

FERAL ORKS

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SPORED TO BE WILD

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet's inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.

All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a planet's surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery.

Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

SURVIVAL OF DA BIGGEST

At first these tribes are small in number and are of little threat to the planet's inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks' development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh! Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.

DA TRIBE

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became cultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.



FERAL ORKS SPECIAL RULES

Feral Orks are of a similar mindset to their more prominent cousins and use the same special rules. They may have mixed armour within units, use choppas, utilise the Ork Mob rule, use Grot mobs for cover and invoke the Power of the Waaagh!

WYRDBOYZ

Wyrdboyz are reluctant psykers who live in dread of their heads exploding. They draw their power from the Waaagh! energies subconsciously released by other Orks' excited minds as they go to battle. This energy can grow to such an intensity within the Wyrdboy's mind that he is unable to control it, resulting in his brain bursting from his skull in an almighty blast. For this reason they prefer to stay away from battles, but the Feral Orks need their talents to make up for their lack of heavy weaponry and tend to insist that the Wyrdboy turns up. Despite being an Independent Character, unaccompanied Wyrdboyz are treated as one-model units and must test for Last Man Standing at the start of each turn.

'Eadbang: When using his powers, the Wyrdboy will never suffer an attack by Daemons from the Warp but, if he rolls a 2 or 12, suffers a Strength D6 hit as the barely contained energies build up to cause an 'Eadbang.

WYRDBOY POWERS

The Wyrdboy may choose to use one of the following powers per turn.

Psychic Vomit: Unable to contain the Ork energies any longer the Wyrdboy vents it forth in a stream of green psychogenic energy. Place the flamer template with the narrow end touching the Wyrdboy. Each model even partially under the template suffers an automatic Strength 4 hit.

Gork'Il Get 'Em: The Wyrdboy's belief in Mork and Gork is so complete that it causes a manifestation of their power. This takes the form of a large green fist or foot descending from above. This counts as a shooting attack. The Ork Wyrdboy must be able to see his target, and rolls to hit as normal.

Range 72" Strength 8 AP - Assault 1, Blast

PIGDOKS

Where normal Ork societies have a smattering of Meks and Mad Doks these are not evident in Feral Ork society. Instead they have Ork specialists known as Pigdoks who specialise in the training, adaptation and healing of beasts. It has been argued that the Feral Orks' low technological base means that their survival is dependent on their effective use of the animals such as Boars and Squiggoths.

For battle, Pigdoks build special syringes with big red knobs which can be pressed to inject Cyboars with a high dosage of adrenaline stimulant. The effect is to make the beast more aggressive.

Before the game each Pigdok may attempt to dope one unit of Boarboyz, Squiggoths, Herdas or Madboyz. He succeeds on a roll of 6, modified if he is assisted by one or more Styboyz. If successful the unit affected gets +1 Strength for the duration of the game. A unit may only be doped once.

FERAL ORKS ARMOURY

In most cases characters are upgraded from ordinary troops. Where this is the case, the character keeps the basic weapons and wargear of the mob he's part of – for example, a Brute Nob has a Slugga and a Choppa. This doesn't prevent you from picking extra weapons for him from the Armoury, although the restrictions on the number of weapons that can be carried always apply.

Ork characters may have up to two single handed-weapons, or one single handed weapon and one two-handed weapon. You may also pick up to 40 points of extra wargear for each character from the Wargear lists (60 points for a Warboss). The full Wargear rules are on pages 34-37 of Codex Orks. You cannot take duplicate items for the same model, except for Grots and Squigs (up to a total of 3 – see Codex Orks page 7), and all wargear and weapons must be represented on the model.

SINGLE-HANDED WEAPONS

Choppa	1 pt
Powerclaw (Warboss only)	30 pts
Slugga	2 pts

WARGEAR

Ammo runt	5 pts
Attack Squig	5 pts
Big horns/iron gob (Warboss & Nobz only)	5 pts
Bosspole (Warboss & Nobz only)	3 pts
Boar	5 pts
Cyboar (Warboss and bodyguard only)	15 pts
'Eavy armour (not if mounted on Cyboar)	8 pts
Frag Stikkbombz	1 pt
Flash furs/Skull trophies/Toof Necklace	2 pts
Grot Styboy (Pigdoks only)	5 pts
Krak stikkbombz	2 pts
Shiny bitz	3 pts
Squighound (Slaverz only)	5 pts
Super Cyboar (Warboss only)	30 pts
Waaagh! banner (max. one per army)	20 pts
Warpaint	3 pts
Wyrdboy stikk (Weirdboyz only)	5 pts

TWO-HANDED WEAPONS

Bangstick (Only if mounted on Boar or Cyboar)	5 pts
Big shoota	12 pts
Burna	12 pts
Grabba stick (Slavers only)	5 pts
Shoota	2 pts
'Uge choppa	5 pts
Rokkit launcha	8 pts

FERAL ORK JUNKA UPGRADES

Any Feral Ork vehicles may be fitted with the following additional equipment. Any upgrades chosen must be shown on the vehicle model. No duplicate upgrades may be taken for the same vehicle.

