

**EPIK UK PRESENTS**

**CODEX: ORKS**

**An unofficial codex for use with Games Workshop's  
Epic Armageddon rule set**

**Version: 011214**

## **INFORMATION**

### **MORE INFORMATION ABOUT THE ORKS**

For more information about the background of the Orks, please purchase the Warhammer 40,000 Orks Codex © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

### **THANK YOU**

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

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# **GHAZGKHULL MAG URUK THRAKKA'S WAR HORDE SPECIAL RULES**

## **MOB RULE**

Orks believe that as long as there are a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds.

To represent this, Ork formations with more than five units, not including Grotz or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier.

For the purposes of this rule, war engines count each point of starting damage capacity as a unit.

## **POWER OF THE WAAAGH!**

Orks are not noted for their organizational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanize an Ork warband, it's the thought of a good punchup!

Because of this, Ork formations that are attempting to take an engage or double action receive a +2 modifier to their action test roll.

Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions.

## **ORK WARLORD**

Every Ork army must include a supreme commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them.

If there are no Great Gargants in the army then the Warlord will join a Nob unit or a Gargant. If there are no Great Gargants, Gargants or Nobz units in the army then the Warlord may be added to any unit.

## **POWERFIELDS**

Some Ork vehicles and war engines are protected by banks of power fields. The number each vehicle or war engine has is noted on its datasheet.


Each powerfield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by powerfields, or allocate blast markers. Once all of the powerfields have been knocked down, the Ork vehicle or war engine may be damaged normally and you may make saving throws against any hits that are scored.

Hits from close combat ignore powerfields but units using their firefight values must first knock down any powerfields before they can damage the Ork vehicle or war engine.

# GHAZGKHULL MAG URUK THRAKA'S WAR HORDE UNITS


ORK WARLORD				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Massive Choppas	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

**Notes:** Character, Supreme Commander.




ORK ODDBOYZ				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Supa-Zzap Gun	60cm	MW3+	Titan Killer (D3)	
or Soopagun	60cm	2BP	Macro Weapon	

**Notes:** Character. An Ork Oddboyz character may be added to a Gunwagon, Gunfortress or Big Gunz unit and upgrades one Big Gun to a Supa-Zzap Gun or Soopagun with the characteristics shown. Alternatively an Ork Oddboyz character may be added to a Gunfortress or Battlefortress and add D3+1 powerfields.




ORK NOBZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Shootas	(15cm)	Small Arms	-	
2 x Big Shootas	30cm	AP6+/AT6+	-	
Big Choppas	(base contact)	Assault Weapons	Extra Attack (+1)	

**Notes:** Leader.




ORK BOYZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	4+	6+
Weapon	Range	Fire Power	Notes	
Shootas	(15cm)	Small Arms	-	
Big Shootas	30cm	AP6+/AT6+	-	
Choppas	(base contact)	Assault Weapons	-	

**Notes:**




GROTZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	-	6+	6+
Weapon	Range	Fire Power	Notes	
Shootas	(15cm)	Small Arms	-	

**Notes:** Formations that include at least one Ork unit don't receive blast markers for Grotz units that are killed, and don't count Grotz units that are lost in an assault when working out who has won the combat.




ORK STORMBOYZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	30cm	6+	4+	6+
Weapon	Range	Fire Power	Notes	
Shootas	(15cm)	Small Arms	-	
Choppas	(base contact)	Assault Weapons	-	

Notes: *Jump Packs, Scouts.*




ORK KOMMANDOS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	4+	6+
Weapon	Range	Fire Power	Notes	
Shootas	(15cm)	Small Arms	-	
Big Shootas	30cm	AP6+/AT6+	-	
Choppas	(base contact)	Assault Weapons	-	

Notes: *Infiltrators, Scouts.*




ORK BIG GUNZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	-	6+	5+
Weapon	Range	Fire Power	Notes	
Big Gun	45cm	AP5+/AT5+	-	

Notes:




ORK WARBIKES				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	4+	6+
Weapon	Range	Fire Power	Notes	
Twin Sawn-off Big Shootas	15cm	AP5+/AT5+	-	

Notes: *Mounted.*




ORK BUGGIES / WARTRAKS				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	-	

Notes:




