



# THE TEMPUS FUGITIVES

## THE DAMOCLES GULF

Written by  
S Mackness

## CRUSADE

## ORK EDITION

**WARHAMMER**  
40,000

FINAL

## HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN "THE DAMOCLES GULF CRUSADE"; A CAMPAIGN WEEKEND THAT CHRONICLES AN APOCALYPTIC CONFLICT OF THE 4<sup>TH</sup> MILLENNIUM...

### FIRST THINGS FIRST:

**THIS IS NOT A TOURNAMENT. YOU WILL GET MORE OUT OF THE WEEKEND IF YOU ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES. IF YOU AND YOUR OPPONENT ENJOYED THE GAME – YOU HAVE WON.**

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. **It is important to remember that the campaign weekend is not a tournament. If you are expecting anything other than to just have fun – turn back now!** The games you play are all connected to part of a greater battle – the clash of empires over the Damocles Gulf.

**Games Workshop has a really fantastic Grand Tournament programme and should you want to get involved in a true test of your skill at Warhammer 40,000 please contact Direct Sales on 0115 91 40000 or see the events page at [www.uk.games-workshop.com](http://www.uk.games-workshop.com)**

The Damocles Gulf Crusade campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with.

The team running the event is there to help describe the campaign story as it unfolds and they will work out what impact your games have upon it. Most importantly they are there to ensure everybody has a great time. **After all – it's only toy soldiers!**

Games will be driven by the narrative of the campaign. This means that during the course of the event various games may appear a bit one-sided when viewed from the usual gaming perspective.

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the Tempus Fugitives will always try to make sure that you are not asked to play a game you simply can't win before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle your taskforce or faction may still do well overall; don't worry about 'winning', just think about having a good time.

**It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.**



A handwritten signature in black ink that reads 'STUART M'. The signature is written in a cursive style with a horizontal line underneath the name.

# ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the roadmap for the latest Tempus Fugitives Warhammer 40,000 campaign weekend. We have not arrived at this point by mere chance or by some whim; instead we are here because of a number of important people helped us along the way. The bad news is that the list is quite lengthy – so we'll group them together so as to hopefully not leave anyone out.

Most important of all - the Tempus Fugitives would like to thank **Games Workshop** for giving many of us jobs and all of us an old, yet familiar world to play with. Without their universe to run around in, we'd all be playing Risk or Sudoku...

The wives, girlfriends, boyfriends, partners and right hands of the Tempus Fugitives – for letting their worse halves go and play with lead dollies 'up north' several times a year. The Tempus Fugitives are most serious about their work and no fun was had in the preparation of this weekend... Any rumours of 80's disco dancing on the revolving stage in the Reflex bar in Nottingham high street are completely unfounded.

The **UK Events team** deserve mention here. The support received over the years from **Brian Aderson** and **Andy Joyce** has meant that we have had the confidence to try and pull these events off.

And last but not least we'd like to thank all those who have visited our website and forums. The feedback and support given to our campaign weekends has encouraged us to try and put together the best Warhammer 40,000 campaign weekend we possibly could.



# WEEKEND SCHEDULE

## SATURDAY 17<sup>TH</sup> MAY 2008

|               |                           |
|---------------|---------------------------|
| 08:45 – 09:30 | Arrive & Check-In         |
| 09:30 – 09:45 | Welcome and Introductions |
| 09:45 – 10:00 | The Story so Far...       |
| 10:00 – 10:20 | Game 1 Briefing           |
| 10:20 – 12:00 | Game 1: Recon             |
| 12:00 – 13:00 | Lunch & Best Army Judging |
| 13:00 – 13:20 | Game 2 Briefing           |
| 13:20 – 15:20 | Game 2: Main Battlegroup  |
| 15:20 – 15:40 | Break                     |
| 15:40 – 16:00 | Game 3: Briefing          |
| 16:00 – 18:30 | Game 3: Heavy Assault     |
| 18:30 – 19:30 | Dinner                    |
| 19:30 – 23:00 | Quiz and relax in Bugmans |

## SUNDAY 18<sup>TH</sup> MAY 2008

|               |                               |
|---------------|-------------------------------|
| 09:30 – 10:00 | Doors Open                    |
| 10:00 – 10:10 | The Story so Far...           |
| 10:10 – 10:30 | Game 4 Briefing               |
| 10:30 – 12:30 | Game 4: Recon Doubles         |
| 12:30 – 13:30 | Sunday Lunch                  |
| 13:30 – 13:50 | Game 5 Briefing               |
| 13:50 – 17:15 | Game 5: Heavy Assault Doubles |
| 17:15 – 17:30 | Break                         |
| 17:30 – 18:00 | Debrief and Award Ceremony    |



### IMPORTANT!

This material is completely unofficial and in no way endorsed by Games Workshop Limited.

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# OUTLINE OF PLAY

In addition to your army and this campaign pack you will need the following:

- **The Warhammer 40,000 4<sup>th</sup> Edition rulebook.**  
You need this because some of the material from the second half of the book will be used throughout the campaign, and the Battle for Macragge rule book does not contain this material.
- **The Apocalypse expansion**
- **Dice, Templates and Tape measure**
- **Superglue**
- **The appropriate Codex and any Imperial Armour material relating to your army. No photocopies!**

Upon arrival each player will be assigned to a team, called a Task Force, containing up to eight players. You and the other players in your Task Force are allied field commanders fighting as part of the **Imperium**, the **Tau Empire** or the **Ork Waagh**. These factions represent the three sides of the conflict as they battle it out to secure the Damocles Gulf.

Each faction has a number of objectives to achieve over the course of the weekend. These objectives will be revealed as the campaign unfolds.

The campaign will be fought in five rounds. Each round a series of battles will be fought using the 4th Edition Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

There are a number of Task Forces for each faction each with their own agendas, strengths

and weaknesses. Before the first game on Saturday you will be asked to gather at one of the task force muster points and nominate a Task Force Commander. The role of the Task Force Commander is of crucial importance to the team and it is the Commander's responsibility at the end of each game to collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team. **Do not elect an incompetent Taskforce Commander - you will regret it!**

The initiative in the first round is determined by the narrative for each Warzone and is indicated under the Warzone description. Initiative in each subsequent round is determined by the results of the previous round.

At the beginning of each round the Task Force that has the initiative in the Warzone will receive a Mission Briefing which includes a list of mission objectives and which scenarios you must play to achieve them.

