

BATTLEFLEET GOTHIC: REVISED

ORK FLEET

# ORKS IN BATTLEFLEET GOTHIC

*Orks ships are often ill-kempt, unreliable rust buckets kept in operation only by the constant efforts of mekboyz and their gretchin slaves. Ork vessels use all the normal rules for fleers except where stated here.*

## Leadership

While Orks approach space combat with the same gusto they reserve for all forms of violence. The technical nature of fighting is often at odds with their ability. This means Ork vessels use the following table when determining their random Ld .

d6	Ld
1	5
2-3	6
4-5	7
6	8

## All Ahead Full

One thing Orks need very little encouragement to do is go fast. Because of this Orks do not need to pass a command check to perform All Ahead Full special orders. However Ork drives are less efficient than those of other races and are often short on fuel, so they 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 past 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.

## Turrets

Orks tend to prefer weight of fire over accuracy. Therefore, 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. Additionally, 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 these 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.

## Escorts

Ork escort squadrons get a free escort ship (of any type already present in the squadron) if they roll Ld 5 or 6. Additionally, Ork escort squadrons including 6 or more vessels increase their Leadership score by 1. As Orks prefer to attack in huge mobs, squadron size for their escorts is 3-10 (note that escort squadron of 6 or more ships that rolls Ld 6 will get both a free escort and +1 Ld. Squadron of 10 ships is, however, unable to get its free escort for having low Ld score). If Ork escort squadron takes any upgrades, every ship able to take said upgrade must do so.

## Boarding Actions

Orks are ferocious close combat opponents and to represent this renowned savagery, Ork ships add +1 to their boarding value.

## ORK WEAPONS

*Ork weapons are mostly limited to fairly crude but efficient slug throwers and missiles. The effective hardiness in battle of Ork firing varies widely from moment to moment as different weapons break down and are repaired or even improved during the fight!*

## Gunz

Standard Ork weapons batteries are referred to as 'gunz'. If they are noted to have random firepower, it is rolled each time they are fired.

## Launchas

As with their guns Ork torpedoes vary in their effectiveness. 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. Note that Ork vessels are equipped with boarding torpedoes as well as normal torpedoes.

## Heavy Gunz

The Orks commonly mount massed batteries of very powerful but short range weapons on their ships. as well as more standard weapons batteries. At close range the fire from these weapons

has spelled the doom of many ships. Heavy guns do not get the left column shift on the gunnery table for close range but inflict 2 damage per hit. When firing at targets further than 15 cm, they suffer from additional right shift on the gunnery table.

## Bombardment Cannons

Occasionally Ork vessels will be equipped with salvaged bombardment cannons. These use the gunnery table like weapons batteries, always cause a hit on 4+, and always cause critical damage on a 4+.

## Zzapp Gunz

Orks don't usually have access of (or the understanding of) lances. Still some ork vessels are refitted with this type of weaponry. Ork lances are called Zzapp guns, these function exactly like a normal lance, except that they are subject to power fluctuations, as orks never seem to provide adequate power for such weapons. When a weapon with power fluctuations is fired, place a blast marker at (or as close as possible to) the back of the vessel. Only one marker is placed, regardless of the number of zzapp guns ship has.

## Launch Bays

Ork Launch bays are equipped with Fighta bommas and Assault boats, If random, count highest value for attack craft limit.

## Fighta-bommaz

Ork attack craft are known as fighta-bommaz and perform both the roles of interceptor and bomber. This hybrid approach means they can function as fighters normally but can attack ships as though they were bombers. When attacking a ship, they roll a D3 and not a D6 when determining how many attack runs they get. Fighta bommaz add one attack for each marker in the wave after being modified by turrets, meaning fighta bommaz will always have at least 1 attack.

## Torpedo Bommas

Torpedo Bommas are standard Torpedo Bombers in every respect, as described in the rulebook.

## 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 CHARACTERS

Orks have a variety of character options. These follow the rules listed here. You may never place more than 1 character on a vessel for any reason. 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.

#### Warboss

Ork Warbosses are a big confidence boost for charging orks. Vessels carrying one double their boarding value.

#### Freeboota Kapitans

Freeboota's have a natural knack for spaceflight, and as such they add 1 to their vessels randomly generated leadership characteristic.

#### BigMek

Big Meks typically will modify their vessel far beyond the capabilities of Ork standards. 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. It may never repair more than one damage per turn and the ship may never exceed its starting hit points.