Armour plates	5 pts
Big grabber	5 pts
Boarding plank	5 pts
Bolt-on big shoota	10 pts
Reinforced ram	5 pts
Stikkbomb chukka (if warband contains Pigdok)	3 pts
Wrecker ball	5 pts

FERAL ORKS WARGEAR

In addition to items described in Codex Orks, the Feral Orks have some unique items of their own, which function as follows.

Bangstikk: Bangstikks are long poles with explosives strapped to the end. Used exclusively while mounted on a boar, they are not the most precise of weapons as they are woefully unbalanced. The bangstikk is used just like a Krak grenade to attack vehicles and bunkers. However bangstikks double the D6 roll for penetrating armour, giving them an Armour Penetration of 6+(D6x2).

Boar: Rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook.

Cyboar: The rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook. 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 counts as being in 'heavy armour' and gets a 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.

Super Cyboar: A Warboss can instruct a particularly skilled Pigdok to upgrade his Cyboar into a monstrous combination of beast and machine. A Super Cyboar follows the same rules as a Cyboar, but it gives the Warboss a 3+ save

due to the massive amount of metal and armour plate. In addition, the Cyboar is fitted with what is commonly known as Da Big Red Knob. This is essentially an injector system which pumps stimulants into the Boar's system causing it to hurtle forward at an alarming rate. The Warboss will have the system linked up with all other Cyboars in his unit, so that when he presses the knob all the models in the unit advance with him. This allows the Cyboar riders to use the Fleet of Foot rules, advancing D6" instead of shooting during each Shooting phase.



Flash Furs, Skull Trophies, Toof Necklace: Huntas who have managed to stalk and kill particularly powerful or dangerous prey will wear its pelt, or take its skull as a badge of honour. These count as two models when calculating mob size for Mob Size tests only.

Grot Styboy: A Grot Styboy is adept at tending to Boars and Cyboars and can provide valuable assistance for a Pigdok. When a Pigdok attempts to dope a unit he may add 1 to his dice roll for each Styboy assisting him.

Shiny Bitz: Feral Orks are superstitious in the extreme and will sometimes get the idea that an otherwise useless object is really a powerful

talisman. An Ork with shiny bitz may re-roll one failed Armour save once in the game.

Warpaint: Feral Orks often daub themselves in dyes and paints that the Wyrdboy has prepared in the hope that some of his latent psychic powers are absorbed in the mix. A model protected by warpaint is not affected by psychic powers on a D6 roll of 6+. The power still works, but any character that makes his save will be unaffected.

Wyrdboy Stikk: Wyrdboyz frequently carry copper staves to give themselves some protection against Eadbangs. When a Wyrdboy with a Wyrdboy Stikk suffers an Eadbang he may re-roll the Strength of the attack.

HEADQUARTERS



A Feral Ork Warboss is the strongest and most cunning Ork of his tribe. He must constantly fight challengers to maintain his authority. When not fighting for his position, he leads his tribe on raids on other Feral Ork camps or any other communities in his vicinity. He will gather the best warriors of his tribe together into a warband, striking out on hit-and-run missions.

WARBOSS 60 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	60	5	2	5	4	3	4	4	9	6+

Options: A Warboss may be given any equipment allowed from the Feral Ork Armoury.

Bodyguard: The Warboss may be accompanied by a Bodyguard (see entry below). If he has a Bodyguard then the Warboss and his Bodyguard are treated as a single unit during battle. Note that the Bodyguard does not count as a separate HQ choice (it does not use up an HQ 'slot').

Independent Character: Unless accompanied by his Bodyguard (see below), the Warboss is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.



WARBOSS'S BODYGUARD

NOB 20 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Nob	20	4	2	4	4	2	3	3	7	6+

Number: The Warboss may be accompanied by between 5 and 10 Nobz.

Options: The Nobz may be given any equipment allowed from the Feral Ork Armoury.

