

‘ERE WE GO! ‘ERE WE GO! ‘ERE WE GO!

ORK CLANZ IN BATTLEFLEET GOTHIC



Orks are not the greatest space-faring race in the galaxy. Their ships are often ill-kempt, unreliable rust buckets kept in operation only by the constant efforts of Ork Mekboyz and their Gretchin slaves. They make great use of salvaged hulks and their largest vessels are often refitted space hulks that providentially drift out of the Warp near one of their worlds. Ork pirate attacks are brutally direct, with their ships rushing headlong towards their target, guns firing wildly as they come. Unfortunately Ork ships are exceedingly heavily armed for their size, so this tactic is harder to defeat than might be imagined.

Orks gather into various levels of organization. The first is the mob, a squad-level unit of Orks with similar ideas of how to act on the battlefield, generally led by a nob (short for "noble," but pronounced "knob"). A number of mobs will gather together into a warband, which is roughly equivalent to an Imperial Guard company (although with a greater variation in size and strength), led by a warboss. The largest Ork organizational unit is the tribe, a group of numerous warbands all under the command of a warboss. Different tribes can be united

by a powerful warlord when he raises a Waaagh!

As opposed to the warbands and tribes that Orks naturally organize in, Ork clanz are not communities but rather philosophical delineations of the different varieties of Ork. Each has its own colors, markings, and ways of waging war. Orks tend to form warbands with others who follow the same clan, but different groups or even so-minded entire warbands will tend to conglomerate together after suffering casualties during a Waaagh! It is not unheard of for an especially influential

ORK SPECIAL RULES

LEADERSHIP

While Orks approach space combat with the same gusto they reserve for all forms of violence, the technical nature of the fighting is often at odds with their ability. This means that all Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

MOB RULE

Big groups of Ork escorts are surprisingly coordinated. Ork escort skwadrons gain a +1 bonus to their Leadership while they contain more than five models (or 'lotz' as the Orks call it – Orks aren't very good at counting). Note: the maximum number of escorts in an Ork squadron can be up to ten.

YOUNG GUNZ

While not technically skilled, Orks do possess boundless enthusiasm for fighting, and mobs of young Orks, eager to prove themselves to their elder and larger peers often pack themselves aboard rickety old escort vessels and tag along to any battle they can find. Any Ork escort skwadron with a Leadership of 5 or 6 gets a bonus escort ship added for free, demonstrating quantity has a quality all of its own. This includes if the leadership is a result of being swapped with that of a Warboss! The free ship can be

any Ork escort class in the fleet list costing equal to or less than that of the cheapest escort paid for in the skwadron (the skwadron cannot exceed ten escorts). Young Gunz can be applied before Mob Rule: a tiddla skwadron with five escorts that rolls Ld5 may have a sixth escort for free, increasing its Ld to 6!

ALL AHEAD FULL SPECIAL ORDERS

One thing Orks need very little encouragement to do is go fast. Their ships commonly mount a plethora of excess (and excessive) thrusters, boosters and extra drives – usually all wired up to a prominent red button in the cockpit. Because of this, Orks do not need to pass a Command check to use All Ahead Full special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6cm on All Ahead Full orders instead of 4D6cm.

BOARDING

Orks are ferocious close combat opponents and exceptionally good at boarding actions, where their brute strength and hardiness is most useful. To represent this, they get a +1 bonus in boarding actions.

LAUNCH CAPACITY

Some ships in an Ork fleet may possess a variable launch capacity (as is the case with many Ork capital ships). In the Ordnance phase of each Ork turn when Ork attack craft remain in play, an Ork fleet with variable launch bay Strength must roll to check its attack craft capacity. Roll the relevant dice for any vessel with variable launch bay Strength and add on to this the launch bay Strength for any ship with fixed Strengths to find the total launch capacity for the fleet. Any excess attack craft above this total are

removed at the end of the turn as they run out of fuel – use 'em or lose 'em. Torpedoes are not subject to this rule, as they have no launch limits.