ORK SKORCHA				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	5+	6+	4+
Weapon	Range	Fire Power	Notes	
Skorcha	15cm	AP4+	Ignore Cover	

Notes:




ORK DETH KOPTA				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Twin Big Shootas	30cm	AP5+/AT6+	-	

**Notes:** *Skimmer.*




ORK BATTLEWAGONZ				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+	-	

**Notes:** *Transport (may carry up to two of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gunz. May carry one Grotz in addition to any other units).*




ORK GUNWAGONZ				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Big Gun	45cm	AP5+/AT5+	-	

**Notes:** *Transport (may carry one of the following units: Boyz, Kommandos, Grotz, Nobz, Big Gunz).*




ORK FLAKWAGONZ				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	5+	5+
Weapon	Range	Fire Power	Notes	
Flak Gun	30cm	2 x AP6+/AT6+/AA6+	-	

**Notes:** *Transport (may carry one of the following units: Boyz, Kommandos, Grotz, Nobz, Big Gunz).*




ORK KILLA KAN				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	5+	5+	6+
Weapon	Range	Fire Power	Notes	
Big Shootas	30cm	AP6+/AT6+	-	
Kombat Klaws	(base contact)	Assault Weapons	Macro Weapon, Extra Attack (+1)	

**Notes:** *Walker.*



ORK DREADNOUGHT				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
2 x Big Shootas	30cm	AP6+/AT6+	-	
Kombat Klaws	(base contact)	Assault Weapons	Macro Weapons, Extra Attack (+1)	

**Notes:** *Walker.*



ORK STOMPA				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
2 - 3 × Big Gun	45cm	AP5+/AT5+	-	
0 - 1 Kombat 'Ammer <u>and</u>	30cm (base contact)	AP5+/AT6+ Assault Weapon	Macro Weapon, Extra Attack (+1)	

**Notes:** Reinforced Armour, Walker. May be armed with 3 Big Gun or 2 Big Gun and 1 Kombat 'Ammer.



ORK BATTLEFORTRESS				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
4 × Twin Big Shootas	30cm	AP5+/AT6+	-	
Big Gun	45cm	AP5+/AT5+	-	

Damage Capacity: 3  
 Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed.

**Notes:** Transport (may carry up to eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gunz. May carry up to four Grotz in addition to any other units). May only transport units from own formation.



ORK GUNFORTRESS				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	30cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
5 × Twin Big Shootas	30cm	AP5+/AT6+	-	
3 × Big Gun	45cm	AP5+/AT5+	-	

Damage Capacity: 3  
 Critical Hit Effect: The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed.

**Notes:** Transport (may carry up to four of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gunz. May carry up to four Grotz in addition to any other units). May only transport units from own formation.



ORK SUPA-STOMPA				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer (1)	
2-3 × Soopagun	60cm	2BP	Macro Weapon, Fixed Forward Arc	
0-1 Mega-choppa <u>and</u>	45cm (base contact)	AP5+/AT5+ Assault Weapon	Fixed Forward Arc Extra Attack (+1), Titan Killer (D3)	

Damage Capacity: 4  
 Powerfields: D3  
 Critical Hit Effect: The Supa-Stompa's head is blown clean off, killing the Kaptain. It suffers a -1 to hit modifier from now on. Any subsequent critical hits will cause an additional point of damage instead.

**Notes:** Fearless, Reinforced Armour, Walker. May be armed with 3 Soopagun or 2 Soopagun and 1 Mega-choppa.





ORK GARGANT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer (1)	
2-3 x Soopagun	60cm	2BP	Macro Weapon, Fixed Forward Arc	
0-1 Supa-Zzap Gun	60cm	MW3+	Titan Killer (D3), Fixed Forward Arc	
0-1 Mega-choppa <u>and</u>	45cm (base contact)	AP5+/AT5+ Assault Weapon	Fixed Forward Arc Extra Attack (+1), Titan Killer (D3)	

Damage Capacity: 8  
Powerfields: D3+3  
Critical Hit Effect: The Gargant catches fire. Roll a D6 for each fire on the Gargant in the end phase of each turn. On a roll of a 1 a second fire starts. On a roll of 5+ the fire is put out. Any fire not put out causes one point of damage.

