

# FORGE WORLD UPDATE FOR THE ORK DREAD MOB ARMY LIST

The following is intended to update the Ork Dread Mob army list, found on page 126 of *Imperial Armour 8: Raid on Kastorel-Novem*, for use in games of sixth edition Warhammer 40,000. As with the original Ork Dread Mob army list, this update has been designed to be used in conjunction with *Codex: Orks*, and references several rules and items of wargear which can be found in that book. In some cases, entire entries from *Codex: Orks* are used as part of this army, and unless that entry has been substantially altered or added to, it has not been repeated here for the sake of brevity.

Forge World is currently preparing updated rules for all of the Imperial Armour books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to [forgeworld@gwplc.com](mailto:forgeworld@gwplc.com). You can also call '0115 900 4995' within the UK, '011 44 115 900 4995' from the US and Canada or '00 44 115 900 4995' from much of Europe.

Thanks  
The Forge World Team

### Using the Army List

The Ork Dread Mob army list should be used alongside the guidelines shown on page 108 of the *Warhammer 40,000* rulebook when selecting an army.

The Ork Dread Mob army list uses the standard Force Organisation chart. This chart is shown on page 109 of the *Warhammer 40,000* rulebook, and is used in conjunction with the rules shown on that page when selecting an Ork Dread Mob army.

### Special Rules

This army list uses a variety of special rules presented in *Codex: Orks*, please refer to that Codex for details on these.

### Warlord Traits

When generating Warlord Traits for a Big Mek chosen to lead an Ork Dread Mob army, you may either roll on one of the Warlord Trait tables found in the *Warhammer 40,000* rulebook, or take the Irrational Genius Trait described below.

**Irrational Genius (Warlord Trait):** All Ork Big Mekes are renowned for their insane inventions, some of which have been known to actually work with something approaching reliability. Whenever an Ork Big Mek takes to the battlefield, he will have some bizarre new creation ready to be tested.

An army that includes a Warlord with this ability must select one friendly vehicle chosen from the Ork Dread Mob army list after it has been deployed, and roll on the Irrational Genius table below, applying the rolled result to the vehicle. This effect may not be used on Super-heavy vehicles, or vehicles that form part of a squadron. Note the target vehicle MUST be selected before the roll is made.

#### Irrational Genius Table

##### D6 Effect

**1-2 Scrap-covered Monstrosity:** *Layers of apparently useless scrap cover the vehicle. Their intended function is a mystery, but they do help absorb damage inflicted on it.*

If this vehicle had the Fast type, it loses it. If it did not have the Fast type, it becomes Heavy. In addition, it gains +1 Hull Point.

**3-4 Supa Turbo-thrusta:** *One or more huge jet engines have been crudely bolted to the vehicle, allowing it move at astonishing bursts of speed.*

If the vehicle has the Heavy type it loses it, and if it did not have the Heavy type it gains the Jink special rule. On any turn in which the vehicle does not move Flat Out, it may choose to activate the Supa Turbo-thrusta in the Shooting phase. When the Supa Turbo-thrusta is activated, the controlling player must roll a D6.

##### D6 Result

**1** The vehicle is Immobilised (but does not suffer any loss of Hull Points) for the duration of its next turn – this will not cause a Flyer to crash.

**2-6** The vehicle immediately moves 2D6" directly forwards. If it contacts any enemy vehicles or units, it is considered to have either Rammed or Tank Shocked them as appropriate and ends its movement after resolving the attack.

During a Supa Turbo-thrusta move the vehicle is unaffected by difficult terrain, but takes Dangerous Terrain tests as normal. If the move ends in impassable terrain then backtrack along the direction of movement until the vehicle can be placed outside of impassable terrain. This option may be applied to non-Flyers.

**5-6 Armour Burnin' Dakka:** *The shells and power packs of the vehicle have been 'improved' with a variety of phosphic acid payloads and dangerous energy shunts that enhance their 'killyness' at the expense of operator safety. Most Orks fail to see any downside in this exchange.*

The controlling player may, in any turn or phase, choose to fire any of the weapons on this vehicle using the Armour Burnin' Dakka when they would normally be allowed to shoot with the vehicle – this choice is made before any dice are rolled for that shot. The chosen weapons gain the Rending and Gets Hot special rules.

# HQ

## MEK BOSS BUZZGOB ..... 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Buzzgob	5	2	5	5	3	4	3	9	4+

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Slugga
- Mek-arms
- Big choppa
- 'Eavy armour
- Bosspole
- Nitnuckle & Lunk

*Mek Boss Buzzgob may also be included in a Codex: Orks army as a HQ choice.*

### Special Rules

- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!
- Buzzgob's Kustom Stompa
- Warlord
- Da Dreadheadz

### Mek-arms

The Mek-arms grant Buzzgob an additional +D3 attacks in the first turn of any close combat (these attacks are resolved at Buzzgob's WS and use the same profile as a big choppa). The Mek-arms also count as a set of Mek's tools (see *Codex: Orks*, page 34).

### Nitnuckle & Lunk

Nitnuckle & Lunk count as two Grot Oilers (see *Codex: Orks*, page 34).