PIGDOK 10 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Pigdok	10	3	3	3	4	1	2	1	7	6+

Number: If the Warboss is accompanied by a Bodyguard he may also be accompanied by up to two Pigdoks.

Options: Pigdoks may be given any equipment allowed from the Feral Ork Armoury.

If a Warboss's retinue contains a Pigdok then all models (including the Warboss) may be mounted. If there is no Pigdok then no model may be mounted. If the Warboss is mounted on a super cyboar, then all members of the retinue must be mounted on cyboars.

0-1 WYRDBOY..... 50 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdboy	50	3	3	3	4	2	3	1	8	6+

Options: A Wyrdboy may be given any equipment allowed for Wyrdboyz from the Feral Ork armoury.

Minderz: The Warboss may use Brutes to make sure the Wyrdboy does what's expected of him. If the army contains a Brute mob of 10 or more Brutes then 2-5 of them may be detached to form a unit with the Wyrdboy. These cannot include Brutes with upgraded weapons or Brute Nobz.

Independent Character: Unless accompanied by Minderz (see above) the Wyrdboy is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

Psychic Abilities: See Wyrdboyz and wyrdboyz powers in the Feral Orks Special Rules section.



Although all Orks are innately psychic, a rare few have the ability to channel this power.

Most of these Shamans, or Wyrdboyz as they are more commonly known, are bullied and used as just another potentially destructive weapon to carry into battle. In battle they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, channelling it into a powerful psychic burst.

ELITES

0-2 BRUTES 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Brute	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 20 Brutes.

Weapons: Slugga and choppa.

Options: Up to two models can have either a burna at +8 pts, or a rokkit launcha at +10 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.



Whilst the ability to shoot prey is essential to a Feral Ork tribe's survival, they still relish close combat. Some Feral

Orks are far larger than the others and spend the vast majority of their time maintaining order within the hierarchy of the tribe, usually by means of their sheer brute size. They allow the other smaller Orks the privilege of hunting for them, taking the pick of the prey that the Huntas bring back.

TRAPPAS 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Trappas	10	3	3	3	4	1	2	1	7	6+
Nob	+10	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Trappas.

Weapons: The models in the mob may be armed with either a shoota or a slugga and choppa (you may have a mixture of weapons in the mob).

Options: You may give your entire unit of Trappas flash furs at a cost of +2 pts each.

Character: For an additional cost of +8 pts one of the Trappas may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.



Feral Orks do not have the same resources as normal Orks and are dependent on a select few highly skilled Orks

to bring them food to eat and furs to wear. Many of these Orks band together into elite groups that call themselves Trappas. The Trappas have perfected the art of setting snares and digging staked pits in order to catch their prey, and are skilled at sneaking up to targets for the kill. These talents are also useful on the battlefield. Trappas often wear thick pelts of fur, skinned from particularly vicious animals they have caught as trophies.

SPECIAL RULES

Infiltrators: Trappas are Infiltrators and follow the special scenario rules for Infiltrators.

Slippery: Trappas sneak through cover easily, so they roll an extra D6 when rolling to see how far they can move through difficult terrain.

Set Traps: If the game is being fought using the Jungle Fighting rules, Trappas may set booby traps. Each unit of Trappas allows you to set three Booby Traps. These are bought at the cost below.

BOOBY TRAPS SPECIAL RULES

BOOBY TRAPS	Points	Str	AP
Bang Trap	20	7	3
Fire Bomb	20	4	5
Punji Pit	15	3	6

Set Up: Booby traps are set up using the special rules that can be found on page 21 of Codex: Catachans.

Ignore Cover Saves: All booby traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a booby trap must test for pinning.

Bang Trap: This is a large number of stikkbombz strapped crudely together and attached to a tripwire. The resultant explosion is a cataclysmic detonation of flying shrapnel that affects the model triggering the trap only.

Fire Bomb: Very similar in appearance to a bang trap, a fire bomb explodes in a shower of highly combustible liquid. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

Punji Pit: A simple, crude but effective trap; a small pit with sharp stakes placed at the bottom which is covered with various foliage. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

If you have a suitable terrain piece then this may be placed on the table to represent difficult terrain for the remainder of the game.





If a particularly skilled Pigdok lives within the tribe then he often spends his free time manufacturing bombs and explosives. Those Orks fortunate enough to possess a cache of stikkbombz group together in raids. Envied by most of the other Orks in the tribe these Stikk Bommas revel in the noisy destruction their deadly barrage can cause.

