

## CHARACTERS:

40 points each. You may buy 1 for every 500 pts. They have one re-roll base, may buy one more for +20, two more for +40.

Warboss: double boarding value.

Kaptain: +1 Ld

**Big Mek:** Attempts to repair critical damage on the Big Mek's ship receive an additional D6. If the ship has no critical hits against it you may attempt to repair 1 point of damage in the same way as critical hits. You may never repair more than one damage per turn and the ship may never exceed its maximum hit points.

## SECONDARY COMMANDER:

0-5 Nob : +20 pts, comes with one re-roll, can't buy more. No additional rules. Unlocks one character re-roll as normal.

## UNIVERSAL RULES:

**All Ahead Full:** Ork ships automatically pass Ld test required to go on All Ahead Full order. Ork ships may only move 3D6 on All Ahead Full special orders. Note that vessels equipped with Soopa Engines ignore this rule and will travel the full 4d6 on All Ahead Full special orders as normal.

**Boarding:** Ork ships add +1 to their boarding roll.

**Turrets:** Ork Turrets hit only on roll of 5+. Note that when shooting at ordnance that is only hit on a roll of 6, Ork Turrets need 6 to hit.

**Ramming:** Ork vessels noted to have Rams inflict one automatic point of damage when ramming, before normal damage rolls are made.

**Kustom Traktors:** Traktors are unaffected by special orders of any kind but cannot be used by capital ships if they are crippled. Any time the ship equipped with Kustom Traktors moves in base contact with any one enemy ship during the movement phase, it may immediately stop its movement. If it does, it must attempt to board it this turn.

**Klaws:** 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.

**Ork Escorts:** Get a free escort ship (of any type already present in the squadron) if they roll 1d 5 or 6. Get +1 1d when in squadron of 6 or more. Squadron size 3-10

**Gunz:** If firepower is random, it's rolled each time gun is fired.

**Heavy Gunz:** Heavy guns do not get the left column shift on the gunnery table to close range but inflict 2 damage per hit. They suffer from an extra right column shift when firing over 15 cm.

**Launchas:** The strength of a salvo from a torpedo launcha is generated randomly each time it is fired. Ork ships in squadrons may never combine their torpedoes into larger salvos.

**Zzap Gunz:** Lances. After shooting, place blast marker touching back of your base.

**Launch Bays:** Equipped with Fighta bommas and Assault boats, If random, count attack craft limit for highest value.

**CHARACTER UPGRADES:** Unlike upgrades listed near ship entry, these can only be taken by ships carrying characters. Every re-roll a character has allows you to buy one of these (each upgrade can be bought only once per ship):

**Extra Turrets:** ship increases its turret value by +2, up to maximum of 6. +20 pts.

**Mega armoured boarding parties:** +1 to boarding actions and hit&run results, -1 to enemy hit&run result. +15 pts.

**Extra power field:** +1 shield, can be combined with Kustom Force Fields, +20 pts.

**Mad Meks:** repairs criticals on 4+, +20 pts.

**More Dakka:** ship may re-roll strength one weapon per turn. +10 pts

**Grot riggers:** +1 Ld when attempting to reload ordnance. +15 pts

#### **KLAN UPGRADES:**

Any capital ship may take one of those:

**Goffs:** +1 to boarding, +1Ld to ramming attempts. +20 pts

**Evil Sunz:** +5 cm speed +10

**Bad Moonz:** May re-roll firepower of one weapon per turn. Cumulative with More Dakka [can't re-roll same weapon twice] +15pts [color=green]As per suggestion[/color]

**Deathskulls:** Side armour increased by +1, up to maximum of 6+. +20? *Version increasing rear armour too proved to be broken beyond measure when it came to resisting bomber attacks. Had to go. Orks are stuck with their 4+ rears ;)*

**Blood Axes:** Random Imperial refit. +20

**Snakebites:** Only Roks, Hulks and Escorts. +1 Ld when bracing for impact. [free]

Any escort squadron may take one of those (all costs per squadron):

**Goffs:** +1 to boarding, +1Ld to ramming attempts. +20 pts

**Evil Sunz:** +5 cm speed +20

**Bad Moonz:** May re-roll firepower of one weapon per turn. Escorts with no random weapon increase their firepower by 1. +15pts