### Buzzgob's Kustom Stompa

In games of Warhammer 40,000: Apocalypse, or other large scale battles, Buzzgob may be exchanged for a Big Mek Stompa for +300 points (see *Warhammer 40,000: Apocalypse*, page 272). Buzzgob's Big Mek Stompa uses all of the rules for a Big Mek Stompa and may select any of the options available to one for the same points cost. When this option is selected, Buzzgob counts as a Lords of War choice and an army that includes him may not select another Lords of War choice.

In addition, Buzzgob is considered to be on board the Stompa and the controlling player may use Buzzgob's Mek's tools and Grot Oilers to attempt repairs on Buzzgob's Big Mek Stompa, and the Stompa retains the use of his Warlord trait. Should Buzzgob's Big Mek Stompa be destroyed then roll a D6. On a score of 5+ place Buzzgob, Nitnuckle & Lunk within 6" of the remains of the Stompa's wreck. Buzzgob then acts as normal but has only one Wound remaining (note that if either Nitnuckle or Lunk has already been 'used', as per the Grot Oiler rule, they remain 'used' and do not reappear with Buzzgob). If the Stompa is destroyed in a fashion that does not leave a wreck then Buzzgob may not be placed on the table and is considered destroyed.

### Da Dreadheadz

If Mek Boss Buzzgob is included in an Ork Dread Mob army he must be the army's Warlord, regardless of Leadership values.

### Warlord

If Mek Boss Buzzgob is your army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following unique trait:

- **Mek Master:** Any Deff Dreads or Mega-dreads within 6" of Mek Boss Buzzgob count as both scoring and denial units. If Buzzgob has been exchanged for Buzzgob's Kustom Stompa then this trait also affects Buzzgob's Kustom Stompa.

# HQ

## KUSTOM MEKA-DREAD ..... 180 POINTS

	Armour							I	A	HP
	WS	BS	S	Front	Side	Rear				
Meka-dread	4	2	10	13	13	11	2	3	3	

### Unit Composition

1 Kustom Meka-dread

### Unit Type

- Vehicle (Walker, Character)

### Wargear

- Fixin' claws
- Two rippa claws or kill saws
- Grot riggers

### Special Rules

- Ramshackle Monster
- Rage
- Warlord

### Options

- The Meka-dread must take one of the following options:
  - Mega charga .....+15 points
  - Rokkit-bom racks.....+35 points
  - Kustom force field .....+75 points
- The Meka-dread may exchange one of its rippa claws (reducing its Attacks by -1) with one of the following:
  - Big zzappa.....+15 points\*
  - Shunta .....+25 points\*
  - Rattler kannon.....+10 points\*

*\*See the Ork Weapons Compilation at the end of this update.*

### Ramshackle Monster

The Meka-dread has a 5+ invulnerable save.

	Range	Str	AP	Type
Rippa klaw	-	10	2	Melee, Sunder
Kill saw	-	10	2	Melee, Shred
Rokkit-bom packs	48"	5	4	Heavy D3, Barrage, Blast (3"), Out of Ammo
Shunta	24"	8	4	Heavy 1, Blast (3"), Sunder

**Out of Ammo:** After it has been fired, roll a D6. On a 1-2 the weapon is out of ammunition and may not fire again during this game.

**Sunder:** This weapon may re-roll any failed Armour Penetration rolls it makes.

### Mega Charga

This item may be used only once per game. Its use can be declared at the start of any Movement phase, after which the controlling player should roll a D6. On the roll of a 1, the Meka-dread is immobilised (no saves of any kind may be taken against this damage, but the vehicle does not lose any Hull Points because of it). On any other result the Meka-dread gains the Fleet special rule for the duration of the turn in which the mega charga was activated.

### Kustom Force Field

All models, friendly and enemy, within 6" of a Meka-dread equipped with a kustom force field gain a 5+ cover save against shooting attacks.

### Warlord

If no other HQ choices are included in an Ork Dread Mob army then a Kustom Meka-dread must be the army's Warlord. A Kustom Meka-dread that becomes the army's Warlord gains the following Warlord Trait:

- **Metal Monstas:** At the beginning of any of its own turns the Kustom Meka-dread may choose to join any friendly Deff Dread Mob, as long as it is within 4" of at least one model in the squadron. The Kustom Meka-dread then counts as part of that vehicle squadron, and is affected by all the rules for vehicle squadrons. It may choose to leave the squadron at the start of any of its own subsequent turns; this does not count as it being abandoned. Whilst the Kustom Meka-dread is part of a vehicle squadron, the entire squadron becomes a scoring and denial unit.

### Fixin' Claws

A Meka-dread equipped with fixin' claws counts as having a set of Mek's tools (and may attempt to fix itself, when not affected by either a Crew Stunned or Crew Shaken damage result, as well as other vehicles). In addition, the fixin' claws grant the Meka Dread the Rage special rule (already included in the Meka Dread's profile).