O-I STIKK BOMMAS..... 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	3	3	3	4	1	2	1	7	6+
Nob	+13	4	2	4	4	2	3	2	7	6+

Mob: The mob consists of between 5 and 20 Stikk Bommas.

Weapons: Slugga, close combat weapon, frag and krak stikkbombz.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.

TROOPS



In order to survive the harsh habitats in which Feral Orks live, many group together in large mobs. Not yet skilled in the arts of hunting and trapping, these gangs of Orks rely on strength in numbers to protect themselves from predators (including other Orks). They hunt in large mobs, depending on the sheer number of their guns to kill enough prey. Competition within the gangs is fierce as food and supplies are limited. Only the strongest will acquire the best weapons and gain the larger portions of the kills.

HUNTAS..... 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hunta	9	3	3	3	4	1	2	1	7	6+
Nob	+11	4	2	4	4	2	3	2	7	6+

Mob: The mob consists of between 10 and 30 Huntas.

Weapons: Shootas.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of 12 pts one Hunta may be upgraded to a Nob. A Nob may choose any equipment from the Feral Ork Armoury.



A Feral Ork raiding party will often come across a small community of Orks that have spored up away from the larger tribes. These Orks are usually armed with the most basic primitive weaponry such as clubs or spears. The Ork raiding party will bring these wild Orks back to their tribe and over a period of time will teach them da proper Orky way. Before they are truly accepted in the tribe they must prove their strength in a raid using only the weapons they were found with.

WILDBOYZ..... 8 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Wildboyz	8	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: A Wildboyz mob consists of between 10 and 30 Wildboyz

Weapons: Choppas and a hand weapon such as a club or dagger.

Character: The Wildboyz must always be accompanied by a Nob. The Nob may be given any equipment from the Feral Ork Armoury.



As with other Orks, Feral Orks are often accompanied into battle by groups of Gretchin.

GRETCHIN MOBS..... as in Codex Orks



Most Feral Orks have little concept of technology and occasionally their introduction to even the simplest mechanical devices will be too much for the Orks' small brains to handle. When this happens an Ork can become psychotic and lose what little rational thought processes he had in the first place. These Orks are known as Madboyz or Nuttas and are grouped together on the battlefield. Although unpredictable and erratic at times, they can prove extremely effective.

MADBOYZ..... 7 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Madboyz	7	3	3	4	4	1	2	2	7	6+
Pigdok	10	3	3	3	4	1	2	1	7	6+

Mob: The mob consists of between 5 and 20 Madboyz

Weapons: The Madboyz may be armed with either a shoota or a slugga and a choppa.

Character: The Madboyz may be accompanied into battle by a Pigdok. The Pigdok may be given any equipment allowed from the Feral Ork Armoury. See the Pigdok special rules.

Special Rules: Madboyz are fearless and ignore all morale and pinning tests. Other Orks keep their distance and will never mob up with them. At the start of each Ork turn roll a D6 for each unit not in an assault, on a roll of 1 the Madboyz are 'disturbed'. Roll on the table below.

MADBOYZ DISTURBED BEHAVIOUR TABLE

- The Madboyz fight amongst themselves because they realise the other Madboyz are 'lookin' at 'em funny'. Roll 1 attack per Madboy in the unit and inflict these hits on the unit. The Pigdok (if any) does not have to join in but can be hurt.
- 3 One of the clouds is a striking image of an Ork god but the unit is split as to whether it's Gork or Mork who has appeared before them and begin a frantic argument. Count as pinned.

- 4 The confused gibbering of one of the Madboyz spreads through the unit until they are convinced of their doom. The Madboyz fall back, automatically regrouping at the end of the move. If caught in crossfire, the unit is destroyed.
- 6 The unit is overcome with images of heroism and decide to show the other Orks the true meaning of being Orky. They may move an additional D6" straight towards the nearest enemy unit in the Movement phase.

FAST ATTACK

BOARBOYZ 12 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boarboy	12	3	3	3	4	1	2	1	7	6+
Nob	+22	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of 5 to 10 Boarboyz. Boarboyz count as cavalry.

Weapons: Slugga and choppa or shootas. (You may have a mixture of weapons within the mob.)

Options: The entire mob may be equipped with frag stikkbombz at a cost of 1 point per model and krak stikkbombz at a cost of 2 points per model. If a Pigdok is included in the army then any of the Boars may be upgraded to Cyboars at a cost of 5 points per model.