ORK WEAPONS

GUNZ

Standard Ork weapons batteries are mostly limited to fairly crude but efficient slug-throwers and missiles, mixed with other captured weaponry salvaged from hulks and defeated ships. The effectiveness in battle of Ork firing varies wildly from moment to moment as different weapons break down or are repaired, or even improved during combat. These are referred to as 'gunz' and have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.



HEAVY GUNZ

In addition to more standard weapons batteries, the Orks commonly mount massed batteries of very powerful but short ranged weapons on their ships. At close ranges, the barrage of fire from these weapons has spelled the doom of many enemy vessels. Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, meaning two hits instead of one.

TORPEDO LAUNCHAS

As with their gunz, Ork torpedo salvoes can vary wildly in their effectiveness as launchers malfunction, externally-mounted stores are discharged with wild abandon, etc. The strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in skwadrons may not combine torpedoes into larger salvoes. Capital ships equipped with torpedo launchas may also take boarding torpedoes for +5 points (+15 points for a Space Hulk), which behave in the same manner as such ordnance for other races. Escorts may not use boarding torpedoes.



FIGHTA-BOMMAS

Ork attack craft are known as Fighta-bommas and perform the roles of both interceptor and bomber. They carry heavy bombs and rockets for attacking at close range, but gladly pounce on other attack craft they encounter. This hybrid approach means that they function as fighters normally but can attack ships as if they were bombers in some circumstances. When making an attack run the Fighta-bommas function exactly as bombers, except that they roll only a D3, not a D6, for the number of attacks they inflict. Because Ork fighta-bommas behave as both bombers and fighters, they add +1 attack for each marker in the wave after attack rolls are modified by turrets, meaning each ordnance marker that survives against turrets will be able to conduct at least one attack and will not have a minimum of zero attacks.

ASSAULT BOATS

Ork assault boats behave in the same manner as such attack craft for other races.

TORPEDO-BOMMAS

Orks will sometimes strip out all point-defense weapons from their fighta-bommas to sling gigantic, ship killing weapons underneath their attack craft, all in the effort to make them more shooty. Such converted attack craft are torpedo-bommas, which lose all their maneuverability and are slowed down considerably to carry such enormous weapons. Torpedo bommas only move 20cm and have no fighter capability whatsoever. In the beginning of any turn after the turn they are launched, each torpedo-bomma marker may be converted into a str-2 torpedo salvo. Torpedo bommas in a wave may combine their salvoes into a single salvo, or any number of markers may launch their salvoes separately. Torpedo bommas may be taken by any ship equipped with launch bays for +10 points per launch bay. For ships with variable launch bays, this is calculated based on the maximum number of launch bays available, meaning the upgrade costs +40 points for 'Ammer-class battlekroozers, etc. When taken, torpedo bommas are an additional ordnance choice available to the karrier and do not replace fighta-bommas.

GUBBINS

Orks are always trying to improve their ships in some fashion and will do whatever they have to for either more parts or the teef to buy them. A warlord in particular gathers around himself a number of other cunning and successful leaders, each one an enterprising Mekboss or Nob in his own right. Several warlords may band together to fight a common foe, and they will each of course bring the best of their wargear to the fight, as much to demonstrate their prowess to their fellow warlords as to bring the fight to the enemy. A vessel or escort skwadron led by a Warlord may be given up to one of the following upgrades per Command re-roll the Warlord has. Each upgrade can only be applied once. Note: Players are actively encouraged to change their upgrades from battle to battle in typically restless Orky fashion. Each Warlord that does so at least twice over the course of a campaign may have their first normally earned refit for free instead of paying the normal +10% cost.

For tiddla skwardons, the point cost for clan upgrades count for the whole skwadron (regardless of how large it is!), not individual escorts. This also means the enemy only gets additional victory points for the clan upgrade is the tiddla skwadron is wiped out. If a single escort survives the battle, the enemy does not get additional victory points for the clan upgrade. Not all Gubbins apply to escorts or are taken the same way as capital ships, as indicated by their notes. Gubbins taken for escorts must be taken by all escorts in the skwadron (if applicable) for their listed cost and not merely by individual escorts.