The Task Force with the Initiative must decide which players will undertake each of the objectives assigned to it and note this upon their Mission Briefing. Each objective will have associated scenarios to be played. Once they have made their decision the players in Task Force with the Initiative must select the tables on which the games will be played; players on each side can then pair up. Players cannot select tables from outside of their Warzone to fight on.

As your games finish you must report the result (Win, Lose or Draw) to your Task Force Commander; the Commander in turn must pass all of the completed mission briefings back to your Faction Marshal. Victory points are not required to be recorded for the campaign but are used in games to determine the result as per the 4<sup>th</sup> Edition Warhammer 40,000 rules.

Your Task Force's success or failure in a particular Warzone will determine the future objectives available in other Warzones and, as discussed previously, it will also determine your Initiative for the next round. If both sides have the initiative that round then the normal rules of Warhammer 40,000 are used for determining sides and first turn.

Should anything particularly notable happen during the course of your game, such as an act of extreme heroism or crushing tragedy, please let your Faction Marshal know about it as your deeds may well become one of the legends of the Damocles Gulf Crusade...

## WHAT YOU WILL NEED

You will require a painted Warhammer 40,000 army designed to create three distinct forces, as indicated in the following sections. You will require two copies of both of your army lists. These must include all of the models in your army, their point values, and the points of any upgrades or wargear. One of these you should keep with you during the entire weekend, and the other should be handed in at registration for inspection by a Task Force Marshal.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of painting requires that at least three colours are painted on to the model and that the bases are textured in some manner. **You cannot use a model that does not meet these criteria.**

**You will need to arrange somewhere to sleep overnight.** (For help contact Nottingham Information Centre on 0115 915 5330) and you will need to arrange transport to and from the event. It is also useful to bring some spending money for refreshments and any activities you may want to take part in after the Saturday event finishes.

# FIGHTING IN THE DAMOCLES GULF CRUSADE

The Damocles Gulf Crusade was a conflict fought over a previously unexplored region of the galaxy. We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe - doing this will greatly increase everyone's enjoyment of the campaign. There is a fantastic prize earned by the Best Army chosen by the judges. To qualify as the 'Best Army' particular attention will be paid to well themed armies which reflect the brutal conflict during the Damocles Gulf Crusade as humanity battles again the expansionist Tau and the Ork hordes.

## RULES OF ENGAGEMENT

- The Warhammer 40,000 4<sup>th</sup> Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. You need the hardback version of the rulebook because some of the material from the second half will be used throughout the campaign, and the smaller 'Battle for Macragge' rule book does not contain this material.
- Except for the 2500 point Assault force, each player will require an army selected from a single army list - see the section entitled Permitted Armies.
- You must have enough models to field your army as a 2500 point Heavy Assault force.
- All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.
- Legendary units and Formations from the Apocalypse Expansion, Imperial Armour: Apocalypse, Liber Apocalyptica and the Games Workshop website are permitted in this campaign. Home-made Apocalypse datafax are not permitted.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt.
- No 'VDR' rules are permitted in the campaign.
- The Warhammer 40,000 Cities of Death expansion will not be used in this campaign.
- You may include Special Characters from their army Codex as normal but please rename them where appropriate. So Commissar Gaunt might become Commissar Tanner.
- No allies of any kind may be taken (including Kroot Mercenaries, Deathwatch etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

## Recon Detachment

Small forces sent ahead of the main army, Recon Detachments are selected according to the following restrictions. Part of the fun of these small armies is doing something a bit unique that you might not have the time to do with a larger army.

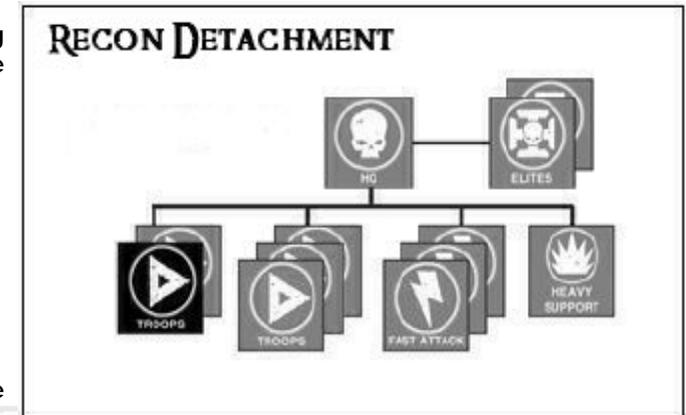
Must be no more than 1000 points.

No Formations, Legendary Units or units with Structure points

No flyers. Reconnaissance aircraft do not undertake the type of missions fought by a Recon Detachment.

No ordnance weapons are allowed.

Recon Detachments must have one troop choice. You may spend remaining points from anywhere in the Codex subject to the Recon Detachment Force Organisation chart provided.



## Main Battlegroup

The Damocles Gulf Crusade is the first conflict between the Tau Empire and the Imperium. To further complicate matters for both sides the brutal Orks have descended on many of the worlds in the Gulf. The army must be fielded as a single detachment subject to the following restrictions:

- Must be no more than 1500 points.
- May include models or units from the Recon Detachment.
- Is selected using the Standard Missions Force Organisation Chart found on page 78 of the 4<sup>th</sup> Edition Warhammer 40,000 Rulebook.
- May NOT include units with Structure points or any Apocalypse Formations.
- Models with rules in the Apocalypse rulebook or Imperial Armour: Apocalypse MUST be used over those found in other Imperial Armour books (for example the Valkyrie and Hydra).
- Any Fliers use the rules for aircraft found in the Apocalypse expansion.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used.

## Heavy Assault Force

Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:

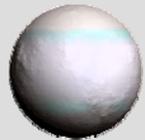
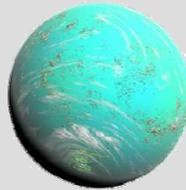
- Must be no more than 2500 points.
- May include models from the Main Battlegroup and Recon Detachment.
- All rules from the Apocalypse Expansion are used when playing with a Heavy Assault Force except that you do not get a free stratagem, the only stratagems used are those included in formations. Deployment is based on 12" from the diagonal across the centre of the board – it does not scatter.
- Must be chosen from the same faction (so an Ork player may have Kult of Speed, Bad Moons and Goffs but may not include Space Marines or Kroot).
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt.