# HQ

## PAIN BOSS ..... 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Pain Boss	4	2	4	4	2	3	3	8	6+

### Unit Composition

- 1 Pain Boss

### Unit Type

- Infantry (Character)

### Wargear

- Slugga
- 'Urty syringe
- Dok's tools

### Special Rules

- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!
- The Dok is in!
- Warlord

### Options

- The Pain Boss may replace its slugga with one of the following:
  - Power klaw .....+25 points
  - Big choppa .....+5 points
- The Pain Boss may take any of the following:
  - Cybork body.....+10 points
  - 'Eavy armour .....+5 points
  - Bosspole.....+5 points
  - Attack Squig.....+15 points
- The Pain Boss may be accompanied by up to three:
  - Grot Orderlies.....+5 points each

### The Dok is in!

For each Pain Boss included in the army, the controlling player may select a single friendly Spanna Boyz unit selected from this army list. The selected unit may be upgraded to have Cybork bodies for +3 points per model.

### Warlord

If a Pain Boss is selected as your army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following unique trait:

- **Mad Doc:** An army that includes a Painboss as its Warlord may include a single unit of Cybork Slashas as a Troops choice.

## BIG MEK ..... 35 POINTS

(see *Codex: Orks*, page 97, and as follows)

### Warlord

An Ork Dread Mob Big Mek chosen as an army's Warlord may either select one of the three Warlord Trait tables on page 111 of the *Warhammer 40,000* rulebook, generating a single Trait from that table, or take the Irrational Genius Warlord Trait, presented at the start of this update.

A Big Mek included in an Ork Dread Mob army may not take a Warbike as an option, and does not gain the Da Big Mek special rule (which allows him to take one Deff Dread as a Troops choice).

**Dedicated Transport:** A Mek Boss may take a Junka as a Dedicated Transport vehicle.

# ELITES

## CYBORK SLASHA MOB..... 170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cybork Slasha	4	2	4	4	2	3	3	7	6+
Cybork Painboy	4	2	4	4	2	3	3	7	6+

### Unit Composition

- 4 Cybork Slashas
- 1 Cybork Painboy

### Unit Type

- Cybork Slashas: Infantry
- Cybork Painboys: Infantry (Character)

### Wargear (Cybork Slasha)

- Slugga
- Choppa
- Cybork body

### Wargear (Cybork Painboy)

- Dok's Tools
- 'Urty Syringe
- Cybork body

### Special Rules

- Furious Charge
- Mob Rule
- Waaagh!
- Dok's 'Speriments

### Options

- The mob may include:
  - Up to 5 additional Cybork Slashas .....+30 points each
- Any Cybork Slasha may replace his choppa with one of the following:
  - Big choppa ..... +5 points per model
  - Power klaw ..... +25 points per model
- Any Cybork Slasha may replace his slugga with one of the following:
  - Twin-linked shoota ..... +5 points per model
  - Shoota/rokket kombi-weapon ..... +10 points per model
  - Shoota/skorcha kombi-weapon ..... +10 points per model
- The entire mob may take any of the following upgrades:
  - Stikkbombz .....+1 point per model
  - 'Eavy armour ..... +5 points per model
- The Cybork Painboy may take the following upgrade:
  - Bosspole.....+5 points
- The Cybork Painboy may take:
  - Up to two Grot Orderlies .....+5 points each

### Dok's 'Speriments

At the start of the game, before deployment, the Ork Dread Mob player must roll on the table below for each of the Cybork Slasha mobs in his army:

#### D6 Effect

- 1-2 Turbo-killas:** The unit gains the Fleet, Move Through Cover and Hammer of Wrath special rules, but any time it Runs or Charges it must roll a D6 for each member of the mob. For each dice that results in a 1, the mob takes a single Wound (armour saves may be taken normally, these wounds do not cause Morale checks or count for Combat Resolution).
- 3-4 Tinboy Brutes:** The unit increases its Toughness by +1 and gains the Slow and Purposeful special rule.
- 5-6 Short Circuit:** The Ork player may select either the Turbo-killas or Tinboy Brutes option and apply it to the unit. However, at the start of each of the controlling player's turns (including the first), roll a D6 for this Cybork Slasha mob. On the roll of a 1 the unit may not move, fire or charge in that turn (if assaulted they fight normally).

# ELITES

## MEKBOY JUNKA ..... 65 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Mekboy Junka	2	11	11	10	3

### Unit Composition

- 1 Mekboy Junka

### Unit Type

- Vehicle (Tank, Open-topped, Transport)

### Wargear

- 3 big shootas
- Grot Riggers
- Turbo-charga

### Transport Capacity

- A Mekboy Junka has a Transport Capacity of 10 models.

### Access Points

- A Junka with 'Ard Case has three Access Points: two side doors and rear door

### Fire Points

- A Junka with 'Ard Case has two Fire Points.

