

MACROMUNDA

ORKS

FREEBOOTERZ

HOUSE BOOK

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FACTION

ORKS

Numbers, muscle and a big shouty boss — cheap green bodies that close and krump, kept steady by Mob Rule and surging on the earned WAAAGH!; every Klan is the same body worn a different Kultur.

The Orks are a mob before they are a gang: a tide of cheap green bodies wrapped around a big, shouty boss and whatever walker the Meks have bolted together this week. They win by numbers, muscle and forward momentum — a Boy costs almost nothing, dies almost as cheaply, and the mob does not care, because there are always more. Ranged fire is a matter of volume rather than aim; the greenskins close the distance and krump whatever they find at the other end.

Two things hold the line together. Mob Rule keeps a crowd of Orks steady where a lone fighter would break — the green tide simply does not rout while its mates stand shoulder to shoulder. And the WAAAGH! builds as the fight is won, a battle-wide surge earned on melee kills that, once a battle, throws the whole mob forward faster, harder and harder to put down. Every Klan is this same body worn under a different Kultur: one greenskin roster, one WAAAGH!, one wargear pile, leaned a dozen different ways but never soft.

☠ FACTION SPECIAL RULES

✂ WAAAGH!

GANG RULE

The WAAAGH! is the battle-signature that makes a mob of greenskins an Ork gang: momentum earned in the fight rather than shopped for beforehand. The gang keeps a Waaagh! counter that starts each battle at zero and climbs by one every time a friendly fighter takes an enemy out of action in melee — the greenskins feed on the killing. The counter caps at 6, the governor that keeps the surge from running away with the game.

Once per battle, at the start of a round, the controlling player calls the Waaagh!, and the whole mob surges by however much has been built: a low counter grants +1" Move and lets fighters charge after Running; a middling one adds +1 Attack on the charge; a high one gives the mob Dead 'ard, a Feel No Pain 6+, for the round. Once it resolves the counter resets to zero and no fighter may benefit again for one round. It is earned, capped and comes with a comedown — never a bankable pool, only a tide that rises while the Orks are winning and breaks all at once.

✂ 'ARD CASE

SPECIAL RULE

'Ard Case is the greenskin habit of bolting so much scrap plate to a body that it stops caring about incoming fire. A fighter with 'Ard Case has its Toughness raised by 2 — a slab of welded 'eavy metal turning solid hits into dents. It is durability by sheer thickness rather than any finesse of armour, exactly the way an Ork prefers it: more plate, more Toughness, less bother. The 'ardest Boyz wear it like a boast, and dare the enemy to prove them wrong.

✂ BEASTLY RAGE

SPECIAL RULE

Beastly Rage is the hunting-fury that grips a Beast Snagga the moment it commits to a charge. Bred to run down things far larger than itself, this fighter closes with mounting ferocity, throwing itself into the enemy with a savagery the ordinary rank and file cannot match. The rage is what makes a Beast Snagga worth its scars — a durable body that hits hardest at exactly the moment it slams home. Klans that prize stubborn muscle lean on it hardest of all.

✂ DEAD 'ARD

SPECIAL RULE

Dead 'ard is the highest tier of the WAAAGH! surge — the moment a mob that has built enough momentum simply refuses to go down. When the Waaagh! is called with a full head of built-up counter, the whole gang gains Dead 'ard for that round: a Feel No Pain 6+ that turns killing blows into flesh wounds and lets the greenskins keep swinging through hits that should have finished them. It lasts only the round the surge is spent, and like the rest of the WAAAGH! it is earned in the fight, never granted for free. For that one round the mob is exactly what its name says.

✂ JAMMY

SPECIAL RULE

Jammy is the drawback stamped on every crude greenskin gun in the pool — Ork weapons are loud, powerful and thoroughly unreliable. When a weapon with the Jammy trait rolls an unmodified 1 on a Hit roll, it jams for the rest of that activation and cannot fire again until the fighter's next activation, when it clears on its own. No Ammo check is made and nothing is lost for good; the gun simply chokes, is thumped, and roars back to life next turn. It is the nature of dakka built more for volume than for care.

✂ MOB RULE

SPECIAL RULE

Mob Rule is the plain fact that an Ork in a crowd does not know how to be afraid. While this fighter stands near enough friendly Orks — shoulder to shoulder with its mates — it passes its Nerve tests automatically, the green tide holding where a lone greenskin would waver. The rule is inherent to every Ork body and needs no roll: a mob simply does not rout while it is still a mob. Thin the crowd and the steadiness thins with it, which is the one reliable way to make greenskins nervous — kill enough of them that the survivors finally notice.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Kustom Shoota	12"	24"	—	-1	3	—	1	4+	Rapid Fire (2)
☞ Shoota	12"	24"	—	-1	3	—	1	4+	Jammy Rapid Fire (1)
☞ Snipin Shoota	12"	24"	—	-1	3	-1	1	4+	Knockback Long (+6" range) Scarce Silent
☞ Grot Blasta	6"	12"	—	—	2	—	1	5+	Pistol
☞ Kaptins Brace	8"	12"	—	—	4	-1	1	4+	Jammy Pistol Twin (fires both — one extra Pistol shot)
☞ Kustom Mega Slugga	8"	12"	—	—	6	-1	1	4+	Jammy Pistol
☞ Shokk Slugga	8"	16"	—	—	4	-1	1	6+	Jammy Pistol Shokk
☞ Slugga	8"	12"	—	—	3	—	1	4+	Jammy Pistol
☞ Big Shoota	20"	40"	—	-1	4	-1	1	5+	Jammy Rapid Fire (2)
☞ Burna	T	—	—	—	3	—	1	5+	Blaze Template
☞ Da Akkelerator	20"	40"	—	-1	5	-1	1	5+	Jammy Rapid Fire (3) mounted relic

☠ Da Rippa	20"	40"	—	-1	6	-2	2	5+	Jammy	Kustom Dakka (+D3)	Rapid Fire (1)	
☠ Frankenblasta	12"	24"	—	-1	6	-2	2	6+	Jammy	Rapid Fire (1)	Salvaged	
☠ Hushed Shoota	12"	24"	—	-1	4	-1	1	5+	Rapid Fire (1)	Scarce	Silent	
☠ Kombi Plunderer	12"	24"	—	-1	5	-1	1	6+	Jammy	Kombi (also holds a one-shot Blast: fire a S6 AP-1 Blast once per battle)		
									Rapid Fire (1)	Special		
☠ Kombi Plunderer Blast	12"	24"	—	-1	6	-1	1	6+	Blast	Jammy	One-shot	
☠ Kommando Burna	T	—	—	—	3	—	1	5+	Scarce	Template		
☠ Kustom Blasta Kannon	12"	24"	—	-1	8	-3	2	6+	Jammy	Rapid Fire (1)		
☠ Kustom Mega Blasta	12"	24"	—	-1	8	-3	2	5+	Jammy			
☠ Looted Gun	20"	40"	—	-1	5	-1	1	5+	Jammy	salvaged		
☠ Rivet Kannon	20"	40"	—	-1	6	-1	1	5+	Jammy	Rapid Fire (2)	mounted	
☠ Shokk Rifle	18"	36"	—	-1	8	-3	D3	6+	Jammy	Shokk	anti-Brute/vehicle	
☠ Skorcha	T	—	—	—	5	—	1	5+	Blaze	Template	mounted	
☠ Snazzgun	20"	40"	—	-1	5	-1	2	5+	Jammy	Kustom Dakka (+D3)	Rapid Fire (1)	
☠ Spinnin Big Shoota	20"	40"	—	-1	4	-1	1	5+	Jammy	Rapid Fire (3)		
☠ Squig Launcha	18"	36"	—	-1	5	-1	D3	5+	Blast	Jammy	Rowdy	
☠ Squig Launcha Harpoon	12"	24"	—	-1	5	-1	1	5+	Beast-drag	Knockback	Scarce	
☠ Stikka Harpoon	6"	12"	—	-1	4	-1	1	4+	Knockback	Scarce		
☠ Supa Shoota	18"	36"	—	-1	5	-1	1	5+	Jammy	Rapid Fire (3)		
☠ Tellyport Mega Blasta	12"	24"	—	-1	8	-3	2	5+	Jammy			
☠ Twin Dakkagun	18"	36"	—	-1	4	—	1	4+	Jammy	Rapid Fire (2)		
☠ Da Lucky Zzappa	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	never permanently breaks	
☠ Deffgun	24"	48"	—	-1	5	-1	1	5+	Jammy	Rapid Fire (3)	Unwieldy	
☠ Killkannon	18"	36"	—	-1	7	-2	2	5+	Blast	Jammy		
☠ Kustom Mega Kannon	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy		
☠ Looted Kannon	24"	48"	—	-1	8	-2	3	6+	Blast	Jammy	mounted	
☠ Rokkit Launcha	24"	48"	—	-1	8	-2	2	6+	Blast	Jammy		
☠ Skorcha Missiles	20"	40"	—	-1	5	-1	1	5+	Blast	Blaze	Jammy	
☠ Smasha Gun	24"	48"	—	-1	9	-4	D3	6+	Jammy	Telekinetic		
☠ Wazbom Mega Kannon	24"	48"	—	-1	8	-3	D3	5+	Blast	Jammy		
☞ Big Choppa	E	—	—	—	+2	-1	2	—	Melee	Unwieldy		
☞ Bluddflaggs Choppa	E	—	—	—	+2	-2	2	—	+1 Attack on next activation after taking an enemy Out of Action (showin' off)			
									Melee	Power		
☞ Boss Cleaver	E	—	—	—	+3	-1	2	—	Melee	Power	Unwieldy	
☞ Buzzsaw Klaw	E	—	—	—	+3	-3	2	—	Melee	Power	Saw	Unwieldy
☞ Choppa	E	—	—	—	+0	—	1	—	Melee	Parry		
☞ Dakka Choppa	E	—	—	—	+2	-1	2	4+	Dakka-blade	Melee	Unwieldy	
☞ Deff Rolla	E	—	—	—	+4	-2	3	—	Impact	Melee	Unwieldy	

↘ Garrote	E	—	—	—	+0	-1	2	—	Backstab	Melee	Scarce	Silent
↘ Great White Squig	E	—	—	—	+2	-1	2	—	Ferocious	Melee	Pulverise	never stays down
↘ Killsaw	E	—	—	—	+2	-3	2	—	Melee	Power	Saw	
↘ Kustom Mega Drill	E	—	-1	—	+5	-4	3	—	Melee	Power	Unwieldy	anti-Brute/vehicle
↘ Plunderin Klaw	E	—	—	—	+3	-2	2	—	Melee	Parry (the cutlass guard)	Power	Unwieldy
↘ Power Klaw	E	—	—	—	+3	-2	2	—	Melee	Power	Unwieldy	
↘ Snagga Klaw	E	—	—	—	+1	-1	2	—	Melee	Pulverise		
↘ Squig Jaws	E	—	—	—	+1	-1	1	—	Melee	Pulverise	mount	
↘ Squiggoth Tusks	E	—	—	—	+2	-1	3	—	Knockback	Melee	beast	
↘ Uge Choppa	E	—	—	—	+3	-1	2	—	Melee	Two-handed	Unwieldy	
Boom Bombs	—	8"	—	-1	9	-3	D3	6+	Bomb	Scarce	anti-Brute/vehicle	
Burna Bombs	—	8"	—	-1	4	-1	1	5+	Blast (5")	Blaze	Bomb	
Burny Bottles	—	6"	—	-1	3	—	1	5+	Blast	Blaze		
Stikkbombs	—	6"	—	-1	3	—	1	4+	Blast	Knockback		
Tankbusta Bombs	—	6"	—	-1	6	-1	2	6+	Scarce	anti-Brute/vehicle		

✂ AMMO RUNT

CYBER-COMPANIONS

COST 20

RE-ROLL A FAILED AMMO CHECK

An Ammo Runt is a grot dragooned into carrying spare drums and belts — a nervous little loader trotting at a bigger Ork's heel. It lets its master re-roll a failed Ammo check, fishing out a fresh belt as the gun runs dry. The grot's reward for this service is being shouted at and, occasionally, surviving. For a mob that shoots by sheer volume, a runt that keeps the dakka flowing is a welcome shadow.