Soopa Boostas +25 points
the ship gains +5cm speed, and it rolls 4D6cm when on *All Ahead Full* special orders.

Extra Power Fields +25 points
(Not for escorts) The ship's shield value is increased by +1.

Extra Turrets +20 points
The ship gains +2 Turrets (Escorts get +1 Turret).

Maniac Turrets+10 points
(Not for escorts.) The ship's turret value is replaced by D3 turrets. This cannot be combined with Extra Turrets.

Looted Lances+30 points
Any heavy gunz batteries on the ship can be replaced with a Strength 2 lance battery. Range is 15cm for escorts, 30cm for capital ships.

Looted Torpedoes+20 points
The ship may re-roll the dice for the Strength of torpedo salvos when it fires.

Mad Meks+25 points
(Not for escorts.) The ship may re-roll the dice when repairing critical damage.

Maniac Gunners+30 points
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mega-Armored Boarding Parties+15 points
(Not for escorts.) The ship has an additional +1 modifier when rolling for boarding actions and hit and run attacks of any type.

Ram Prow+10 points
(Not for escorts.) This adds +1 bonus when rolling a leadership check to ram and causes 1Hp before rolling to inflict damage.

Tellyporta+30 points
(Not for escorts.) Hit-and-run teleport attacks can be made to 30cm.

MORE GUBBINS

The following gubbins can be taken by any number of capital ships in the fleet. More Gubbins are not available for escorts (except the Grunt where indicated) and can only be added to capital ships.

Klaws+10 points
(Not for escorts except the Grunt at +5 points per escort.) Klaws are unaffected by special orders of any kind but cannot be used by capital ships if they are crippled. Any time the ship moves in base contact with any one enemy ship during the movement phase, immediately roll two D6. Each roll of a 4+ inflicts

one hit on the target, ignoring shields but not holofields. Brace for Impact works normally against attacks by Klaws.

Each ship with Klaws may only use it once per turn, regardless of how many vessels it contacts during the Ork player's movement phase, though it does not have to be the first ship in contact. If the Klaws hit only once or not at all, the ship can continue moving after making the attack and shoot/launch ordnance later in the turn. If both attacks hit, then the vessel has grabbed the target with its enormous mechanical Klaws and has latched on! Neither vessel can move if they are of the same class or smaller (such as cruiser to cruiser), but a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If both attacks hit when a vessel is already grappled then it takes a third additional hit. Either ship may conduct boarding actions as normal. Damage caused by Klaws cause critical hits as normal.

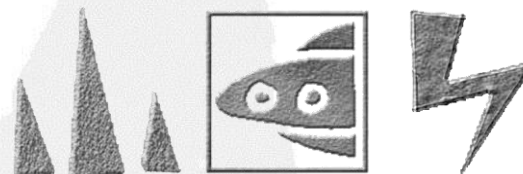
Shokk-Attack LanceFree
(Not for escorts.) A ship's prow heavy gunz batteries can be replaced with this weapon, which cannot be used if the ship is crippled or braced. It is only effective against ships with shields down in the same manner as teleporters. When used, the ship rolls to hit on a 4+, range: 30cm. Holofields and being braced both save normally against this. If a hit is rolled, D3+1 snotling hordes are teleported onto the enemy ship! If a miss is rolled, place a blast marker in base contact with the vessel (even if shields are already down) for the hordes of vacuum-frozen snotlings bashing against the exterior of the hull. Each hit does not cause damage. Instead, the next leadership check or special order made by the ship must be with an extra D6 (such as 3D6, or even more when already using 3D6, such as when All Ahead Full through an asteroid field)! Additional "hits" from this weapon only add to the number of hordes that must be eradicated before the ship can return to conducting leadership checks normally. Every special order done in this manner (even if failed) "repairs" one of these

hordes as the crew works furiously to shove thousands of snotlings out the nearest airlock! These can also each be repaired in the end phase normally when rolling to repair critical damage.