### Options

- The Junka must take one of the following upgrades:
  - Reinforced ram ..... Free
  - Deff rolla ..... Free
  - Wreckin' ball ..... Free
  - Grabbin' klaw ..... Free
- The Junka may choose to take the following option:
  - 'Ard case ..... +15 points
  - 'Eavy plates ..... +20 points
- The Junka may exchange any of its big shootas for one of the following:
  - Skorcha ..... Free
  - Rokkit launcha ..... +5 points each
  - Twin-linked big shoota ..... +10 points each
  - Twin-linked rokkit launcha ..... +15 points each
  - Kustom mega-blasta ..... +15 points each
- The Junka may take any one of the following upgrades (if one is taken, its Transport Capacity drops to 6):
  - Supa-skorcha ..... +20 points \*
  - Big-zzappa ..... +30 points \*
  - 2 Grot bomms ..... +30 points
  - Junka force field generator ..... +75 points
  - Junka shokk attack gun ..... +100 points
  - Boomgun ..... +70 points

*\*See the Ork Weapons Compilation at the end of this update.*

### Turbo-charga

The turbo-charga may be activated at the start of any Movement phase, after which the controlling player should roll a D6. On the roll of a 1 the Junka is immobilised (no saves of any kind may be taken against this damage, but the Mekboy Junka suffers no loss of Hull Points). On any other result, the Junka gains the Fast type for the duration of the turn in which the turbo-charga was activated.

### 'Eavy plates

A vehicle with 'eavy plates increases its Front and Side Armour values by +1. For example, a Mekboy Junka with 'eavy plates would have a Front and Side Armour value of 12, its Rear Armour value would remain at 10.

### Junka Force Field Generator

Grants all models within 6" of the Junka's hull (including the Junka itself) a 5+ Cover save.

### Junka Shokk Attack Gun

A Junka shokk attack gun follows all the rules for a shokk attack gun (see *Codex: Orks*, page 35), except that on a 'Zoink' result the Junka is moved into contact with the target and, if it was vehicle, is considered to have Rammed it at full speed. If the target was not a vehicle, the Junka is considered to have Tank Shocked it.

*A Mekboy Junka may also be selected as an Elites choice in a Codex: Orks army.*

## BURNA BOYZ ..... 15 POINTS PER MODEL

(See *Codex: Orks*, page 98, and as follows)

**Dedicated Transport:** As long as the Burna Boyz Mob numbers 12 models or less, it may take a Scrap Truck as a Dedicated Transport.

# TROOPS

## 1+ SPANNA BOYZ MOB ..... 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Spanna Boy	4	2	3	4	1	2	2	7	6+
Mek	4	2	3	4	1	2	2	7	6+

### Unit Composition

- 10 Spanna Boyz

### Unit Type

- Spanna boyz: Infantry
- Mek: Infantry (Character)

### Wargear

- Slugga
- Choppa
- Mek's Tools (Mek only)

### Special Rules

- Furious Charge
- Mob Rule
- Waaagh!

### Dedicated Transport

- As long as the mob numbers 12 models or less, it may take a Scrap Trukk as a Dedicated Transport.

### Options

- The mob may include up to ten additional:
  - Spanna Boyz.....+6 points each
- The entire mob may replace their sluggas with:
  - Shootas ..... Free
- The entire mob may take:
  - Stikkbombz .....+1 point per model
- One Spanna Boy may be upgraded to a:
  - Mek .....+10 points
- The Mek may replace their slugga or shoota with one of the following:
  - Burna .....+10 points
  - Rokkit launcha.....+10 points
  - Big shoota .....+5 points
  - Kustom mega-blasta.....+15 points
- The mob may include a single:
  - Grot Oiler .....+5 points

## GRETCHIN SCAVENGER MOB ..... 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Grot Scav	2	3	2	2	1	2	1	5	-
Runtherd	4	2	3	4	1	2	2	7	-

### Unit Composition

- 10 Grot Scavs
- 1 Runtherd

### Unit Type

- Grot Scavs: Infantry
- Runtherds: Infantry (Character)

### Wargear (Grot Scavs)

- Grot blasta
- Firebombz

### Wargear (Runtherd)

- Grabba stikk
- Slugga
- Squig hound

### Special Rules

- Furious Charge (Runtherd only)
- It's a Grot's Life (Grot Scavs only)

### Options

- The mob may include up to twenty additional:
  - Grot Scavs .....+4 points each
- If the mob numbers 11 or more Grot Scavs, you must include an additional Runtherd. This requirement increases to an additional two Runtherds if the mob numbers 21 or more Grot Scavs:
  - Runtherd .....+10 points each
- Runtherds may replace their grabba sticks with:
  - Grot-prods..... +5 points per model

### Firebombz

A Gretchin Scavenger mob counts as being equipped with both assault grenades and defensive grenades. However, any time either of these types of grenades are used (either as part of a shooting attack, during an Assault or when affected by the Stealth special rule due to the use of defensive grenades), the Gretchin Scavenger Mob suffers D3 wounds, allocated randomly. These wounds do not cause Morale checks.



# TROOPS

**DEFF DREAD** ..... **75 POINTS PER MODEL**  
(See *Codex: Orks*, page 102, and as follows)

**Deff Dread Mobs:** An Ork Dread Mob army may include 1-3 Deff Dreads as a single Troops choice, these Deff Dreads are considered a vehicle squadron. Multiple Deff Dread Mobs may be included in the army, up to the usual limit of Troops choices available, but note that these units do not count as scoring units.