✂ ARD STUFF

CHEMS

COST 20

GAINS BERSERK WEAPONS GAIN RECKLESS MUST CHARGE NEAREST ENEMY

'Ard-Stuff is a jar of the crudest greenskin battle-chem, swigged to turn an already-belligerent Ork into a frothing missile. A fighter who takes it gains Berserk and its weapons gain Reckless, but it must then charge the nearest enemy — the drug leaves no room for a plan. It is aggression in a bottle with the safety catch filed off. A boss hands it out when he wants a Boy pointed at something and no longer thinking.

✂ ATTACK SQUIG

EXOTIC BEASTS

COST 60

EXOTIC BEAST BONDED TO A FIGHTER

An Attack Squig is a vicious, loyal beast bonded to a single fighter — all teeth, muscle and appetite, trotting into the fight at its master's side. It fights as an exotic beast alongside the Ork it has imprinted on, adding another set of jaws to the mob's charge. Squigs are unpredictable to everyone except, usually, their owner. A Boy with a good attack squig has a friend, a bodyguard and a spare meal, in whatever order the day demands.

✂ BIONIK BONCE

BIONICS

COST 50

6+ FIELD SAVE IGNORE THE FIRST HEAD LASTING-INJURY EACH BATTLE

A bionik bonce is a mek-welded iron skull-plate riveted over a greenskin's head, part armour and part conviction that a thicker skull thinks straighter. It grants a 6+ field save against anything that gets through, and the plate soaks the first blow to the head each battle, letting the bearer ignore the first Head lasting-injury he would otherwise carry off the field. The work is crude and the fit is worse, but an Ork wears the dents with pride. It is the upgrade a Boy asks for after the first time something rang his skull like a bell — and the Mek is only too happy to bolt more iron on.

✂ BOMB SQUIG

CYBER-COMPANIONS

COST 30

ONE-SHOT DEMOLITION BEAST CHARGES AN ENEMY AND DETONATES

A Bomb Squig is a one-shot demolition beast — a squig strapped with explosives and pointed at the enemy in the earnest hope it runs the right way. Released, it charges an enemy and detonates, a living grenade with legs and a grudge. It works once, spectacularly or not at all, depending entirely on the squig's temper. A greenskin who owns one grins every time he lets it go, which says most of what there is to say about Orks.

✂ BOSSPOLE

STATUS ITEMS

COST 25

NERVE/LEADERSHIP TOTEM MAX 1 STEADIES NEARBY ORKS

A Bosspole is a greenskin totem of authority — a pole of skulls, banners and stolen trophies that a boss plants to remind the mob who is in charge. It steadies the nerve of nearby Orks, the sight of it worth more to a wavering Boy than any words. A gang may field only one. It is leadership rendered as a big stick with unpleasant things nailed to it, which is exactly the form of leadership Orks respect.

✧ CYBORK BODY

BIONICS

COST 45

OFFSETS ONE LASTING INJURY

A Cybork Body is a set of crude bionik replacements — iron limbs, plated skull and whatever else a Painboy has bolted on where the flesh gave out. It offsets one Lasting Injury, letting a Boy who should have been retired keep marching. The work is brutal and the result is ugly, but a greenskin is oddly proud of every rivet. Among Orks, more metal is simply more Ork.

✧ DOKS TOOLS

PERSONAL EQUIPMENT

COST 30

PATCHES A FLESH WOUND

Dok's Tools are a Painboy's surgical kit — a horrifying bundle of saws, hooks and needles wielded with more enthusiasm than care. They let their user patch a Flesh Wound in the field, dragging a Boy back into fighting shape between blows. The patient rarely enjoys it and does not much get a say. For a mob that fields cheap bodies, a Dok who can keep the expensive ones upright earns his place quickly.

✧ EAVY ARMOUR

ARMOUR

COST 80

4+ SAVE

'Eavy armour is the 'Ardboyz' upgrade — thick slabs of proper welded plate that turn a Boy into a walking wall. It grants a solid 4+ save, a genuine step up from scrap, and marks its wearer as one of the tougher greenskins in the mob. Heavy and worn only by Orks who have earned the metal, it goes on the fighter who intends to stand at the very front of the fight. An 'Ardboy wears it like a boast, because among greenskins it is one.

✧ FUNGUS BEER

CHEMS

COST 25

REMOVES FLESH WOUNDS

ESCALATING RECKLESSNESS (-BS, +COOL)

Fungus Beer is the mob's rough brew — a fermented greenskin ale that removes Flesh Wounds and steadies the nerve as fast as it rots the judgement. It clears wounds and lifts Cool, but the recklessness escalates with every gulp, dragging the drinker's shooting down as his courage climbs. A mob that drinks deep before a fight is harder to frighten and far harder to aim. Common, cheap and thoroughly Orky, it is medicine and morale in the same bottle.

✂ GROT GRAPNEL

PERSONAL EQUIPMENT

COST 25

CRUDE VERTICAL/HORIZONTAL REPOSITION

The Grot-Grapnel is a grot on the end of a rope, fired from a crude launcher to scramble up and haul its master after — a repositioning tool of pure greenskin improvisation. It lets a fighter make a rough vertical or horizontal move it could not otherwise manage, up a wall or across a gap. Crude and undignified, it works often enough that a Boy keeps one handy. The grot's opinion of the arrangement is not recorded.

✂ GROT OILER

CYBER-COMPANIONS

COST 25

REPAIRS A JAMMED/BROKEN KUSTOM WEAPON

CLEAR JAMMY / A DAMAGED GUN

A Grot Oiler is a grease-stained little mechanic-grot that scurries after a fighter with a can and a spanner. When a kustom weapon jams or breaks, the oiler patches it — clearing a Jammy choke or a damaged gun and coaxing it back into service. It is a Mek's habit rubbed off onto a grot, and it keeps the mob's more temperamental dakka firing. The oiler is filthy, put-upon and quietly indispensable.

✂ GROT RIGGERS

CYBER-COMPANIONS

COST 30

ONCE/ROUND REPAIR A FLESH WOUND ON THE BEARER

CLEAR A JAMMY GUN ON A FRIENDLY ORK WITHIN 1"

Grot-riggers are a welded gaggle of repair-grots chained to a fighter's back, each waving a spanner or a syringe on a crude tool-arm. Once per round they patch their master — clearing a Flesh Wound off the bearer, or scrambling across to unjam a Jammy gun on a friendly Ork within reach. It is a Mek's Grot Oiler idea taken further, more grots doing more jobs at once, though the grots have opinions about being bolted to a moving target. Filthy, chattering and quietly indispensable, they keep a bruiser upright and his dakka firing a little longer than he has any right to expect.

✂ KUSTOM BOOSTA

PERSONAL EQUIPMENT

COST 25

+2" MOVE ON AN UNMODIFIED 1 TO A MOVE IT BACKFIRES (BEARER IS PINNED)

A kustom boosta is a mek-welded turbo-exhaust — a Deffkopta rotor-jet or a buggy's roaring pipe strapped to a fighter's back so he goes faster than his legs should allow. It grants +2" Move, a genuine Speed Freek's edge over the humble Red Paint Job, and a Boy who fits one arrives loud and early. The tuning is Orky, which is to say lethal: on an unmodified 1 to a Move the boosta backfires, coughing flame and leaving the bearer Pinned where he stumbled. It is the choice of a greenskin who has decided that fast is always better and that stopping is the enemy's problem. Mostly it works.

✂ KUSTOM FORCE FIELD

FIELD ARMOUR

COST inherent

5+ FIELD SAVE TO FRIENDLY ORKS WITHIN 3"

The Kustom Force Field is a Mek's proudest gubbin — a crackling, unreliable projector that throws a shimmering field over the Orks around him. It grants a 5+ field save to friendly Orks within 3", a bubble of protection no personal armour can match, sheltering a whole knot of the mob at once. It flickers and sputters like everything a Mek builds, but when it holds it turns a cluster of Boyz into a genuinely hard target. A Mek at the heart of the mob is worth shielding for it.

✂ KUSTOM MEGA SIGHT

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL THE HIT

A Kustom Mega-sight is a Mek's targeting gubbin bolted to a gun — a jumble of lenses and wires that, against all odds, actually helps an Ork aim. After a fighter takes an Aim action, it lets the shooter re-roll the Hit, coaxing a little precision out of a species that despises the concept. It suits the rare greenskin who would rather hit than simply spray. A Mek fits one and quietly takes the credit whenever it works.

✧ MEGA ARMOUR

ARMOUR

COST inherent

2+ SAVE

Mega-armour is the heaviest plate an Ork can wear and still move — a hulking powered suit that grants an inherent 2+ save. It is not bought and bolted on but worn only by the Meganob, whose statline already carries its protection: the suit is the body. It trades speed for near-invulnerability, lumbering forward through fire that would drop lesser greenskins. Where mega-armour goes it arrives slowly and cannot easily be stopped.

✧ MORE DAKKA MOD

ACCESSORY

COST 20

THE GUN FIRES ONE EXTRA SHOT ON AN UNMODIFIED 1 IT JAMS

A More Dakka mod is exactly what its name promises — a Mek's tinkering that makes a gun fire one extra shot, because more is always better. It adds a shot to the weapon's output at the cost of reliability: on an unmodified 1, the over-stressed gun Jams. It is the greenskin creed of volume bolted onto an existing weapon. A Boy who fits one has decided that whatever he owns simply does not make enough noise yet.

✧ RED PAINT JOB

PERSONAL EQUIPMENT

COST 15

+1" MOVE

A Red Paint Job is the most sacred conviction in the greenskin world made literal — a coat of red paint that makes a thing go faster. It grants +1" Move, and no Ork will hear a word against the reasoning. Cheap, common and universally believed in, it is daubed on bikes, walkers and the occasional over-eager Boy. That it works at all is one of the galaxy's small mysteries; that Orks are certain it works is not.

✧ ROKKIT PACK

PERSONAL EQUIPMENT

COST 40

ONCE/ROUND JUMP MOVE MISFIRE ON AN UNMODIFIED 1

The Rokkit Pack is a Stormboy's strapped-on bundle of rokkits — a crude jump-pack that hurls its wearer across the field in a roaring, barely-controlled leap. Once per round it grants a jump move, letting a Boy clear terrain and drop into the enemy's midst. It misfires on an unmodified 1, apt to fizzle, stall or fling the Stormboy somewhere unintended. A greenskin straps one on precisely because the risk is half the appeal.

✂ SCRAP ARMOUR

ARMOUR

COST 10

6+ SAVE

Scrap armour is the greenskin's first and crudest protection — a jumble of welded plates, hubcaps and stolen metal strapped over a Boy. It grants a 6+ save, which is to say it stops the occasional stray shot and nothing dependable, but on a body already tough it is enough to matter across a whole mob. Cheap and common, it is what a Boy wears until he has krumped his way up to something heavier.