#### Nob

Nobs, while helping to keep the crew in check, have not yet developed special abilities that more accomplished Ork commanders have. They do, however, count as an Ork character.

### 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 additional for each extra re-roll a character has bought (For example, ship carrying a Warboss with one extra re-roll can take two Character Upgrades). 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:** attempts to repair critical damage are successful on a roll of 4+ instead of 6, +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

### ORK KLANS

#### Klans restrictions

Once an Ork capital ship or an escort squadron takes a Klan upgrade, it is considered to belong to said clan.

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.

#### Klan upgrades

In addition to any other upgrades, any capital ship or Rok may take one upgrade from this list:

**Goffs:** +1 to boarding roll, +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) +1 Ld when bracing for impact. [free]

In addition to any other upgrades, any escort squadron may take one upgrade from this list, paying listed cost for the entire squadron:

**Goffs:** +1 to boarding roll, +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:** +1 Ld when bracing for impact. [free]

### LOOTED SHIPS

Looted ship rules: May be any cruiser from Imperial Navy, Chaos or Tau fleet lists. It uses its normal rules with following exceptions:

- Ork Ld table is used.
- Ship has Ork boarding modifier and Ork turret rules.
- Any failed Ld test inflicts 1 hit on the ship on a roll of 4+
- It may take a Klan upgrade.
- Any lances ship has use Zzap gun rules
- 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.

### ORKS IN CAMPAIGNS

At the beginning of the campaign, Ork player gets to decide if he wants to participate as Ork Pirates or full Waaagh. Pirate fleet operates as described in the rulebook, and while using Waaagh! Fleet, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as Imperial and Chaos fleets. The Third Armageddon War represents one such conflict where the Orks participate as full fleets, rather than just raiders.

# GORBAG'S REVENGE BATTLESHIP

315 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45 <sup>0</sup>	2	6+ front/5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	d6+6	Front
Prow Launchas	30cm	d6+4	Front
Dorsal Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	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 Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	2	-
Starboard Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	2	-

*Gorbag's Revenge may be equipped with 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.*

*Gorbag's Revenge is equipped with Ram*

*Gorbag's Revenge may be equipped with Kustom Force Field for +20 pts, changing its shield value to d3+1*

*Gorbag's Revenge may be equipped with Kustom Traktor for +10 pts*

*Gorbag's Revenge may be equipped with Klawz for +10 pts*

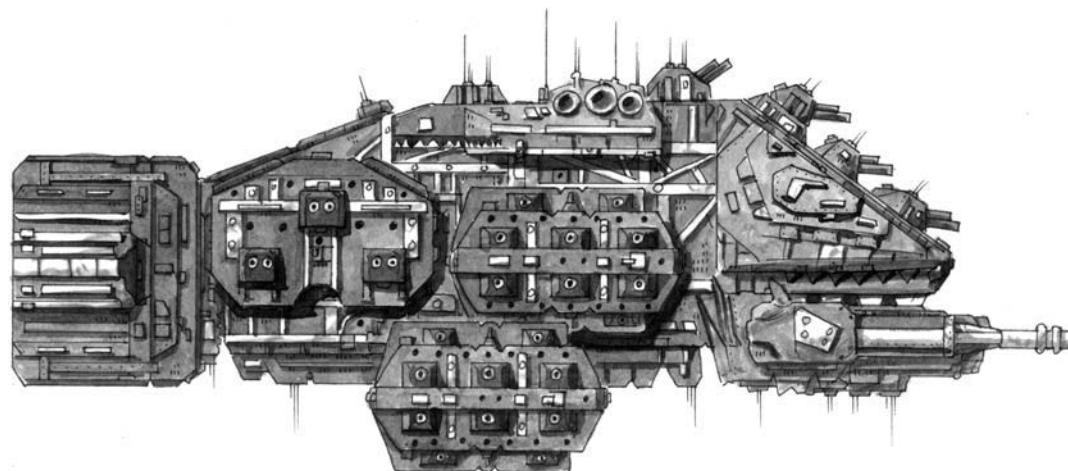
Gorbag's Revenge was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to be (and brutally aptly named) Gorbag's Revenge.

Gorbag's Revenge proved the ideal vessel for large scale planetary assaults with its large launch capacity allowing it to deliver huge numbers of Orky Fighta-Bommerz to the surface. For much of the Ork fleet this tactic would prove unwise and left them vulnerable to Imperial attack craft, but the sheer size and firepower of Gorbag's Revenge prevented it suffering too badly from the threat. Gorbag's Revenge remained a constant element of the fleet bombarding Armageddon throughout the course of the war.