**Notes:** Fearless, Reinforced Armour, Walker. May be armed with 3 Soopagun or 2 Soopagun and either 1 Supa-Zzap Gun or 1 Mega-choppa.



ORK GREAT GARGANT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
Gaze of Mork	30cm	MW4+	Titan Killer (1)	
2 x Big Gun	45cm	AP5+/AT5+	-	
Soopagun	60cm	2BP	Macro Weapon, Fixed Forward Arc	
1-2 Twin Soopaguns	60cm	3BP	Macro Weapon, Fixed Forward Arc	
0-1 Lifta-Droppa <u>and</u>	60cm (base contact)	MW3+ Assault Weapon	Titan Killer (D3), Fixed Forward Arc Extra Attack (+1), Titan Killer (D3)	

Damage Capacity: 12  
Powerfields: D6+6  
Critical Hit Effect: The Great Gargant catches fire. Roll a D6 for each fire on the Great Gargant in the end phase of each turn. On a roll of a 1 a second fire starts. On a roll of 5+ the fire is put out. Any fire not put out causes one point of damage.

**Notes:** Fearless, Reinforced Armour, Walker. May be armed with 2 Twin Soopaguns or 1 Twin Soopaguns and 1 Lifta-Droppa.



ORK FIGHTA-BOMMERS				
Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter Bomber	6+	n/a	n/a
Weapon	Range	Fire Power	Notes	
Heavy Shootas	15cm	AP5+/AA5+	-	
Tankbusta Rokkits	30cm	AT4+	-	

Notes:



ORK LANDA				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine, Aircraft	Bomber	5+	6+	4+
Weapon	Range	Fire Power	Notes	
Gun Turrets	15cm	D6+3 × AP5+/AA6+	-	
2 × Tankbusta Rokkits	30cm	AT4+	Fixed Forward Arc	

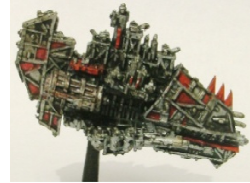
Damage Capacity: 3  
 Critical Hit Effect: The Landa crashes to the ground and is destroyed, killing all on board.

Notes: Planetfall, Reinforced Armour, Transport (may carry up to ten of the following units: Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies/Wartraks, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts take up two spaces each. May carry up to four Grotz in addition to any other units).



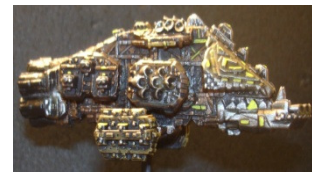
ORK KILL KROOZER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Orbital Bombardment	n/a	D6+1BP	Macro Weapon	

Notes:



ORK BATTLE KROOZER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Orbital Bombardment	n/a	D6+3BP	Macro Weapon	

Notes: Transport (may carry up to twelve Ork Landas plus the troops carried in them). Slow and Steady - may not be used on the first or second turn of a game unless the scenario specifically states otherwise.



## GHAZGKHULL MAG URUK THRAKA'S WAR HORDE ARMY LIST

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+.

GHAZGKHULL MAG URUK THRAKA'S WAR HORDE						
FORMATION	CORE UNITS	NORMAL	BIG	UGE	EXTRAS	
Warband	Two Nobz units, six Boyz units and two Grotz units	200	350	500	Any number of Boyz (each with optional Grotz), Stormboyz, Kommandos, Buggies/Wartraks, Warbikes, Skorchas, Big Gunz, Killa Kans	+25 each
					Any number of Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagonz, Gunwagonz	+35 each
					Up to two Nobz	+35 each
					Up to one Oddboyz	+50 each
					Any number of Stompas	+75 each
					Any number of Battlefortress	+115 each
					Any number of Gunfortress	+125 each
Blood Axe Horde	Any six units chosen from the following: Stormboyz, Kommandos	150	-	-	Any number of Stormboyz, Kommandos, Buggies/Wartraks, Warbikes, Skorchas	+25 each
					Any number of Deth Koptas	+35 each
Kult of Speed	Any eight chosen from the following: Buggies/Wartraks, Warbikes, Skorchas	200	350	500	Any number of Buggies/Wartraks, Warbikes, Skorchas	+25 each
					Any number of Deth Koptas, Flakwagonz, Gunwagonz	+35 each
					Up to one Oddboyz	+50 each
Blitz Brigade	Any four chosen from the following: Gunwagonz, Deth Koptas, Flakwagonz	150	250	350	Any number of Buggies/Wartraks, Warbikes, Skorchas	+25 each
					Any number of Deth Koptas, Flakwagonz, Gunwagonz	+35 each
					Up to one Oddboyz	+50 each
					Any number of Gunfortress	+125 each
Mekboy Stompamob	Three Stompas	225	-	-	Any number of Killa Kans	+25 each
					Any number of Dreadnoughts, Flakwagonz	+35 each
					Any number of Stompas	+75 each
					Up to one Supa-Stompa	+250
Mekboy Gunzmob	Five Big Gunz units	125	225	325	Any number of Big Gunz	+25 each
					Any number of Battlewagonz, Flakwagonz	+35 each
					Up to one Nobz	+35 each
					Up to one Oddboyz	+50 each
Fighta Sqwadron	Three Fighta-Bommers	150	-	-	Up to six Fighta-Bommers	+50 each
Landa	One Landa	200	-	-	-	-
Gargant	One Gargant	650	-	-	-	-
Great Gargant	One Great Gargant	850	-	-	-	-
0-1 Kroozer	One Kill Kroozer	100	-	-	May be upgraded to a Battle Kroozer	+50