✂ STIKKBOMB CHUKKA

ACCESSORY

COST 30

THROW A GRENADE WEAPON AT +6" RANGE RE-ROLL THE SCATTER

A stikkbomb chukka is a welded spring-arm catapult bolted over a fighter's shoulder, built to fling a grenade further and straighter than a green arm can throw. It adds +6" to the range of any Grenade weapon the bearer lobs and lets him re-roll the scatter, turning a wild underarm toss into something almost aimed. The mechanism is a Grot-Grapple winch repurposed for throwing instead of climbing, which is to say it was never meant for this and works anyway. A Boy who fits one can seed stikkbombs across a battlefield the rest of the mob cannot reach. It is crude artillery for a fighter who likes his explosions delivered from a polite distance.

✂ STIMM SQUIG

CHEMS

COST 25

+1 STR / +2" MOVE UNTIL END OF ROUND CRASH RISK

A Stimm-squig is a small, angry beast that bites its bearer full of raw stimms on command — a living dose of greenskin battle-drug. It grants +1 Strength and +2" Move until the end of the round, a surge of speed and muscle at the worst possible moment for whatever is in front of it. There is a crash risk when the rush fades and the squig's mood sours. A Boy who uses one trades tomorrow's aches for this round's fury, which suits him fine.

✂ URTY SYRINGE

PERSONAL EQUIPMENT

COST 30

ONE-SHOT: SHRUG A FLESH WOUND NO ADDICTION CHECK

The 'Urty Syringe is a single filthy jab of Mek-brewed stimms — one dose, no questions asked. It lets a fighter shrug off a Flesh Wound outright, with none of the addiction check a cleaner drug would demand, because nothing about it is clean. Used once and spent, it is the emergency shot a Boy saves for the moment the fight turns. Whatever is in it, it works, and the Ork does not care to ask further.

✂ WAAAGH BANNER

STATUS ITEMS

COST inherent

GANG ICON MAX 1 FEEDS THE WAAAGH! COUNTER

The Waaagh! Banner is the mob's great icon — a towering standard of scrap, skulls and daubed glyphs hauled into the thick of the fight. Its presence feeds the WAAAGH!, the roar of the mob building around it as the banner is carried forward into the killing. A gang may field only one. It is less a rallying point than a lightning rod for green-skin momentum, and where it goes, the mob's fury gathers.

✂ WARBIKE MOUNT

GANG EQUIPMENT

COST inherent

+MOVE +1 TOUGHNESS MOUNTED TWIN DAKKAGUN

The warbike mount is the roaring engine block beneath a Warbiker or Nob Biker — the machine that makes a biker a biker. It grants extra Move, an added measure of Toughness from the sheer bulk of the bike, and a mounted twin dakkagun to spray on the approach. It is never a separate purchase: the mount is built into the biker's statline, the chassis and the machine being one thing. It is speed, armour and dakka welded into a single loud package.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ PULVERISE

WEAPON TRAIT

Heavy crushing damage. Improves the injury outcome — e.g. when it takes a fighter Out of Action / converts injury dice toward worse results, or adds damage on impact. Thunder hammers, heavy crushing weapons.

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✂ BIG BULLY

WAAAGH! SET

Big Bully is the greenskin instinct to pick on the biggest thing in reach and hit it until it stops being big. When this fighter makes a close-combat attack against an enemy with 2 or more Wounds, it may re-roll a failed Wound roll. The skill turns the mob's muscle against exactly the targets a lone Boy struggles to hurt — Champions, bosses and walkers — and rewards the Ork that shoulders to the front of a fight rather than the back. Small enemies are beneath its notice; the large ones learn to fear it.

✂ 'ERE WE GO

WAAAGH! SET

'Ere We Go is the greenskin certainty that the enemy is always just close enough to reach. When this fighter declares a Charge, the controlling player re-rolls the charge distance and adds 1" to the result. It turns a charge that should fall an inch short into blows actually landed, and it rewards the mob's one true tactic — get there and krump — by making the getting-there reliable. A Boy who has learned it stops measuring and simply runs.

✂ GROT UNDERFOOT

WAAAGH! SET

Grot Underfoot is the ancient greenskin art of having a smaller, more expendable body handy when the shooting starts. Once per round, when this fighter would be hit, the controlling player may redirect that hit to a friendly Grot within 1" — the grot takes it instead. The Ork stays upright and the mob loses only a Gretchin, which the mob counts a bargain every time. It is cowardice dressed as tactics, and it works precisely because there is always another grot underfoot.

✂ KRUMPIN

WAAAGH! SET

Krumpin' is the simple truth that Orks fight better in a crowd, egging each other into a frenzy of swung fists and choppas. While this fighter is on the field, a friendly fighter within 3" gains +1 to Hit on its close-combat attacks. The bonus rides the mob, not one hero — clustered Boyz sharpen each other, and a knot of greenskins in the enemy's line hits far above the weight of any single one of them. Spread out, the mob is only strong; bunched up and krumpin', it is a blender.

✂ KUNNIN BUT BRUTAL

WAAAGH! SET

Kunnin' but Brutal is the low, greenskin cunning that surprises everyone, the enemy most of all. This fighter may deploy by Infiltrate, set up out of line of sight and more than 6" from any enemy; or, once per battle, make a free Move in the first round. Either way the Ork arrives somewhere it has no business being, closer and faster than a mob has any right to manage. It is not subtlety so much as low animal shrewdness — but a Boy in the enemy's flank on the first turn does not need to be subtle.

✂ MORE DAKKA

WAAAGH! SET

More Dakka is the greenskin conviction that no gun has ever had enough barrels. When this fighter takes a Shoot action, the weapon fires one extra time, and each enemy struck must pass a Cool test or be Pinned — even where no wound is dealt. The extra volume rarely aims true, Ork shooting being what it is, but a wall of noise and tracer keeps heads down and pins the enemy in place for the charge that follows. It turns the mob's poor marksmanship into a suppressing weight all its own.



ORKS · HOUSE DOSSIER

FREEBOOTERZ KLAN

the pirate magpie klan

The Freebooterz are the pirate maggies of the green tide — a mongrel crew stitched together from every Klan's castoffs, deserters and dreamers, flying no banner but their Kaptin's own grinning colours. Where a focused Klan drills one way of war until it is the best in the tide at that single thing, the Freebooterz reach for all of them and master none: a bit of Goff brawling, a bit of Bad Moons dakka, a bit of Evil Sunz speed, a bit of everyone's luck, all crammed into one gaudy raiding mob. They fight for plunder and for glory, in that order, and the crew grows wider and louder with every haul. On the table this makes them the broadest, most flexible force in the faction — a Kaptin's flagship command feeding a crew that borrows a trick from anywhere, takes all comers into its ranks, and turns a single loud kill into momentum. The price of reaching for everything is a peak that every specialist Klan out-fights in its own lane. The Freebooterz answer is simple: fight in every lane at once, and grab the loot while the others argue over which one matters.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader — the Freebooter Kaptin by preference (the flagship pirate boss), or the plain Warboss
- ♦ 0-2 Champions (Nob / Meganob / Wyrdboy — the mongrel mix; hired Flash Gitz count as Hired Guns, not Champion slots)
- ♦ Boyz the bulk, kitted from the mongrel pile; Grots cheap and plentiful (the crew)
- ♦ 0-1 \$5c Vehicle (a looted Deff Dread walker, resolved through the Ash-Wastes vehicle rules — \$Vehicles; the inherited Ork Core \$Shared Vehicle Armoury — Trukk / Battlewagon / buggies / flyers — rides the same \$5c track)
- ♦ Backbone (Freebooterz-eclectic): Gangers + Juves $\geq$ 1x Leaders + Champions — the flexible mid-crew, the widest mix of any Klan (a bit of every body-type, hired Flash Gitz, take-all-comers scum)
- ♦ Take-all-comers: the widest crew-mix in the green tide — hired Flash Gitz (borrowed dakka, hired not owned) and mercenary scum brought IN for a cut of the plunder
- ♦ Every Ork carries Mob Rule, the Waaagh, and Freeboota Swagger — part of the fighter; Grots, walkers, superheavies and mounted machines don't share Freeboota Swagger
- ♦ The Growing Hoard: campaign wins bank Plunder (spend between battles for discounted Trading-Post loot), the crew grows gaudier and wider, and the Kaptin's legend swells

A Freebooterz crew is the widest muster in the green tide. A starting gang forms on 1,500 credits and is led by exactly one boss — the Freebooter Kaptin by preference, the flagship pirate lord, or a plain Warboss for a crew that would rather krump than swagger. Up to two Champions ride behind the boss, drawn freely from the mongrel mix of Nob, Meganob and Wyrdboy, and a single looted Deff Dread may round out the heavy end, fielded through the \$5c Ash-Wastes vehicle rules (\$Vehicles) rather than the Brute grid. Boyz form the bulk, kitted from the crew's scavenged pile, with cheap and plentiful Grots making up the deckhands. The composition demands only a flexible spine — the count of Gangers and Juves must at least match the count of Leaders and Champions — the loosest backbone rule of any Klan. Above all, a Freebooterz crew takes all comers: hired Flash Gitz and mercenary scum are brought in for a share of the plunder, giving the mob the broadest crew-mix a boss can field.

🦴 GANG RULES

✂ DA KAPTIN'S GLORY

GANG RULE

Da Kaptin's Glory is the crew's habit of fighting harder when the boss is watching. When a friendly Ork within 6" of the Freebooter Kaptin or a Freebooterz Champion takes an enemy Out of Action, the first such kill each round earns that fighter a free Aim (Basic) or Reload (Simple) action, the mob spurred by a boss's example and eager to top it. Only the first qualifying kill within a given aura each round pays out, so a crew that spreads its Champions wide can light the whole line up, one glorious moment at a time. It is the engine that turns the Freebooterz' scattered aggression into momentum: put a boss where the killing is loudest, and the killing keeps coming.

✂ FREEBOOTA SWAGGER

GANG RULE

Freeboota Swagger is the Kultur every Freebooterz Ork fights under — the mongrel confidence of a crew that has begged, borrowed and stolen from every Klan in the green tide and flies no banner but its own. In rules it is two things at once. First is Freeboota's Pick: any fighter allowed it may take a single signature gubbin drawn from another Klan's list, one borrowed trick per fighter, the magpie reaching across the whole faction for whatever catches its eye. Second is the flattest skill access in the tide — the crew's fighters draw from a broader spread of skill sets than any focused Klan, jacks of every trade. The trade is depth: a Freebooterz crew can reach for anything and truly masters nothing, wide where the others are deep.

FIGHTERS

KAPTIN

LEADER

✖ 245 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	3+	4+	5+	5+

SAVE 4+

SPECIAL RULES

WAAAGH! (*calls the gang surge*)

Mob Rule (*auto-steady near friendly Orks*)

Freeboota Swagger (*grants Freeboota's Pick and the broadest skill access*)

Da Kaptin's Glory (*the aura source — free Aim/Reload on the first OOA within 6" each round*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Combat

Ferocity

Leadership

Shooting

Signature

SECONDARY

Agility

Brawn

Cunning

STARTING GEAR Eavy Armour

FREE SKILL Kunnin But Brutal

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✧ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

Kaptins Brace 30 credits

SPECIAL

Big Shoota 40 credits

✧ *Kombi Plunderer Blast* 65 credits

A looted snazzgun and a scavenged rokket welded into one gaudy flagship gun — kitbash from a Snazzgun + Rokket bitz, Codex: Orks (Freebooterz). Priced above the shared kustom-blasta-kannon 60/the stock big-shoota 40.