Escorts have fewer complex systems than capital ships and are smaller overall. While multiple snotling hordes can possibly get into some vital system that in the end overwhelms the vessel, it is just as likely they will miss vital spaces entirely. When fired at escorts, the defending squadron rolls a D6. On a 4+, the closest escort gets an additional blast marker placed in contact with it as the hordes have no effect. On a roll of 3 or less, the nearest escort in range with no shields is destroyed (being braced works normally).

Traktor FieldFree
(Not for escorts but required on the Grunt.) The ship upgrades to battleship base size, and it may not use Come to New Heading special orders.

Assault KarrierFree
(Not for escorts.) Any ship that takes both attack craft and torpedoes can be optimized for hit and run attacks and boarding actions by particularly zealous Orks. It takes boarding torpedoes for free, but it may only use assault boats. It may launch +1 assault boat marker each time it launches attack craft normally (even if crippled or braced, but not both).



MUSTERIN' DA CLANZ

Orks live in tribes, individual armies each led by a Warlord. However, Orks are also divided into clans, ancient allegiances to which the Orks remain loyal throughout their lives, no matter which tribe they fight for or against. Tribes frequently break apart or are conquered by larger, more powerful tribes, but no matter what an Ork will retain the colors of his clan. Tribes usually contain Orks from several clans, but an

Ork's first loyalty is always to his Warboss. Members of the same clan may well end up fighting one another if their tribes clash, though this doesn't really bother the Orks too much, who will cheerfully fight anyone they can. Each clan has its own distinctive character and abilities, and an Ork will retain these no matter which tribe he belongs to.

CLAN UPGRADES

A Warlord and his skwadrons may only be from one clan, but as many different clans as desired can be in a single fleet. In fact, it is perfectly legal for every single Warlord in the fleet to be of a different clan. Any skwadron can be given a clan upgrade by paying the points cost shown, but the squadron must show clan colors. In case players have any smart ideas about showing all the colors on their Ork ships for maximum flexibility, a skwadron only counts as showing clan colors if the majority of the ships in the skwadron have their clan color covering more than half of the model. The colors for each clan is shown after the points cost for the upgrade.

Note that although these rules refer to skwadrons, this also applies to single vessels (since battleships, battlekroozers and kroozers can, of course, be fielded in 'skwadrons' of one). Additionally, being from a particular clan and being painted as such does not obligate the skwadron to take the benefits of being from a particular clan by paying the extra points for them, nor are Ork vessels limited to only these paint schemes. It's not uncommon for Ork freebooters to incorporate several color schemes in their ships, when they bother to paint their rust-buckets at all!

Clan upgrades are different from Gubbins and may be taken (and paid for) in addition to Gubbins by individual skwardons. If taken, every capital ship in the skwardon must separately take and pay for the clan upgrade, not just individual ships. Just as with Gubbins, the point cost for clan upgrades for tiddla skwardons count for the whole skwadron in the same manner Gubbins do in all respects.

Goffs +20 points/Black
The Goffs are the most aggressive of the Ork clans, born fighters amongst a race born for fighting. Goffs

like it up close and personal, and consider the other clans wimps for hanging back and shooting. All Goff ships (including tiddla skwadrons) gain a +1 bonus to the dice roll during boarding actions and a +1 Leadership bonus when attempting to ram.

Evil Sunz +20 points/Red
Evil Sunz are obsessed with speed, endlessly tinkering with the engines of all their vehicles and ships, trying to get as much speed out of them as possible. All Evil Sunz ships gain +5cm speed.

Bad Moonz +30 points/Yellow
Bad Moonz are the richest of the clans, using their own fast-growing teeth as currency (this also has the effect of making Bad Moonz a valuable target for other Orks). Bad Moonz don't mind being a target though, and proudly display their wealth through a combination of gaudy colours and all the best gizmos that money can buy. All ships in a Bad Moonz skwadron gain the Maniac Gunners upgrade.

Deathskullz +30 points/Blue
The Deathskulls are the masters of salvage. After a good old scrap it will always be the Deathskullz who are whizzing about scrounging what they can from any wrecks left floating across the battlefield. Deathskullz capital ships and/or tiddla skwadrons have 'looted' upgrades (torpedoes and/or lances) for no additional cost.