# SLAMBLASTA BATTLESHIP

295 pts



Like many large Ork vessels, the Slamblasta has been identified as having been constructed in the large part from the wreckage of crippled Imperial vessels – in Slamblasta's case, the Imperial Gothic class cruiser Pallas Imperious. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broad-side lance batteries, the Meks who constructed the Slamblasta instead pillaged the systems in an attempt to build two much larger lance type weapons. Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the Slamblasta remains an impressive achievement in providing the Orks with a lance-armed vessel.

In the Third Armageddon War Slamblasta played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasionary fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defences or Imperial outposts on the fringes of the Armageddon system.

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	d6+6	Front
Prow Zzap Gunz	45cm	d3+3	Front
Dorsal Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	d3+1	-
Port Gunz	30cm	10	Left
Starboard Gunz	30cm	10	Right
Port Heavy Gunz	30cm	6	Left
Starboard Heavy Gunz	30cm	6	Right

*Slamblasta may be equipped with torpedo bommerzs 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.*

*Slamblasta is equipped with Ram*

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

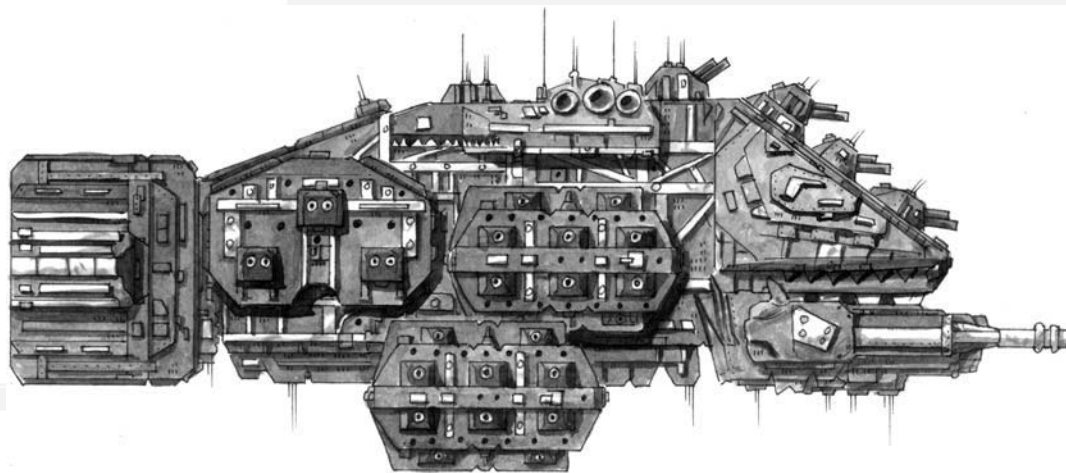
*Slamblasta may be equipped with Kustom Traktor for +10 pts*

*Slamblasta may be equipped with Klaws for +10 pts*



# DETHDEALA BATTLESHIP

285 pts



Dethdeala is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregrak, the Dethdeala appears to have suffered a recent change of captain and krew alike and faded from prominence in the later part of the war.

Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies. That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence. When Dregrak did finally venture to the planet's surface, his campaign was shortlived as rival Dethskulls, allied to the defecting Imperial Governor Herman Von Strab, teleported aboard the Dethdeala and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the Dethdeala, Dregrak vanished very rapidly. Whether the fatal blow was struck by man or Ork is unlikely to ever be known for certain, but either way it is unlikely that Ghazghkull would have had many regrets over the loss of the troublesome and untrustworthy Urgutz Dregrak...

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	d6+6	Front
Prow Bombardment Cannon	30cm	6	Front
Dorsal Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	d3+1	-
Port Gunz	30cm	8	Left
Starboard Gunz	30cm	8	Right
Port Heavy Gunz	30cm	6	Left
Starboard Heavy Gunz	30cm	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.*

*Dethdeala has Soopa Boostas.*

*Dethdeala is equipped with Ram*

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

*Dethdeala may be equipped with Kustom Traktor for +10 pts*

*Dethdeala may be equipped with Klawz for +10 pts*

KROOLBOY BATTLESHIP

265 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45 <sup>0</sup>	2	6+front/5+	4
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Prow Gunz	45cm	d6+6	Front		
Prow Heavy Gunz	30cm	6	Front		
Dorsal Laa					
			Rir-19(go)2		
			Rir-19(go)2		