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

Plunderin Klaw 55 credits

✧ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock 'uge-choppa 35/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Gaudy Lootplate 30 credits

Eavy Armour

included

PERSONAL		STATUS	
Cybork Body	45 credits	Bosspole	25 credits
♣ <i>Bionik Bonce</i>	50 credits	Da Jolly Ork	25 credits
<i>A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock cybork-body 45.</i>		Waaagh Banner	
		<i>in kit</i>	

The Freebooter Kaptin is the flagship boss made flesh — a swaggering pirate warlord who leads a crew of every Klan's castoffs and answers to no banner but his own. On the table this fighter is a leader built to be everywhere the fighting is loudest, striding in behind a gilded blade and a brace of pistols with the highest Weapon Skill and Leadership in the crew. He calls the Waaagh! that surges the whole gang, steadies the mob around him through Mob Rule, and carries the flexibility of Freeboota Swagger — the reach that lets his crew scrounge a trick from any sibling Klan's list. Most of all he is the heart of Da Kaptin's Glory: the first time a friendly Ork nearby drops an enemy each round, the boss's example hands out a free Aim or Reload, the crew feeding on his legend. His free skill is the low animal cleverness of Kunnin' but Brutal, and his starting Plunderin' Klaw and Kaptin's Brace mark him as a duellist who leads from the front and takes the best kill for himself.

WARBOSS

LEADER

✖ 226 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	4+	4+	5+	6+

SAVE 4+

SPECIAL RULES WAAAGH! (*calls the gang surge*) Mob Rule (*auto-steady near friendly Orks*)

Freeboota Swagger (*grants Freeboota's Pick and the broadest skill access*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Leadership

Signature

SECONDARY

Brawn

Cunning

Ferocity

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Smash N Grab

EQUIPMENT LIST

BASIC

Shoota 15 credits

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

SPECIAL

Big Shoota 40 credits

CLOSE-COMBAT

Uge Choppa 35 credits

Power Klaw 45 credits

✦ *Buzzsaw Klaw* 60 credits

A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock 'uge-choppa 35/power-klaw 45.

GRENADE

Stikkbombs 30 credits

ARMOUR

Gaudy Lootplate 30 credits

Eavy Armour

included

PERSONAL

Cybork Body 45 credits

✦ *Bionik Bonce* 50 credits

A riveted iron cranium bolted over the bonce — kitbash from Cybork Body bitz + plasticard plate, Codex: Orks. Priced above the stock cybork-body 45.

STATUS

Bosspole 25 credits

Waaagh Banner

in kit

The plain Warboss is the crew's other kind of boss — a straightforward greenskin tyrant for a Kaptin who would rather krump than swagger. This fighter is a front-line leader with brutal Strength and Toughness, three Wounds and three Attacks, built to wade in and win the melee that decides a fight. He calls the Waaagh! that surges the whole gang forward, holds the mob steady through Mob Rule, and carries Freeboota Swagger, the flexibility that lets his crew scrounge a trick from any sibling Klan's list. His free skill is Smash 'n' Grab, the raider's knack for hitting hard and leaving with the loot, and his starting 'Uge Choppa and slugga mark him as a killer first and a captain

second. Lacking the Kaptin's own relics and pirate flag, the Warboss trades legend for reliability — no glory aura, just a boss who ends the fighter in front of him and expects the rest to follow.

MEGANOB

CHAMPION

181 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	2	5+	2	5+	5+	6+	7+

SAVE 2+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)

Da Kaptin's Glory

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Brawn

Combat

Signature

SECONDARY

Ferocity

Shooting

STARTING GEAR Mega Armour

EQUIPMENT LIST	
SPECIAL	GRENADE
Kustom Mega Blasta45 credits	Stikkbombs30 credits
✦ Kustom Blasta Kannon60 credits	ARMOUR
Two kustom mega-blastas mek-welded into a twin-barrel hand-kannon — kitbash from the Kustom Mega-blasta, Codex: Orks (Mek weaponry). Priced above the stock kustom-mega-blasta 45.	Mega Armour
CLOSE-COMBAT	included
Power Klaw45 credits	PERSONAL
Killsaw55 credits	Cybork Body45 credits
✦ Buzzsaw Klaw60 credits	
A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock power-klaw 45/killsaw 55.	

The Meganob is a Nob who has stomped into a suit of mega-armour and become a walking strongpoint. This champion trades speed for a near-impervious save and the raw mass to shrug hits that fell lesser Orks, lumbering forward at a slow Movement while everything it reaches folds under a power klaw. It feeds on the Waaagh!, holds through Mob Rule, and carries Freeboota Swagger, and as a Freebooterz Champion it projects Da Kaptin's Glory to the crew around it, rewarding the first nearby kill each round with a free Aim or Reload. The armour is the whole point: the Meganob is neither fast nor subtle, but it is very hard to stop and very bad to stand near — an anvil the rest of the crew swings around.

NOB

CHAMPION

✖ 131 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	2	4+	2	5+	5+	6+	7+

SAVE 4+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)

Da Kaptin's Glory

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Brawn

Combat

Signature

SECONDARY

Cunning

Ferocity

Leadership

Shooting

STARTING GEAR Eavy Armour

FREE SKILL Krumpin

EQUIPMENT LIST	
BASIC	GRENADE
Shoota15 credits	Stikkbombs30 credits
PISTOL	ARMOUR
Slugga10 credits	Gaudy Lootplate30 credits
✦ Shokk Slugga20 credits	Eavy Armour
A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.	included
SPECIAL	PERSONAL
Big Shoota40 credits	Cybork Body45 credits
CLOSE-COMBAT	ACCESSORY
Big Choppa25 credits	Gitfinda15 credits
✦ Dakka Choppa35 credits	
A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock big-choppa 25.	
Power Klaw45 credits	
✦ Buzzsaw Klaw60 credits	
A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock big-choppa 25 / power-klaw 45.	

The Nob is the crew's enforcer — a big, mean, well-armed Ork who does the boss's krumping when the boss is busy elsewhere. On the table this fighter is a champion with two Wounds and two Attacks, a step below a Warboss but well above the mob, built to anchor a knot of Boyz and out-fight anything its size. It benefits from the Waaagh! surge, steadies on Mob Rule, and carries Freeboota Swagger's cross-Klan reach. As a Freebooterz Champion it also projects Da Kaptin's Glory, handing a free Aim or Reload to the first friendly Ork nearby to drop an enemy each round. Its free skill is Krumpin, the plain joy of hitting things, and it starts with a power klaw and a slugga — kit for a fighter that solves problems by walking into them.

WYRDBOY

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	2	4+	1	6+	5+	4+	6+

SAVE 6+

SPECIAL RULES **WAAAGH!** (*feeds and benefits from the gang surge*) **Mob Rule** (*auto-steady near friendly Orks*)
Freeboota Swagger (*grants Freeboota's Pick and the broadest skill access*) **Da Kaptin's Glory** SEE SPECIAL RULES

PSYKER (*manifests the shared Power of the WAAAGH! discipline + Smite; the crew's sole caster*)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of any psychic discipline it has access to. In a Freebooterz crew the keyword belongs to the Wyrdboy alone — a mad greenskin lightning-rod for the ambient WAAAGH! every mob radiates, kept aboard like any other bit of borrowed danger. Through it the Wyrdboy channels the shared Power of the WAAAGH! discipline and the universal witch-blast of Smite. Each working is resolved with the standard psyker rules, and every one risks the warp turning on the git who calls it — Perils are the price of a skull full of green lightning. The powers are drawn free at creation: the gift is baked into the Wyrdboy's cost, not bought a working at a time. The Ork warp is one shared, crude thing — a Freebooterz Wyrdboy channels the same six powers as every Klan's; the magpie borrows kit, never the warp.

Typed Effects

- auto-test-result Nerve pass
- grant-action Aim free

PRIMARY

Cunning

Power of the WAAAGH!

SECONDARY

Savagery

Shooting

Signature

Smite

STARTING GEAR Scrap Armour

EQUIPMENT LIST

PISTOL

Slugga 10 credits

✦ *Shokk Slugga* 20 credits

A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.

CLOSE-COMBAT

Choppa 10 credits

GRENADE

Stikkbombs 30 credits

ARMOUR

Scrap Armour

included

The Wyrdboy is the crew's living weapon-that-shouldn't-be — a greenskin psyker crackling with the raw Waaagh! energy of every Ork around it, as likely to blow itself apart as the enemy. On the table this champion is fragile in the flesh, a middling fighter behind a thin save, because its real armament is not the slugga and choppa it carries but its Wyrd Powers. It feeds on the Waaagh! surge, holds through Mob Rule, and carries Freeboota Swagger, and as a Freebooterz Champion it projects Da Kaptin's Glory to the crew nearby. It is kept back and pointed, not sent in — a battery of green lightning the rest of the mob is careful to stand slightly clear of when it goes off.

BEAST SNAGGA

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	5	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES	WAAAGH! (feeds and benefits from the gang surge)	Mob Rule (auto-steady near friendly Orks)
	Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)	Beastly Rage (the Beast Snagga charge-fury)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY	Combat	Ferocity	Signature	SECONDARY	Brawn	Shooting
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STARTING GEAR Scrap Armour

EQUIPMENT LIST	
BASIC	GRENADE
Shoota 15 credits	Stikkbombs 30 credits
PISTOL	ARMOUR
Slugga 10 credits	Scrap Armour
✦ Shokk Slugga 20 credits	included
A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.	PERSONAL
CLOSE-COMBAT	Attack Squig 60 credits
Snagga Klaw 30 credits	
✦ Dakka Choppa 35 credits	
A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock snagga-klaw 30.	
Power Klaw 45 credits	
✦ Buzzsaw Klaw 60 credits	
A power klaw with a killsaw blade grafted over the pincer — kitbash from a Power Klaw + Killsaw, Codex: Orks. Priced above the stock snagga-klaw 30/power-klaw 45.	

The Beast Snagga is a thick-skinned brute bred to hunt things bigger than itself — an Ork with extra Toughness and a hunter's fury, built to charge the largest enemy on the board. This ganger is sturdier than a plain Boy and comes into its own on the attack, driven by Beastly Rage, the charge-fury that makes it hit hardest against the biggest and meanest thing it can reach. It benefits from the Waaagh! surge, steadies through Mob Rule, and carries Freeboota Swagger's cross-Klan reach. It starts with a snagga-klaw for dragging monsters down and a slugga for the run-in — a specialist that wants to be pointed at whatever the rest of the crew is afraid of.

BOY

GANGER

× 69 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	4	1	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES

WAAAGH! (feeds and benefits from the gang surge)

Mob Rule (auto-steady near friendly Orks)

Freeboota Swagger (grants Freeboota's Pick and the broadest skill access)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Combat

Signature

SECONDARY

Agility

Brawn

Cunning

Ferocity

Shooting

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
BASIC	GRENADE
Shoota15 credits	Stikkbombs30 credits
PISTOL	ARMOUR
Slugga10 credits	Gaudy Lootplate30 credits
✦ Shokk Slugga20 credits	Scrap Armour
A Mek's cut-down Shokk Attack Gun welded to a slugga frame — kitbash from a Shokk Attack Gun + slugga, Codex: Orks. Priced above the stock slugga 10.	included
SPECIAL	PERSONAL
Big Shoota40 credits	✦ Kustom Boosta25 credits
✦ Squig Launcha50 credits	A Deffkopta rotor-jet exhaust bolted to a fighter's back — kitbash from Red Paint Job + vehicle exhaust bitz, Codex: Orks (Speed Freek kustom jobs). Priced above the stock red-paint-job 15.
A bomb-squig hopper welded onto a big-shoota chassis — kitbash from Bomb Squigs + a Big Shoota, Codex: Orks. Priced above the stock big-shoota 40.	ACCESSORY
HEAVY	Gitfinda15 credits
Rokkit Launcha45 credits	✦ Stikkbomb Chukka30 credits
CLOSE-COMBAT	A spring-arm grenade-chukka bolted over the shoulder — kitbash from a Grot-Grapnel winch + scrap, Codex: Orks. Priced above the stock gitfinda 15 / more-dakka-mod 20.
Choppa10 credits	
Big Choppa25 credits	
✦ Dakka Choppa35 credits	
A shoota bolted along the spine of a big choppa so it barks as it swings — kitbash from a Big Choppa + Shoota, Codex: Orks. Priced above the stock choppa 10 / big-choppa 25.	