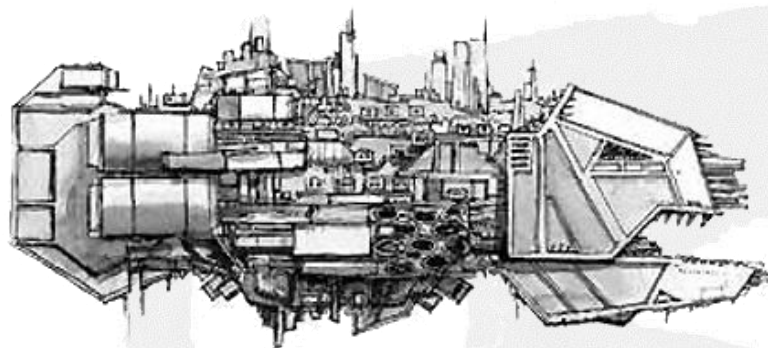
Blood Axes Free/Green
Most Orks distrust the Blood Axes, who they consider to be treacherous gits and cowards who sneak around in poncy clothes to make themselves look like trees. Most of all the Blood Axes are disliked for their dealings with humies and other non-Orks, from whom the Blood Axes proudly 'acquire' various practices and even bits of equipment. The Warlord's ship may take one refit from the Imperial Navy refit table (rolled randomly) for +20 points. A Blood Axe tiddla skwadron of at least six escorts may include up to three Imperial Navy and/or Chaos escorts from any fleet list at their listed cost. These kommandeered vessels must have an Orky color scheme and kustom-job – you can't just borrow the ships from your Imperial or Chaos fleet!

Snakebites Free/Brown
The Snakebites are a primitive clan (even by Ork standards) and use technology only reluctantly. Snakebites will indulge in space travel if it's likely to take them to a new scrap, but are likely to spend much of the journey clinging on to the sturdiest (and least tekky looking) thing they can find. Snakebite capital ship skwadrons can only use space hulks or roks – no other kind of capital ship skwadrons are permitted to bear the clan colors. Snakebite skwadrons gain a special +1 bonus to Command checks when attempting to Brace for Impact.



Using Ork Clanz: The Ork Clanz rules can be used in place of the Ork Pirate Rules in the Battlefleet Gothic rulebook or the Armageddon rules in Armada. However, those rules can still be used instead of these, as long as all fleet list and reserve rules are followed. For example, if you decide to use the escort profiles and point values in the Battlefleet Gothic rulebook, all fleet list rules and restrictions from that fleet list must be used as well, and Ork vessels from other fleet lists can only be taken as reserves.

ZUKOV'S KLA W ORK ASSAULT KROOZER 210 Points



In the confusion prevalent in the latter stages of the Third Armageddon War, a number of new Ork ship classes never before encountered were codified by the Ordo Xenos. Though a protracted war still rages across the surface, careful analysis of the ships encountered in the years since the fleets of Ghazghkull Thraka were dispersed indicate that while there was a great deal of differences between individual capital ships, they still fit into a small number of broad categories in a similar manner to Imperial ship classes.

Like Ork battleships such as the *Kroolboy* and *Gorbag's Revenge*, the *Zukov's Klaw* at first defied conventional analysis and was presumed to be an entirely new ship class. While observed on several occasions vomiting forth prodigious numbers of assault boats, when faced by concerted bomber attacks it was found wanting and depended on nearby Terror Ships for assistance. At first believed to be some kind of specialized assault ship, careful analysis revealed that while indeed optimized for such a role, it was little more than another Terror Ship with several unique upgrades rather than a ship purpose-built to assault enemy vessels. This actually comes as little surprise to Imperial Navy tacticians, as all Ork capital ships are merely refitted cruiser hulks in any case, and it is quite common to find these vessels customized by their crews to at least some extent.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	1	6+ prow/ 5+ sides/ 4+ rear	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port gunz	30cm	D6		Left	
Port launch bays	Assault Boats: 30cm	2/Special		N/A	
Starboard gunz	30cm	D6		Right	
Starboard launch bays	Assault Boats: 30cm	2/Special		N/A	
Prow gunz	45cm	D6+2		Front	
Prow torpedoes	Speed: 30cm	D6+2		Front	