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# HAMMER CLASS BATTLEKROOZER

235 pts

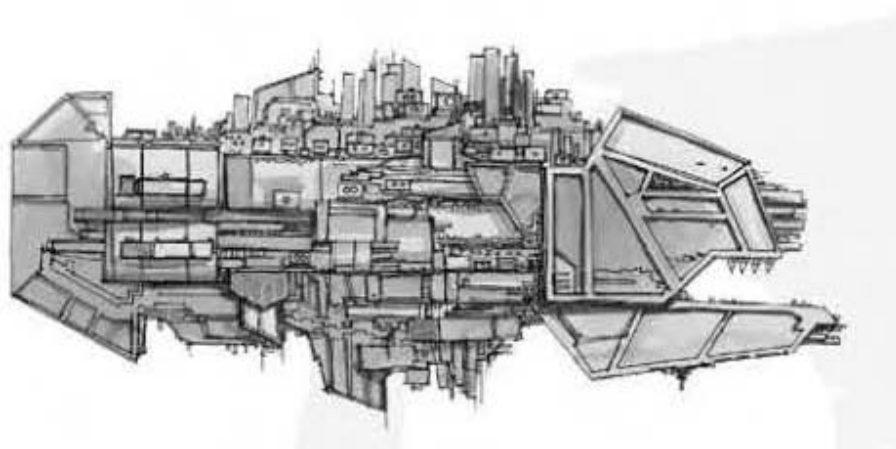
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	2	6+front/	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	d6+6	Front
Prow Bombardment Cannon or Prow Torpedoes	30cm 30cm	6 d6+2	Front
Dorsal Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	d3+1	-
Port Gunz	30cm	6	Left
Starboard Gunz	30cm	6	Right
Port Heavy Gunz	30cm	6	Left
Starboard Heavy Gunz	30cm		



# KILL KROOZER

165 pts



Heavy Ork warships were always a terror to merchant vessels plying the Gothic sector in times of peace. During the Gothic War, the number of sightings reported increased notably, presumably due to the number of hulks the Orb managed to salvage from battles between Imperial and Chaos forces. The commonest style of Ork kroozer mounts a bristling array of heavy guns and weapons batteries, mostly concentrated in powerful prow batteries. Only one Ork kroozer, dubbed the Butcher by Naval intelligence, was consistently identified in action throughout the Gothic War, though others may have been concealed by the constant patching and rebuilding Ork ships undergo. The Butcher attacked six convoys ill the Quinnrox Sound over the course of the war, destroying a total of fifteen badly needed transport ships, seven escorts and one cruiser, the Admiral Lenox. The Butcher is also believed to have led the force which looted Bralutha station and escaped before relief forces arrived

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45 <sup>0</sup>	1	6+front/5+ sides/4+rear	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	d6+6	Front
Prow Heavy Gunz	30cm	6	Front
Port Gunz	30cm	6	Left
Starboard Gunz	30cm	6	Right
Port Heavy Gunz	30cm	4	Left
Starboard Heavy Gunz	30cm	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. 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.*

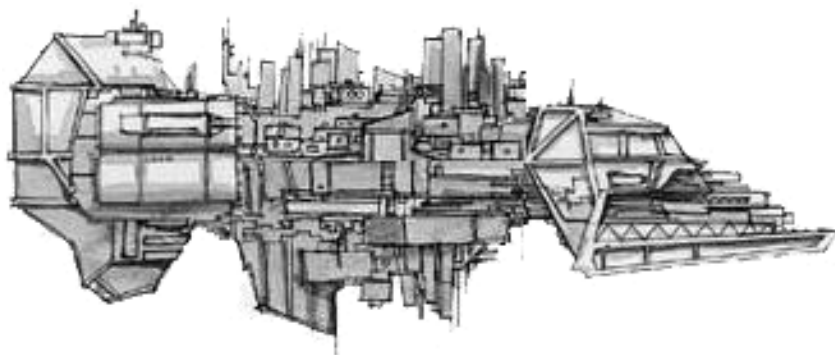
TERROR SHIP

185 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	1	6+front/5+ sides/4+rear	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz		45cm	d6+4		Front
Prow Heavy Gunz		30cm	6		Front
Port Gunz		30cm	6		Left

# BASHA LITE KROOZER

110 pts



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 more bizarre forms and defied any classification whatsoever.