### USING THE ARMY LIST

- Some Ork formations may be available as normal, big and uge formations for the costs indicated.
- A normal formation comes with the core units listed. A big formation comes with double the number of core units and an uge formation with triple the number of core units.
- Formations may include any of the units listed under extras. Limits to the number of units are doubled for big formations and tripled for uge formations. For example a big Blitz Brigade may include two Oddboyz and an uge Blitz Brigade may include three Oddboyz.
- A maximum of up to a third of the points available to the army may be spent on Gargants and Aircraft.

**BURNING DEATH  
SPEED FREAKS**

## **BURNING DEATH SPEED FREAKS SPECIAL RULES**

### **MOB RULE**

See page 3.

### **POWER OF THE WAAAGH!**

See page 3.

### **POWERFIELDS**

See page 3.

### **MEKBOY BAD ORK BIKER**

Every Speed Freaks army must include a supreme commander called a Mekboy Bad Ork Biker. The Mekboy Bad Ork Biker unit is free; you don't have to pay any points for it. The Mekboy Bad Ork Biker unit may be added to any formation in the army.

### **SPEED FREAKS**


Every unit in a Speed Freaks army must either have a speed of at least 30cm, or be transported in a unit with a speed of at least 30cm. Formations may not include units with a speed of less than 30cm unless they also have a transport vehicle to carry the unit.

## **BURNING DEATH SPEED FREAKS SPECIAL UNITS**

(For all other Burning Death Speed Freaks units, see pages 4 to 9)

<b>MEKBOY BAD ORK BIKER</b>				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	40cm	5+	4+	5+
Weapon	Range	Fire Power	Notes	
Sawn-off Kustom Blasta and Massive Choppas	15cm (15cm) (base contact)	MW5+ Small Arms Assault Weapon	- Macro Weapon, Extra Attack (+1) Macro Weapon, Extra Attack (+1)	


**Notes:** *Invulnerable Save, Mounted, Supreme Commander.*



<b>ORK MEKBOY SPEEDSTA</b>				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Kustom Kannon	45cm	MW4+	-	


Powerfields: D3

**Notes:**




<b>ORK BIKER NOBZ</b>				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Shootas 2 x Big Shootas Big Choppas	(15cm) 30cm (base contact)	Small Arms AP6+/AT6+ Assault Weapons	- - Extra Attack (+1)	

**Notes:** *Leader, Mounted.*




<b>ORK WARBIKE OUTRIDERS</b>				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	4+	6+
Weapon	Range	Fire Power	Notes	
Twin Sawn-off Big Shootas	15cm	AP5+/AT5+	-	

**Notes:** *Mounted, Scouts*



<b>ORK TRUKK</b>				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	5+	6+	-
Weapon	Range	Fire Power	Notes	
-	-	-	-	

**Notes:** *Transport (may carry one of the following units: Boyz, Grotz, Nobz, Big Gunz).*



## **BURNING DEATH SPEED FREAKS ARMY LIST**

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+.