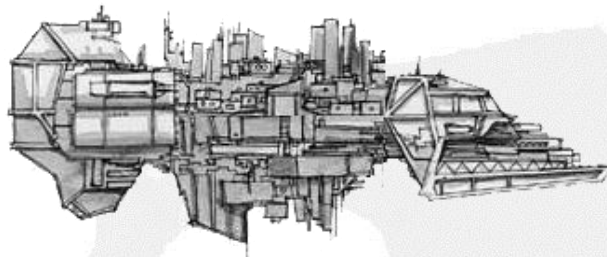
Special Rules: *Zukov's Klaw* is a Terror Ship that can only be used exactly as described in these special rules. It is of the Goff Clan, giving it both a +1 leadership modifier when attempting to ram and an additional +1 modifier during boarding actions. It is upgraded to be an Assault Karrier with boarding torpedoes and may launch one additional assault boat during the ordnance phase any time it launches assault boats normally (even if crippled or braced, but not both), but it may not use any other types of attack craft. It is also equipped with Klaws and a Traktor Field as part of its point cost, which does not affect the number of Gubbins a Warlord can upgrade this vessel with for the appropriate points if used as a Warlord's personal ship. *Zukov's Klaw* must be mounted on a large base and cannot use Come To New Heading special orders.

Representing Zukov's Klaw: *Zukov's Klaw* can be represented as easily as mounting a Terror Ship on a large base and using the above profile, point cost and special rules, painted appropriately with lots of black to represent the Goff Clan! Alternatively, you can customize it with as much detail as you want, or even use a suitably salvaged and refitted Imperial cruiser hull if desired (preferably a Dictator) to do the job, again painted appropriately with extra bitz to give it Klaws and a cobbled-together appearance.

Zukov's Klaw may take the place of a Terror Ship in the fleet and represents just one of any number of specialized character vessels that can be made from the current range of Ork capital ship profiles simply by applying the special rules available in this list. This is not restricted to Kroozers and Terror Ships; special-character battlekroozers can be made from these rules as well. While there is no restriction preventing these rules from also being applied to one or more of the named Ork battleships, those vessels are already quite special (and expensive) in their basic forms and already represent highly modified battlekroozers. Ideally an Ork fleet should be led by only a few highly-customized character vessels followed by a larger number of their more generic variants, but there is no reason why an Ork fleet can't consist largely (or even exclusively) of highly customized "flash gits" capital ships followed by just enough tiddla skwadrons to fulfill the requirements of this list.

ORK LITE KROOZER

90 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	45°	1	6+ prow/ 5+ sides/ 4+ rear	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port gunz	30cm	D3+1		Left	
Starboard gunz	30cm	D3+1		Right	
Prow gunz	30cm	2		Front	
Prow heavy gunz	15cm	4		Front	

Special Rules: Ork Lite Kroozers are essentially capital ships rushed into battle incomplete and as-is. For no change in cost, they may exchange their prow heavy gunz for D6 torpedoes or an additional D6 gunz (for D6+2 in total).

Representing Lite Kroozers: By their very nature, Ork Lite Kroozers come in a wide array of forms. They may represent a captured or salvaged Imperial light cruiser hull instead of the larger Imperial or Chaos cruisers Orks more typically build their Kill Kroozers and Terror Ships from. Conversely, they may have originated from an enterprising Ork Kaptain that cut apart and bolted together several escorts he captured, salvaged or even re-appropriated from his own skwadron! Like all Ork capital ships, each one is a never-ending work in progress so feel free to represent it any way you like, painted appropriately of course.