# DA WARZONES OF DA GULF

Grog Ironteef has carved out a substantial empire in Alsanta and now makes his course towards the Tau Empire. This increased activity by the greenskins has coincided with a push by the Imperium to wipe the Tau and the Orks from the Gulf region and claim it for themselves. Now the Orks, Tau and Mankind are on a collision course with only one outcome. Grog and his boyz intend that outcome to be crushing their enemies, seeing them driven before them and listen to the lamentations of their womenfolk... or something like that. The following systems have been designated key stomping grounds for the Waaagh:

## WARZONE: DA BLUE ONE (BUT DA TAU CALL IT VASH'YA)

The blue planet in this system is filled by da really skinny Tau known as the Air caste. These skinnies live in cities that orbit da planet. Our spanner boyz want to 'ave a look and see wot we can nick from 'em. To do dat 'dey need to take out da 'eavy defences on da ground. This system is strongly held by da Tau Empire and dey will have the Initiative against any assault.

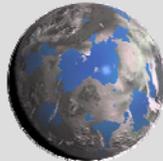


## WARZONE: DA WHITE GAS ONE (WOT DA TAU CALL N'DRAS)

Dunno much about 'dis ball. Da 'umies and da taus look like dey is gonna have a scrap 'ere. Fugget it.

## WARZONE: DA LAZY ONE (TAU SEZ AU'TAAL)

Lazy Tau buggaz live 'ere and 'dey will be easy pickings for our meganobz and 'ard boyz. Not much 'ere worth nickin' but its important fer da Tau so its worth stomping! Da Tau Empire will 'ave the Initiative 'rer but 'dey won't keep it fer long.

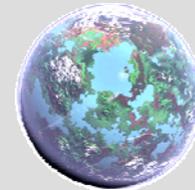
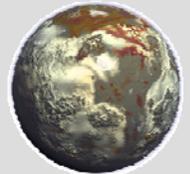


## WARZONE: DA SECRET ONE (TAU CALLS IT KRATH)

Sneaky gitz as dey are, da Tau 'ave been building a secret lab full of know-wots and weird stuff. Wazdakka Gutzmek sez he might 'ave found the answer to him dreamz and wantz to smash up da Taus and grab da tek. Da Tau are dug in and we is gonna take a poundin' before we can shift 'em. Day Tau 'ave the Initiative 'ere.

## WARZONE: DA HOT ONE (TAU NAME IZ TASH'VAR)

Da puny Tau love the desert and this one is like a 'ome from 'ome. But never mind dat, we like da sun too and we can just duff them up and take it. We 'as smashed 'em up good and now we can take it for us! We 'ave the Initiative.

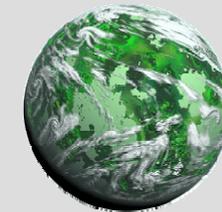
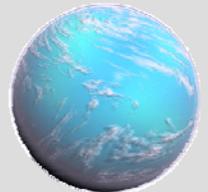


## WARZONE: DA PIRATE ONE (BUT DA TAU CALL IT Y'LETH)

We've spent sum teef to get a lot of tribes together and raid da 'umies. Dey is too thick ta catch our sneaky gitz and I reckon da 'umies will not bovva doing anyfink. We controls da system and we have da Initiative here.

## WARZONE: DA SWOTY ONE (DA TAU CALL IT TOLKU)

Boring skools and other stuff is 'ere and da 'umies and Taus are more likely ta fight over it den us. Da Imperium will smash da Tau 'ere and will have da Initiative. So when dat 'appens we can blitz in and stomp 'em good.



## WARZONE: DA GREEN ONE (TAU SEZ ELS'Y'EIR)

Green iz best! Da Taus 'ere are getting sick though and da 'umies are sniffin around. We should wait for dat Tau to croak it and da 'umies to start settin up dere square buildins and den we can nick em and 'ave dis green planet for ourselves. Wiv da Tau sick, da Imperial landing forces should 'ave the Initiative here.

## WARZONE: DA RICH ONE (WOT DA TAU CALL SKY'RREL)

Da Tau pretend dis is not an important world but our boyz say dere is loads of teef worth of loot 'ere. Da Imperium iz on its way too. A load of our boyz are heading 'ere to bust up da 'umies and take da booty! Da Imperialz will 'ave da Initiative but it will do 'em no good!



## WARZONE: DA DESERT ONE (BUT DA TAU CALL IT KE'LSHAN)

We 'ave smashed da Tau 'ere and we control da cities. Our boyz are now taking convoys of trukks and buggies into da desert to hunt down da last of da Taus. We 'ave da Initiative.

# THE TEMPUS FUGITIVES

# WAAAGH! IN DA EASTERN FRINGE

One thing the Ork Warlords of the Damocles Gulf have learned fighting against the Tau Empire is that they are always sorely outgunned. **Grog Ironteef**, the **Warchief** of **Alsanta**, knows this more than any other Ork Warlord as he has fought a campaign of almost constant warfare against the Empire and become one of their most deadly foes. Too often Grog found himself muttering to themselves that the Tau have no idea 'how to fight proper'. Trying to force the Tau into a fight he would win and determined to show them that the Orks were not to be trifled with, Grog's invasion of the worlds in the Damocles Gulf did not go according to plan. His armies were outclassed and outgunned again and again. Though he had an entire empire of Orks to throw into battle he found that their numbers were being whittled away with worrying speed.

Grog decided to take a different tack. Enlisting the help of as many Tankbustas, Flash Gitz and Freebooters as he could, including the mercenary Kaptin Badrukk and Ork Freebooterz, the Warlord rearmed his forces and prepared to do battle once more. Grog encountered even fiercer resistance as he penetrated the forces led by Commander Farsight in the north of the Tau Empire. This time, however, he was more than ready. Lootas, toting captured Tau weaponry, exchanged massive volleys of fire with the Tau gun lines. Battlewagons and looted Hammerhead tanks pounded the massed ranks of the Tau Fire Warriors with heavy munitions as Grog and his boyz stomped towards the enemy.