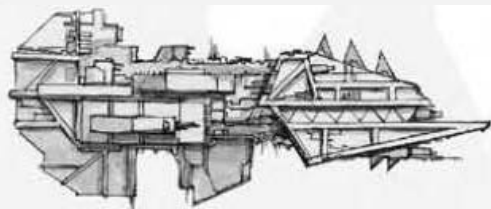
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45 <sup>0</sup>	1	6+front/5+ sides/4+rear	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	d6+2	Front
Prow Heavy Gunz	30cm	4	Front
Port Gunz	30cm	4	Left
Starboard Gunz	30cm	4	Right

$B$		$3+$	$30$	$+ 5$	.
			$( \quad 30 \quad ,$	$\quad + )$	.
$B$	$B$	$+ 0$	.		
		$+ 5$	.		$3,$
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$B$		$+ 0$	.		
$B$			$+ 0$	.	
$B$		$+5$	.		

# ONSLAUGHT ATTACK SHIP

30 pts



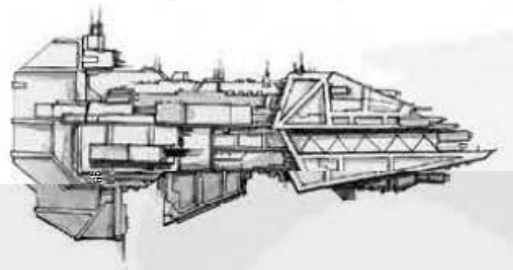
The Onslaught attack ship is ugly, difficult to manoeuvre and lightly armoured along its flanks and rear, it is only suitable for head-on attack. However, as discovered by Admiral Sartus aboard the doomed Laertes, a swarm of Onslaughts can lay down a fearsome hail of fire from their multiple forward gun batteries. This is combined with thick frontal armour and shielding to protect them during their initial attack run. Like all Ork attack ships, onslaughts are capable of landing on planets as part of an invasion force and can carry a large Ork warband plus their vehicles and artillery.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	6+front/4+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Gunz	30cm	d6+1	Left/Front/Right		

*Onslaught may be equipped with Soopa Boostas for +5 pts.  
Onslaught may increase its turret value by 1 for +5 pts.*

# SAVAGE GUNSHIP

35 pts



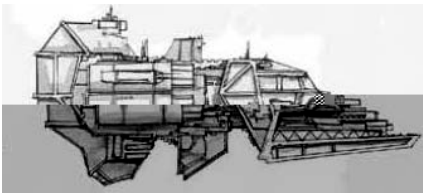
More extreme than even the Onslaught, the Ork gunships known as Savages mount only short-ranged forward heavy gun batteries. There has been speculation as to whether Savages are simple refits of Onslaughts, or vice versa. The Ork race are masters of crude improvisation and salvage, so both ideas probably hold true. In open battle, Savages are less of a threat than the longer ranged Onslaughts, as they can be outmanoeuvred 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, with their ability to storm forward and smother an opposing vessel with heavy fire.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	6+front/4+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Heavy Gunz	30cm	4	Front		

*Savage Gunship has Soopa Boostas. Speed bonus is already taken into account.  
Savage Gunship may exchange heavy gunz for range 30, str1 Zzap gun for +5 pts.  
Savage Gunship may increase its turret value by 1 for +5 pts.*

RAVAGER ATTACK SHIP

40 pts



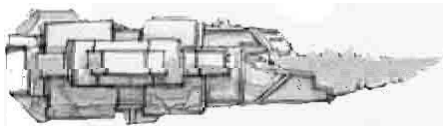
Ork torpedo attacks tend towards an opportunistic approach rather than being used as a major tactic, as in the Imperial fleet. In part, this is doubtless due to the quality of their crews, which seem to be unreliable at reloading ordnance in the heat of battle. Consequently, Ravager attack ships are more commonly seen in the company of Onslaughts and Savages than in dedicated squadrons like Imperial Cobra destroyers. However, Ravagers mount a vast number of torpedo racks and when they suc:eed in launching salvoes of torpedoes, they can be worryingly large. Fortunately a large proportion of Ork torpedoes go astray due to guidance or engine failures, which is why Orks use captured torpedoes at every opportunity.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45 <sup>0</sup>	1	6+front/4+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gunz		30cm	2		Front
Launchas		30cm	d6		Front

Ravager may be equipped with Soopa Boostas for +5 pts.  
Ravager may increase its turret value by 1 for +5 pts.

