GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

"I'm da hand of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill. I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da humies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"

Graffiti on Warlord Titan wreckage found by Dark Angels at Westerisle, Piscina IV

Forces
The Ghazghkull Mag Uruk Thraka's Ork War Horde Army List uses the datasheets from the Ork 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 most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. 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. For example, a normal sized Kult of Speed can include 0–1 Oddboy, a big Kult of Speed can include 0–2, and a 'uge Kult of Speed can include 0–3. 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
Ork Warlords[1]

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.

SPECIAL RULE
Battlefortresses & Gunfortresses

In tournament games, these units may only transport units from their own formation (i.e., the rules for War Engine transports do not apply to them when using the tournament army lists).

1. Ork Warlords

Q: Can an Ork Warlord join any unit if there are no Great Gargants, Nobz or Gargant units in the army?

A: Yes.

GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

Ghazghkull Mag Uruk Thraka's Ork War Horde 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

		COST			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'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: Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Gunfortress for +125 points Add up to one Oddboy character to a Gunfortress or Gunwagon unit for +50 points
0–1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Kommando Warhorde	Six Kommandos	150	n/a	n/a	Add any number of the following units for +25 points each: Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of Deth Koptas for +35 points each
Kult Of Speed	Any eight of the following units: Skorcha, 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 Oddboy character to a Gunwagon unit for +50 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Add any number of the following units for +25 points each: Battlewagon, Big Gunz Add any number of Flakwagons for +35 points each Add up to one Nobz for +35 points Add up to one Oddboy character to a Big Gunz unit for +50 points
Mekboy Stompamob	Three Stompas	175	300	425	Add any number of Kill Kans for +25 points each Add any number of the following units for +35 points each: Dreadnought, Flakwagon Add any number of Stompas for +50 points each Add up to one Supa-Stompa for +275 points
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Add any number of the following units for +25 points each: Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of Deth Koptas for +35 points each
Warband	Two Nobz, six Boyz and two Grotz	200	350	500	Add any number of the following units for +25 points each: Battlewagon, Big Gunz, Boyz and an optional Grotz, Killa Kan, Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Dreadnought, Flakwagon, Gunwagon Add up to two Nobz for +35 points each Add any number of Stompas for +50 points each Add any number of Battlefortresses for +115 points each Add any number of Gunfortresses for +125 points each Add up to one Oddboy character to a Battlefortresses, Big Gunz, Gunfortress or Gunwagon unit for +50 points

ORK AIRCRAFT AND GARGANT FORMATIONS

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

		COST			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRA UNITS**
Fighta Sqwadron	Three Fighta Bommers	150	n/a	n/a	Add up to six Fighta Bommers for +50 points each
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None
Landa	One Landa	200	n/a	n/a	None

ORK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Oddboy	CH	n/a	n/a	n/a	n/a	0–1× Supa-Zzap-Gun	60cm	MW3+, TK(D3)	*Replace one Big Gun weapon with either a Supa-Zzap-Gun or a Soopagun, alternatively the unit may be given D3 Power Fields.*
						0–1× Soopagun	60cm	2BP, MW	
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	*Supreme Commander.*
Big Gunz	INF	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	*Expendable. Formations that include at least one Ork unit don't count Grot units that are lost in an assault when working out who has won the combat.*
Kommandos	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	*Infiltrator, Scout.*
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	
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.*
Dreadnought	AV	15cm	4+	4+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
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.*
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Stompa	AV	15cm	4+	4+	4+	2–3× Big Gun	45cm	AP5+/AT5+	*Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a kombat 'ammer.*
						0–1× Kombat 'Ammer	30cm	AP5+/AT6+	
						and	(bc)	Assault Weapons, EA(+1), MW	
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+	
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 8, Fearless, D3+3 Power Fields, Reinforced Armour, Walker. Armed with either three Soopaguns, or two Soopaguns and one of the following: Mega-Choppa, Supa-Zzap-Gun. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						2–3× Soopagun	60cm	2BP, FxF, MW	
						0–1× Supa-Zzap-Gun	60cm	MW3+, FxF, TK(D3)	
						0–1× Mega-Choppa	45cm	AP5+/AT5+, FxF	
						and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 12, Fearless, D6+6 Power Fields, Reinforced Armour, Walker. Armed with either two Twin Soopaguns, or a Twin Soopagun and Lifta-Droppa. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						2× Big Gun	45cm	AP5+/AT5+	
						Soopagun	60cm	2BP, FxF, MW	
						1–2× Twin Soopagun	60cm	3BP, FxF, MW	
						0–1× Lifta-Droppa	60cm	MW3+, FxF, TK(D3)	
						and	(bc)	Assault Weapons, EA(+1), TK(D3)	

Gunfortress	WE	30cm	4+	4+	4+	5× Twin Big Shoota 3× Big Gun		30cm 45cm	AP5+/AT6+ AP5+/AT5+	*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+.*
Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 2–3× Soopagun 0–1× Mega-Choppa	and	30cm 60cm 45cm (bc)	MW4+, TK 2BP, FxF, MW AP5+/AT5+, FxF Assault Weapons, EA(+1), TK(D3)	*Damage Capacity 4, Fearless, D3 Power Fields, Reinforced Armour, Walker. Armed with either three Soopaguns, or two Soopaguns and a Mega-Choppa. Critical Hit Effect: The unit suffers a -1 to hit modifier for the rest of the game. Subsequent critical hits cause an extra point of damage.*
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits		15cm 30cm	AP5+/AA5+ AT4+	
Landa	AC/WE	Bomber	5+	6+	4+	Gun Turrets 2× Tankbusta Rokkits		15cm 30cm	D6+3× AP5+/AA6+ AT4+, FxF	*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.*
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.