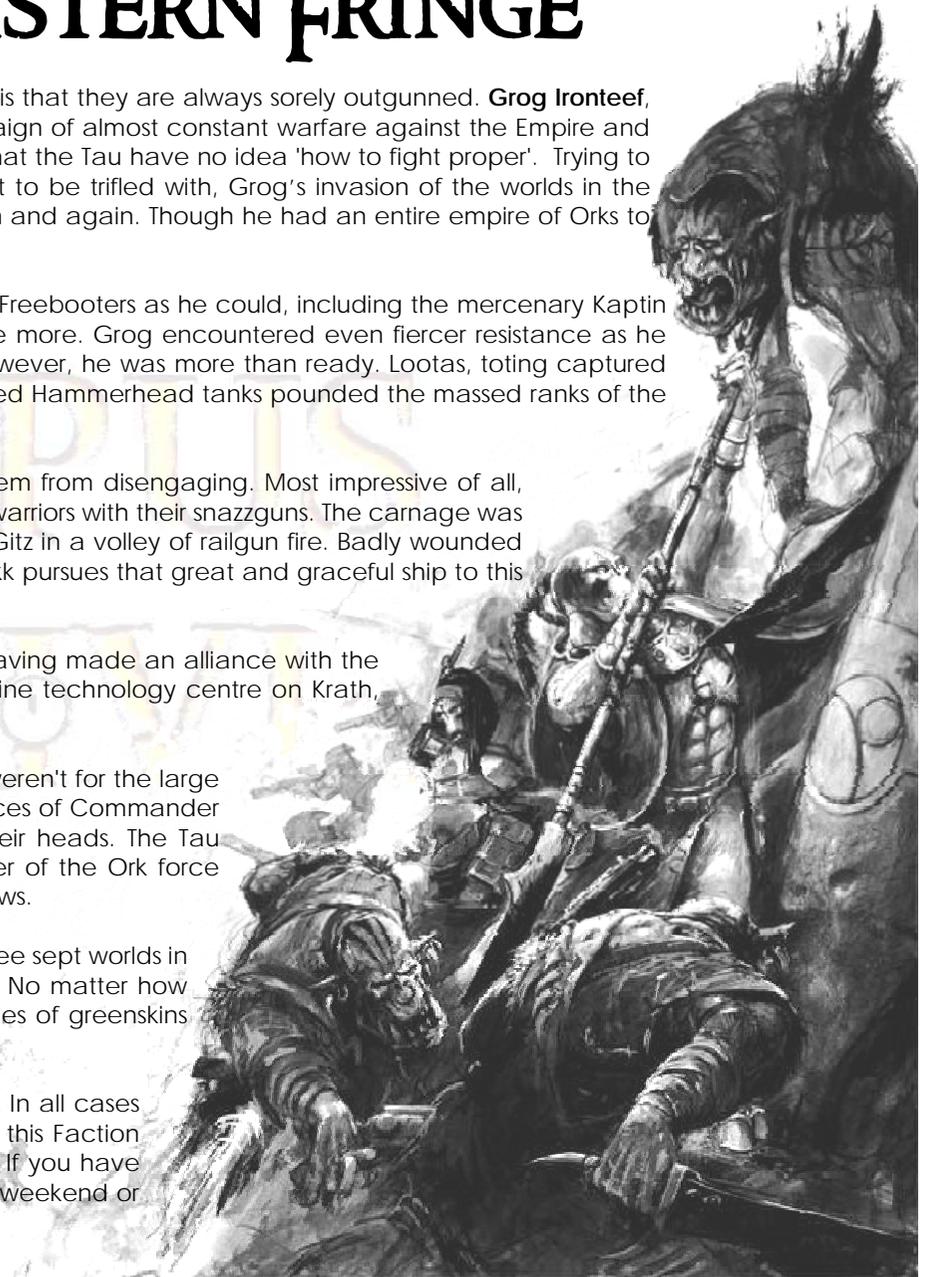
Deffkoptas corkscrewed through the skies in aerial battles with battlesuit teams, preventing them from disengaging. Most impressive of all, Kaptin Badrukk and his Flash Gitz lit up the night, annihilating team after team of desperate Tau warriors with their snazzguns. The carnage was only stopped by the arrival of a Manta missile destroyer, which mercilessly cut down the Flash Gitz in a volley of railgun fire. Badly wounded and, more importantly, out of cigars, the Kaptin was forced to retreat. It is rumoured that Badrukk pursues that great and graceful ship to this day, hell-bent on revenge.

As the battle for the northern enclaves escalated, Grog embarked his most brilliant plan yet. Having made an alliance with the crazed Mekaniak Wazdakka Gutzmek and supporting his efforts to attack the Tau's warp engine technology centre on Krath, Grog concentrated on the Tau world of Ke'Ischan, smashing the Tau there into submission.

Central to his scheme was the concept of retreat, a tactic all but unheard of in Ork kultur. If it weren't for the large number of Blood Axe warbosses in Grog's employ he would never have carried it off. As the forces of Commander Farsight pressed forward, the Ork front line fell back, hooting and hollering and clutching their heads. The Tau forces, caught in the jubilation of the hunt, overextended themselves. Suddenly the remainder of the Ork force ambushed them from either side, closing upon the Tau hunter cadres like a pair of giant green jaws.

Since that day many more warbands have flocked to the Warchief's banner. Grog has taken three sept worlds in the space of a year, locked in a war of attrition that the Orks can afford but the Tau cannot. No matter how many times Farsight and his cadres cut down the Orks, more follow close behind as new armies of greenskins make their slow but deadly approach.

The lists on the following pages present the allowed lists for the Orks involved in the campaign. In all cases the most recent edition of the Ork Codex will be used. These are the only armies permitted in this Faction during the weekend and if you cannot find your army listed, in all likelihood it is not permitted. If you have any further questions regarding army selection, please contact the event organisers before the weekend or check the forums at [www.tempusfugitives.co.uk](http://www.tempusfugitives.co.uk).



# DA ORK HORDE OF WAAAGH GROG

*"They got ded big shooty guns dat'll kill tons of boyz, but if yer can get near em den you've got a chance. Just gotta make sure you bring loads of boyz, coz you ain't gonna have a whole lot left when you get close enough ta crump em..."*

Warlord **Skamork** the Great Despoiler spoke these words as his boyz faced the might of the expanding Tau Empire. He saw an opportunity for a great deal of bashin' and thumpin', particularly at the cost of the Imperium and the Tau. What was not to like? The Codex used in this faction is Codex Orks. Articles from Chapter Approved or other sources are not to be used in this campaign. All supplementary rules to your Codex can be found in this pack.

## USING THE ORKS IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent edition of Codex Orks with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Units detailed only in Forge World's Imperial Armour publications may be used. If the unit features in an Apocalypse Datafax then that should be used instead. Please contact the Tempus Fugitives if in doubt.
- The six main Ork Klans (as shown in the Codex) are represented in Grog's Waagh as follows:

Bad Moonz Warboss are particularly snazzy and may take a Kustom Mega Blasta at +15 points. Each Warboss lets you take a unit of Flash Gitz as Troops.

Blood Axes may take Kommando mobs as Troops. Each Blood Axe Warboss adds +1 to the army reserve roll.