BRUTE RAMSHIP

25 pts



The Brute is a curious vessel, and characteristically Orkish in its concept. It is fitted with superior engines and manoeuvring thrusters compared to most Ork vessels, but these are not intended to make the ship handier in a fight. The true purpose of the Brute is betrayed by its armoured beak, festooned with rotary blades and drills, which is deadly when it rams enemy vessels at maximum thrust. Brutes manoeuvre to try to reach a position where they can charge an enemy ships and burst it apart with a single impact. The Brute is so heavily built that it can badly damage even a capital ship.

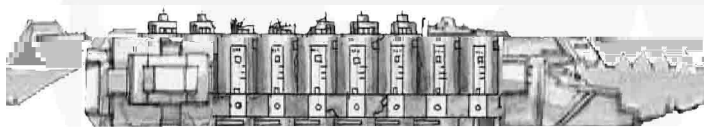
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90 <sup>0</sup>	1	6+front/4+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gunz		30cm	2		Front

Brute rolls 4d6 for ramming damage.  
Brute may be equipped with Soopa Boostas for +5 pts.  
Brute may buy Ram for +10 pts.  
Brute may increase its turret value by 1 for +5 pts.



# GRUNT ASSAULT SHIP

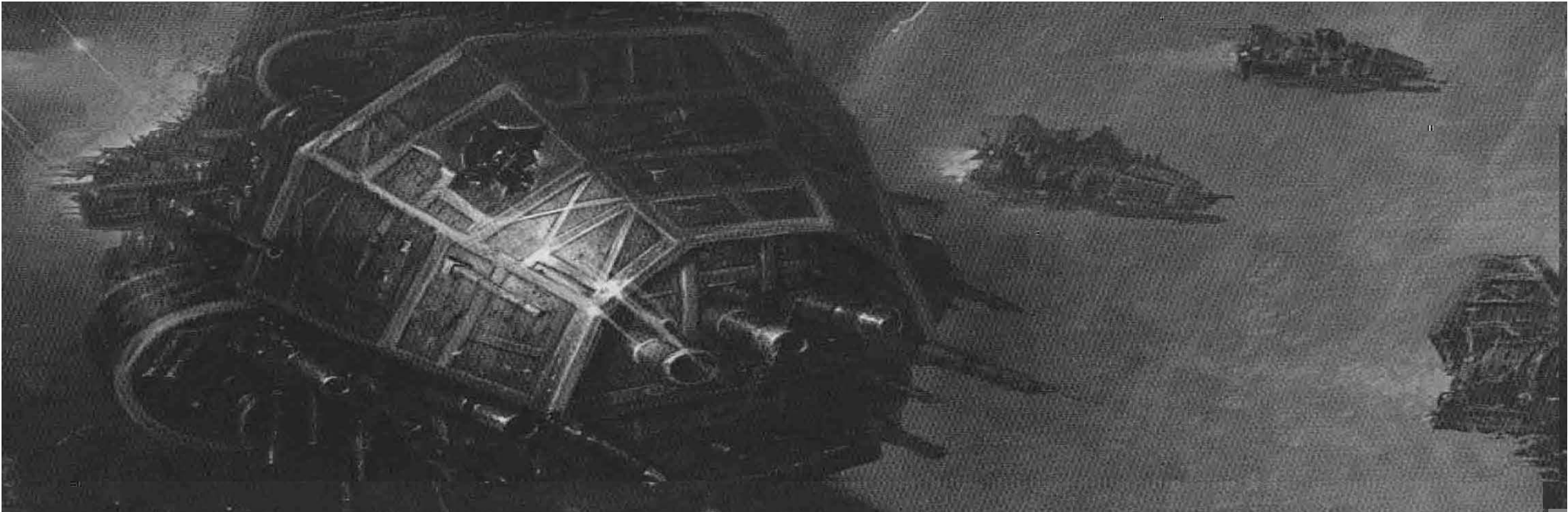
40 pts



The Grunt assault ship is a rather recent innovation of the Ork Fleets. Seen in three occasions prior to the Gothic war, the vessels were able to cripple a Dauntless investigating rumours of pirate attacks near the Cyclops cluster. Grunt assault ships are usually retrofitted transport vessels that have been designed to crash into enemy ships and allow its cargo of several thousand Orks to spill out onto its unfortunate prey.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/2	25cm	90°	1	6+front/4+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gunz		30cm	2		Front

Grunt has boarding value 4, Due to poorly distributed mass it cannot Come to New Heading.  
Grunt may be equipped with Soopa Boostas for +5pts.  
Grunt may buy Klawz for +10 pts.  
Grunt may buy Kustom Traktor for +5 pts.  
May increase its turret value by 1 for +5 pts.





