

# Warhammer 40K: Orks

By Aeheriman



*The Orks are the pinnacle of creation. For them, the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Eldar who have failed, or the Humans, on the road to ruin in their turn? And why? Because we sought answers to questions that an Ork wouldn't even bother to ask! We see a culture that is strong and despise it as crude.*

**-Ulthan the Perverse, controversial Eldar philosopher**

*"Of all the races I have battled throughout the galaxy, the Ork is the hardest to comprehend. They wage war with machines that should not work, care little for strategic gains, and are just as likely to slaughter each other as the enemy. How does one battle an enemy that defies all logic?"*

**-Captain Varnael Larik, Rogue Trader**

*The Orks plague the galaxy from end to end with their ceaseless warring and strife. They are a race rooted so deeply in war that peace is utterly incomprehensible to them. They cannot be bargained with or bought save with weapons that they will inevitably turn against those who tried to bribe them. I pray with all my faith that some great catastrophe will annihilate them but I fear that ultimately it is they, not we, who shall rule the galaxy.*

**-Xanthius, High Lord of Terra**

*"Orkses is neva defeated in battle. If we win we win, if we die we die fightin' so it don't count. If we runz for it we don't lose eva, cos we can come back for annuver go, see!"*

**-Common Ork Saying**

**WAAAAAAAAAAAAAGH!**

**-Every Ork Ever**

Alright, shut yer gobs an listen up. 'Der's a lotta people slumm'n around dis ere krazy galaxy, Beaky boyz, spiky boyz, gray boyz, eldar gits, only orks iz da best! How, ya ask? we's 'da biggest, we's da meanest, we's 'da shootiest an' choppiest uv um all! We'z got da shiniest bitz, or we'z 'bout to krump da git dat does. But mostly, we're da greenest ones 'der iz. So take dese tousand or so teef point dingiez, get out 'der an' have yourself a propa gud time!  
WAAAAAAAGH!!

## TIME AN PLACE

*Orks can be found anytime, anyplace Orks once fought. Which is everywhere. So feel free to pick any place in the galaxy at any point in the last sixty million years or so.*

## AGE & GENDER

*Dun really matter. Been awhile since I last saw a gorl Ork, but whateva makes you happy. Keep it change it, jus' get on widdit.*



## KLANZ

*Tribes and warbands come and go, Klanz are for life.*



**Bad Moons**—The nearest thing Orks have to a merchant class, Bad Moons grow teef faster than anybody, so have more to spend. This ain't considered so unfair, because other Orks figure they can thump them and take their teef. Bad Moons have the best guns and vehicles, an' the most Dakka. Their special unit is the Flash Git.



**Blood Axes**—The first Ork Klan to encount Humies, it's said. Blood Axes have fought the Humies more than anybody else and picked up some of their language and habits. Like camouflage and sneaky tactics. This has made others grumble that they seem

dangerously un-Orky. The Blood Axes special unit is the Kommando.



**Death Skulls**– Thieves and Lootas, one and all. And oddly the closest things the Orks have to technicians. Lots of Meks in the Death Skulls, being kept in gubbins and bitz by the Boyz. Very superstitious too, lots of Boyz cover themselves in blue warpaint, because blue is lucky.



**Evil Sunz**– Speed Freeks, Evil Sunz just love going fast, and getting to the fighting first! Yahoo!



**Goffs**– Lovers of black, rock, and melee combat. Goffs field huge mobs.



**Snakebites**– Half-feral traditionalists wot don't trust anything more complicated than a choppa. Good in a scrap though.



**Freebooters**– Orks kicked out from respectable Orkish society, made pirates an' mercenaries.

**Minor Klan/Homebrew**– Wanna be part of another Klan? Haw Haw! I like you! Go right ahead. You'll be down a free perk or two, but some things're more important than countin' teef, or at least more fun!



**SIZE**



**Boy** (free) Tall as a man, would be bigger with better posture. One of the rank-and-file of any mob.

**Nob** (free) Bigger and meaner, and thus fit to lead. Don't forget to kick around the Boys occasionally to remind them.

**Oddboy** (-100 teef) Yer a funny one, aintcha? Got skills and powers other Boys don't? Well, that ain't so unusual, yer just an Oddboy!

**Boss** (-200 teef) You're *quite a bit* bigger than even Nobs, even if not as big as Ghazgkull, and should find yourself with a decent following wherever you land.



## PERKZ

**Orkoid Fizzy-ology** (free all) A human might say that Orks are animal and fungus living in such perfect symbiosis it's hard to say where one ends and the other begins. Orks are big and strong, and besides a brain and digestive tract don't seem to have much in the way of internal organs, all the relevant functions being handled by this versatile organic slush inside. Orks can shrug off damage that would kill a human, reattach limbs, even someone else's or even transplant heads and be just fine. They grow rapidly when engaged in combat or until they hit a level of competence and get slapped down by a bigger Ork.