The Boy is the green tide's rank and file — an ordinary Ork with a choppa, a gun, and a bottomless appetite for a fight. This ganger is the bulk the whole crew is built on: cheap, tough enough to take a hit, and dangerous in the numbers Orks always come in. It benefits from the Waaagh! surge that sweeps the gang forward, holds its nerve through Mob Rule so long as bigger Orks are near, and carries Freeboota Swagger — the magpie breadth that lets even a common Boy scrounge one borrowed trick from a sibling Klan's list. It starts with a choppa and a slugga, the plain tools of a fighter that exists to close the distance and start swinging. The Boy is where the Freebooterz' width actually lives — a mongrel mob kitted from a mongrel pile.

GROT

JUVE

✖ 28 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	4+	1	9+	8+	8+	7+

SAVE 6+

SPECIAL RULES

Mob Rule (auto-steady near friendly Orks)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass

PRIMARY

Agility

Cunning

SECONDARY

Savagery

Shooting

Signature

STARTING GEAR Scrap Armour

EQUIPMENT LIST	
PISTOL	PERSONAL
Grot Blasta5 credits	Ammo Runt20 credits
CLOSE-COMBAT	Grot Grapnel25 credits
Choppa10 credits	✧ Grot Riggers30 credits
ARMOUR	Extra repair-grots chained to a fighter's back with tool-arms — kitbash from Grot Oiler + Ammo Runt bitz, Codex: Orks. Priced above the stock grot-grapnel 25 / ammo-runt 20.
Scrap Armour	STATUS
included	Da Jolly Ork25 credits

The Grot is the crew's expendable deckhand — a small, cowardly greenskin that survives by numbers, spite, and staying behind bigger Orks. On the table this juve is cheap and weak, a warm body with a pop-gun that exists to hold objectives, soak a shot, and run the errands the Boyz can't be bothered with. Its one saving grace is Mob Rule: hemmed in among proper Orks it will hold ground it has no business holding, steadying on the courage of its betters. It starts with a grot-blasta and little else. A Grot does not win fights; it is there to be somewhere useful when a fight is won, and cheap enough that losing it costs the crew nothing.

VEHICLES

BATTLEWAGON

TRANSPORT

✂ 290 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	10	9	8	9	6+	4+	5+	6+	5+	6+	8+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Killkannon — Turret arc (Crew)
- ♦ Big Shoota — Left arc (Crew)
- ♦ Big Shoota — Right arc (Crew)
- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (20 fighters)

The Battlewagon is the greenskins' rolling fortress — a Tracked slab of riveted armour that grinds through terrain hauling a huge mob and a gun-line at once. Its front facing is proof against fire that would gut lesser machines, nine Hull Points let it soak punishment no Trukk could survive, and it moves steadily where the buggies dart. In its Gunwagon pattern the turret mounts a killkannon to burst clustered infantry and cover apart; the Bonebreaka pattern instead slings a deff rolla across the prow and simply flattens what it rams. Side and front big shootas let it engage across every arc as it advances, so the mob rides in a moving wall of dakka. Big, slow and dear, it anchors an advance rather than flanking, sitting well below the biggest stompy things. One grinds forward at the mob's heart. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BLITZA BOMMER

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 12"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Boom Bombs — Hull arc (Crew)
- ♦ Supa Shoota — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Blitza-Bommer is the mob's dive-bomber — a fixed-wing tank-buster that screams in fast and drops a single monstrous bigbomm on the hardest target on the field. Its boom bomb is made for one job: gutting a walker or vehicle that shrugs off everything else, saved for the moment the enemy's biggest machine strays into the open. A forward supa-shoota and a pintle big shoota rake the ground on the approach. It is the fastest of the Ork planes and, like all of them, a pure interceptor with no hover, so it commits to its dive at full speed and swings back around if the bomb is spent. It is the flyer's answer to armour nothing else can crack. One dives on the run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BOOMDAKKA SNAZZWAGON

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	5	5	5+	5+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ◆ 0-2 per gang
- ◆ Ram (impact)

The Boomdakka Snazzwagon is a Speed-Freek's dakka-buggy — a fragile, screaming flanker that tears in on light wheels, hoses a wall of shots across the enemy, then burns away before anyone can answer. A nose-mounted supashoota throws a torrent of fire with a pintle big shoota adding to the din, so a single pass can bury a target under tracer; welded spikes across the front let it gore anything it clips at speed. Everything about it is speed over armour — thin plate, five Hull Points, a handling built for cornering rather than surviving a hit. It is a glass cannon, not a line unit: it lives by never being where the return fire lands. A gang may run a pair. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

BURNA BOMMER

GUNSHIP

✖ 220 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	8	6+	4+	5+	6+	6+	7+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Burna Bombs — Hull arc (Crew)
- ◆ Skorcha Missiles — Wing arc (Crew)
- ◆ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Burna-Bommer is the mob's fire-raiser — a fixed-wing bomber that overflies a cluster of the enemy and tips a carpet of burna bombs across them, leaving a whole knot of bodies rolling in the flames. Wing skorcha missiles reach out for the follow-up as it climbs away, and a front big shoota keeps the escorts busy on the run in. Like every Ork plane it is a pure interceptor, unable to hover: it must keep moving every round, so it makes its bombing run at speed and comes back around for the next. It is built for hordes and thin-skinned targets huddled together, where one low pass burns the most. One circles for its run. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DAKKAJET

GUNSHIP

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
20"	8	7	6	8	5+	4+	5+	6+	6+	7+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)
- ◆ Supa Shoota — Front arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Dakkajet is a screaming fixed-wing fighter built for one joy — hosing everything below it with more dakka than anything else in the sky. Three forward supa-shootas fire together in a single strafing pass, burying a stretch of ground under a torrent of tracer as the plane roars over. It is a pure interceptor: with no way to hover it holds no station, so it must make its minimum move every round, tearing across the field at Low or High altitude and swinging back for another run. It carries nothing and lands for no one. Fast and reasonably armoured for its class, it owns the airspace and hunts what moves below. One screams overhead. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEFF DREAD

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	7	6	5	6	6+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Klaw — Arm arc (Crew)
- ♦ Power Klaw — Arm arc (Crew)
- ♦ Big Shoota — Built-in arc (Crew)
- ♦ Big Shoota — Built-in arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Deff Dread is a looted, gilded walking arsenal — and, since the Klan-wide reckoning, no longer a Brute on the fighter grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The crew has stripped some clanking iron killing-machine, painted it in its own plunder-colours and crammed an angry Ork inside: a Walker of Sv 3+ hull-plate over six Hull Points, front-weighted (Toughness 7 to the fore, 6 to the flank, 5 to the rear) and stomping forward at five inches — the heaviest thing the roster fields short of the superheavy Gorkanaut and Stompa that stay Brutes. Twin dread claws rip apart anything that lets it close while its built-in big-shootas spray the approach; the arms swing on either flank and the dakka is hull-fixed, so the walker must clank toward its prey. Greener and cheaper than a Space Marine Dreadnought — poorer gunnery, one facing-Toughness lower — it is the Ork answer to the interred hero, a near-unstoppable anchor that dares the enemy line to hold. It owns no bespoke war-gear; it is a scavenged machine wearing a fresh coat of plunder, which is exactly how the crew likes it. Its damage, its handling, and every catastrophic Loss of Control are resolved through the Ash-Wastes vehicle rules, and its price is provisional — re-derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GORKANAUT

VEHICLE

✖ 760 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	12	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Claw — Arm arc (Crew)
- ♦ weapon — Built-in arc (Crew)
- ♦ Rokkit Launcha — Hull arc (Crew)
- ♦ weapon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Gorkanaut, and its Morkanaut cousin, is a superheavy walker — a towering idol of welded plate that a mob can field but rarely affords — and, as of the reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE resolved through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ armour plate over twelve Hull Points, front-weighted (Toughness 9 to the front, 8 to the flank, 7 to the rear) and stamping forward at six inches — enormously strong and hugely tough, shrugging off fire that would gut a Deff Dread. The claw of Gork shears through anything the walker corners while a deffstorm mega-shoota hoses the approach and twin rokkits crack armour; every gun is chassis-fitted, so it takes no optional loadout — the guns are the machine. Its price is a wall in itself, a thing an established gang works toward rather than starts with; when one lumbers onto the field it reshapes the fight around it, an armoured avalanche the enemy must answer or die under. Its damage, its handling and every catastrophic Loss of Control are reckoned through the Ash-Wastes vehicle rules. The cost is provisional and conserved — carried across from the Brute chassis it left behind on \$5c merit, not re-derived and not capped: a super-heavy priced on the durability, offense and square-law ledger, very dear and fieldable. 0-1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEGATRAKK SCRAPJET

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	8	7	6	6	5+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Rokkit Launcha — Wing arc (Crew)
- ♦ Kustom Mega Drill — Nose arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Ram (impact)

The Megatrakk Scrapjet is the buggy family's dedicated tank-buster — a wheeled ram built around one idea, driving a great spinning drill straight through the hardest target on the field. A pair of wing rokkits soften a walker or vehicle from range, then the Scrapjet commits, lining up its charge and boring the nose-mounted mega-drill through the wreck while a pintle big shoota keeps the escorts honest. It carries more armour up front than its lighter cousins, enough to survive the run in, but it is still a fast, thin-skinned thing that wants to strike and not linger. It is the mob's answer to anything too armoured for ordinary dakka. One hunts the enemy's heaviest machines. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MEK GUNZ

VEHICLE

✖ 130 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	7	6	6	4	6+	5+	4+	8+	7+	8+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ◆ Smasha Gun — All-Round arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Artillery (static)
- ◆ Grot crew

The Mek Gunz are a grot-crewed heavy gun on wheels — a static, fragile artillery piece the little runts heave into position and then serve with surprising care. It barely moves, four Hull Points on an open mounting, so it hangs well back and lets its gun do the work: the smasha gun reaches across the whole field and crushes a walker or tank flat with a squeezing field of force. Alone among Ork machines the grot gunners actually aim, and it is the lone platform in the mob that shoots true — the little gunners' patience is worth more than any Boy's bravado. It is the mob's stand-off armour-strip, glass-fragile up close but murder at range. One battery lobs from the rear. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SHOKKJUMP DRAGSTA

VEHICLE

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	5	5	5+	5+	5+	6+	6+	6+	7+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Shokk Rifle — Front arc (Crew)
- ♦ Big Shoota — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Shokk-jump (teleport reposition)

The Shokkjump Dragsta is the fastest thing in the mob — a Mek-built hot-rod that fuses raw speed to a tank-killer's gun. Its shokk rifle tears a hole in reality and delivers a slug inside a Brute or vehicle rather than against its armour, and the Dragsta's own teleporting drive lets it blink across the board and line up the shot from an angle nothing expects. A pintle big shoota covers the approach. It is thin-skinned and fragile, five Hull Points on a frame built for cornering at full throttle, so it lives by mobility and never sitting still to be answered. It is armour-kill welded to pure speed — here, gone, and a walker the poorer for it. One rides the flank. It plugs into the Ash-Wastes vehicle rules for its handling, facing Toughness and Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STOMPA

VEHICLE

≈ 1610 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	10	9	8	20	7+	3+	5+	6+	5+	6+	8+

