

On page 111 of White Dwarf #247 for August, 2000, Karl Renwick writes in his description of his Ork warband that, "(his) Warboss was escorted by three Nobs with choppas and two Mek Boyz with burnas . . ."

1) If the minimum number of Nobz in a Warboss' bodyguard is five, then how can he have only three Nobz in the bodyguard?

2) Do the two Mekboyz count as part of the bodyguard, bringing the total up to five and, if so, why?

A. Karl Renwick screwed up his army list. The bodyguard starts at 5 Nobz and then you can add extra Meks etc. Any other interpretation is getting a bit too creative really.

Q. How does the addition of Cybork Bodies in a unit affect the 'Mixed Armour' rule? It seems from the wording of the rule that you would ignore them until there are NO other models in the mob (after having soaked up some casualties from a lesser save). This situation becomes more dramatic (and odd) if they outnumber any other type of model in the mob.

A. How is this resolved? The mixed armour rule is only applied to Armour saves, whereas Cybork body gives an Invulnerable saving throw. On this basis, it would be most logical to ignore the Cybork body altogether and saves would be taken using the most prevalent armour type, regardless of whether the Orks in question had Cybork bodies or not.

Q. Warboss and 10 Nobz in mega armour, 2 Mekboyz and 2 Mad Doks. Each Nob has an attack Squig and the Doks each have 3 Grot orderlies. The Warboss and the Nobz have a 2+ save (11 of them). The Mekboys and Doks have 3+(heavy armour and a bionik bounce - 4 of them). The Squig hounds have a 6+(10 of them) and the orderlies have no save (6 of them). So, with this unit of 31 figures would the save be a 2+? The Rules mention a 'majority' of the unit, but in this example there is no majority.

A. 2+ - majority (until casualties, anyway)

Q. Do Ammo runts affect the Armour save of a unit? Their rules state that they cannot be chosen as a casualty from enemy shooting. So if a unit of 1 Warboss and 9 Nobz in mega armour each with 3 Ammo runts is the save a "-" or is it a 2+?

A. 2+, as you say, runts can't be chosen as casualties and hence can't make saves.

Q. Power of the Waaagh! tests: Do Killer Kans get to Waaagh? (They are listed as a Mob.)

A. No

Q. When a Mekboy with a kustom force field is riding in a vehicle where is the force field's effect measured from?

A. From the Mekboy model himself, not his vehicle.

Q. When determining if an Ork vehicle is close enough to a kustom force field to count as being 'hull down', does part of the vehicle have to be within 6" or all of it?

A. All of it.