Orks reproduce by spores, you constantly emit these little spots that grow to Orkify your surroundings, producing fungus, then squigs, then snotlings, etc. You can disable this if you like. And then there's the Waaagh, not just a battlecry or the species name for war, there's a psychic energy field produced by a large number of greenskins and their collective belief. It's how their technology

works, despite all sense. It's why red vehicles go faster. If a Boss insists he gassed up his warbuggy, and the group agrees, it will run without gas.

After this Jump, becomes an alt-form.

**Orks is Built For Fighting** (free all) You can handle yourself alright in a scrap. Not brilliant or fancy, but you can fight. You never freeze up from shock or fear neither.

**Jolly Monsters** (free all) Orks laugh and have fun, about the only people in the setting to do so. But mostly they do it while murdering their way across worlds. This is because Orks don't really empathize with others, or realize aliens might not have fun scrapping like they do. Why even build a fortress, if not to dare someone to tear it down? Now you too, can switch off your doubts and cares for others whenever you need to and just enjoy the krumping.

**Green Tide** (-50 teef) All Orks shed spores that orkify their surroundings, and give rise to more Orks, but you're especially good at it. For each purchase, you give off ten times more spores. Also, if you purchase this at least once, your Body Mod and any inheritable powers you wish are present in Orks grown from your spores. Can be turned off, just like the base spore ability.

**I Am Slaughter** (-100 teef) Everybody knows the Orks are jolly, goofy, and usually the obvious threat before the *real* one reveals itself. You can bring to life the true menace and foreboding of a species that lives only to fight and kill, and when you want to be serious, no one can treat you as a joke, for they sense their own mortality in your words.

**Mycelial Network** (-300 teef) Once every ten years, if killed you can grow a new body in a few days from a spore you shed somewhere. The gods belch out your soul, while your consciousness travels through the quantum fungus field that surrounds and penetrates all life, and binds the galaxy together.

**Dakka Dakka Dakka** (-200 teef, free Bad Moon) Humies talk about "spray and pray" but you were never the religious type. Whenever you unleash a burst in the general direction of the enemy, at least one of the slugs or rokkits or bombs is going to hit *something* terribly important. A weak spot, a gas tank, a commander or medic. This perk doesn't activate if you actually try and aim.

**Knows What Cover Is** (-200 teef, free Blood Axe) Unlike most Orks, you know how to take advantage of cover to not get shot before you can close. And cover is remarkably effective for you. People may wonder how a card table or shrubbery that should only offer concealment can stop bolter rounds, but you know with a chest-high barrier of any kind you won't die.

**Lucky** (-200 teef, free Deathskulls) The blue paint must be working. You might be hit, but never by blind chance. Even a massive artillery bombardment will leave you untouched unless it was aimed at you specifically.

**Da Red Onez Go Fasta** (-200 teef, free Evil Sunz) You can make any vehicle go 25% faster just by painting it red. Yes, even FTL starships. No, it doesn't make sense, but it happens anyways.

**'Ard as Nails** (-200 teef, free Goff) You're a bit tougher, and a whole lot stronger, than other Orks your size.

**Wyrms-Killas** (-200 teef, free Snakebites) You and your lot are the masters of surviving any wild terrain, but most especially a hostile jungle where everything and everyone wants to kill you.

**Competitive Streak** (-200 teef, free Freebooters) Whenever you do something awesome, your Boys or whatever other subordinates or allies you have are inspired to try and top it. This can get out of hand really fast, in the best possible way.

**Yooful Exuberance** (-100 teef, free Boy) You carry within you the one thing everyone else in the galaxy, from the Necrons to the Space Marines to the Eldar seems to have forgotten. The ability to have *fun*. To see the silver lining in every cloud of bloodspray, and enjoy a good scrap as much as a relaxing trip to the beach. Corruption and despair have no hold on the young at heart.

**Extra Stikkbombs** (-200 teef, free Deathskulls Boy, discount either) You always have at least one grenade on you. If you don't seem to, rifle around in your pockets a bit, check the back ones, you'll find one.

**Skarboy** (-200 teef, free Goff Boy, discount either) You're covered in scars, making your flesh remarkably tough, even for an Ork.



**Boarboy** (-200 teef, free Snakebites Boy, discount either) You are a skilled rider of beasts, and quite good at taming, raising and breeding them as well.

**Burna Boy** (-200 teef, discount Boy) You're just a bit of a pyromaniac. Luckily you're very good with incendiary weapons of all stripes, never get blowback or fire going where you don't want it to. Even in the worst case, you won't get more than comically singed.

**Tankbusta** (-200 teef, discount Boy) You blew up a tank once, and things could never be the same. You love seeing these supposedly invincible vehicles come apart under your rokkits and you're very good at placing them where they'll do the most damage.

**Stormboy** (-200 teef, discount Boy) Fink happy thoughts, and you can fly! Just don't forget to grab your Rokkit pack. From a young age you were different from other Orks, you desired structure, tactics, a disciplined military existence. So you snuck off to a Stormboyz camp where they taught you to fly.

**Driver/Pilot** (-200 teef, discount Boy) You can get around in anything from a Deffkopta to a Trukk, or even a Rokk. The better to get to the fight faster!