**Deathskulls:** all Side armour increased by +1, up to maximum of 6+. +20+

**Blood Axes:** Up to half of squadron may be imperial escorts. They still have Ork Ld. [free]

**Snakebites:** Only Roks, Hulks and Escorts. +1 Ld when bracing for impact. [free]

### Gorbag's Revenge:

**315 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20	45	2	6+/5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+6	Front
Prow Torpedos	30	D6+4	Front
Dorsal Launch Bay	-	D3+1	-
Port Gunz	30	6	Left
Starboard Gunz	30	6	Right
Port Heavy Gunz	30	6	Left
Starboard Heavy Gunz	30	6	Right
Port Launch Bay	-	2	-
Starboard Launch Bay	-	2	-

Gorbag's Revenge may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+4 and/or torpedo bommerz for +30pts. Due to its poorly distributed mass, Gorbag's Revenge may not use Come to New Heading special orders. When Leadership values are generated for the Ork fleet, Gorbag's Revenge can opt to swap Leadership ratings with any cruiser to represent the warlord dragooning the best crew in the fleet aboard his vessel.

May be equipped with Kustom Force Field for +20 pts, changing its shield value to d3+1

Gorbag's Revenge is equipped with Ram

It may be equipped with Kustom Traktor for +10 pts

It may be equipped with Klaws for +10 pts

### Slamblasta:

**295 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20	45	2	6+/5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+6	Front
Prow Lances	45	D3+3	Front
Dorsal Launch Bay	-	D3+1	-
Port Gunz	30	10	Left
Starboard Gunz	30	10	Right
Port Heavy Gunz	30	6	Left
Starboard Heavy Gunz	30	6	Right

Slamblasta may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass Slamblasta may not use Come to New Heading special orders. When Leadership values are generated for the Ork fleet, Slamblasta can opt to swap Leadership ratings with **any cruiser** to represent the warlord dragooning the best crew in the fleet aboard his vessel.

May be equipped with Kustom Force Field for +20 pts, changing its shield value to d3+1

Slamblasta is equipped with Ram

It may be equipped with Kustom Traktor for +10 pts

It may be equipped with Klaws for +10 pts

**Dethdeala:**

**285 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20	45	2	6+/5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+6	Front

Dethdeala has Soopa Boostas. Speed bonus is already taken into account.

Dethdeala is equipped with Ram

It may be equipped with Kustom Traktor for +10 pts

It may be equipped with Klaws for +10 pts

### Kroolboy:

265 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20	45	2	6+/5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+6	Front
Prow Heavy Gunz	30	6	Front
Dorsal Launch Bay	-	D3+1	-
Port Gunz	30	8	Left
Starboard Gunz	30	8	Right
Port Heavy Gunz	30	6	Left
Starboard Heavy Gunz	30	6	Right

Kroolboy may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass Kroolboy may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, Kroolboy can opt to swap Leadership ratings with **any cruiser** to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

May be equipped with Kustom Force Field for +20 pts, changing its shield value to d3+1

Kroolboy has Soopa Boostas. Speed bonus is already taken into account.

Kroolboy is equipped with Ram

It may be equipped with Kustom Traktor for +10 pts

It may be equipped with Klaws for +10 pts

### Hammer Battlescuiser:

250 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20	45	2	6+/5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
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Prow Gunz	45	D6+6	Front
Prow B. Cannon	30	6	Front
OR Prow Torpedoes	30	D6+2	Front
Dorsal Launch Bay	-	D3+1	-
Port Gunz	30	6	Left
Starboard Gunz	30	6	Right
Port Heavy Gunz	30	6	Left
Starboard Heavy Gunz	30	6	Right

Hammer may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass Hammer may not use Come to New Heading special orders.

may carry boarding torpedoes (speed 20cm, Strength D6+2) for +5 points.

When Leadership values are generated for the Ork fleet, Hammer can opt to swap Leadership ratings with **any cruiser** to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

May be equipped with Kustom Force Field for +20 pts, changing its shield value to d3+1

Hammer may be equipped with Soopa Boostas for +25 pts. the ship gains +5cm speed, and it rolls 4D6cm when on All Ahead Full special orders.