Death Skulls prize scavenged gunz. Their armies may take maximum sized Lootaz mobs as Elites and/or Heavy Support

Evil Sunz make use of lots of vehicles. They may always pay for a Big Mek in the army who does not take up an HQ slot.

Goffs armies are particularly bullish and ignore leadership modifiers for being outnumbered or below half strength.

Snake Bites armies have bred particularly savage Grotz and Squigs. Grot Mobs and models with Attack Squigs may re-roll hits on the first turn of combat.



| Taskforce Name | Permitted Armies       |
|----------------|------------------------|
| Grog's Boyz    | Orks, Orks, Orks, Orks |
| Da Krushas     | Orks, Orks, Orks, Orks |
| Da Rippaz      | Orks, Orks, Orks, Orks |



# DAMOCLES GULF CRUSADE SPECIFIC UNITS

There are several units which may be taken by many of the armies during the Damocles Gulf Crusade. They are detailed on the following pages and are considered fully usable for this campaign weekend. However, they are not to be considered official in any way outside of the Damocles Gulf Crusade. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

|                  |       |                    |       |                         |       |
|------------------|-------|--------------------|-------|-------------------------|-------|
| Bubble Chukka    | Pg 11 | Lifta-Droppa       | Pg 15 | Ogryn Mob               | Pg 17 |
| Cyboar Boyz Mob  | Pg 11 | Madboyz Mob        | Pg 15 | Ork-Genestealer Hybrids | Pg 17 |
| Freebooterz      | Pg 13 | Mekboy Dragsta     | Pg 16 | Tarellian Dog Soldiers  | Pg 18 |
| Flakk Wagon      | Pg 13 | Pulsa Rokkit Salvo | Pg 16 | Tinboyz Mob             | Pg 18 |
| Khorne Stormboyz | Pg 14 |                    |       |                         |       |

## BUBBLE CHUKKA

75 POINTS

Utilising Mekboy force field tek-no-wots the Bubble Chukka creates a force field around its target and lets them float away. Eccentric Big-Meks (is there any other kind?) usually try and perfect one of these contraptions at least once in their lives. The number of Big Meks trapped in bubbles encountered by the Imperial Navy in deep space is a testament to how dangerous such a quest for perfection can be...

A Bubble Chukka may be taken as a Heavy Support choice for Ork armies.

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Mekboy | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  | 6+ |
| Grots  | 2  | 3  | 2 | 2 | 1 | 2 | 1 | 5  | -  |

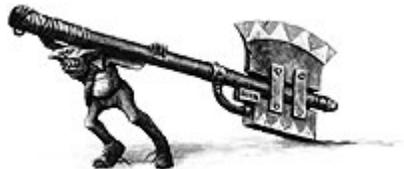
Unit Type: Artillery

Crew: A Mekboy and three grots.

**Bubble Chukka:** To fire the weapon, choose an enemy vehicle (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armour and it is within 36" range it is caught in a force field and immediately rise up, floating a few feet above the battlefield. If they are out of range the shot misses. While in the bubble the unit gains an invulnerable 2+ save from all attacks. The targeted unit may do nothing except try to break free by attacking the bubble. Being caught in the bubble blocks all exit points and embarked passengers may not disembark. Fire points may be used as normal. The bubble may be attacked in close combat or by firing and is treated as though it has an armour value of 11. Attacks hit automatically in combat with the bubble. The bubble may not be attacked by allies outside of the bubble for fear of hitting the unit inside.

Should the attack equal or beat the armour value of the bubble, the bubble pops and the unit is stunned until the start of the next turn. Each attack that fails is rebounded back and should be resolved as an automatic hit on the unit using the profile of the weapon used. In each player's movement phase the bubble moves (with the unit inside counting as moving) d6 inches in a random direction. On a roll of a 1 for the random movement the bubble pops automatically.

Anything in the bubble's path is simply squashed or batted out of the way. Treat it as a tank shock. Vehicles and terrain are unaffected and instead cause the bubble to automatically pop (stunning the captured unit as above). If the bubble floats off the table the unit inside is considered destroyed. If the unit inside kills itself through repeatedly failing to pop the bubble, the Mekboy lets the bubble collapse in on itself. The Chukka can fire once every turn and may have multiple bubbles in play.



## CYBOAR MOB

70 POINTS

Some Ork warbands such as those belonging to the Snake Bite clan have a rite of passage that every young Ork must undertake. If an Ork is particularly skilled at hunting during his trials then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick. As time goes by the Boar is upgraded by the warbands Pigdok and Mekboy to become a ferocious Cyboar. Then the real fun begins.

Cyboar Boyz Mobs may be taken as Fast Attack choices for Ork armies.

|             | WS | BS | S | T     | W | I | A | Ld | Sv |
|-------------|----|----|---|-------|---|---|---|----|----|
| Cyboar Boy  | 4  | 2  | 3 | 4 (5) | 1 | 2 | 2 | 7  | 4+ |
| Cyboar Boss | 4  | 2  | 4 | 4 (5) | 2 | 3 | 3 | 7  | 4+ |

Unit Type: Beasts

Number/Squad: 2 Cyboar Boyz and a Cyboar Boss.

Wargear: Cyboar, Slugga, stikk bombz, and a hunting spear.

Options: Up to 9 Cyboar Boyz may be added to the mob at +20 points per model.

**Character:** The Cyboar Boss may replace his hunting spear with a Power Klaw at +15 points or a big choppa for +5 points. The Cyboar Boss may take a Boss pole for +5 points.

Furious Charge (see Codex Orks)

Mob Rule (see Codex Orks)

**Cyboar:** A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants.

Because of the toughness of the Cyboar and its value as cover, the rider gets 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon granting the rider an additional close combat attack. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain are killed on 1-3, as the Cyboar has a tendency to butt rocks and trees.

**Hunting Spear:** The Cyboar boyz are armed with long spears tipped with an explosive at the tip. They automatically use the spear on the first turn they charge in the game. After use it is discarded. A hunting spear counts as a +1 Strength power weapon and the user strikes with an Initiative of 6. The Ork still gets the benefit of Furious charge with the Hunting Spear and so the total strength bonus is +2.

## FREEBOOTERZ

85 POINTS

The most common Freebooterz of all are the Mobz of Pirates or Banditz which roam from settlement to settlement in search of a good scrap and plenty of loot. They are led by an especially roguish Kaptin who affects a colourful and distinctive style of dress often featuring a large Kaptin's hat with the Jolly Ork symbol painted on it.

Freebooterz Pirate Mobs may be taken as Elites choices for Ork armies.