While encountered on occasion wherever the Orks carried their incessant Waaghs! into Imperial space, it was only during the Third War for Armageddon that Ork Lite Kroozers were seen in any numbers. While many have postulated why this is so, the general consensus among tacticians is that like everything else about Orks, bigger is always better. Orks will rarely stop at improving or adding to their vessels until it reaches a point where it is beyond the resources of technical abilities of most Ork warbosses to make them any larger. In this respect the Lite Kroozers encountered may quite often be works in progress, vessels ramshackle even by Ork standards and rushed into battle by their reckless Kaptains while still gathering the teef and gubbins to fully outfit their vessel in an Orky fashion!

Ork Lite Kroozers were seen in a wide variety of forms during the Third Armageddon War, including several bizarre variants super-customized almost exclusively for ramming and boarding actions. While some appeared to be constructed from captured Dauntless or Endeavor light cruiser hulls, some took more bizarre forms and defied any classification whatsoever.



RAVAGER ATTACK SHIP 40 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	45°	1	6+ prow/4+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Torpedoes		Speed: 30cm	D6		Front
Gunz Battery		30cm	2		Front

Ork torpedo attacks tend towards an opportunistic approach rather than being used as a major tactic. In part, this is doubtless due to the quality of their crews, which seem to be unreliable at reloading ordnance in the heat of battle. Nonetheless, Ravagers mount a vast number of torpedo racks and when they succeed in launching salvoes of torpedoes, they can be worryingly large.

ONSLAUGHT ATTACK SHIP 35 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	20cm	45°	1	6+ prow/4+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Gunz Battery		30cm	D6		Front

The Onslaught attack ship is ugly, difficult to maneuver and lightly armored along its flanks and rear; it is only suitable for head-on attacks. However, a swarm of Onslaughts can lay down a fearsome hail of fire from their multiple forward gun batteries. This is combined with thick frontal armor and shielding to protect them during their initial attack run.

SAVAGE GUNSHIP 30 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	45°	1	6+ prow/4+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Heavy Gunz		15cm	4		Front

More extreme than even the Onslaught, the Ork gunships known as Savages mount only short-ranged forward heavy gun batteries. In open battle, Savages are less of a threat than the longer ranged Onslaughts, as they can be outmaneuvered and destroyed from a distance. But in an ambush situation, where Orks are lurking in wait amongst asteroids or debris, Savages make for a highly dangerous foe.

GRUNT ASSAULT SHIP 30 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	45°	1	6+ prow/5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Gunz Battery		30cm	2		Left/ Front/ Right

Special Rules: Grunt assault ships embark huge crews of Ork boarding parties and are equipped with tractor fields, powerful boarding drills, etc. They roll 2D6 against an opposing ship when ramming and count as 2Hp when determining their boarding value (before other modifiers). These ships are equipped with a Traktor Field and must be mounted on a large base, and due to their poorly distributed mass cannot use *Come To New Heading* special orders. Grunt assault ships can be equipped with Klaws for +5 points each vessel, not per skwadron.

Orks are masters of crude improvisation and salvage, and nowhere is this more apparent than the Grunt assault ship. Easily mistaken for the Brute ramship visually, it is in fact fitted with a huge tractor field generator, giving it the graviometric imprint of a battleship class vessel. It carries a heavily armored piercing prow as well as boarding chambers for a mass of Orkish warriors ready to rush aboard in a green tide. If not for the poorly distributed mass of the Grunt, it would make a truly fearsome opponent against other escorts, though its lumbering approach run is well-suited against capital ships.

CHOOZIN' YER FLEET – DA ORK CLANZ FLEET LIST

WARLORD

Ork fleets always include one Warlord for every 500 points, or part, that the fleet is worth – no more, no less.

Ork Warlord **Free**
A Warlord adds +2 to one boarding dice roll per game. A Warlord has one re-roll, and may purchase one or two more for the points cost shown below.

One extra re-roll **20 points**
Two extra re-rolls **40 points**

A Warlord may choose for his own ship or escort skwadron one upgrade from the Gubbins list for every re-roll he has at its listed cost. He must be embarked on the most expensive ship under his own command (as opposed to the whole fleet), even if it is an escort - annotate which one it is. A Warlord's re-rolls only count for the skwadrons under his command and not for the whole fleet.