LOCOMOTION Walker

HARDPOINTS

- ♦ weapon — Arm arc (Crew)
- ♦ weapon — Hull arc (Crew)
- ♦ weapon — Multi arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ super-heavy

The Stompa is the biggest stompy thing a mob can put on the field — a walking fortress of scrap the size of a building, absurd and prohibitively dear — and, since the war-engines left the gang grid, no longer a Brute but a \$5c super-heavy VEHICLE reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ plate over twenty Hull Points, the toughest hull in any roster (Toughness 10 to the front, 9 to the flank, 8 to the rear), grinding forward at five inches and simply walking over most of what tries to stop it. A titanic mega-choppa flattens whatever it corners, a hull deffcannon throws superheavy shells down the field, and a battery of gubbinz — big-shootas, rokkitas, skorchas — clatters at everything nearer; every weapon is chassis-fitted, so the Stompa takes no optional loadout at all. So costly that fielding one is an event a whole campaign builds toward, it reshapes any battle it enters; where a Stompa goes the ground shakes and the mob follows, howling, into the hole it makes. Its handling, its Hull Points and every Loss of Control are resolved on the Ash-Wastes vehicle profile. The cost is provisional and conserved — carried across from the Brute chassis on \$5c merit (roughly twice the Gorkanaut on the square-law step), never re-derived and never capped: the apex super-heavy, the dearest thing a roster can hold. 0–1 per gang.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRUKK

TRANSPORT

✖ 90 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	7	6	6	6	6+	4+	5+	7+	6+	7+	8+

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Big Shoota — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (12 fighters)
- ♦ Ram (impact)

The Trukk is the mob's ramshackle workhorse — a fast, open-topped heap of scrap that hauls a full load of Boyz flat-out into the enemy's teeth and tips them straight out where the fighting is thickest. It carries more green bodies than a marine's boxed transport and moves faster doing it, trading every scrap of protection for speed and sheer capacity; its thin plate and six Hull Points are not meant to trade blows, only to get there before the mob loses interest. A pintle-mounted big shoota — or a rokkit launcha, if the Boyz fancy cracking armour on the way in — hoses the ground as it closes, and the spiked wreckin'-gear across its nose lets it simply drive over whatever stands in the road. One tears ahead of a gang. It resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WAZBOM BLASTAJET

GUNSHIP

✖ 260 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	8	7	6	9	6+	4+	5+	6+	5+	6+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPPOINTS

- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Wazbom Mega Kannon — Wing arc (Crew)
- ♦ Tellyport Mega Blasta — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Force field (5+ save)

The Wazbom Blastajet is the apex of a Mek's ambition — the hardest-hitting, best-protected thing in the entire Ork sky. Twin wazbom mega-kannons throw crackling balls of kustom power that burst across a target and ruin armour and war-engine alike, while a nose-mounted tellyport mega-blasta folds a killing bolt straight through the plate of anything that gets too close. A Mek-built force field wraps the airframe in a shimmering save no other Ork flyer carries, and nine Hull Points let it push through fire that would down its lighter kin. Even this jewel of the sky is a pure interceptor, unable to hover, so it makes its stately minimum move each round and lines up its next devastating pass. One rules the greenskin sky. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ POWER OF THE WAAAGH!

PSYCHIC DISCIPLINE

Power of the WAAAGH! is the mob's roar made manifest — the Wyrdboy does not command the warp the way a sorcerer does with precise incantation; he simply **conducts the WAAAGH!**, and the louder the mob around him,

the wilder the power that comes out. He does not finesse; he **discharges**. Green lightning, teleporting Boyz, exploding 'eads, the ghostly Foot of Gork. The Ork psychic is a single loud thing, not a library of traditions — a crude lightning-rod for the mob's collective anger, not a scholar of the warp — so this one shared discipline is the whole of a Wyrdboy's art, and a Freebooterz Wyrdboy channels the very same six powers as every other Klan's. A Wyrdboy with access picks or D6-rolls one power from the table below at creation, each a Wyrd power that courts the warp's price. The crew keeps a good few paces clear of it when it goes off.

ROLL	POWER
1	Da Jump. The mob's roar folds space and the Boyz arrive where they're least wanted. The Wyrdboy removes one friendly Ork fighter within range — the Wyrdboy itself or another — from the board and immediately sets it back up anywhere more than 4" from an enemy. The redeployed fighter may act normally afterward, but it cannot Charge the round it Jumps. It is the discipline's mobility trick — a redeploy gated off a same-round charge, so it repositions the mob rather than firing off a psychic alpha-strike.
2	'Eadbanger. The pressure builds behind an enemy's eyes until its 'ead goes <i>bang</i> . The chosen enemy fighter within range and line of sight suffers a single automatic hit at Strength 6, AP -2, Damage 2 . It is a single-target burst that ignores cover — the flat, reliable killer of the six, distinct from Zzap's swingy long-range strip and Foot of Gork's spread-and-pin.
3	Warpath. The WAAAGH! sings in a fighter's arms. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — gains +1 Attack on its close-combat attacks and re-rolls its charge distance. It is the offense buff that feeds the melee identity, but it is continuous : it consumes the Wyrdboy's action each round it holds, so pumping one killer costs the crew its only caster's tempo.
4	Zzap. A crackling green bolt leaps the length of the board. The chosen enemy fighter within range suffers a single automatic hit at Strength D3+4 — rolled each time, because the current builds unpredictably — AP -3, Damage 1 . It is the armour-strip power: long range and savage AP, but low and swingy Strength, so a bad roll fizzles against a tough target. Distinct from 'Eadbanger's flat burst — Zzap trades reliability for reach and shred.
5	Foot of Gork. A translucent green boot the size of a Gargant stamps down out of nowhere. Place a Blast (3") marker anywhere in range; every fighter under it suffers a Strength 5, AP -1, Damage 1 hit , and any not taken Out of Action is knocked Prone and Pinned . It is the area-control stomp — Da Krunch — spreading hits and pinning a cluster rather than killing one model, the discipline's answer to a bunched-up enemy line.
6	Bigged Up. The mob's belief makes an Ork bigger — Warp Strength swelling it up where everyone can see. While this power is sustained, the target — the Wyrdboy itself or a friendly Ork within 6" — counts as +1 Strength and +1 Toughness . It caps at +1 each and does not stack with itself. The defensive/stat buff of the six, pairing durability with a melee bump; like Warpath it is continuous , so it ties up the crew's only caster each round it holds.



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Freebootas Pick. Freeboota's Pick. At the start of the battle, choose one friendly fighter eligible for Freeboota's Pick. For this battle it may carry one extra borrowed gubbin from a sibling Klan's list, beyond its usual single Pick — the crew's scrounging running especially hot today, and the fighter kitted out gaudier than ever.	START OF BATTLE
12	Grab Da Loot. Grab da Loot. During your turn, one friendly fighter in base contact with a Loot marker or objective may pick it up and still make its normal move this activation, snatching the prize on the run instead of stopping to heave it — exactly the sort of greedy shortcut a Freebooter takes without thinking.	YOUR TURN
13	Da Kaptins Glory. Da Kaptin's Glory. The first time a friendly fighter within 6" of your Leader or a Champion takes an enemy Out of Action this battle, every friendly Ork that can see it may immediately make a free Aim (Basic) or Reload (Simple) action, the whole crew roaring at once and racing to top the boss's example.	WHEN A FIGHTER TAKES AN ENEMY OUT OF ACTION
14	Mongrel Kit. Mongrel Kit. Before the battle, swap one weapon or item on any single fighter for a different legal item of equal or lower value from its list, digging a better tool out of the crew's mongrel pile for this fight only. The gear goes back in the heap once the shooting stops.	PRE-BATTLE
15	Hired Gun. Hired Gun. At the start of the battle, add a single Hired Gun to your crew for this fight at no upkeep — a mercenary who turned up on a rumour of plunder and a promised cut, guns first and questions never.	START OF BATTLE
16	Snatch An Run. Snatch an' Run. During your turn, one friendly fighter carrying a Loot marker or objective may make a free move of up to 4" straight toward your own board edge, breaking for the exit with its prize while the rest of the crew covers the getaway.	YOUR TURN
21	Bit O Goff. A Bit o' Goff. When a friendly fighter charges, it gains +1 to its Attacks for that combat — the crew borrowing a bit of Goff brawling and hitting like it means it. The magpie never learned to fight properly, but it has watched the Goffs do it often enough to fake it for one glorious moment.	WHEN CHARGING
22	Bit O Dakka. A Bit o' Dakka. Somewhere in the crew's mongrel pile is a fistful of borrowed Bad Moons shells and a gun that has never been fired dry. During your turn, choose one friendly fighter that has not yet activated this round. The next ranged attack it makes gains one additional shot, resolved against the same target. The magpie has pinched a bit of the shooty Klan's swagger — just enough to make one burst count.	YOUR TURN
23	Bit O Speed. A Bit o' Speed. At the start of the round, one friendly fighter adds D3" to its Movement until the end of the round, running on a bit of borrowed Evil Sunz speed — a looted engine, a stolen trick, or just red paint and conviction.	START OF ROUND
24	Bit O Luck. A Bit o' Luck. At any time this battle, you may re-roll a single dice for a friendly fighter — a bit of Deathskulls luck, spent when it counts. Use it once; a Freebooter's borrowed fortune only stretches so far.	ANY TIME

25	Bit O Grit. A Bit o' Grit. When a friendly fighter would be taken Out of Action, roll a D6; on a 4+ it is instead only Seriously Injured, shrugging the blow on a bit of Snakebites grit and too stubborn to notice it should be dead. Usable once per battle.	WHEN A FRIENDLY FIGHTER WOULD BE TAKEN OUT OF ACTION
26	Bit O Cunnin. A Bit o' Cunnin'. At the end of your turn, one friendly fighter that is Standing may make a free move of up to 3" into cover, slipping away on a bit of Blood Axes cunning — the least Orky trick in the crew's stolen repertoire, and all the more useful for it.	END OF YOUR TURN
31	Plunder Da Fallen. Plunder da Fallen. When a friendly fighter takes an enemy Out of Action in close combat, it may immediately pick up one weapon the victim carried and use it for the rest of the battle, stripping the fallen where they lie. Waste not, wants a Freebooter.	WHEN AN ENEMY IS TAKEN OUT OF ACTION
32	Show Off. Show Off. At the start of the round, nominate one friendly fighter; until the end of the round, the first enemy it takes Out of Action lets it make a free Aim (Basic) or Reload (Simple) action, playing loud to the crowd and enjoying every second of it.	START OF ROUND
33	Kaptins Orders. Kaptin's Orders. At any time, your Leader may bellow an order: one friendly fighter within 12" that can hear it immediately makes a free move of up to its Movement, the boss barking the crew into place whether or not it wanted to go.	ANY TIME
34	Everyones Klan. Everyone's Klan. Before the battle, choose one Klan; for this fight, one nominated fighter may take a single Freeboota's Pick gubbin from that Klan's list for free, the crew leaning hard into one borrowed tradition for a day and wearing its colours with cheerful disregard.	PRE-BATTLE
35	Crew O Castoffs. Crew o' Castoffs. At the start of the battle, if your crew is outnumbered, add one free Grot to your starting fighters — another castoff drawn to a mob that never turns away a warm body, however small and disposable.	START OF BATTLE
36	Gaudy Bravado. Gaudy Bravado. When your crew takes a Bottle test, you may re-roll it — the sheer gaudy nerve of the mob carrying it through where a soberer gang would break and run for the hills.	WHEN TAKING A BOTTLE TEST
41	Pick Da Fight. Pick da Fight. Before deployment, you may choose which enemy fighter deploys first, the Kaptin sizing up the enemy line and pointing the crew at exactly the end it fancies robbing.	PRE-BATTLE
42	Loot Cart Rolls In. Loot Cart Rolls In. At the start of the battle, place one extra Loot marker within 6" of the centre of the board — a stray cart of plunder that has wandered into the fight, free for whichever crew grabs it first and fastest.	START OF BATTLE
43	Da Best Bits. Da Best Bits. Before the battle, one friendly fighter may raise the Strength of a single carried weapon by 1 for this fight, bolted together from the best bits in the crew's scrap-pile — a stolen power cell here, a looted blade there, all lashed on with wire and optimism.	PRE-BATTLE
44	Swaggerin Advance. Swaggerin' Advance. At the start of the round, each friendly fighter that is Standing and Active may move D3" toward the nearest enemy without ending its Ready status, the whole crew swaggering forward as one, guns up and grinning.	START OF ROUND
45	Kaptin Rides Down. Kaptin Rides Down. During your turn, when your Leader ends a charge move in base contact with an enemy, that enemy suffers -1 to its hit rolls against your Leader this round, run down and rattled before it can set itself against the boss.	YOUR TURN
46	Take All Comers. Take All Comers. At the start of the battle, add up to two Hired Guns already on your roster to the crew for this fight at no upkeep — the mob happily taking all comers who fancy a share of the plunder, the more guns the merrier.	START OF BATTLE