- **Billowing Exhaust Clouds** (-100 teef) Any vehicle you drive/pilot can now release a cloud of choking smoke that neatly obscures whatever's behind you, even from advanced sensors.
- **Speed Freek** (-200 teef, free Evil Sunz) Your personal vehicles all move significantly faster, and aren't much slowed by terrain. Whenever you hit a rock or pothole, you'll bounce off without any real damage.
- **Gunnerz Delite** (-200 teef) Neither you, nor any gunner aboard a craft you're steering, have your aim thrown off by your speed or sudden turns or bouncing about.

**Kommando** (-400 teef, discount Boy) Yer a master of sneaking around, whether darting between cover after dark or waiting hours for ambush. You're incredibly hard to spot when trying to conceal yourself.

- **Throat Slitta** (-100 teef) You know where to hit to maximize damage when striking from stealth, and how to take down an enemy silently.

- **Dead Sneaky** (-200 teef, free Blood Axes) You can tell when people are looking your way and when they ain't, as well as how alert sentries are and if they're looking for you.
- **Kunning Infiltrator** (-200 teef) You have mastered the secrets of the cardboard box and shrubbery, and can move around even the most secure facilities unseen. None will find your cover suspicious if they don't see it move.

**Armed To Da Teef** (-200 teef, free Bad Moons Nob, discount either) Well, if you're a Bad Moons Nob, you must be a Flash Git. All your ranged weapons are kustom with a little sumpin "more." More ammo, more range, more kick, more noise or mebbe you'd like more quiet? Guns of all kinds are just a bit better in every way in your mitts.

**Taktiks** (-200 teef, free Blood Axes Nob, discount either) Mebbe you can't hide a Baneblade behind a lamppost, but you can pull some surprisingly kunning tricks out of your hat. Ambushes, flanking maneuvers, diversions. You'd make a decent officer if you were a humie.

**Wrecker** (-200 teef, free Deathskulls Nob, discount either) A proper Deathskull Loota can strip down a tank before the boys inside have quit fighting! You're good at nicking bitz, and especially can strip down a vehicle in moments if you can close the range. Cartoonish dust-cloud of flailing limbs and blades with buzzsaw noises wholly optional.

**More Dakka** (-200 teef, free Evil Sunz Nob, discount either) Once a day, you can fire a weapon and it's like a whole squad was shooting the same, a massive volley of fire, whether ordinary slugs or massive rockets or a spaceship's main guns.

**Proper Killy** (-200 teef, free Goff Nob, discount either) You're just really good at killing things, quick off the mark and know exactly where to hit 'em to put em down with nothing fancy.

**Da Old Wayz** (-200 teef, free Snakebites Nob, discount either) It's hard living, without all the fancy teknology, and that's without letting yourself get bit by every venomous fing, but it's paid off. Youse a bit stronger than other Orks yer size, an' twice as tough or more, and particularly immune to poisons of all kinds.



**Boarding Action** (-200 teef, free Freebooters Nob, discount either) You've spent years leading boarding actions on everything from starships to speeding tanks. You're sure-footed in all circumstances, and a deft hand at fighting in cramped quarters.

**Brutal but Kunning** (-400 teef, discount Nob) Like Gork, you represent an overwhelming force. Your melee strikes do four times as much damage as they otherwise would, and you get along well with the simpler warrior-types, who recognize and respect your strength.

**Kunning but Brutal** (-400 teef, discount Nob) Like Mork, you represent the idea of fighting smarter, not harder. Attacks of all kinds do double damage when the enemy is facing away or distracted. Oddboys and scholars of all kinds respect your agile mind.

**Gone, But Not Fergotten** (-100 teef, free Oddboy) A lotta Oddboys been phased out over the years. Brewer Boyz could make bonus-granting booze out of squigs and the odd Grot. Shoutas had huge lungs to bellow orders across the battlefield and through the din of combat, cause Orks don't use vox. Goff Rokkas were Orky heavy metal bards with rapid-fire guitar guns. You can spec into one of these for each purchase, only the first is free. You can even be one of the teef-counting Accountorks who never got a model, if you want to fer some reason.

**Runtherd** (-200 teef, discount Oddboy) Lucky you, you get to be a specialist in managing packs of gretchins and snotlings. You're also the keeper of the tribe's lore and wisdom, not that anyone will start listening to you or something crazy like that.

- **Eyes in the Back 'o Me Head** (-100 teef) You gots to keep your head on a swivel if you want to manage a pack of murderous midgets. Nothing in range of your sight or hearing goes unnoticed.
- **Supa-Runts** (-200 teef) You must be a fantastic trainer, because your students absorb and retain information at an astonishing rate, and get stronger and bigger, becoming prime specimens of their species.
- **Grot Shield** (-200 teef) If you're about to take a hit that will cripple or kill you, a gretchin will suddenly appear, diving in to take the shot fer ya. Somehow, even if this was a railgun or a huge booma, you'll be just fine. Got a cooldown period of one month.

**Mad Dok** (-200 teef, discount Oddboy) Also called Painboyz, or Pig Doks if you're a Feral or Snakebite. Yer responsible for piecing Orks back together if they get chopped up, and have a 19th Century Humie Doc's knowledge of medicine, plus Cyber-Ork bitz.