Character: For an additional +22 pts one Boarboy may be upgraded to a Boarboy Nob. He may pick any wargear from the Feral Ork Armoury.



If an Ork is a particularly adept Trappa 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.

HERDA 9 points plus 5 per Squig

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Herda	9	3	3	3	4	1	2	1	7	6+
Squighounds	5	3	0	3	3	1	2	1	2	6+

Mob: The mob consists of 1 Herda and between 10 and 20 Squighounds.

Weapons: Slugga and choppa. The Squighounds are armed with huge teeth.

Character: The Herda may be given any equipment from the Feral Ork Armoury.

Special Rules: If the Herda is killed, the pack disperses at the end of the phase – treat them as destroyed.



Some Trappas in the tribe prefer to train vicious Squigs to become their own personal hunting pets. They take these beasts, who are loyal only to their master's whip, on hunting expeditions to track down prey or the occasional runaway Grot.

JUNKAS 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Junkas	9	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Junka boyz

Weapons: The Junkas have either a shoota or a slugga and a choppa. The mob may contain a mix of differently armed Junkas.

Options: Up to one of the Junkas can have a big shoota at +12 points, a rokkit launcha at +10 points or a burna at +8 points.

Character: One of the Junkas may be upgraded to a Nob at an additional cost of +11 pts. The Nob may have any equipment allowed from the Feral Ork Armoury.

Transport: The mob must be mounted in a Junkatrukk at an additional cost of +30 pts. Junkatrukks may be fitted with any of the vehicle upgrades in the Feral Orks Armoury.



On rare occasions a lucky Feral Ork tribe may find damaged vehicles left by other forces. If their Pigdok is skilled enough they often manage to get the vehicle up and running using steam, pedal or even pure boar power. The Orks will then ride into battle clinging on to any spare space of their technological masterpiece in huge numbers.

JUNKATRUKK				
	Front Armour	Side Armour	Rear Armour	BS
Junkatrukk	10	10	10	3

Type: Fast, open-topped.

Weapons: The Junkatrukk may be armed with one of the following: big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Special Rule: The poor lack of maintenance means that these trukks are liable to mechanical failure on a regular basis. Before the vehicle moves roll a D6. On a roll of 1 something has snapped, blown up or seized and the crew must spend the remainder of the turn repairing the damage. The vehicle may not move this turn.





Space McQuirk's Feral Orks swarm into the ranks of the Eldar, a looming Squiggoth on the horizon.

HEAVY SUPPORT



Squiggoths are the largest of the Squig breed. They vary in size from hippo to dinosaur, but are uniformly heavily-built quadrupeds with huge, fang-filled maws. Squiggoths are hunted for food by Feral Orks but can also be tamed if trapped while they are young. In combat, tamed Squiggoths are used as beasts of burden, carrying big gunz into battle on their broad backs.

SQUIGGOTH See Below

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Small (less than 6")	40	2	3	6	5	3	1	3	7	5+
Medium (6" to 9")	50	2	3	7	5	4	1	3	7	5+
Large (9" to 12")	65	2	3	8	6	5	1	4	7	4+
Massive (over 12")	90	2	3	9	7	6	1	4	7	4+

Mob: Squiggoths operate independently. They come in a variety of sub-species which differ considerably but will often be dinosaur-like in appearance.

Options: A small or medium Squiggoth must carry a single big gun. A large Squiggoth must carry two big guns. A massive Squiggoth must carry three big guns.

A big gun can be a twin-linked rokket launcha or big shoota at +20 points, a lobba at +30 points or a kannon at +30 points.

In addition all Squiggoths may carry up to twice as many Orks with shootas as they have wounds at +5 points each. These Orks may not disembark from the Squiggoth - they are all treated in the same way as vehicle crew

SPECIAL RULES:

The points value and statistics for a Squiggoth are solely dependent on its size. As each Squiggoth can be vastly different to the next a simple process of measuring the Squiggoth model from head to tail is used to determine its characteristics. All Squiggoths are fearless and ignore all morale and pinning tests.

Firing Platform: Because all weapons are fired from specially built howdahs and turrets atop the Squiggoth then all weapons may be fired even if the Squiggoth moves.

Monstrous Creature: Due to its sheer size and brute strength, the Squiggoth is a monstrous creature. It rolls 2D6 for Armour Penetration and ignores opponents' Armour saves in close combat.



LOBBA BATTERY

As Big Gunz Battery in Codex: Orks. May only include lobbas. May not include a Mek. Slaver may only choose from the Feral Ork Armoury.