**Hull Points:** Deff Dreads have 3 Hull Points.

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## DEDICATED TRANSPORT

**SCRAP TRUKK** ..... **35 POINTS**

		Armour			
	BS	Front	Side	Rear	HP
Scrap Trukk	2	10	10	10	3

**Unit Composition**

- 1 Scrap Trukk

**Unit Type**

- Vehicle (Open-topped)

**Wargear**

- Big shoota
- Armour plates
- Grabbin' klaw

**Special Rules**

- Ramshackle

**Transport Capacity**

- A Scrap Trukk has a transport capacity of 12 models.

**Options**

- The Scrap Trukk may replace its big shoota with the following:
  - Rokkit launcha ..... +5 points
- The Scrap Trukk may take any of the following options:
  - Red paint job ..... +5 points
  - Grot riggers ..... +5 points
  - Stikkbomb chukka ..... +5 points
  - Boarding plank ..... +5 points
  - Wreckin' ball ..... +10 points
  - Reinforced ram ..... +5 points

# FAST ATTACK

**GROT TANK MOB ..... 90 POINTS**

	BS	Armour			HP
		Front	Side	Rear	
Grot Tank	3	10	10	10	2

**Unit Composition**

- 3 Grot Tanks

**Unit Type**

- Vehicle (Tank)

**Wargear**

- None

**Special Rules**

- Full Speed Ahead!
- Rolling Scrap Pile

**Options**

- The mob may include up to an additional three:
  - Grot Tanks .....+30 points each
- Each Grot Tank in the mob must take one of the following primary weapons:
  - Big shoota ..... +5 points per model
  - Skorcha ..... +5 points per model
  - Grotzooka ..... +10 points per model
  - Rokkit launcha..... +15 points per model
  - Kustom mega-blasta..... +20 points per model
- Any Grot Tank may also have the following upgrade:
  - Pintle-mounted shoota .....+5 points
- The entire mob may be upgraded with:
  - Red paint jobs ..... + 5 points per model
- One Grot Tank may be upgraded to have the following special rules:
  - Kommanda .....+15 points

**Full Speed Ahead!**

Grot Tanks move 2D6" per turn as opposed to the standard rules for vehicle movement, but may still fire all of their weapons without penalty. If a squadron of Grot Tanks opts to move Flat Out, it moves D6". Note that all Grot Tank movement ignores the effects of difficult terrain, but is affected by dangerous terrain as normal. When operating in squadrons, roll once for the movement of the entire squadron in each turn – not once for each Grot Tank in the squadron. If a double 1 is rolled for a squadron's movement, one Grot Tank (chosen by the Ork player) suffers a Penetrating hit.

**Rolling Scrap Pile**

Grot Tanks have a 5+ invulnerable save against all attacks, except those of weapons with the Ordnance, Destroyer or Armourbane special rules or types.

**Kommanda**

A Grot Tank with this special rule may mount a second weapon, chosen from the Grot Tank Primary Weapons choices and paid for at the listed cost. Whilst a model with this special rule is part of the Grot Tank Battle mob, it may re-roll the distance it moves (see the Full Speed Ahead special rule), but must accept the second result, even if it is worse. This re-roll can be used to negate any damage caused by rolling a double 1 for the squadron's movement, as long as the second roll is not also a double 1.

*A Grot Tank Battle Mob may also be included in a standard Codex: Orks army as an Elites choice as long as the army also includes at least one Big Mek.*

# FAST ATTACK

## GROT MEGA-TANK ..... 70 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Grot Mega-tank	3	12	11	10	3

### Unit Composition

- 1 Grot Mega-tank

### Unit Type

- Vehicle (Tank)

### Wargear

- Doza Blade
- Grot Riggers

### Special Rules

- All Aboard
- Full Speed Ahead!
- Rolling Scrap Pile

### Options

- Each Grot Mega-tank has two heavy turrets, which must each select one weapon from the following:
  - Twin-linked big shoota.....+10 points each
  - Twin-linked skorcha .....+10 points each
  - Twin-linked grotzooka .....+20 points each
  - Twin-linked rokket launcha .....+20 points each
  - Twin-linked kustom mega-blasta.....+30 points each
- Each Grot Mega-tank has three light turrets, which must each select one weapon from the following:
  - Big shoota .....+5 points each
  - Skorcha .....+5 points each
  - Grotzooka .....+10 points each
  - Rokket launcha.....+10 points each
  - Kustom mega-blasta.....+20 points each
- The Grot Mega-tank may also have:
  - Pintle-mounted shoota .....+5 points
- A Grot Mega-tank may have up to two:
  - Boom kannisters.....+10 points each
- The Grot Mega-tank may have any of the following:
  - Red paint job.....+5 points
  - Wreckin' ball .....+10 points

### All Aboard

At the start of the Shooting phase roll a D6. On the roll of a 1, none of the vehicle's weapons may fire this turn as a fight breaks out inside the tank. On a 2+, the Mega-tank may fire its weapons as normal, selecting a different target for each weapon if it wishes!

### Full Speed Ahead!

Grot Mega-tanks move 2D6" per turn as opposed to the standard rules for vehicles, but can always fire their weapons when they do so. Alternatively, they can opt to go Flat Out and roll 3D6" instead and fire no weapons.

### Rolling Scrap Pile

Grot Mega-tanks have a 5+ invulnerable save against all attacks, except those of weapons with the Ordnance or Destroyer types.