- **Combat Stimms** (-100 teef) Wota de-lite-ful humie idea! You can make drugs that remove any pain or fear, and drive Orkz berserk!
- **Anesthesia** (-100 teef) The surprising ability to knock out Orks, or anything smaller and weaker, with a solid thump to the head. This leaves no lasting damage.
- **Ork-opedics** (-200 teef) Anatomy is hard, even before other species get involved. Fortunately, every patient you try and heal becomes as resilient and tough to kill as an Ork Warboss. Medicine just got a whole lot more forgiving of mistakes.

**Weirdboy** (-400 teef, discount Oddboy) Maybe all Orks are psychic, and if so, you're more psychic than most. You can channel the Waaagh field to make things happen, like vomiting warfire. Normally, this would come with a risk of overload and your head exploding unless you maybe ground yourself out with a copper staff, but since you're paying points you should be safe enough.

- **Zzzzzzap** (-100 teef) You can toss around lightning bolts.
- **Mork/Gork'll Get 'Em** (-100 teef) You can call on the terrible rage of the greenskin gods, manifesting as a glowing green fist or foot that appears in the air before smashing down.
- **Zogwort Special** (-100 teef) You can turn people into squigs.
- **Buff** (-200 teef) You enhance your allies, maybe with a warcry or warpath, making them much more dangerous.
- **'Ere We Go** (-200 teef) You can teleport yourself and others around the battlefield. You can also use this power to summon other Orks to your side.

**Mek** (-600 teef, discount Oddboy) You have the rare talent of taking a fistful of scrap metal, gubbins and bitz and slapping together a working machine in spite of all laws of nature and common sense. How your gadgets function is a mystery even to you, but it just makes sense that fitting together parts this way instead of that will work. You are broadly familiar with all common Ork teknology.

- **Kustom Job** (-100 teef) By telling someone something was a kustom job, you can make things run about 20% better fer a little bit.

- **Grot Oilers** (-100 teef) By summoning minions to assist and not caring that it looks pretty, you can fix anything in a quarter the time it wudda taken you.
- **Orkimedes Screw** (-200 teef) Yer a master of tellyporta technology, able to build rigs that outperform the humies an' Eldar and can reach across a star system an hardly ever make people explode.

**Might IS Right** (-100 cp, free Warboss) You're the biggest, you're the baddest, of course you should be the boss! People in general are much more likely to defer to you from respect for your martial prowess or personal power.

**Best Armour Teef Can Buy** (-200 teef, free Bad Moons Warboss, discount either) Any armor you wear just seems far tougher, and you wear it well so you never notice the weight nor get any pinching or chafing.

**I've Got A Plan, Lads** (-200 teef, free Blood Axes Warboss, discount either) You're not just very good at recognizing opportunities on the battlefield, but getting the Boys to understand and carry out complex stratag...strat...thingies. Plans.

**Opportunist** (-200 teef, free Deathskulls Warboss, discount either) Nobody can be strong everywhere, all the time. 'Less they're a Jumper, then mebbe. You're a master at seeing the weak points in a strategy, the points of vulnerability that got overlooked like that there bridge they need to move supplies over, or that commander whose officers aren't prepared to neatly take over if he dies.

**Speed Waaagh** (-200 teef, free Evil Sunz Warboss, discount either) When you're driving or flying, or even running real fast, all your nearby allies can go faster to keep up with you.

**No Mukkin' About** (-200 teef, free Goff Warboss, discount either) Your sheer animal ferocity in melee is something else, overwhelming opponents and sending nearby viewers to flight in a panic.

**Surly as a Squiggoth** (-200 teef, free Snakebites Warboss, discount either) Youse a grumpy one, boss! Your minions will go the extra mile rather than make you unhappy.

**Killa Reputation** (-200 teef, free Freebooters Warboss, discount either) The Arch-Arsonist of Charadon, the Arch-Maniac of Calverna, the Overfiend of Octarius, the Mighty Mangler of Bork, the Beast. Now you too can have an intimidating title you are known by, and a reputation worthy of it. In future Jumps you can choose to have your reputation precede you, or let the past stay the past.

**Bigkilla Boss** (-400 teef, discount Warboss) You don't get to be da Boss unless you're good at killing things your size or bigger. Whether a hulking Orkoid, monster, or even a stompa, you are really good at evading the attacks of bigger opponents and targeting their weak spots. The bigger they are, the harder they fall.

**Follow Me Lads** (-400 teef, discount Warboss) Leading Orks can be like herding cats at the best of times, with so many zany things going on and the odd challenge to your rule. Never mind everyone trying to leg it if they start losing hard enough or turning on each other mid-battle. You've got a singular gift though, for keeping everyone pointed at the common enemy until the fighting is done.

**Effryfing is Kannon, Nuffin' is Tru** (free and exclusive to Minor Klan/Homebrew) Be a bit unfair to give up all advantages. Discount any two (an' only two) 200 cp perks to represent your Kultur. Or if nothing fits quite right, you can make up an equivalent bonus and take that for 100 cp. Just be prepared to defend it against some harsh critics.