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Pirate | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  | 5+ |
| Kaptin | 4  | 2  | 4 | 4 | 2 | 3 | 3 | 7  | 5+ |

Unit Type: Infantry

Number/Squad: 4 Pirates and a Kaptin.

Wargear: Snazzgun, stikk bombz, pair of Kutlass (counts as two close combat weapons).

Options: Up to 10 Pirates may be added to the mob at +15 points per model.

Character: The Kaptin may replace one of his Kutlass with a Power Klaw at +25 points.

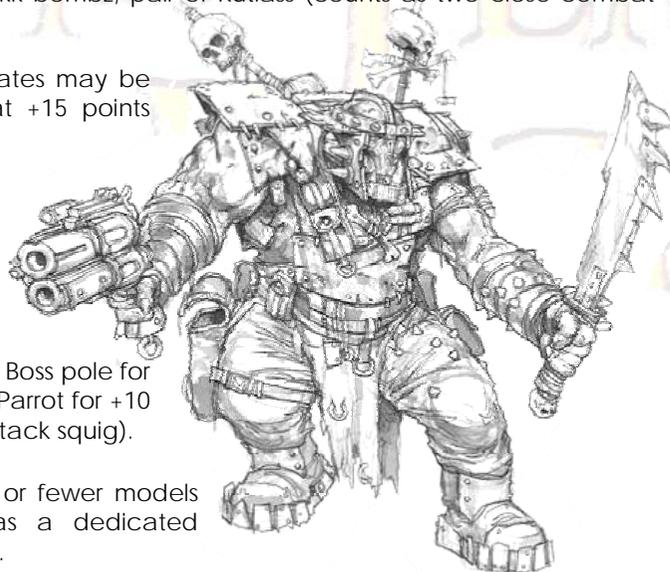
The Kaptin may take a Boss pole for +5 points and a Squig-Parrot for +10 points (counts as an attack squig).

Transport: Mobs of 12 or fewer models may take a Trukk as a dedicated transport for +35 points.

Untrustworthy Gitz: Freebooterz Mobs may not be joined by anyone!

Furious Charge (see Codex Orks)

Mob Rule (see Codex Orks)



## FLAKK WAGON

120 POINTS

The Flakk Wagon is a stripped down variant of the gun wagon characterized by its armoured hull and four large anti-aircraft guns which hurl a storm of shots into the air with little care for accuracy.

Orks use Flakk Wagons to teach their young and impetuous Wildboyz the benefits of Orkish Kultur and the joys of driving around at high speed while blowing lots of things up. The heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Flakk Wagon is crewed with up to three Wildboyz who jump around and try to grab the steering wheel from each other. The anti-aircraft Flakk Kannon on the flatbed is controlled by a hoary old veteran who fires the gun and stops the young Orks from doing anything too daft.

It was during the attack on Ke'lshan that Grog's armies realised the power of Flakk Kannon when the quad barrelled Deffguns were pointed at the Tau Fire warriors rather than the aircraft. The cloud of Flakk shredded the Tau and made a big mess. What was not to like?

A Flakk wagon is a Fast Attack choice for Ork armies.

|             | BS | Front | Side | Rear |
|-------------|----|-------|------|------|
| Flakk Wagon | 2  | 12    | 12   | 10   |

Type: Fast, Open Topped

Crew: Orks

Weapons: The Flakk Wagon is armed with a Flakk Kannon.

Flakk Kannon: Range: 56" Strength: 7 AP: 4 Heavy 2d6

The Flakk Kannon is mounted on an Anti-Aircraft platform and as such will hit enemy fliers using its normal BS rather than hitting on a 6. The Flakk Kannon counts as twin-linked.

Options: A Flakk Wagon may be given any of the following upgrades from Codex Orks: Armour plates, grot riggers, red paint job, reinforced ram, turbo boosta and wrecker ball.

## KHORNE STORMBOYZ

140 POINTS

Most Stormboyz eventually grow out of their obsession with flying about, dressing in uniforms, and other militaristic behaviour. However, a few individuals find it hard to give up the old ways, watching their mates drift away or die, while the new Stormboyz recruits often come to regard them as cranky old-timers. Some become Stormboy Nobz and continue to lead Stormboyz Mobz in combat, but others are drawn into one of the bands which worship the Blood God Khorne. Worship of the Chaos Powers is not tolerated amongst sane and sensible Orks, but the cult is rampant amongst Freebooter Stormboyz. The Blood God epitomizes the martial virtues which they hold dear, including a harsh disciplinary code, binding rules governing their conduct as honourable warriors and, of course, a life of almost continual blood-letting. Stormboyz of Khorne are good hand-to-hand fighters and easily find employment. A Khorne Stormboy who survives long enough may be rewarded with gifts or attributes of which they are very proud. Once committed to the Blood God the Orks know they can never return to normal Ork society. They are destined to fall on some far flung field, their blood and bleaching bones a sacrifice to Khorne.

Khorne Stormboyz Mobs may be taken as Fast Attack choices for Ork armies.

|                   | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------------|----|----|---|---|---|---|---|----|----|
| Khorne Stormboy   | 5  | 2  | 3 | 4 | 1 | 2 | 2 | 8  | 6+ |
| Aspiring Champion | 5  | 2  | 4 | 4 | 2 | 3 | 3 | 8  | 6+ |

**Unit Type:** Jump Infantry

**Number/Squad:** 7 Khorne Stormboyz and an Aspiring Champion.

**Wargear:** Sluggas, stikkbombz, rokkit pack and a choppa. The Champion has an Icon of Khorne.

**Options:** 8 Khorne Stormboyz may be added to the mob for a further +128 points. Up to 3 Stormboyz may replace their choppa and slugga with a big choppa at +5 points

**Character:** The Aspiring Champion may replace his choppa with a big choppa at +5 points or a power claw at +25 points.

### SPECIAL RULES

**Icon of Khorne:** Counts as a Bosspole except the Champion causes d3 wounds on the unit rather than just one.

**Untrustworthy Gitz:** Khorne Stormboyz Mobs may not be joined by anyone!

**Furious Charge (see Codex Orks)**



## LIFTA DROPPA

75 POINTS

Utilising extremely powerful gravity waves, the Lifta Droppa is a marvel of Orky-know-wots. Usually mounted on Mekboy Stompas and other warmachines, a few of them have found their way into field artillery used by the more tooth-conscious Warboss. Able to lift enemy vehicles many feet into the air and drop them on their allies, the Lifta Droppa is a guaranteed crowd pleaser.

A Lifta Droppa may be taken as a Heavy Support choice for Ork armies.