### Doza Blade

Grot Mega-tanks may re-roll failed Dangerous terrain tests and counts as having a reinforced ram.

### Boom Kannisters

Unlike other weapons, boom kannisters are fired in a straight line away from a point on the vehicle's side, and their target point for scatter is always their maximum listed range.

	Range	Str	AP	Type
Boom kannister	10"	4	5	Large Blast (5"), One Shot, Pinning

*A Grot Mega-tank may also be included in a standard Codex: Orks army as a Fast Attack choice as long as the army also includes at least one Grot Tank Battle Mob.*

# FAST ATTACK

## WARKOPTA SKWADRON ..... 65 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Warkopta	2	10	10	10	2

### Unit Composition

- 1 Warkopta

### Unit Type

- Vehicle (Fast, Open-topped, Skimmer Transport)

### Wargear

- 1 Twin-linked deffgun
- 1 Big shoota

### Transport Capacity

- A Warkopta has a Transport Capacity of 10 models. A Warkopta may not carry models equipped with mega armour.

### Options

- The Mob may include up to two additional Warkoptas, forming a vehicle squadron:
  - Warkopta ..... +65 points each
- Any Warkopta may replace its big shoota with one of the following:
  - Skorcha ..... Free
  - Rokkit launcha..... +10 points per model
  - Kustom mega-blasta..... +15 points per model
- Any Warkopta may replace its twin-linked deffgun with:
  - Twin-linked rattler kannon ..... +10 points per model
- Any Warkopta may take any of the following:
  - Red paint job ..... +5 points per model
  - Stikkbomb chukkas ..... +5 points per model
  - Up to two bigbommz ..... +15 points per model

A Warkopta Skwadron may also be included in a standard Codex: Orks army as a Fast Attack choice.

	Range	Str	AP	Type
Rattler kannon	24"	4	6	Heavy 2D6, Jam!

**Jam!:** 2D6 are rolled each time the rattler kannon is fired to determine the number of shots fired. If this roll results in a double 1, the weapon is treated as though it had been affected by a Weapon Destroyed result on the Vehicle Damage table, but suffers no loss of Hull Points. Note that a Mek may attempt to repair this damage as normal.

## DAKKAJET ..... 110 POINTS (see White Dwarf, issue 390, page 73)

## ATTAK FIGHTA..... 95 POINTS (see Imperial Armour: Aeronautica, page 42)

## DEFFKOPTAS ..... 35 POINTS PER MODEL (see Codex: Orks, page 101)

## KILLA KANS ..... 35 POINTS PER MODEL (see Codex: Orks, page 102, as follows)

**Killa Kans Attack Mobs:** Unlike Killa Kans units in *Codex: Orks*, Killa Kans units in a Dread Mob army may include up to 5 Killa Kans.

**Hull Points:** Killa Kans have 2 Hull Points.

# HEAVY SUPPORT

## LIFTA WAGON ..... 225 POINTS

	Bs	Armour			HP
		Front	Side	Rear	
Lifta Wagon	2	14	12	10	4

### Unit Composition

- 1 Lifta Wagon

### Unit Type

- Vehicle (Tank, Open-topped, Transport)

### Wargear

- Lifta-droppa

### Transport Capacity

- A Lifta Wagon has a Transport Capacity of 6 models.

### Options

- The Lifta Wagon may take any of the following upgrades:
  - Deff rolla\* .....+20 points
  - Red paint job.....+5 points
  - Grot riggers.....+5 points
  - Stikkbomb chukka.....+5 points
  - Armour plates .....+10 points
  - Boarding plank.....+5 points
  - Wreckin' ball .....+10 points
  - Grabbin' klaw.....+5 points
  - Reinforced ram\* .....+5 points

\*May not take both a deff rolla and a reinforced ram

- The Lifta Wagon may take up to two weapons chosen from the following:
  - Big shoota.....+5 points each
  - Rokkit launcha.....+10 points each

### JURY-RIGGED LIFTA-DROPPA

	Range	Str	AP	Type
Jury-rigged	48"	-	-	Jury-rigged Lifta-droppa

**Lifta-droppa:** To fire this weapon, select an enemy vehicle which began the game with no more than 4 Hull Points and roll To Hit. If the target is hit, roll a D6.

#### D6 Result

- 1** Roll on the Jury-rigged Lifta-droppa Mishaps table opposite.
- 2-5** The target vehicle is thrown D6" in a random direction (roll a Scatter dice, re-rolling any Hit results), stopping if it moves to within 1" away from any other model, and takes D3 Glancing hits as it is flung about by the Lifta-droppa beam.
- 6** The target vehicle is thrown 2D6" in a random direction (roll a Scatter dice, re-rolling any Hit results), stopping if it moves to within 1" away from any other model, and suffers an Explodes! result on the Vehicle Damage table.