**OI!**

*Got the feelin' yer missing sumfin. If you just skipped to the perkline you wanted, you mighta missed the otha discounts for yer Klan!*

**Bad Moons -free, Dakka Dakka Dakka**

- Armed to da Teef
- Best Armor Teef can Buy

**Blood Axes- free, Knows What Cover Is**

- Dead Sneaky
- Taktiks
- I've Got a Plan, Lads

**Deathskulls- free, Lucky**

- Extra Stikkbomb
- Wrecker
- Opportunist



### **Evil Sunz- free, Da Red Wunz Go Fasta**

- Speed Freek
- Speedwaaagh!

### **Goffs- free, 'Ard as Nails**

- Skarboy
- Proper Killy
- No Mukkin' About

### **Snakebites-free, Wyrms-Killas**

- Boarboy
- Da Old Ways
- Surly as a Squiggoth

### **Freebooters- free, Competitive Streak**

- Boarding Action
- Killa Reputation

### **Minor/Homebrew- free, Effryfing is Kannon, Nuffin' is Tru**



## **THE LADS**

**Da Boyz are Back** (free/-200 teef) What fun is there with no friends? You can bring in up to thirty companions with 600 teef apiece to spend for free, or an unlimited mob with 800 teef by coughing up 200 teef.

**Mad Lads** (-100 teef) Or, for a few teef you can recruit any Orks you meet and like to join you in your travels. Be warned that while they can be tons of fun, most Orks' idea of a party doesn't exactly involve champagne and polite conversation.





# STUFF

*Have 400 more teef an' buy yerself sumfing nice*

**Not Easy Being Green** (free all) It's a real burden, being this cool. But one you can share. Anytime you wish, you can make your Warehouse and properties adopt an 'Ork' theme, becoming a forest with a fine breeze, ramshackle structures and your stuff piled up in great heaps you can somehow still find everything in.

You also get a brace of Grots to do the chores and kick around. Heck, you can keep them even without the theme on.

**Nice Hat** (free all) You have a little top hat, well, it's human-sized but small on you, with optional monocle. It carries an air of sophisticated civilization that makes fellow Orks eye you darkly, but other races much more likely to see you as reasonable, trustworthy or at least someone they can make deals with.

As an added bonus, if you ever want a break from the Orky lifestyle, the hat is great at deflecting suspicion. It won't fool the Inquisition, Commissars, psykers or other people actively looking for xenos infiltrators, but your average Guardsmen or civilian won't notice anything amiss until it's pointed out to them that you are, in fact, an Ork in a very stylish hat.

**Choppa** (free) A crude weapon, many would say, but what would an ork be without a handy axe or cleaver blade for chopping stuff up? Can be applied to any melee weapon to give it the aesthetic, so nobody questions/tries to take your +5 elven mithril longsword.

**Expected Loadout** (free) Look, Burna Boyz are gonna have burnas, Storm Boyz will have Rokkit Packs, Mad Doks will have Hurty Needles, and Wyrdboyz get copper staves. No need to go crazy trying to account for it all, you have the basic loadout expected of your normal/Oddboy perks for free. It's Nobs and Bosses gotta pay.

**Teef** (-50 teef, 2 free Bad Moons) Not those ones dummy, the kind you spend to get stuff offa other Orks. You got lots of teeth, and they grow back in two months or so. Half the time fer each purchase.

**Horns** (-50 teef) The horns or tusks of some great beast you killed. Gets you a little more respect in Ork kultur.

**Tankhammer** (-50 teef) A tank-busting rokket on a stick, for those who'd rather get up close and personal. Regenerates each night.

**Waaaagh! Bana** (-50 teef) A big flag, or trophy stikk with skullz, to remind the Boyz what you're fighting for. Is propa inspiring and makes the Boyz much less likely to leg it.

- **Da Lucky Stikk** (-50 teef) Someone waving this banner is much less likely to get shot. Sat on, maybe.

**Shoota** (-100 teef) Basically a gun. Unlike most, it never jams, misfires, overheats or runs out of ammo. Still can't shoot terribly straight.

- **Kustom Shoota** (-100 teef) A bigger, rapid-fire gun.
- **Snazzgun** (-100 teef) Either bigger or a blaster, either way does more damage.
- **Mega Blaster** (-200 teef) A gun better suited to killing tanks than people. But it's good at killing people too!

**Bubble Chuka** (-200 teef) A classic, this encases an enemy or a squad in an invisible force-bubble. The next time they try and shoot, the beam, bolt or slug will ricochet around until it hits them. Endless hours of entertainment!

**Shokk Attack Gun** (-200 teef) Hah! I forgot we still had this! This gun fires gretchins by tellyportin' them right into the enemies face, all feral and fierce and sometimes with extra bits from the trip through the Warp.

**Smasha Gun** (-200 teef) Miniature Lifta-Dropper, this gun levitates the target before letting them fall back to the ground, or smash them into things. Works a treat on vehicles.

