BURNING DEATH SPEED FREEKS ARMY LIST

Below was some sort of Humie supply dump, with stacks of crates and barrels, and Imperial Guardsmen scuttling around dousing fires. Skargrim grinned and sounded the Waaagh-horn before kicking his driver to go faster. Around him, the massed vehicles of the Speed Kult raced down towards the shocked Humies at full throttle. Warbuggies vied with bikes and Traks to cover the ground the fastest, Trukks packed with Boyz careened against each other as they fought to get ahead, the greenskins' shouts inaudible over the thunder of engines. The column of ramshackle, bellowing vehicles snaked and twisted like a living thing as it converged on its prey.

Forces
The Burning Death Speed Freeks Army List uses the datasheets from the Speed Freek Forces section.

Using The Army List
Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The different types of Ork formations you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules
The *Mob Rule* (see *Mob Rule*) and *Power of the Waaagh!* (see *Power of the Waaagh!*) rules apply to all Ork formations.

SPECIAL RULE
Speed Freek Epic Tournament Special Rules

Every Speed Freek Ork army *must* include a Mekboy Bad Ork Bikerboy unit. The unit is free, you don't have to pay any points for him, and it can be added to any formation in the army.

Every unit in a Speed Freek army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying the unit around.

Burning Death Speed Freek armies are allowed to field a Warbike Outriders formation. All units in the formation have *scout*.

BURNING DEATH SPEED FREEKS ARMY LIST

Burning Death Speed Freek armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test (see *Power of the Waaagh!*), or the size of the formation when rallying (see *Mob Rule*).

ORK FORMATIONS

TYPE	CORE UNITS	COST NORMAL	COST BIG	COST 'UGE	EXTRA UNITS
Blitz Brigade	Any four of the following units: Deth Kopta, Flakwagon, Gunwagon	150	250	350	Add any number of the following units for +25 points each: Boyz, Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one of the following units for +35 points each: Nobz, Nob Warbikes Add up to one Mekboy Speedsta for +50 points Add any number of Gunfortresses for +125 points each
Fortress Mob	Any two of the following units: Battlefortress, Gunfortress	275	475	675	Add any number of Boyz for +25 points each Add any number of Flakwagons for +35 points each Add up to one of the following units for +35 points each: Nobz, Nob Warbikes Add any number of Battlefortresses for +115 points each Add any number of Gunfortresses for +125 points each
0–1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Kult Of Speed	Any eight of the following units: Scorcha, Warbikes, Warbuggy	200	350	500	Add any number of the following units for +25 points each: Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Mekboy Speedsta for +50 points
Warband	One Nobz, three Boyz and four Trukks, plus any four of the following units: Scorcha, Warbikes, Warbuggy	200	375	550	Add any number of the following units for +25 points each: Big Gunz, Boyz and a Trukk, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of the following units for +35 points each: Battlewagon, Deth Kopta, Flakwagon, Gunwagon Add up to one Nobz for +35 points Add up to one Mekboy Speedsta for +50 points Replace any number of Nobz with an equal number of Nob Warbikes for free
Warbike Outriders	Five Warbikes	150	250	350	None **Note:** All units in the formation have *Scout*

ORK AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	COST NORMAL	COST BIG	COST 'UGE	EXTRA UNITS
Fighta Sqwadron	Three Fighter Bombers	150	n/a	n/a	Add up to six Fighter-Bombers for +50 points each
Landa	One Landa	200	n/a	n/a	None

SPEED FREEK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Big Gunz	INF	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Mekboy Bad Ork Bikerboy	INF	40cm	5+	4+	5+	Sawn-Off Custom Blasta	15cm	MW5+, MW	*Invulnerable Save, Mounted, Supreme Commander.*
						and	(15cm)	Small Arms, EA(+1), MW	
						Choppa Blades	(bc)	Assault Weapons, EA(+1), MW	
Nob Warbikes	INF	35cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader, Mounted.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Stormboyz	INF	30cm	6+	4+	6+	Shootas	(15cm)	Small Arms	*Jump Packs, Scout.*
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn-Off Big Shoota	15cm	AP5+/AT5+	*Mounted.*
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	*Skimmer.*
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, IC	
Trukk	LV	35cm	5+	6+	-	-			*Transport. May transport one infantry units without Jump Packs or Mounted. With the exception of Big Gunz, units being transported may shoot.*
Warbuggy	LV	35cm	5+	5+	5+	Twin Big Shoota	30cm	AP5+/AT6+	
Battlewagon	AV	30cm	5+	6+	5+	2× Twin Big Shoota	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted; only one of the two units may be a Big Gunz; plus one unit of Grotz.*
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2× AP6+/AT6+/AA6+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Gunwagon	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+/AT5+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	*D3 Power Fields.*
Battlefortress	WE	30cm	4+	4+	4+	4× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport eight infantry units without Jump Packs or Mounted; only one of the eight units may be a Big Gunz; plus four units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						Big Gun	45cm	AP5+/AT5+	
Gunfortress	WE	30cm	4+	4+	4+	5× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport four infantry units without Jump Packs or Mounted; only one of the four units may be a Big Gunz; plus two units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						3× Big Gun	45cm	AP5+/AT5+	
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas	15cm	AP5+/AA5+	
						Tankbusta Rokkits	30cm	AT4+	
Landa	AC/WE	Bomber	5+	6+	4+	Gun Turrets	15cm	D6+3× AP5+/AA6+	*Damage Capacity 3, Planetfall, Reinforced Armour, Transport. May transport ten infantry units (except Big Gunz), light vehicle units, Killa Kans or Dreadnoughts; plus four units of Grotz. Light vehicles and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
						2× Tankbusta Rokkits	30cm	AT4+, FxF	
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP, MW	*Slow and Steady, Transport. May transport twelve Landas and the units being carried on them.*
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP, MW	

SPECIAL RULE
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine's count each point of starting damage capacity as a unit.

SPECIAL RULE
Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see Aircraft).

SPECIAL RULE
Power Fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as *Imperial Void Shields* (see Imperial Void Shields), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.