### Lifta-droppa Mishaps table

#### D6 Effect

- 1** **Boom!:** The Lifta Wagon suffers an Explodes! result on the Vehicle Damage table.
- 2** **Aaagh, it's glowin'!:** The Lifta Wagon suffers a Penetrating hit, and all models within D6" of the vehicle's hull suffer a Strength 2 AP 3 hit.
- 3-4** **Fizzzz!:** The Lifta Wagon suffers a Glancing hit.
- 5** **Flyin'!:** Resolve the effects of a Lifta-droppa attack on the Lifta Wagon itself.
- 6** **Out'a control!:** The opposing player picks a new target for the Lifta-droppa's attack (selecting within range and line of sight as normal), and the attack is resolved again (treating a further roll of 1 as a failed shot).

# HEAVY SUPPORT

## BIG TRAKK..... 50 POINTS

BS	Armour			HP	
	Front	Side	Rear		
Big Trakk	2	12	11	10	3

### Unit Composition

- 1 Big Trakk

### Unit Type

- Vehicle (Tank, Open-topped, Transport)

### Wargear

- Two big shootas
- Armour plates

### Transport Capacity

- A Big Trakk has a Transport Capacity of 12 models.

*\*See the Ork Weapons Compilation at the end of this update.*

### Access Points

- A Big Trakk with 'Ard Case has 1 Access Point: a rear hatch.

### Fire Points

- A Big Trakk with 'Ard Case has 3 Fire Points: one to each side and one in the rear.

### Special Rules

- Rumbler

### Options

- The Big Trakk may exchange either or both of its big shootas for one of the following:
  - Skorcha ..... +5 points each
  - Rokkit launcha ..... +10 points each
- The Big Trakk may choose to reduce its Transport Capacity to 6 models and must then select one of the following options:
  - Kannon ..... +10 points
  - Lobba ..... +10 points
  - Zzap gun ..... +15 points
  - Supa-skorcha ..... +10 points\*
  - Big lobba ..... +20 points\*
  - Killkannon ..... +45 points
  - Big zzappa ..... +30 points\*
  - Flakka gunz ..... +40 points\*
- The Big Trakk may choose to reduce its Transport Capacity to 0, it may then take:
  - Supa-kannon ..... +70 points\*
- The Big Trakk can also have up to two additional pintle-mounted weapons, chosen from the following:
  - Big shootas ..... +5 points each
  - Skorchas ..... +10 points each
  - Rokkit launchas ..... +15 points each
- The Big Trakk may take any of the following upgrades:
  - Boarding plank ..... +5 points
  - 'Ard case ..... +10 points
  - Stikkbomb chukkas ..... +5 points
  - Red paint job ..... +5 points
  - Grot Riggers ..... +5 points
- The Big Trakk may take one of the following upgrades:
  - Reinforced ram ..... +10 points
  - Deff rolla ..... +10 points
  - Wreckin' ball ..... +10 points
  - Grabbin' klaw ..... +10 points
- The Big Trakk may also have up to two:
  - Grot sponsons ..... +5 points each

### Rumbler

A Big Trakk may re-roll failed Difficult and Dangerous Terrain tests as long as it is moving at combat speed.

	Range	Str	AP	Type
Grot sponsons	24"	4	5	Assault 2, Grot Gunner

**Grot Gunner:** A weapon with the Grot Gunner type always resolves its To Hit rolls at BS 3 regardless of the BS of the vehicle they are mounted on. In addition, they may always fire at a different target to any other weapon fired in the same turn and are not required to fire Snap Shots due to movement by the vehicle they are mounted on or due to Crew Shaken or Crew Stunned damage results.

# HEAVY SUPPORT

## MEGA-DREAD ..... 175 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Mega-dread	4	2	10	13	13	11	2	3	3

### Unit Composition

- 1 Mega-dread

### Unit Type

- Vehicle (Walker)

### Wargear

- Killkannon
- Rippla klaw or kill saw
- 2 big shootas
- Armour plates

### Special Rules

- Ramshackle Monster

### Options

- The Mega-dread may take any of the following upgrades:
  - One additional big shoota .....+10 points
  - Grot riggers.....+5 points
  - Mega-charga.....+15 points
- The Mega-dread may replace its killkannon with one of the following:
  - Supa-skorcha..... Free
  - Additional rippla klaw or kill saw (+1 Attack)..... Free
- The Mega-dread may replace its rippla klaw or kill saw with one of the following:
  - Supa-skorcha..... Free
  - Additional killkannon (-1 Attack) .....+35 points
- The Mega-dread may replace any of its big shootas with one of the following:
  - Skorchas..... Free
  - Rokkit launchas .....+5 points each
  - Kustom mega-blasta.....+10 points each

#### Ramshackle Monster

The Mega-dread has a 5+ invulnerable save.

#### Mega-charga

This item may be used only once per game. Its use can be declared at the start of any Movement phase, after which the controlling player should roll a D6. On the roll of a 1, the Mega-dread is immobilised (no saves of any kind may be taken against this damage, but the Mega-dread loses no Hull Points because of it). On any other result, the Mega-dread gains the Fleet special rule for the duration of the turn in which the mega-charga was activated.