51	Magpies Eye. Magpie's Eye. Before the battle, nominate one enemy fighter; your fighters gain +1 to Hit that fighter in close combat this battle, the crew having eyed up the shiniest prize on the field and decided it wants what that one is carrying.	PRE-BATTLE
52	Fortune Favours. Fortune Favours. At any time this battle, you may turn one failed Ammo check by a friendly fighter into a success, fortune favouring the bold and the loud — the gun coughs, then thinks better of it and keeps firing.	ANY TIME
53	Boardin Party. Boardin' Party. When two or more friendly fighters charge the same enemy this turn, each gains +1 to Hit in that combat, the crew swarming over the rail all at once the way it boards a hulk — no lines, no waiting, just everyone piling on together.	WHEN CHARGING
54	Cut O Da Haul. Cut o' da Haul. At the end of the battle, if your crew carried off at least one Loot marker, bank an extra measure of plunder into your hoard — a fatter cut than the tally alone would give, skimmed off the top before anyone counts too closely.	END OF BATTLE
55	Grot Loot Runner. Grot Loot-Runner. During your turn, one friendly Grot may carry a Loot marker at its full Movement with no penalty, the little runner scuttling off with the swag while the Boyz cover it — the one job a Grot is genuinely good at.	YOUR TURN
56	Weird Kit. Weird Kit. At the start of the battle, roll a D6 for one nominated fighter. On a 4+ a bit of weird scrounged kit works perfectly this fight, and that fighter gains +1 to a single characteristic of your choice until the end of the battle. On a 1-3 it does nothing at all, as weird kit so often does.	START OF BATTLE
61	Pirates Nerve. Pirate's Nerve. When a friendly fighter takes a Nerve test or your crew takes a Bottle test, you may re-roll it, the pirate's nerve holding where sense says it shouldn't — a Freebooter is never so dangerous as when it has clearly already lost and refuses to admit it.	WHEN TAKING A BOTTLE OR NERVE TEST
62	Flash Da Plunder. Flash da Plunder. At the start of the round, if your crew is carrying more Loot markers than the enemy, every friendly fighter gains +1 to Cool checks this round, flashing the haul about and feeling untouchable — nothing steadies a Freebooter like being visibly ahead.	START OF ROUND
63	A Bit O Everything. A Bit o' Everything. Before the battle, choose any two other Freebooterz Gang Tactics with a pre-battle or start-of-battle timing and apply both this fight — the crew, unable to settle on one plan, grabs a bit of everything at once and somehow makes it work.	PRE-BATTLE
64	Da Kaptins Legend. Da Kaptin's Legend. At the end of the battle, if your Leader took an enemy Champion or Leader Out of Action, gain an extra measure of Reputation as the tale of the boss's latest famous kill goes round the sector, growing louder with every retelling.	END OF BATTLE
65	Winnin Streak. Winnin' Streak. At the start of the round, if your crew has taken more enemies Out of Action than it has lost fighters, every friendly fighter gains +1 to Hit in close combat this round, riding the winnin' streak — Orks fight hardest when they can already smell the victory.	START OF ROUND
66	Kaptins Masterstroke. Kaptin's Masterstroke. Once per battle during your turn, your Leader may take one full extra activation immediately after its normal one — a masterstroke of pirate audacity that catches the enemy flat and reminds the crew exactly why it follows this particular boss.	YOUR TURN

ALLIANCES

DA CHEATED SHARE

ALLIANCE

WHO	a rival Kaptin or gang that welched on a split — a former partner cheated of its cut, or a crew that grabbed loot the Freebooterz had already claimed; the one thing a pirate cannot forgive is being robbed of a robbery
FACTION	any
MY ROLE	feud
PHASE GATE	none — a Freebooterz grudge is live from the moment the share goes unpaid until it is collected, in loot or in blood
TERMS	no muster and no truce with a cheat: the two may never form the Mongrel Muster pact; the Freebooterz gain +1 to all Loot-grab and steal-related rolls against the cheat-gang, and a Freebooterz win over them banks the Reputation plus 20 Plunder 'reclaimed' from the loser's hoard; the grudge is personal to the Kaptin and campaign-only

A Freebooterz feud is the simplest grudge there is — someone welched on a split. Whether a rival Kaptin cheated the crew of its cut or grabbed loot the Freebooterz had already claimed, the one thing a pirate cannot forgive is being robbed of a robbery. The two crews may never form the Mongrel Muster pact. Against the cheat-gang the Freebooterz gain +1 to all Loot-grab and steal-related rolls, and a win over them banks Reputation plus twenty measures of plunder reclaimed straight from the loser's hoard. The grudge is personal to the Kaptin and campaign-only, and it lives until it is collected — in loot or in blood.

WHO	anyone with a gun and a price — a Flash Git between contracts, a mercenary Klan willing to fight for a cut, hive-scum, a bounty hunter, another gang's castoffs; the widest hire-in net in the green tide
FACTION	any
MY ROLE	hire
PHASE GATE	none — the Freebooterz muster a mongrel crew from the first battle to the last, whenever there's plunder to promise
TERMS	a hire-IN pact paid in plunder, not tribute: the Freebooterz promise a partner a cut of every haul in exchange for guns on the field, and the two gangs will not attack each other's worlds while the arrangement holds; the partner may be called to lend a fighter as a Hired Gun in one battle per campaign turn, and each may call the other's favour table once; the pact lapses the moment a haul goes unshared; campaign-only — the borrowed crew never joins a normal-battle gang list as anything but an agreed Hired Gun

The Mongrel Muster is the widest hire-in net in the green tide — a pact with anyone who has a gun and a price. The Freebooterz promise a partner a cut of every haul in exchange for guns on the field, and the two crews will not raid each other's worlds while the arrangement holds. The partner may be called to lend a fighter as a Hired Gun once per campaign turn, and each crew may call the other's favour table once. The pact lapses the moment a haul goes unshared. It is campaign-only: the borrowed crew joins a battle list only as an agreed Hired Gun, never as anything more.



FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Bad Bargain. A Bad Bargain. The worst deal the fortune-fence offers, struck only because the crew was desperate. You gain the loan of one fighter or gubbin for your next battle, but the patron takes an outsized cut: after that battle, surrender your single largest Loot haul, or pay double the fence's usual share. The kit turns up; the bill turns up worse.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER-PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

3	A Krate O Mixed Kit. A Krate o' Mixed Kit. The fortune-fence sends over a crate of mismatched gear. One nominated fighter may take a single random item from any sibling Klan's list for your next battle at no cost — you do not choose which; roll for it or let the arbitrator pick. Mixed kit, exactly as the name promises, and about as reliable.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
4	A Loaned Gubbin. A Loaned Gubbin. The fortune-fence loans one signature gubbin of your choice from a sibling Klan's list to a nominated fighter for your next battle. It must go back afterward — and if that fighter is taken Out of Action, the fence adds the loss to your tab and takes first pick of your next haul. Borrowed kit, borrowed risk.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
5	A Mercenary Muster. A Mercenary Muster. The fortune-fence knows a gun for hire. Add one Hired Gun to your crew for your next battle at half the fence's usual rate, mustered on the patron's word and the promise of a share of the plunder. Cheap muscle, arranged with a nod.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

6	A Flash Git For Hire. A Flash Git for Hire. The fortune-fence puts you in touch with a Flash Git between contracts. Hire the Flash Git Mercs for your next battle at a discount off their usual rate, borrowed Bad Moons dakka arriving with all its insufferable swagger intact.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
7	A Cut O Plunder. A Cut o' Plunder. The commonest arrangement of all. The fortune-fence fronts the crew a little coin against the next haul: gain a modest sum of credits now, repaid out of whatever plunder you carry off your next battle. Grab nothing, and the debt simply rolls over — and grows.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
8	A Looted Wagon. A Looted Wagon. The fortune-fence has a looted wagon going spare. For your next battle your crew may carry off one extra Loot marker beyond its normal limit, the added hauling capacity turning a good haul into a great one and a great one into a legend.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

9	A Glory Hunt Bounty. A Glory-Hunt Bounty. The fortune-fence posts a bounty. Nominate one enemy fighter before your next battle; if your crew takes it Out of Action, the patron pays out a sum of credits and a measure of Reputation — coin and glory in a single stroke, exactly the kind of deal a Freebooter cannot resist.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
10	Da Kaptins Own Crew. Da Kaptin's Own Crew. The fortune-fence, impressed, lends the crew proper muscle. Add two Hired Guns from your roster to your next battle at no upkeep, the patron betting coin on a boss who delivers — and expecting a cut of the winnings for the faith.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL
11	Da Fences Best Kit. Da Fence's Best Kit. The fortune-fence opens the good crates. One nominated fighter may take any single legal item from any sibling Klan's list for your next battle at no cost — the fence's finest gear handed over on a handshake and a promise of a very large future cut.	A FREEBOOTER FORTUNE-FENCE — A PLUNDER- PATRON (A SWAGGERING GUN-LORD KAPTIN WHO BANKROLLS OTHER CREWS' GLORY-HUNTS) WHO LENDS KIT, MUSCLE AND COIN UP FRONT AND TAKES THE FIRST PICK OF THE HAUL

12

Da Kaptin Rides In. Da Kaptin Rides In. The best the fortune-fence can do. For your next battle the patron rides in personally with kit and coin: gain a generous sum of credits, one free Freeboota's Pick gubbin for a nominated fighter, and the fence fights alongside the crew as a Hired Gun. When fortune smiles on a Freebooter, it smiles loud and it smiles armed.

A FREEBOOTER
FORTUNE-FENCE
— A PLUNDER-
PATRON (A
SWAGGERING
GUN-LORD
KAPTIN WHO
BANKROLLS
OTHER CREWS'
GLORY-HUNTS)
WHO LENDS
KIT, MUSCLE
AND COIN UP
FRONT AND
TAKES THE
FIRST PICK OF
THE HAUL

🦴 SUB-PLOTS

✂ DA FATTEST HOARD

SUB-PLOT

Reward: the hoard buys breadth: the House unlocks a permanent extra Freeboota's Pick slot (one nominated fighter may carry TWO borrowed sibling-Klan gubbins for the rest of the campaign), and gains a standing +10 Plunder to every post-battle haul — the fattest, gaudiest crew in the sector, drowning in other people's kit

Da Fattest Hoard. A crew earns this the slow way — by getting rich and staying ahead. If this House carries off Loot markers or scenario plunder in five separate battles without ever ending a battle having lost more fighters than it grabbed markers, the hoard grows fat enough to change the crew itself. It unlocks a permanent extra Freeboota's Pick slot — one nominated fighter may carry two borrowed sibling-Klan gubbins for the rest of the campaign — and adds a standing +10 Plunder to every haul thereafter. The fattest, gaudiest crew in the sector, drowning in other people's kit.

