

## CHARACTERS:

Ship carrying an Ork character may attempt to re-roll any failed Ld test. By doing so, it automatically inflicts one hit&run attack against itself.

*Ship without a character but within 15 cm of such can make use of this rule, representing the boss sending someone to a nearby ship to make things right. Add +1 to hit&run roll result if ships carry different Klan upgrades - Simpler than shooting your own ships but with more or less the same effect.*

Characters cost 40 points each. You may buy 1 for every 500 pts. may buy one re-roll for +20, two for +40. These are normal re-rolls, not forcing a hit&run.

Warboss: double boarding value.

Kaptain: +1 Ld (modifier is applied after any Ld swapping between ships)

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, counts as Ork character

## UNIVERSAL RULES:

### Ork Ld Table:

	Ld:
1	5
2-3	6
4-5	7
6	8

**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.

**Soopa Boostas:** . Vessels equipped with Soopa Boostas will travel 4d6 on All Ahead Full special orders as normal. They still automatically pass Ld test required to go on AAF. Additionally, ships equipped with Soopa Boostas increase their speed by +5. Ships that are automatically equipped with soopa boostas have this bonus already taken into account.

**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. Ork turrets can (and must) fire both at torpedoes and attack craft in the same turn.

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

**Kustom Force Fields:** Ship equipped with Kustom Force Fields replaces one of its shields with d3 shields, determined randomly each game turn when it first comes under attack or has its shields effected by some other influence.

**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 add tduon9( )8(ha)(ks)-8( )8(hi)())-E8( )8(hi)1( )8(he)5(r)5( )8(s)-8(hi)-10( )8(m(t)s

**CHARACTER UPGRADES:** Unlike upgrades listed near ship entry, these can only be taken by ships carrying characters. **Every character allows you to buy one upgrade, +1 extra for each re-roll a character has. (each upgrade can be bought only once per character):**

**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 of one weapon with random strength/firepower 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/strength of one weapon per turn. Cumulative with More Dakka (can't re-roll same weapon twice) +15pts

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

**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 strength/firepower of one weapon per turn. Escorts with no random weapon increase their firepower by 1. +30pts.

**Deathskulls:** 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]

**Klans restrictions:**

Ork ships with different Klan upgrades can't be squadroned together. Re-rolls bought for a character assigned to a ship with Klan upgrade may only be used by ships/squadrons from the same Klan.

Ships without Klan upgrades ignore this restrictions. They may be squadroned with any ships as per standard rules and may use re-rolls from any Ork character. Re-rolls bought for a character assigned to a ship with no Klan upgrade may be used by any ship or squadron, regardless of its Klan.

**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 Launchas	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 strengthD6+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 that rolled higher Ld.**

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 Zzap Gunz	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 that rolled higher Ld.

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
Prow B. Cannon	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

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

When Leadership values are generated for the Ork fleet, Dethdeala can opt to swap Leadership ratings with any cruiser that rolled higher Ld.

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

Dethdeala has Soopa Boostas.

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**

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

<b>ARMAMENT</b>	<b>RANGE/SPEED</b>	<b>FIREPOWER/STR</b>	<b>FIRE ARC</b>
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 bommerz 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 that rolled higher Ld.

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

Kroolboy has Soopa Boostas.

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:**

**235 pts**

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
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 that rolled higher Ld.

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.

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 str **d3+1** Zzap Gunz with range 30 for +20 pts. It may also replace its prow heavy gunz with str **d3+1** range 30 Zzap Gunz for +5 pts.

Ork Kill Kroozer may be equipped with Soopa Boostas for +25 pts.

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 str **d3+1** 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 **str d3+1** range 30 Zzap Gunz for +15 pts.

Or replace its prow heavy gunz battery with a torpedo launcha (speed 30cm, Strength **D6+1**) 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.

May increase its turret value by 1 for +5 pts.