<b>BURNING DEATH SPEED FREAKS</b>						
<b>FORMATION</b>	<b>CORE UNITS</b>	<b>NORMAL</b>	<b>BIG</b>	<b>UGE</b>	<b>EXTRAS</b>	
Speed Freaks Warband	One Nobz unit, three Boyz units and four Trukks plus Any four chosen from the following: Buggies/Wartraks, Warbikes, Skorchas	200	375	550	Any number of Boyz (each with free Trukk), Stormboyz, Buggies/Wartraks, Warbikes, Skorchas, Big Gunz Any number of Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz Up to one Nobz (with free Trukk) <u>or</u> one Biker Nobz Up to one Mekboy Speedsta	+25 each  +35 each  +35 each  +50 each
Warbike Outriders	Five Warbike Outriders units	150	250	350	-	-
Kult of Speed	Any eight chosen from the following: Buggies/Wartraks, Warbikes, Skorchas	200	350	500	Any number of Buggies/Wartraks, Warbikes, Skorchas Any number of Deth Koptas, Flakwagonz, Gunwagonz Up to one Mekboy Speedsta	+25 each  +35 each  +50 each
Blitz Brigade	Any four chosen from the following: Gunwagonz, Deth Koptas, Flakwagonz	150	250	350	Any number of Buggies/Wartraks, Warbikes, Skorchas Any number of Deth Koptas, Flakwagonz, Gunwagonz Up to one Nobz <u>or</u> one Biker Nobz Up to one Mekboy Speedsta Up to one Gunfortress	+25 each  +35 each  +35 each  +50 each  +125 each
Fortress Mob	Any two chosen from the following: Battlefortress, Gunfortress	275	475	-	Any number of Boyz Any number of Flakwagonz Up to one Nobz <u>or</u> one Biker Nobz Up to one Battlefortress Up to one Gunfortress	+25 each  +35 each  +35 each  +115 each  +125 each
Fighta Sqwadron	Three Fighta-Bommers	150	-	-	Up to six Fighta-Bommers	+50 each
Landa	One Landa	200	-	-	-	-
0-1 Kroozer	One Kill Kroozer	100	-	-	May be upgraded to a Battle Kroozer	+50

### **USING THE ARMY LIST**

- Some Ork formations may be available as normal, big and uge formations for the costs indicated.
- A normal formation comes with the core units listed. A big formation comes with double the number of core units and an uge formation with triple the number of core units.
- Formations may include any of the units listed under extras. Limits to the number of units are doubled for big formations and tripled for uge formations. For example a big Kult of Speed may include two Mekboy Speedsta and an uge Kult of Speed may include three Mekboy Speedsta.
- A maximum of up to a quarter of the points available to the army may be spent on Aircraft and Spacecraft.

**WARLORD  
SNAGGA SNAGGA'S  
FERAL ORK HORDE**



## **WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE SPECIAL RULES**

### **MOB RULE**

See page 3.

### **POWER OF THE WAAAGH!**

See page 3.

### **FERAL ORK WARLORD**

Every Feral Ork army must include a supreme commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it.


The Warlord character must be added to the formation in the army with the most units (war engines count as a number of units equal to their starting damage capacity).

# WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE SPECIAL UNITS

(For all other Warlord Snagga Snagga's Feral Ork Horde units, see pages 4 to 9)


ORK WYRDBOY				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Fist of Gork	45cm	MW5+/AA5+	Macro Weapon	

**Notes:** *Character.*




ORK WILDBOYZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	4+	-
Weapon	Range	Fire Power	Notes	
Choppas	(base contact)	Assault Weapons	-	

**Notes:**




ORK MADBOYZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	6+	4+	6+
Weapon	Range	Fire Power	Notes	
Choppas	(base contact)	Assault Weapons	-	
Shootas	(15cm)	Small Arms	-	

**Notes:** *Fearless.*




ORK BOARBOYZ				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	20cm	5+	4+	6+
Weapon	Range	Fire Power	Notes	
Choppas	(base contact)	Assault Weapons	-	
Shootas	(15cm)	Small Arms	-	

**Notes:** *Infiltrators, Mounted.*




ORK SQUIG CATAPULT				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	10cm	-	6+	5+
Weapon	Range	Fire Power	Notes	
Squig Catapult	45cm	1BP	Disrupt	

**Notes:**




ORK JUNKATRUUKS				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	25cm	5+	5+	6+
Weapon	Range	Fire Power	Notes	
Big Shootas	30cm	AP6+/AT6+	-	




**Notes:** Transport (may carry one of the following units: Boyz, Nobz, Wildboyz. May carry one Grotz in addition to any other units).