**Mega-Armor** (-200 teef) The armor of Nobs and Bosses, made from heavy metal plates and working like the power armor them beakie-boyz have. Comes with a free Power Klaw and a mount for any shoota you'd like to slap on.

- **Iron Gob** (-50 teef) A big metal jaw, makes you look intimidating and can be used ta bite.
- **Bigga Klaw** (-50 teef) A larger Power Klaw.
- **Mega Klaw** (-100 teef) A huge Power Klaw with superheated blades and a built in Burna.
- **Fasta Legs** (-100 teef) Powered legs so you aren't as slow or clumsy as the usual Mega-Armored type.

**Kustom Forcefield** (-200 teef) A protective device, that encases you in an energy field which deflects incoming fire.

**Warbike** (-200 teef) A massive bike with shootas mounted.

- **Wartrike** (-100 teef) Three wheels make it bigger and less likely to fall over. Can mount a kannon or lobba.

**Racer** (-200 teef) An alternative way of getting to the fight faster, a personal vehicle like the Boomdakka Snazzwagon, Shokkjump Dragsta, or even a Megatrak Scrapjet, which is basically a huge jet engine on wheels with a seat. Whatever else, this lets you race ahead of the Boyz and maybe get first dibs on the loot!

**Gargant** (-400 teef) A towering shrine to Gork or Mork, comes with big blades, lobbas, a variety of kannon etc.

**Kill-Kroozzer** (-600 teef) A starship of your very own. Ramshackle, by the standards of most races, but it gets the job done. Customize as you like.

**Wurldbusta Bomb** (-600 teef) A big bomb with bits of dynamite spilling out. Produces an Earth-shattering Kaboom. Literally. Goes off by timer, remote, or line of black powder poured out on the ground.

**Space Hulk** (-800 teef) A dozen ships melded together, a constantly shifting dungeon crawl full of ancient treasures and fun enemies. Also drifts in and out of the warp, but if you have a destination in mind it will kind of meander over thataways.

**Attack Moon** (-1,000 teef) An Orky Death Star, with wormholes to whole planets fulla Orks.

## SCHEMES

*Take one, and only one, challenge if you feel up to it. +300 teef upfront for trying, and a unique reward for completion.*

**Da Great Titanheist** On the planet of Lorn V, or was it the forgeworld Graia? There is an Imperial Warlord Titan for the taking. To get to it, you'll have to overrun the Imperial Guard supported by a squad of Ultramarines, and deal with spiky Chaos boyz, Eldar and Necrons too.

- **Reward:** Ummmm.... Wot part 'a 'Loot a Titan' was unclear, exactly?

**Da Great Devourer** Oh that krazy Kryptman, what will he come up with next? His master plan was to divert Hive Fleet Leviathan into the biggest orky empire available, Octarius. Now you get to hold the line against the Devourer of Worlds and krump them all.

- **Reward:** Da Orkin Man You are the master at dealing with all these "mindless swarm" type of enemies, and can adapt any biotechnology to your needs. Even if you need to strap a Termagaunt arm and head to your arm, with something to poke its brain and make it fire.

**Da Looted Emprah** The humies have a fing they call da Emprah, which protects them in battle. That sounds right useful, that does. Your mission is to go to Holy Terra and nick da Emprah from his fancy digs. It'll be hard, as Terra has some serious defenses, mostly centered on the Palace.

- **Reward:** Da Emprah Bit disappointing, da Emprah seems to be a one-armed skeleton in a big fancy rig. But it is an Alfa-Plus psyker that will zap anything you point at, can open portals to orbit, and seems to repel Daemons over a wide area. And once you get some propa wheels on the Throne, it can really move. His loyal Custodes won't fight for you, exactly, but when you bring da Emprah on the battlefield they will appear and try to protect it, so it's all good.

**Da Beast Arises** Two thousand years after the Horus Heresy, the Imperium was nearly destroyed by a renewed Ork Empire led by the massive Warboss the Imperium named the Beast. Only, there weren't one beast but six, each a kind of Ork Primarch and progenitor of one of the klanz. Now you are one of these 'Prime Orks' and must lead them to victory where before they failed.

- **Reward:** Mag Uruk Thraka You get to be a Prime Ork, and take your novel klan with you as followers. All Orks born of your and your followers' spores will be made in your image, with values and culture pleasing to you, however un-Orky they may seem.

**Waaaaagh in Heaven** You're no Ork, but a Krork, a deadly weapon in the war between the Old Ones with their servants the Eldar, against the C'Tan and their Necrontyr minions. Only a tiny one for now, the size of the debased modern version, but you will grow. Uphill battle doesn't begin to describe the War, your side lost hard

in canon, and the Necrontyr's technology is quite formidable, their numbers beyond counting. And the chaos of the war birthed the actual Chaos Gods, except Slaanesh, who came later. But maybe you can change that?

- **Reward: Orkphanim** For saving the Old Ones and thoroughly derailing the grimdark future, you get two rewards. First is, of course, being a Krork, a huge and immensely strong and tough Ork. Second, in gratitude the Brainy Boys give you a database of all their and the Necrontyr's science and technology. It will take decades just to inventory, much less master, the contents, but be well worth the effort.