**Savage Gunship:**

**35 pts**

TYPE/HITS	SPEED	TURNS	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 +5 pts.

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

May increase its turret value by 1 for +5 pts.

**Ravager Attack Ship:**

**40 pts**

TYPE/HITS	SPEED	TURNS	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.

May increase its turret value by 1 for +5 pts.

**Brute Ram Ship:**

**25 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25	90	1	6/4+	2

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

rolls 4d6 for ramming damage.

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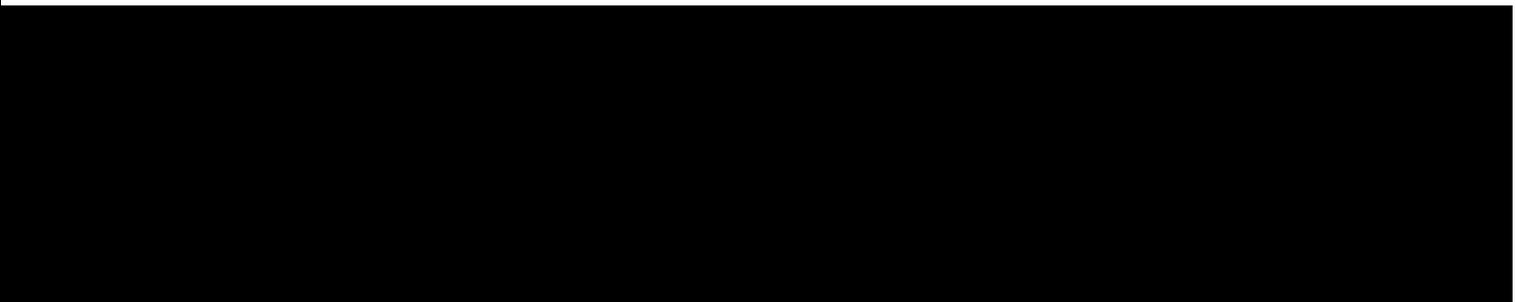
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(or part of) of your fleet.

Kaptain, 40 pts.

Warboss, 40 pts.

Big Mek, 40 pts.

Every character may buy 1 re-roll for +20 pts, or 2 for 40 pts.

Secondary:

0-5 Nobz, 20 pts.

Battleships:

Your fleet may contain 1 battleship per 2 cruisers in your fleet.

0-1 Deathdeala

0-1 Slamblasta

0-1 Kroolboy

0-1 Gorbag's Revenge

Battlecruisers:

Your fleet may contain 1 battlecruiser per 2 cruisers in your fleet

Hammer

Cruisers:

Your fleet may contain any number of cruisers

Kill

Terror

Basha

Escorts:

Your fleet may contain any number of escorts, taken in squadrons of 3-10

Onslaught

Ravager

Savage

Brute

Grunt

Defences:

Your fleet may contain any number of Roks. You may include 1 Space Hulk for every 1500 pts of your fleet.

Rok

Space Hulk

*Reserve:*

*Looted Ship*

*Looted ship rules: May be any cruiser from Imperial Navy, Chaos or Tau fleet lists (i just assume other races' ship are too incompatible when it comes to technology used.) It uses its normal rules with following exceptions:*

Ork Ld table is used. Ship has Ork boarding modifier and Ork turret rules (as it's, obviously, now manned by Orks. Orked. Orked by Orks.)

Any failed Id test inflicts 1 hit on the ship on a roll of 4+ (as crew is figuring out ship's limits by trial and error. Mostly error.)

May take a Klan upgrade.

Any lances ship has use Zzap gun rules (because Orks modified them to be extra shooty, what might've not worked. However, they made them explode every now and then.)

Any launch bays ship has are now equipped with Fighta Bommas and assault boats.

It can take any upgrades it has in its ship entry, except for nova cannons. Ships armed with nova cannon in their base profile can't use it. ( Any nova cannon armed ships Orks managed to loot ruined their weaponry during too enthusiastic field testing))