ORK SQUIGGOTH				
Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	20cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
2 x Twin Big Shootas	30cm	AP5+/AT6+	-	
Teeth & Horns	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+D3)	
Big Gun	45cm	AP5+/AT5+	-	



**Notes:** Reinforced Armour, Thick Rear Armour, Transport (may carry up to four of the following units: Boyz, Nobz, Wildboyz. May carry up to two Grotz in addition to any other units).


ORKEOSAURUS				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
4 x Twin Big Shootas	30cm	AP5+/AT6+	-	
Goring Tusks	(base contact)	Assault Weapon	Macro Weapon, Extra Attacks (+D3)	
<u>or</u>	(base contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D3)	
2 x Big Gun	45cm	AP5+/AT5+	-	



Damage Capacity: 6  
 Critical Hit Effect: A painful shot enrages the Orkeosaurus. It immediately rampages a full 3D6cm in a random direction (move as 'barge' see 3.3.1, ignore ZOC, all units count as part of target formation) and takes an additional point of damage. If this move takes it into impassable terrain then it stops immediately and is destroyed. If this move takes it into a War Engine then it stops immediately and takes an additional point of damage. Any units moved over or contacted take a macro weapon hit on a D6 roll of 4+.

**Notes:** Reinforced Armour, Thick Rear Armour, Transport (may carry up to twelve of the following units: Boyz, Nobz, Wildboyz. May carry up to six Grotz in addition to any other units).

ORK STEAM GARGANT				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
Fist of Gork	45cm	MW5+/AA5+	Macro Weapon	
0-2 Soopaguns	60cm	2BP	Macro Weapon	
0-2 Mega-choppa	(base contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D3)	



Damage Capacity: 4  
 Critical Hit Effect: The Steam Gargant's boiler explodes. The Steam Gargant is destroyed and any units within 2D6cm of the model suffer a hit.

**Notes:** Fearless, Reinforced Armour, Walker. May be armed with 2 Soopagun or 1 Soopagun and 1 Mega-choppa or 2 Mega-Choppa.

## WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+.

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE						
FORMATION	CORE UNITS	NORMAL	BIG	UGE	EXTRAS	
Warband	Two Nobz units, six Boyz units and two Grotz units	200	350	500	Any number of Boyz (each with optional Grotz), two Wildboyz, Boarboyz Up to three Squig Catapults Up to one Nobz Up to one Wyrdboy Any number of Squiggoths Up to one Orkeosaurus	+25 each  +25 each +35 each +50 each +50 each +175 each
Wildboyz	Two Nobz units and six Wildboyz units	125	225	325	Any number of Boarboyz, two Wildboyz Up to three Squig Catapults Up to one Nobz Up to one Wyrdboy Any number of Squiggoths Up to one Orkeosaurus	+25 each +25 each +35 each +50 each +50 each +175 each
Trappas	Six Wildboyz units (gain <i>Scouts</i> ability)	150	-	-	Up to one Nobz	+35
Boarboyz Horde	Five Boarboyz units	100	175	250	Any number of Boarboyz Up to one Wyrdboy	+25 each +50 each
0-1 Madboyz Horde	Six Madboyz units	100	-	-	Up to six Madboyz Up to three Wyrdboy	+15 each +50 each
Junka Brigade	Six Boyz units and six Junkatrukks	175	300	-	Any number of Boyz (each with free Junkatrukk) Up to one Nobz with Junkatrukk Up to one Wyrdboy	+25 each  +50 each +50 each
0-1 Steam Gargant	One Steam Gargant	200	350	500	-	-

### USING THE ARMY LIST

- Some Ork formations may be available as normal, big and uge formations for the costs indicated.
- A normal formation comes with the core units listed. A big formation comes with double the number of core units and an uge formation with triple the number of core units.
- Formations may include any of the units listed under extras. Limits to the number of units are doubled for big formations and tripled for uge formations. For example a big Warband may include two Orkeosaurus and an uge Warband may include three Orkeosaurus.