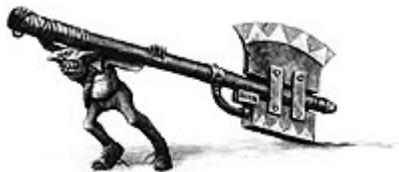
|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Mekboy | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  | 6+ |
| Grots  | 2  | 3  | 2 | 2 | 1 | 2 | 1 | 5  | -  |

Unit Type: Artillery

Crew: A Mekboy and three grots.

**Lifta Droppa:** To fire the weapon, choose an enemy vehicle (but not a flier or super heavy vehicle). Roll 3d6, provided the total score is equal to or greater than the target's front armour and it is within 36" range it is lifted into the air. If the vehicle is out of range or the roll is less than the vehicle's front armour value then the shot has missed. If the dice rolled are a triple the Lifta Droppa inverts the tractor beam and throws itself the distance rolled in a random direction described below. Like all artillery, the Lifta Droppa has an Armour value of 10.

Provided the Lifta Droppa has hit, roll a scatter dice. If a hit is rolled the vehicle is dropped on the spot and takes an automatic penetrating hit. If an arrow is rolled then the Lifta Droppa may move the vehicle up to 24" in the direction indicated before dropping it. If the vehicle is dropped on another vehicle then both suffer a penetrating hit and the dropped vehicle comes to rest facing in the direction indicated and to the side of the vehicle which it was dropped on. If the vehicle is dropped on a non-vehicle unit, the unit takes 2d6 wounds and the dropped vehicle suffers a glancing hit. Move the non-vehicle unit exactly as though it had been tank shocked. If the vehicle is dropped into impassable terrain it is destroyed. The vehicle may not be dropped off the table edge.



## MADBOYZ MOB

100 POINTS

Ork Kultur can sometimes cause self-respecting boyz to look at the orky-know-wots of the world and go a bit... well... mad. The Ork finds his mind full of distractions and contradictions. Wild ideas about the universe buzz round his brain. Curious bits of unconnected knowledge keep intruding upon his consciousness. These disturbed Orks are called Madboyz.

While some Madboyz are just plain crazy, others are inspired geniuses whose ideas are immensely valuable to the Orks (and quickly stolen by any Mek worth his teef). All Madboyz are unpredictable and somewhat anarchic, so they live together and on the battlefield they fight as a single mob. Other Orks have the utmost respect for Madboyz, whose crazed notions are seen as a sign of favour from Gork (or possibly Mork).

Madboy Mobs may be taken as Fast Attack choices for Ork armies. May only be joined by a Weirdboy.

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Madboy | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  | 6+ |

Unit Type: Infantry

Number/Squad: 10 Madboyz.

Wargear: Sluggas and a choppa (would you trust them with anything bigger?)

Options: Up to 20 Madboyz may be added to the mob at +10 points per model.

Furious Charge (see Codex Orks)

Fearless

**Madboyz:** At the beginning of each Ork turn, the Ork player rolls a dice for each mob of Madboyz and consults the table below. The result applies until the roll is made at the start of the next Ork turn. Weirdboys in the unit allow the result to be re-rolled. The Madboy abilities apply to Weirdboys in the unit:

- 1 *Stoopid!* The unit is entangled for the turn.
- 2 *Right Ladz!* The unit gains +1 Attack.
- 3 *Oooh, So Strong!* The unit gains +1 Strength.
- 4 *I Knows Fung Koo!* The Unit gains +1 WS
- 5 *Dats Nuffink!* The Unit gains Feel No Pain.
- 6 *Soopa Ork!* The unit gains all of the above bonuses (except entangled!)

## MEKBOY DRAGSTA

70 POINTS

Mekboyz build many kontrapshuns for their warbosses, but they always save the best and craziest ideas for their own kustom speshuls. Mekboy Dragstas (or speedstas) are one of those very special creations and are usually built by Meks in the Kult of Speed. With an engine usually found in a pulsa rokkit and a chassis extended and lowered for maximum speed, the dragsta is simply one of the fastest and most dangerous wheeled vehicles the Orks use. As no Ork vehicle is complete without some fiending device to smash their foes, dragstas usually have bizarre Mekboy contraptions built into them which blast away as the Mekboy races past the battle.

**A Mekboy Dragsta is a Fast Attack choice for Ork armies that include a Big Mek.**

|         | BS | Front | Side | Rear |
|---------|----|-------|------|------|
| Dragsta | 2  | 10    | 10   | 10   |

**Type:** Vehicle (Fast)

**Crew:** Ork Mekboy

**Weapons:** The Dragsta is protected by a Kustom Forcefield and has a hull mounted twin-linked Kustom Mega-Blastas. The Dragsta has a red paint job.

**Options:** A Mekboy Dragsta may be given any of the following upgrades:

|                |            |
|----------------|------------|
| Armour plates  | +10 points |
| Grot riggers   | +5 points  |
| Reinforced ram | +5 points  |

May replace the Kustom Mega-Blastas with a single hull mounted Mekboy Big Gun (does not include crew):

|                    |            |
|--------------------|------------|
| Bubble Chukka      | +55 points |
| Lifta Droppa       | +55 points |
| Pulsa Rokkit Salvo | +45 points |
| Shokk Attack Gun   | +40 points |

## OGRYN MOBS

75 POINTS

Orks sometimes encounter communities of Ogryns that have not yet been found by the Imperium. Naturally a Warboss is only too keen to recruit them into his warband. For their part the Ogryns find the Ork's company amusing and delight in the same destruction and noise as the Orks. As such they begin to consider themselves part of the warband and become driven by the same primal urges that propel the Ork Waagh.

**Ogryn Mobs may be taken as Elites choices for Ork armies. Ogryns take up two spaces in transports.**

|       | WS | BS | S | T | W | I | A | Ld | Sv |
|-------|----|----|---|---|---|---|---|----|----|
| Ogryn | 4  | 3  | 5 | 4 | 3 | 3 | 2 | 8  | 6+ |

**Unit Type:** Infantry

**Number/Squad:** 3 Ogryns.

**Wargear:** Dakkagunz and Stikkbombz.

**Options:** Up to 12 Ogryns may be added to the mob at +22 points per model.

**Furious Charge** (see Codex Orks)

**Mob Size** (see Codex Orks)



## ORK-GENESTEALER HYBRIDS

70 POINTS

The Orks don't really know where the Ork-Genestealer hybrids come from. All they know is that one day an Ork comes back to the camp from a bit of fighting and doesn't quite seem himself. As the days pass the Painboyz usually kill him trying to make him better. Several weeks later and the first of the Ork-Genestealer hybrids start to appear in the camp. These creatures retain the Orky-ness of their roots (which keeps them from getting squished) but sport multiple limbs and razor sharp claws. Ork Warbosses keep these strange creatures together in a mob and unleash them on the enemy, but have learned not to rely on them as in the middle of the battle they have been known to suddenly stop and cock their heads as though listening to some distant call. To be honest though, most Warbosses tend to keep clear of Ork-Genestealer hybrids because... well... they just creep them out!