**BodhistavOrk** The Doc musta put sumfin' funny in your squig juice, because you spent forty-nine days sitting under this tree, thinking about life, the universe an' everyfin. And you realized you'd wasted your life on petty, senseless violence, and went to preach your new truth to the Boys. Yes, Orks were made for fighting, but you can be so much more, rise above your base instincts. Normally, such a clearly deranged, un-Orky thing would be destroyed, but the Boss was amused by your antics and is keeping you around so he can tempt you to break your new vow of pacifism. Do so eight times, and you will fail the chain and return home. If, however, you can convince the Orks to accept your message and change their ways, becoming a constructive force in the universe, and if you can convince the Imperium and the Eldar to accept that you all wish to help, and without mind-control or charisma perks that may as well be, you shall have succeeded beyond the dreams of any sage or holy man that came before you.

- **Reward: Spark of Enlightenment** As the last flickers of rage disappear from the psychic field previously known as the Waaagh, a deeper understanding fills you yet again as the lie of separation falls away. You are Jump-chan, and you always were. Take this Spark for wandering the multiverse, and the cosmic powered of the combined psychic energy of all Orks. Pass on what you have learned to some other Jumper, for you and the infinite cosmos... are one.

## ARMY

*Only take if you took a scenario, have 60 squig points (SP) to spend.  
You can convert cp to more at a 50:1 rate (50 cp = 1 SP)*



**Grot Sniper (1 SP)** Three gretchin sniper teams, eager to take out any important targets, but not terribly clear on how to tell whose important.

**Squig Bombs (1 SP)** Twenty squigs with explosives strapped on. Have probably killed more Orks than the Eldar have, but you can't fault their eagerness.

**Grot Bomm/Bomm Launcher (1 SP)** One Trukkk modified to carry a missile/plane piloted by a suicide Grot. Replenishes each day.

**Mad Boyz (1 SP)** A strong mob of ninety mad outcasts who might do anything, including attacking the enemy, attacking their own side, or break-dance.

**Yoofs (1 SP)** Forty-five inexperienced Ork fighters whose primary virtue is being cheaper and more numerous than regular Boyz.

**Boyz (1 SP)** A standard mob of thirty Boyz. Mixed slugga and shoota as a default, but you can pick the mix, even to the point of being all one or the other.

**Storm Boyz (1 SP)** A troop of twenty regimented flying Orks.

**Boar Boyz (1 SP)** Twenty boar-cavalry.

**Flash Gitz (1 SP)** A squad of five Orks obsessed with having the biggest, most rapid-fire kustom shootas.

**Lootas (1 SP)** Another five-Ork squad with heavy weapons, less DPS but more skilled in scavenging materials.

**Mega-Nobs (2 SP)** Three mega-armored Nobs for important missions and to keep da Boyz in line.

**WyrdBoy (2 SP)** A casting minion of your very own.

**Big Mek (2 SP)** someork to fix your fings.

**Painboy (2 SP)** someork to fix your Boyz.

**Artillery (2 SP)** Could be a squig catapult, a Zzzzzap gun, a kannon, or a Magna-Kannon/Traktor Cannon fer smashing aircraft into the

ground. But each time you purchase this, get one big gun and a crew of grots to service and fire it.

**Killa Kan** (2 SP) A gretchin bolted into a big stompy thing. Usually heads straight into getting revenge against the Orks that bullied it.

**Grot Tank** (2 SP) A single small tank piloted by Gretchin, but they can kill larger tanks. Especially with numbers.

**Grot Mega-Tank** (3 SP) It's like a landship, but it's still pretty small being for Grots, a little bigger than most tanks.

**Wartrak** (3 SP) A trio of Orks mounted on tracked skiffs.

**Biker Boyz** (3 SP) Four Orks on armed warbikes.

**Wartruk** (2 SP) A way of transporting Boyz to the fight.

**Looted Wagon** (2 SP) A slightly different transport.

**Bowelburna** (2 SP) A kind of armored car, with a huge burna, a skorch, one a roof turret.

**Looted Tank** (3 SP) An Imperial Leman Russ or variant you and the Boyz have... repurposed.

**Braincrusha** (3 SP) A tank-killer that's mostly a big kannon on treads, with a hut-like covering for protection and a tiny tower for the driver.

**Weirdboy Tower** (3 SP) A tower on wheels, gives your Wyrdboyz a lot more range and a little extra juice.

**Battlewagon** (4 SP) Like the Ork version of a Land Raider, can carry a whole mob of Boyz into battle while studded with various shooty-killy bits. Can instead be a Gunwagon that can't carry troops, but mounts extra artillery and firepower.

**Deff Dred** (4 SP) Like the Killa Kan, but bigger an' stompier.

**Mega Dred** (5 SP) Even bigga.

**Squiggoth** (6 SP) A massive feral squig monster, big enough to mount kannon on.

**Battlefortress (6 SP)** A real landship, studded with weaponry.

**Stompa (6 SP)** A massive stompy battle machine, equivalent to a Titan.

## TROUBLE

**Tales From the Dark Millennium (+0 teef)** Have you been here before? Well, the universe is big enuff to contain all kinds of stories and shenanigans. You can have your past adventures part of the timeline, if you like. Odds are your previous escapades made things tougher on the Orks, tho.