## EPIC UK ORKS

### WHAT, HOW AND WHY

So you've just finished reading through the new and updated EPIC UK Orks codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we updated each of the Ork army lists.

### THE ORK ARMY BOOK IS BORN

With the flexibility allowed by the Ghazgkhull Horde list, combined with the more specialised Speed Freak and Feral Ork lists it is already possible to cover most styles of Ork play, so with this in mind it was decided not to add new variant lists to the Orks Codex.

### GHAZGKHULL MAG URUK THRAKA'S WAR HORDE

So how do you modify and improve what is seen as the most balanced list in Epic. Quite simply you do your best not to.

**Kommandos** are not seen that much in UK tournament lists and it was suggested that a formation of these could be added to the list promoting their abilities. To achieve this, the **Stormboyz Horde** formation was modified to allow a choice between **Stormboyz** and **Kommandos** and renamed the **Blood Axe Horde**.

The **Gunfortress** and **Battlefortress** were also noted as not appearing in great numbers in tournament lists. The problem for fortresses was their poor armour save and vulnerability to macro and titan killer shots. Options explored were improving their armour save, adding reinforced armour and a points drop.

In the end a slight cost reduction was implemented of 10 points for each fortress. This was combined with the addition of a new **Oddboyz** character to the list; to allow the option of adding D3 powerfields to a **Battlefortress** or **Gunfortress**.

### BURNING DEATH SPEED FREAKS

The cost of a Big and Uge **Speed Freaks Warband** was increased to 375 points and 550 points respectively, as these have been shown to be very cost effective formations.

The **Warbike Outriders** have also seen an increase for the Big and Uge formations to 250 points and 350 points respectively as such large fast scout formations had been found to be very effective in the Speed Freak army.

The point reduction for the underpowered **Battlefortress** and **Gunfortress** was also implemented into the list which necessitated a reduction for the Big and Uge **Fortress Mob** to 475 points and 675 points. It was also decided to remove the limit on taking **Fortress Mobs**, as a big fast horde of ramshackle war engines was seen as a thematically interesting Speed Freak army.

## UPDATED BURNING DEATH SPEED FREAKS

The aircraft and spacecraft limit has been reduced from a third to a quarter of available points. This is a specific balance update. Certain army builds capitalising on very heavy air power combined with the large and mobile Speed Freak ground formations have been found overly powerful.

## WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE

Big fast **Junka Brigade** formations have been found to be very effective for their abilities in the context of the Feral Ork army and so Normal and Big formations have received an increase to 175 points and 300 points respectively. Also the option of the massively discounted Uge formation has been removed from the list. The **Nobz** upgrade option for the formation has also received an increase to 50 points.

**Boarboyz** have been slowed down to 20cm as their previous engage range of 50cm (a 25cm move combined infiltrate) was seen as too good. To offset this, the save for **Boarboyz** was increased to 5+.

It was possible to play some very nasty versions of the Feral Ork list by including masses of **Squig Catapults**, to prevent this, the **Squig Catapults** upgrade option was changed to a maximum of up to three per warband size.

Another unit that was slightly under priced was the **Orkeosaurus** which was raised in cost by 25 points. Finally the slightly underpowered **Wildboyz** formation has received a reduction in cost of 25 points.

## UPDATED ORKS CODEX

Always seen as one of the most balanced and flexible army lists, only a few minor changes have been made in the new updated codex.

In the main list the option of adding powerfields to fortresses in the form of an **Oddboyz** character has been modified slightly to make it a more appealing choice for the cost. An **Oddboyz** character will now add D3+1 powerfields.

The Ork spacecraft options have proven very poor choices with their random firepower and initiative 3+, so the **Kill Kroozer** has been reduced in cost to 100 points with the **Battle Kroozer** upgrade option also reduced to +50 points. This change also applies to the Speed Freaks list.

Also in the Speed Freaks list, although thematically and in terms of popularity the Fortress army has proven a success, the points break available for the Uge **Fortress Mob** was seen as too high and this option has been removed from the list.

Finally in the Feral Ork list, continuing a trend to adapt criticals, the **Orkeosaurus** critical has been changed to cause an additional point of damage.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team