Hammer is equipped with Ram

It may be equipped with Kustom Traktor for +10 pts

It may be equipped with Klaws for +10 pts

#### Kill Kroozer:

**165 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20	45	1	6+/5+/4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+6	Front
Prow Heavy Gunz	30	6	Front
Port Gunz	30	6	Left
Starboard Gunz	30	6	Right
Port Heavy Gunz	30	4	Left
Starboard Heavy Gunz	30	4	Right

Ork Kill Kroozer is equipped with Ram

An Ork Kill kroozer may replace its prow heavy gunz battery with a torpedo launcha (speed 30cm, Strength D6+2) for +10 points. If this option is taken, the kroozer may carry boarding torpedoes (speed 20cm, Strength D6+2) for +5 points.

It may also replace its port and starboard heavy gunz for D6 torpedoes for no cost.

Alternatively, it may replace its port and starboard heavy gunz batteries with str2 Zzap Gunz with range 30 for +20 pts. It may also replace its prow heavy gunz with str2 range 30 Zzap Gunz for +5 pts.

Ork Kill Kroozer may be equipped with Soopa Boostas for +25 pts. the ship gains +5cm speed, and it rolls 4D6cm when on All Ahead Full special orders.

Ork Kroozer may be equipped with Kustom Force Field for +15 pts. It replaces its shields value with d3, rolled at the beginning of its every turn, before orders are declared.

Ork Kill Kroozer may be equipped with Klaws for +10 points.

Ork Kill Kroozer may be equipped with Kustom Traktor for +10 points.

## Terror Ship

**185 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20	45	1	6+/5+/4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+4	Front
Prow Heavy Gunz	30	6	Front
Port Gunz	30	5	Left
Starboard Gunz	30	5	Right
Port Launch Bay	-	2	-
Starboard Launch Bay	-	2	-

Ork Terror Ship is equipped with Ram.

An Ork Terror Ship may replace its prow heavy gunz battery with a torpedo launcha (speed 30cm, Strength D6+2) for +10 points. If this option is taken, the kroozer may carry boarding torpedoes (speed 20cm, Strength D6+2) for +5 points.

It may also replace its prow heavy gunz with str2 range 30 Zzap Gunz for +5 pts.

Ork Terror Ship may be equipped with Soopa Boostas for +25 pts.

It may be equipped with Kustom Force Field for +15 pts. It replaces its shields value with d3, rolled at the beginning of its every turn, before orders are declared.



Ork Terror Ship may be equipped with Klaws for +10 points.

Ork Terror Ship may be equipped with Kustom Traktor for +10 points.

#### **Basha Lite Kroozer:**

**115 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20	45	1	6+/5+/4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45	D6+2	Front
Prow Heavy Gunz	30	4	Front
Port Gunz	30	4	Left
Starboard Gunz	30	4	Right

It may also replace its prow heavy gunz with str2 range 30 Zzap Gunz for +15 pts.

Or replace its prow heavy gunz battery with a torpedo launcha (speed 30cm, Strength D6) for free.

Basha may be equipped with Soopa Boostas for +20 pts.

It may be equipped with Kustom Force Field for +15 pts. It replaces its shields value with d3, rolled at the beginning of its every turn, before orders are declared.

Basha may be equipped with Klaws for +10 points.

Basha may be equipped with Kustom Traktor for +10 points.

#### **Onslaught Attack Ship:**

**30 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20	45	1	6/4+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz	30	D6+1	L/F/R

May be equipped with Soopa Boostas for +5 pts.

#### **Savage Gunship:**

**35 pts**

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25	45	1	6/4+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Heavy Gunz	30	4	Front

May exchange heavy gunz for range 30, str1 Zzap gun for +10 pts.

Savage Gunship has Soopa Boostas. Speed bonus is already taken into account.

#### **Ravager Attack Ship:**

**40 pts**

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25	45	1	6/4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz	30	2	Front
Launchas	30	D6	Front

May be equipped with Soopa Boostas for +5 pts.

#### **Brute Ram Ship:**

**25 pts**

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25	45	1	6/4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz	30	2	Front

rolls 4d6 for ramming damage.

May be equipped with Soopa Boostas for +5 pts.

May buy Ram for +10 pts.

**Grunt Assault Ship:****40 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/2	25	45	1	6/4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz	30	2	Front

Boarding value 4, Cannot Come to New Heading.

May be equipped with Soopa Boostas for +5pts.

May buy Klaws for +10 pts.

May buy Kustom Traktor for +10 pts.

**Rok:****80 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defense/8	10	-	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz	45	D6+6	all around
Heavy Gunz	30	4	all around
Launcha	30	D6	all around