Ork-Genestealer Hybrid Mobs may be taken as Elites choices for Ork armies.

|                        | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------------|----|----|---|---|---|---|---|----|----|
| Ork-Genestealer Hybrid | 5  | 1  | 4 | 4 | 1 | 5 | 3 | 10 | 5+ |

**Unit Type:** Infantry

**Number/Squad:** 5 Ork-Genestealer Hybrids.

**Wargear:** Lots of razor sharp rending claws (included in profile).

**Options:** Up to 10 Ork-Genestealer Hybrids may be added to the mob at +14 points per model.

**Furious Charge (see Codex Orks)**

**Mob Size (see Codex Orks)**

**Fleet**

**Rending:** The Ork- Genestealer attacks in combat are rending.

**Call of the Hive:** Each turn, before moving the Ork-Genestealer Mob, the Ork player rolls a d6. On a roll of a 1 the unit may do nothing that turn (except fight if engaged in combat). At the end of the turn it resumes normal behaviour.



## PULSA ROKKIT SALVO

65 POINTS

A Pulsa Rokkit is far more than a mere incendiary device. It contains a large and unstable force field generator that teeters on the brink of contradictory physics; should its force field be disrupted, it will collapse with unpredictable but usually devastating results. The Orks like to encourage such a potentially lethal disruption by wiring the force field into a missile and firing the whole contraption at the enemy.

The resultant impact drives the potent force field inside into a state of collapse, sending out great waves of suppressing force that can grind an enemy face first into the dirt. The Pulsa Rokkit Salvo is a smaller version of the massive Pulsar Rokkits that are launched from tall assault ramps. Instead these have more in common with the Imperial Whirlwind launcher, being a salvo of Ork-sized Rokkits held in a rack and designed to be fired over the course of a battle.

A Pulsa Rokkit Salvo Launcher may be taken as a Heavy Support choice for Ork armies.

|        | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|----|----|
| Mekboy | 4  | 2  | 3 | 4 | 1 | 2 | 2 | 7  | 6+ |
| Grots  | 2  | 3  | 2 | 2 | 1 | 2 | 1 | 5  | -  |

**Unit Type:** Artillery

**Crew:** A Mekboy and three grots.

**Pulsa Rokkit Salvo launcher:** To fire the weapon each turn, choose a target within 72" of the launcher. Place a marker at the point of impact. The Rokkit is treated as Ordnance that scatters 2D6". When it has landed, roll on the following table:

1 Dud – The Pulsa Rokkit casing shatters harmlessly on impact. It has no effect (other than making the Mek look stupid).

2-3 Fzrrcrack - The Pulsa Rokkit sends out a short sharp pulse of force, all units within 2D6" must take a Pinning test.

4-5 Thrrrummm - The ground itself trembles and shakes, all units with a model within 3D6" of the Pulsa Rokkit have their WS and BS reduced to 1 until the beginning of the next Ork turn and must take a Pinning test at -1 Ld.

6 Wohhhm - The Pulsa Rokkit thrum and shakes, sending out waves of suppressive energy. All units within 2D6" are entangled and take D6 S6 hits, Vehicles (including skimmers and fliers) instead take a glancing hit.

## TARELLIAN DOG SOLDIERS

70 POINTS

Tarellians are short aliens with broad shoulders whose canine-like face gives them the nickname dog-soldiers. A highly martial culture based on close knit teamwork, during the Great Crusade many of their worlds were virus bombed by the Imperium giving them a deep seated resentment towards mankind. For millennia they have fought a fragmented war against humanity selling their services to the enemies of the Imperium wherever they are found. Tarellians commonly use the weapons of their employers as their nomadic lifestyle makes carrying large amounts of specialised equipment impractical.

Tarellian Dog Soldiers are an Elites choice for Orks. They will not serve in any army that contains humans.

|             | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------|----|----|---|---|---|---|---|----|----|
| Dog Soldier | 4  | 4  | 3 | 3 | 1 | 4 | 1 | 7  | 5+ |
| Alpha       | 5  | 4  | 3 | 3 | 1 | 4 | 2 | 8  | 5+ |

**Unit Type:** Beasts

**Number/Pack:** 4 Dog Soldiers and an Alpha leader

**Wargear:** Shootas, close combat weapon, stick bombs and sluggas.

**Options:** Up to 15 Dog Soldiers may be added to the pack at +11 points per model.

The Alpha may replace his Shoota with a Burna at +10 points

The Alpha may replace his close combat weapon with a power klaw at +20 points.

**Preferred Enemy:** Humans Tarellians always hit humans (including Space Marines and Abhumans) as described in the Preferred Enemy rules in the Warhammer 40,000 rulebook.

**Fleet**

**Fearless**

## TINBOYZ MOB

135 POINTS

An Ork Big Mek really relishes the chance to get his hands on a captured Imperial robot. This is because Imperial robots are crammed with all kinds of complex gubbins which the Big Mek can use for any number of other projects. In fact it is of constant amazement to Mekboyz that humans waste so many interesting bits on just one robot. Once properly modified, or even built from scratch, an Ork robot is known as a Tinboy. It is traditional to make the Tinboy look like an exaggerated and awkward version of Space Marines, Eldar, Tau or some other enemy.

Each Big Mek in an Ork army may take a Tinboy mob as a Heavy Support choice.

|        | Pts | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|-----|----|----|---|---|---|---|---|----|----|
| Tinboy | 45  | 3  | 2  | 5 | 5 | 3 | 2 | 2 | 5  | 3+ |

**Number/Squad:** 3 Tinboyz.

**Equipment:** The Tinboyz are armed with a huge choppa and a big shoota.

**Options:** Up to 7 Tinboyz may be added to the mob at +50 points per model.

Any Tinboy may replace its big shoota with one of the following weapons: a skorcha at +5 points or a deffgun or rokkit launcha for +10 points. Any Tinboy may replace its huge choppa with a power klaw at +15 points.

**Fearless**

**Slow and Purposeful**