SKWADRON

The Warlord must be in command of one tiddla skwadron of at least three escorts and one other skwadron type for each re-roll he has. This means for every re-roll a Warlord has (including the first one for free), the Warlord must take one tiddla skwadron of up to three escorts, and any one other skwadron type. He may also swap leadership with any one ship or escort squadron under his command.

'UGE SHIP SKWADRON

1 Battlekroozership, chosen from the following list:
Gorbag's Revenge Ork Battleship 310 points
Slamblasta Ork Battleship 295 points
Dethdeala Ork Battleship 275 points
Kroolboy Ork Battleship 270 points
'Ammer Class Battlekroozership 245 points

BIG SHIP SKWADRON

1-2 Kroozers, chosen from the following list:
Ork Terror Ship 185 points
Ork Kill Kroozership 155 points
Ork Lite Kroozership 90 points



TIDDLA SKWADRON

3-10 Escorts, chosen from the following list in any mix desired:

Ork Ravager Attack Ship 40 points
Ork Onslaught Attack Ship 35 points
Ork Savage Gunship 30 points
Ork Grunt Assault Ship 30 points
Ork Brute Ram Ship 25 points

ROK SKWADRON

1-4 Roks:

Ork Rok 80 points

SPACE HULK

An Ork fleet with at least three Warlords may include one Space Hulk. One of your Warlords must be embarked on it, which by itself counts as all the skwadrons that Warlord can have (including a tiddla skwadron), regardless of how many re-rolls the Warlord has. Space Hulks so led can take upgrades from the list of Gubbins for double the listed cost. Upgrades that increase its boarding value or speed may not be taken.

1 Space Hulk

Ork Space Hulk 600 points

ORK ORDNANCE

Ork attack craft carriers use fighta-bommas and assault boats. They may take torpedo bommas for +10 points per launch bay (counting maximum number of launch bays). Ork capital ships that use torpedoes may use boarding torpedoes for +5 points.

USING SKWADRON

There is no restriction for what kinds or how many of what type of skwadrons are in the fleet as long as no Warlord may have more than one 'Uge Ship, which counts as a skwadron by itself. Each skwadron must be fielded with the number of ships chosen for it in this list; you can't split up skwadrons or add more ships to them. However, no more than one of each of the named Ork battleships may be in the fleet, no more than one 'Uge ship may be taken in the fleet for every two kroozers, and a Space Hulk may only be taken by a fleet of no less than 1500 points. This

however applies to the fleet as a whole, not to individual skwadrons. While there must be at least one Warlord for every 500 points in the fleet or portion thereof, not all Warlords are created equal! Thus, the smallest fleet a single Warlord with only the one free re-roll may command is two tiddla skwadrons, each with three escorts. The largest fleet a single Warlord with two extra re-rolls (for a total of three) can command is one 'Uge ship, two skwadrons of two kroozers each and three skwadrons of up to ten escorts each. While the number of Warlords for a given fleet size cannot be altered, how many points each Warlord is put in charge of can be mixed and matched in any way desired; it is perfectly legal for a Warlord with one re-roll to have one or two kroozers and a tiddla squadron of three escorts, or just a single Rok as a skwadron (if desired) and a tiddla squadron of nine escorts, etc. A Warlord must have two kroozers in order to take a "Uge ship, meaning the Warlord must have at least one extra re-roll to do so. A Warlord leading a Space Hulk may only lead it and no other ships, but he is not required to take any extra re-rolls to do so if it is not desired.

In campaigns, nominate one Warlord to command the fleet. This is essentially "you" and must be on the most expensive ship in the fleet, even if it is a Space Hulk. The fleet commander still starts with one re-roll and may purchase up to one more at the start of the campaign, earning more (along with more skwadrons) over the course of the campaign. This means the fleet commander personally starts with no more than one tiddla squadron of up to ten escorts and one other skwadron (or two each if a second re-roll is purchased at the start of the campaign), which may be taken in any manner desired. Fleet commander re-rolls can only be used by his or her own skwadrons. The fleet commander cannot earn more re-rolls than would be allowed by p.153 of the Rulebook, even if a second re-roll was purchased at the start of the campaign.