✂ DA KAPTINS LEGEND

SUB-PLOT

Reward: the legend pays forward: Da Kaptin's Glory aura permanently extends to 9" instead of 6" for the rest of the campaign, and the House gains a standing +1 to every post-battle Reputation gain — a Kaptin famous enough draws a bolder crew, and a bolder crew wins louder

Da Kaptin's Legend. Some bosses are remembered. If the Kaptin personally takes an enemy Champion or Leader Out of Action in three separate battles across the campaign, the tale of a boss who kills famous — three times over — becomes a name the whole sector knows. From then on, Da Kaptin's Glory reaches to 9" instead of 6" for the rest of the campaign, and the House gains a standing +1 to every post-battle Reputation gain. A Kaptin famous enough draws a bolder crew, and a bolder crew wins louder.

LEGENDARY NAMES

✧ KAPTIN GITRAKA DA BOLD

LEADER

XP cost (random): 14

XP cost (chosen): 20

Kaptin Gitraka is the boldest boss in the sector, a Freebooter Kaptin whose legend runs well ahead of his sense. Around him Da Kaptin's Glory reaches to 9" instead of the usual 6", and once per battle the first enemy Gitraka personally takes Out of Action sends every friendly Ork within that aura surging forward in a free Move toward the nearest enemy — the whole crew riding the boss's glory in a single roar. The trouble is that a Kaptin this hungry for a famous kill cannot leave one alone: Gitraka must always charge or move toward the nearest enemy Champion or Leader when able, chasing the loud fight even when the plunder is elsewhere and the smart play is to grab and go.

✧ LUCKY ZOG

SPECIALIST

XP cost (random): 8

XP cost (chosen): 12

Lucky Zog is the greenskin who should have died a dozen times over and somehow keeps not doing. Fortune rides with him: once per battle he may re-roll any single dice, his own or a friendly fighter's within 6", and when Zog earns an Advancement the crew's borrowed luck lets him roll twice on the advance table and take whichever result he likes. But luck borrowed always comes with a bill. Whenever Zog leans on his fortune and the re-rolled dice comes up a natural 1, it turns on him at once — he is immediately Pinned, or takes a Flesh Wound if already Pinned or engaged. His luck runs out at exactly the worst moment, which is precisely why they call him Lucky.

✧ SNAGGS DA MAGPIE

CHAMPION

XP cost (random): 10

XP cost (chosen): 14

Snaggs is the crew's finest scrounger, a Nob whose kit is a museum of everyone else's gear. He may carry two Freeboota's Pick gubbins where any other fighter manages one — two borrowed tricks from sibling Klans at once — and once per battle he may swap one of them mid-game for a different legal item, digging a better tool out of the loot on the fly. But a magpie's hoard is never a soldier's loadout. Snaggs may never carry two weapons of the same type, and must always field at least one item from a Klan no other fighter in the crew is borrowing from. His gear is gloriously eclectic and never quite matches — a hoard, not a kit, and all the more his own for it.



TERRAIN

✂ DA GROUNDED HULK

TERRAIN

Da Grounded Hulk. The beached wreck of a Freebooterz flagship, or a drifting hulk run aground — a rusting warren of decks, holds and gun-galleries the crew has half-stripped and wholly claimed, the closest thing a mob of pirates has to a home port. A fighter that begins its activation inside the hulk treats the wreck as heavy cover, and once per battle may dig through the holds: roll a D6, and on a 4+ recover one free single-use item — a spare weapon, a bit of ammo, a random gubbin, whatever the arbitrator agrees is a minor boon — for that fighter. A crew that controls the hulk at battle's end banks 15 Plunder from what it strips out of the hull.

✂ DA PLUNDER STASH

TERRAIN

Da Plunder Stash. A heaped, half-sorted mound of loot a Freebooterz crew has grabbed and not yet split — crates, looted guns, gilded scrap and teef, dumped wherever the crew stopped running and guarded by whichever Grots drew the short straw. Any gang that ends a battle with a fighter in base contact with the stash and no enemy within 3" may ransack it, banking 20 Plunder into its hoard — or 30 if that gang is the Freebooterz reclaiming their own pile. A stash left uncontested by both crews spills: remove it, and place a fresh Loot marker at its centre for the next battle.

✂ DA BOARDIN ACTION

SCENARIO

ATTACKER	the Freebooterz crew, storming a fortified position the way it boards a hulk — over the rail, all at once, no waiting turns
DEFENDER	the gang dug into the strongpoint, holding the high ground the Freebooterz mean to swarm
DEPLOY	the defender deploys inside a central fortified zone (a raised platform, bunker, or hulk-deck ~8" across) with a single objective — the prize — at its heart; the Freebooterz deploy within 6" of any board edge, in as many separate knots as they like
OBJECTIVE	the Freebooterz must get a fighter into base contact with the prize and hold it; the defender must keep them off it to the end of round six
VICTORY	the Freebooterz win if a friendly fighter controls the prize (in base contact, no enemy within 1") at the end of any round from the fourth on; the defender wins by denying the prize to the end of round six
REWARDS	a Freebooterz win banks 30 Plunder and the boarded position's fixtures as loot; the defender, holding, keeps the prize and the Reputation of a gang that repelled a full pirate boarding
CONTROL TRACK	a boarding assault on a held strongpoint ('control-track' + 'victory-condition'): a Freebooterz win shifts the marker +1 and seizes the position's economy outright; a repelled boarding shifts the marker +1 to the DEFENDER, because a pirate crew that came over the rail and got thrown back has lost more than it risked — the one scenario where the magpie's own aggression can cost it ground

THE BOARDING. The Freebooterz storm a fortified position the way they board a hulk — over the rail, all at once, no waiting. The attacker is the crew; the defender is the gang dug into the strongpoint, holding the high ground the pirates mean to swarm.

BATTLEFIELD & DEPLOYMENT. The defender deploys inside a central fortified zone — a raised platform, bunker or hulk-deck roughly 8" across — with a single prize at its heart. The Freebooterz deploy within 6" of any board edge, in as many separate knots as they like.

OBJECTIVE. The Freebooterz must get a fighter into base contact with the prize and hold it. The defender must keep them off it to the end of round six.

ENDING THE BATTLE. The Freebooterz win if a friendly fighter controls the prize — in base contact, no enemy within 1" — at the end of any round from the fourth onward. The defender wins by denying the prize to the end of round six.

REWARDS. A Freebooterz win banks 30 Plunder and the boarded position's fixtures as loot. A defender that holds keeps the prize and the Reputation of a gang that repelled a full pirate boarding.

CONTROL TRACK. A won boarding shifts the world's marker one step toward the crew and seizes the position's economy outright. A repelled boarding shifts the marker one step to the defender instead — a pirate crew that came over the rail and got thrown back has lost more than it risked, the one scenario where the magpie's own aggression can cost it ground.

ATTACKER	either gang — a rumoured buried haul draws every crew, and the Freebooterz most of all
DEFENDER	neither — this is a contested treasure-grab, both crews attack the ground
DEPLOY	five Loot markers are placed in a rough cluster within 6" of the board centre; each crew deploys along opposite board edges
OBJECTIVE	both crews race to dig up and carry off Loot markers; there is no defender, only the mad scramble over a shared haul
VICTORY	the crew that carries off the most Loot markers by the end of round seven wins; ties are broken in favour of the crew that took the most enemies Out of Action
REWARDS	each marker carried off banks 15 Plunder; the winning crew additionally gains +1 Reputation as the mob that dug up the richest score in the sector
CONTROL TRACK	a scramble over unclaimed wealth ('control-track' + 'victory-condition'): the crew that carries off the majority of the markers shifts the marker +1 in their favour and banks the haul; a dead-even split leaves the marker unmoved and both Kaptins claiming they won — no economy changes hands, only bruised pride and buried teef

THE RUMOUR. A buried haul draws every crew, and the Freebooterz most of all. Either gang may count as the attacker; in truth neither defends, for this is a contested treasure-grab and both crews attack the ground.

BATTLEFIELD & DEPLOYMENT. Five Loot markers are placed in a rough cluster within 6" of the board centre. Each crew deploys along an opposite board edge.

OBJECTIVE. Both crews race to dig up and carry off Loot markers. There is no defender, only the mad scramble over a shared haul.

ENDING THE BATTLE. The crew that carries off the most markers by the end of round seven wins. A tie is broken in favour of the crew that took the most enemies Out of Action.

REWARDS. Each marker carried off banks 15 Plunder. The winning crew also gains a measure of Reputation as the mob that dug up the richest score in the sector.

CONTROL TRACK. The crew that carries off the majority of the markers shifts the world's marker one step in its favour and banks the haul. A dead-even split leaves the marker unmoved and both Kaptins loudly claiming they won — no economy changes hands, only bruised pride and buried teef.

ATTACKER	the Freebooterz crew, come to plunder — the raid is the Klan's natural fight, and it always turns up as the attacker
DEFENDER	the gang that holds the settlement the Freebooterz have decided is worth robbing
DEPLOY	three Loot markers are placed across the defender's half, no two within 6" of each other; the defender deploys anywhere in their own half, the Freebooterz deploy within 6" of any one board edge
OBJECTIVE	the Freebooterz must carry Loot markers off their own board edge; the defender must stop them or hold the loot to the end of the sixth round
VICTORY	the Freebooterz win by carrying at least two of the three Loot markers off their edge; the defender wins by holding two or more markers at the end of round six, or by taking Out of Action every fighter carrying loot
REWARDS	plunder is the whole point: each Loot marker carried off banks 20 Plunder into the Freebooterz hoard; the defender, if it holds, banks the loot it kept plus the Reputation of a gang that saw off the green tide's greediest crew
CONTROL TRACK	a raid for portable wealth ('control-track' + 'victory-condition'): each marker the Freebooterz carry off shifts the marker +1 toward them AND transfers that Loot's value from the defender's held economy into the Freebooterz hoard; a failed raid leaves the marker unmoved and the crew slinks off empty-handed, having paid for the fight and grabbed nothing — the one outcome a Freebooter cannot stomach

THE RAID. The loot-grab is the Freebooterz' natural fight, and the crew always turns up as the attacker — come to rob a settlement it has decided is worth robbing. The defender is whatever gang holds the place.

BATTLEFIELD & DEPLOYMENT. Three Loot markers are placed across the defender's half, no two within 6" of each other. The defender deploys anywhere in its own half; the Freebooterz deploy within 6" of any one board edge.

OBJECTIVE. The Freebooterz must carry Loot markers off their own board edge. The defender must stop them, or hold the loot to the end of the sixth round.

ENDING THE BATTLE. The Freebooterz win by carrying at least two of the three markers off their edge. The defender wins by holding two or more at the end of round six, or by taking Out of Action every fighter carrying loot.

REWARDS. Plunder is the whole reason for the fight: each marker carried off banks 20 Plunder into the Freebooterz hoard. A defender that holds keeps the loot it kept, and the Reputation of a gang that saw off the green tide's greediest crew.

CONTROL TRACK. Each marker the Freebooterz carry off shifts the world's marker one step toward them and transfers that loot's value from the defender's held economy into the Freebooterz hoard. A failed raid leaves the marker unmoved and the crew slinking off empty-handed, having spent itself on the fight and grabbed nothing — the one outcome a Freebooter cannot stomach.