# ORK SPACE HULK

610 pts

Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some space hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry. For the Orks, space hulks are their primary method of travelling between the stars. When a space hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the space hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the space hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork space hulks were reported in the Gothic sector during the course of the war, but by their very nature, a space hulk could appear at any place at any time.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10cm	Special	3	4+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Gunz	45cm	2d6+6	Front
Prow Torpedoes	30cm	2d6	Front
Prow Heavy Gunz	30cm	8	Front
Dorsal Lances	60cm	4	All Round
Starboard Gunz	45cm	2d6+6	Right
Starboard Torpedoes	30cm	2d6	Right
Starboard Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	d6+2	-
Port Gunz	45cm	2d6+6	Left
Port Torpedoes	30cm	2d6	Left
Port Launch Bays	Fighta-Bommerz: 25cm D3+1 Assault Boats: 30cm	d6+2	-
Aft Gunz	45cm	2d6+6	Rear

"...Flotsam of ages past returned to contaminate the holy spheres of Man with all manner of alien foulness. These gigantic craft may bear heretics and deviants of the worst kinds: Genestealers, renegades, pirates, Orks and worse. But, as the lowest sea creature may subsist on the filth and detritus of the ocean bed and yet carry pearls of incomparable worth, so do these harbingers of terror carry ancient secrets of worth beyond measure. Where such means are at hand, the hulk must be boarded, cleansed of the dread taint of the alien and rendered unto the auspices of the Adeptus Mechanicus to allow proper study. Wherein the hulk is found to be in the hands of the brutal Orks, these beasts have been found to swarm in such numbers that victory can only be won with the might of entire Space Marine Chapters. Where such strength is lacking, the hulk must regrettably fall to the guns of the fleet, for to permit their entry to the inner spheres is to permit invasion on a high unstoppable scale."

Excerpt from De Xenos Maleficorum.  
Inquisitorial tome of the Ordo Xenos.

# ORK SPACE HULK SPECIAL RULES

Hulks are so unlike other spaceships that they require a number of special rules. Any rules which are not specifically noted as being modified below, apply in full to hulks.

## LEADERSHIP

Due to their enormous size, and the strain this places on Ork communications systems (ie, shouting loudly), a hulk is always Leadership 6.

## WARLORDS

**Warboss** aboard a space hulk increases its boarding value by 10 instead of doubling it.

**Big Mek** can't attempt to repair critical damage, but instead may attempt to repair normal damage even if Hulk has previously recieved critical hits. No more than 1 hit can be repaired per turn, as normal.

**Freebooter Kaptain** increases Space Hulk's Ld score to 7.

Character upgrades may be purchased as normal, with following modifications:

- More Dakka costs +20pts instead of +10.
- Extra Powerfields costs +40pts instead of +20.
- Mad Meks enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.
- Extra turrets allow Space Hulk's Turrets to hit on 4+, instead of 4+. Also, they cost +30pts instead of +20.

## KLAN UPGRADES:

Space Hulk can take any klan upgrade for free. It, doesn't, however, grant any other benefit apart from counting as belonging to chosen Klan.

## SPECIAL ORDERS

A space hulk may not use Come to New Heading or Burn Retros spe-

cial orders. Due to its enormous mass, it only gets 2d6cm of additional speed when using All Ahead Full order.

## MOVEMENT

Ork hulks must move 10cm in a straight line each turn, no more, no less. Space hulks likewise do not have their speed reduced by Blast markers or damage.

### Turning

A space hulk may turn up to 45° and only in every second Movement phase. The turn must be taken at the end of the space hulk's 10cm movement. This can be seen more clearly in the diagram below.

### Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit.

## ORK HULKS IN CAMPAIGNS

An Ork pirate fleet may use a single Ork space hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one space hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the Hunter, Prey scenario (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The space hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the hulk, so the normal victory

conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the space hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the space hulk.

## DAMAGE

Ork hulks are so massive that damage applies to them a little differently than to other ships.

### Crippling

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

### Catastrophic Damage

When a space hulk is reduced to 0 Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged. A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteroid field D3x5cm wide and long. On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift. Any ships caught in the rift are affected immediately.