**ORK: Da Next Generation (+0 teef)** Because some people roll their Jumps, feel free to hit up a different Jump in the same universe after this one.

**6-Days Waaagh! (+0 teef)** Really? Well if you're sure. If you fer some reason came just fer the stuff, and don't care about scenarios or the setting you can go early. Just do one fing first. Conquer a planet, just to show me you can. Of course, you don't get an army with this.

**Warhammer Adventures (+100 teef)** Life sure is tough in the 41st Millennium. Especially for you. You're in the all-ages setting now and nobody can be killed or seriously hurt. Except you, you big ineffectual Scooby-Doo monster, you. You can be hurt plenty, and you will, as a comic-relief villain.

**Wot in Gork's Name? (+100 teef)** Everything around you is now some kind of pop culture reference or blatant product placement. A lot of it is pretty obscure too, like the Rainbow Warrior, or Harry Flashman. Expect to spend the next several years being often confused and haunted by a sense of familiarity.

**The Thirty Years Waaagh! (+100 teef, Incompatible with 6-Days Waagh)** The obligatory stay extender. Instead of the default assumption of ten years, you will now depart after thirty. Have fun!

**Perils of the Waaagh! (+200 teef, requires Weirdboy)** Remember that bit about nothing funny happening because of your powers?

Yeah, forget about all that. You're just as likely to have yer head explode or accidentally whistle up a daemon as any other psyker.

**Cycle of Hatred** (+200 teef) The Boss bullies the Nobs, who bully the Boys who kick around the grots who, through malice, incompetence or just being incapacitated by a beating, cause some accident or disaster that hurts the Boss or his plans, putting him in a foul mood so he bullies his Nobs and the cycle resumes. This is life as an Ork and no matter where you sit on the foodchain, you will never, ever escape it during your time here you're either being kicked around by your superiors, or on the receiving end of what would be comical accidents if they ever happened to somebody else.

**Gorkamorka** (+200 teef) Forget picking your starting location, you start on the planet the humies call Angelis, but the Orks know as Gorkamorka. Orks crashed here long ago, and started to build a ship to escape this harsh desert world, but then couldn't agree on which god it looked more like, and took to fighting to settle it. Also the Grots rebelled for the first time. Any perks or items or ships you could use to leave will not work, the only way offa this rock is to pummel the other factions into submission, then finish the ship. Only then can you go about your scenario.

**Dark Destiny** (+300 teef) An Eldar Farseer has foreseen your entry into the cosmos and strange eldritch nature as a powerful being who walks the world. They are... puzzled, to say the least by choice to manifest as an Ork, but see in you someone with the potential to unleash devastation such as the galaxy hasn't seen in a long, long time. To contain this threat, they shall undermine you at every opportunity. Subtly at first, as indirectly as possible. You'll find yourself getting unlucky, attracting enemies, and if these measures are not enough they will escalate to assassination attempts and leading a warhost against you.

**Enuff Dakka** (+300 teef) Someone finally found enuff dakka, and it was your enemies. Whether it's high-quality gear like plasma guns or heavy weapons becoming a lot more common, or artillery, or just marksmanship, everyone is shooting like the Tau!

**Ol' One-Eye** (+400 teef) Naw, not the one from Macragge. Yarrick, the greatest humie enemy the Orks ever had. Learned Orkish language and kultur young, and the only human that seems to benefit from the Waaagh! Orks say Yarrick is strong, and look who's hoisting a Boss' power klaw and one-handing a storm bolter in his

eighties. Orks say Yarrick can kill with a look, and he can. Orks say Yarrick can't die... and so far he hasn't. Now he's coming for you, with a chapter of Black Templars and the same single-mindedness with which he went after Ghazgkull.

**Digga** (+400 teef) Why, youse not an Ork at all, but one'a dem humies from Angelis. The ones that lived and fought and worked besides Orks so long they took up some of the kultur, with Digganobz even painting themselves green. Prepare to get amused tolerance at best from Gorkamorka Orks, and open scorn from all others.

**Grot** (+600 teef, incompatible with Digga) You're just a gretchin, and all of the perks you buy here come in a post-Jump sudden growth spurt.

**Waaaagh! Hur! What Is It Good Fer?** (+600 cp) The energies of the Waaagh field fill you, and it doesn't play well with others. All your powers from out of Jump are disabled for the duration of this one.



**DONE**

**WAAAAAAGH!!** There's so much krumpin' left to be done, you can't go now!

**'Ere We Go On** to the next propa fight!

**Boss! We Gotta Get Outta Here!** Time to leg it back home

**ORKSORKSORKSORKSORKSORKSORKSORKSORKSORKS**

*Jump written, as above, by Aehriman. With gratitude to everyone who ever made it easy to research obscure 4oK lore and long-discontinued wacky weapons and tactics.*