## BURNA-BOMMER ..... 125 POINTS

(see White Dwarf, issue 390, page 73)

## BLITZA-BOMMER ..... 135 POINTS

(see White Dwarf, issue 390, page 73)

## LOOTED WAGON ..... 35 POINTS

(see Codex: Orks, page 103. Note that Looted Wagons have 3 Hull Points)

## LOOTAS ..... 75 POINTS

(see Codex: Orks, page 99, and as follows)

**Dedicated Transport:** As long as a Lootas unit numbers 12 models or less, it may take a Looted Wagon as a Dedicated Transport. Note that a Looted Wagon selected as a Dedicated Transport for a unit of Lootas may not select a boomgun as an upgrade.

# ORK WEAPONS COMPILATION

Weapon	Range	Str	AP	Type	Weapon	Range	Str	AP	Type
Slugga	12"	4	6	Pistol	Supa-skorcha	Template	6	3	Assault 1
Shoota	18"	4	6	Assault 2	Rokkit launcha	24"	8	3	Assault 1
Snazzgun	24"	5	D6	Assault 1	Lobba	48"	5	5	Heavy 1, Blast (3"), Barrage
Big shoota	36"	5	5	Assault 3	Big lobba	48"	6	4	Ordnance 1, Large Blast (5"), Barrage
Dakkagun	18"	5	5	Assault 3	Supa-lobba	48"	7	4	Ordnance 1, Massive Blast (7")
Deffgun	48"	7	4	Heavy D3	Kustom mega-blasta	24"	8	2	Assault 1, Gets Hot
Rattler kannon	24"	4	6	Heavy 2D6, Jam!	Big zzappa	48"	2D6	2	Heavy D3
Flakka gunz	48"	7	4	Assault 4, Skyfire, Interceptor	Shunta	24"	8	4	Heavy 1, Blast (3"), Sunder
Kannon (Frag)	36"	4	5	Heavy 1, Blast (3")	Lifta-droppa	48"	-	-	Lifta-droppa
(Shell)	36"	8	3	Heavy 1	Grot blasta	12"	3	-	Assault 1
Killkannon	24"	7	3	Ordnance 1, Large Blast (5")	Grotzooka	18"	6	5	Heavy 2, Blast (3")
Boom gun	36"	8	3	Ordnance 1, Large Blast (5")	Killsaw	-	10	2	Melee, Shred
Supa-kannon	60"	9	3	Primary Weapon 1, Large Blast (5")	Rippa klaw	-	10	2	Melee, Sunder
Burna	Template	4	5	Assault 1					
Skorcha	Template	5	4	Assault 1					

## ORKS LORDS OF WAR CHOICES

The following vehicles may be chosen as Lords of War if your primary detachment is from *Codex: Orks* or the Ork Dread Mob army list.

Kustom Battle Fortress	IA: Apoc
Kill Blasta	IA: Apoc
Kill Bursta	IA: Apoc
Kill Krusha Tank	IA: Apoc
Gargantuan Squiggoth	WH40K: Apoc
Stompa	WH40K: Esc
Big Mek Stompa	WH40K: Apoc



# HQ

## ZHADSNARK 'DA RIPPA' ..... 150 POINTS

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Zhadsnark	5	2	5	6	3	4	4	9	6+

### Unit Composition

- 1 (Unique)

### Unit Type

- Bike

### Wargear

- Twin-linked big shootas
- Da Rippa
- Slugga
- Stikkbombz

### Special Rules

- Independent Character
- Furious Charge
- Mob Rule
- Waaagh!
- Exhaust Cloud
- Da Beast
- Skilled Rider
- Warlord

### Speed Freak Warboss

*Note that Zhadsnark is not intended for use in an Ork Dread Mob army. Instead he should be used as a HQ choice in an army selected from Codex: Orks.*

### Da Rippa

Da Rippa is a kustom power klaw with the profile shown below:

	<b>Range</b>	<b>Str</b>	<b>AP</b>	<b>Type</b>
Da Rippa	-	x2	2	Melee, Specialist Weapon

### Da Beast

When Turbo Boosting, Zhadsnark may move up to 24" rather than the usual 12". In addition, at the beginning of any Turbo Boost move he may declare that he will Tank Shock. When making a Tank Shock move Zhadsnark is treated as though he was a vehicle with the Tank type and the Tank Shock is carried out normally, however he must move at least 12". If an enemy model declares a Death or Glory attack on Zhadsnark whilst he is Tank Shocking then it inflicts a single automatic hit with one weapon (either shooting or close combat). Resolve this hit normally. If Zhadsnark is wounded (whether or not he makes a save), he becomes locked in combat with the unit and is placed in base contact with the model that inflicted the wound, and the Tank Shock ends. If the hit fails to wound Zhadsnark then the model that attempted the Death or Glory attack is removed as a casualty (regardless of wounds or saves of any kind) and Zhadsnark continues to move.

### Exhaust Cloud

The cloud of exhaust fumes from Da Beast grant Zhadsnark the Jink special rule.

### Warlord

If Zhadsnark 'Da Rippa' is your army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following unique trait:

- **Biker Boss:** An army led by Zhadsnark may include Warbikers (if available in the army list) as Troops choices, but the army may not include any Deff Dreads, Killa Kans or Big Gunz. In addition, if Zhadsnark begins the game as part of a Warbikers unit then he gains the Scout special rule.

*Zhadsnark 'Da Rippa' may be included as part of an army selected from Codex: Orks as a HQ choice.*