## ORK HULK CRITICAL HITS

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a space hulk using the Critical Damage table. Instead the player who inflicted the critical should roll to see what happens:

1-2 "Target high energy systems!" Each critical hit using this option will reduce one of the following characteristics by one point (roll for characteristic):

- |     |                |
|-----|----------------|
| 1-2 | Turret value   |
| 3-4 | Shield value   |
| 5-6 | Lance strength |

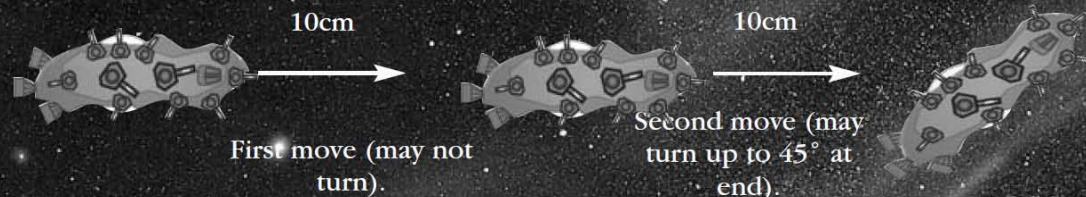
3-4 "Target weapons clusters!" Each critical hit using this option will reduce one of the following characteristics by two points (chosen by the player who inflicted the critical):

- The firepower of a battery facing the direction the attack came from.
- The strength of a torpedo battery facing the direction the attack came from.
- The strength of either one of the launch bays.

5-6 "Target thruster assemblies!" The hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Hulks may not repair damage from critical hits during the game.

Ork Space Hulk turning diagram



# ROK

80 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10cm	Special	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Gunz	45	d6+6	All Round
Heavy Gunz	30	4	All Round
Torpedos	30	d6	All Round

*Ork Roks are rather unique constructions, and so follow the special rules outlined below*

## ORK ROK SPECIAL RULES

Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

### MOVEMENT

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their Movement phase Roks travel 10cm forward in a straight line,

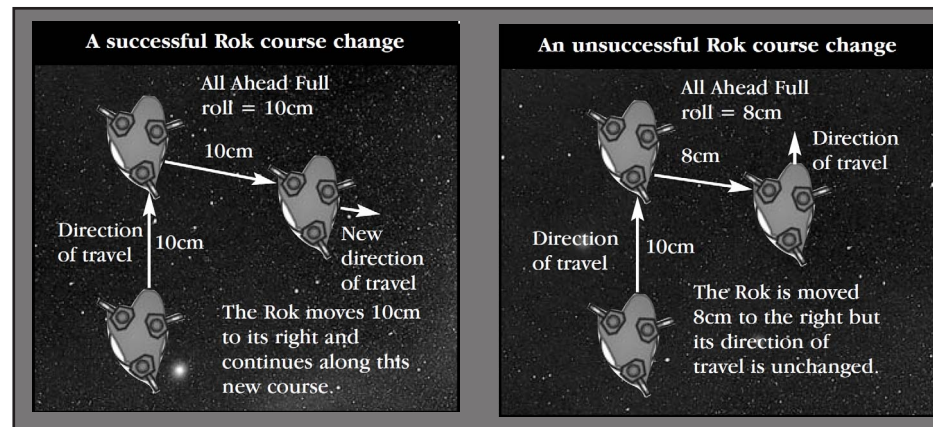
no more, no less. Roks may not turn or use Burn Retros or Come to New Heading orders. On All Ahead Full orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right. Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

### CRITICAL HITS

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

### CATASTROPHIC DAMAGE

When a Rok is reduced to 0 Damage it breaks up. Do not roll for Catastrophic Damage, instead the Rok is replaced by 4 Blast markers.



# CHOOZIN' YER FLEET

## CHARACTERS:

### Primary

Ork fleets may have 1 primary character for every 500 points or part thereof of your fleet. If the fleet is over 500 points then it must include one character as its FleetCommander.

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 Nob,	20 pts
----------	--------

### Battleships:

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

0-1 Deathdeala	285pts
0-1 Slamblasta	295pts
0-1 Kroolboy	265pts
0-1 Gorbag's Revenge	315pts

## Battlecruisers:

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

Hammer	235pts
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## Cruisers

Your fleet may contain any number of cruisers

Kill	165pts
Terror	185pts
Basha	110pts

## Escorts

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

Onslaught	30pts
Ravager	40pts
Savage	35pts
Brute	25pts
Grunt	40pts

## Defences

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

Rok	80pts
Space Hulk	610pts

## Reserve

You may include 1 Looted Ships for every 3 Cruisers in your fleet.

Looted Ship	varies
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