

Burning Death Speed Freaks

TYPE	CORE UNITS	POINTS COST			EXTRAS
		NORMAL	BIG	UGE	
Speed Freak Warband	One Nob, three Boyz, and four Trukks plus any four of the following units: Buggies, Warbikes, Skorchas.	200	375	550	Any number of the following for +25 points each: Ork Boyz (plus free Trukk unit), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz. Any number of the following for +35 points each: Battlewagos, Gunwagons, Deth Koptas, Flakwagons. Up to one Nobz (+free Trukk) for +25pts Up to one Mekboy Speedsta for +50pts
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one Mekboy Speedsta for +50pts
Warbike Outriders	Five Warbike units	150	250	350	No extra units allowed. All units receive the Scout ability for no extra cost
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagons	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one of each of the following: Nobz unit (+35 points), Mekboy Speedsta (+50 points), Gun Fortress (+135 points).
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-Bommers for +50 points each
Landa	One Landa	200	n/a	n/a	None
Kill Kroozer	One Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50pts
Fortress Mob	Any two fo the following units: Battle Fortress, Gun Fortress	275	475	675	Any number of the following for +25 points each: Boyz. Any number of the following for +35 points each: Flakwagons Up to one of each of the following: Nobz unit (+35 points) Battlefortress (+115 points) Gunfortress (+125 points)

ORKS - Burning Death Speed Freaks

Strategy Rating 3

Initiative 3+ (+2 for Double, Engage, Ground Attack and Intercept orders)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Battlefortress	WE	30cm	4+	4+	4+	4 x Twin Big Shootas Big gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC3 - Crit - Flips D6cm in a random direction, hitting anything it lands on. Units onboard save on a 6+
Battlekroozer	Spacecraft	na	na	na	na	Orbital Bombardment	na	D6+3BP, MW	Slow and Steady
Battlewagonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+/AT6+	
Big Gunz	Inf	10cm	na	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	Inf	15cm	6+	4+	6+	Shootas Choppas Big Shootas	15cm Base Contact 30cm	Small Arms Assault Wpns AP6+/AT6+	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Flakwagonz	AV	30cm	5+	5+	5+	Flak gun	30cm	2 x AP6+/AT6+/AA6+	
Gunfortress	WE	30cm	4+	4+	4+	5 x Twin Big Shootas 3 x Big gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC3 - Crit - Flips D6cm in a random direction, hitting anything it lands on. Units onboard save on a 6+
Gunwagonz	AV	30cm	5+	5+	5+	Big gun	45cm	AP5+/AT5+	
Kill Koozer	Spacecraft	na	na	na	na	Orbital Bombardment	na	D6+1 BP, MW	
Mekboy Bad Ork Bikeboy	Inf	40cm	5+	4+	5+	Sawn-off Kustom Blasta Choppa Blades	15cm Base Contact	MW5+ and Small Arms, MW EA+1 Assault Wpn, MW EA+1	Supreme Commander, Mounted, Inv Save.
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	D3 Power Fields
Nobz	CH	15cm	4+	3+	5+	Shootas 2 x Big Shootas Big Choppas	15cm 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, EA + 1	Leader
Trukk	LV	35cm	5+	6+	na				
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+ Ignore Cover	
Stormboyz	Inf	30cm	6+	4+	6+	Shootas Choppas	15cm Base Contact	Small Arms Assault Wpn	Jump packs, Scout
Warbikes	Inf	35cm	5+	4+	6+	Twin sawn off Big Shootas	15cm	AP5+/AT5+	Mounted
Warbuggies	LV	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+/AT6+	
Fighta Bombers	AC	Fighter Bomber	6+	na	na	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Landa	AC	Bomber	5+	6+	4+	Gun Turrets 2 x Tankbusta Rokkits	15cm 30cm	D6+3 x AP5+/AA6+ AT4+, FxF	Planetfall, Reinforced Armour DC3 - Crit - Destroyed.

Burning Death Speed Freak Special Rules

Mob Rule	Count the number of units in formation excluding Big Guns and Grotz. If this is more than 10 then the formation gain's +2 to rally. If more than 5 then the formation gains +1 to rally
Power of the Waaagh!	Ork formations gain +2 modifier to activation tests for double, engage, ground attack or intercept orders
Need for Speed!	All units in the army must either have a speed of 30cm or be transported by a unit with a speed of 30cm
Power Fields	Each power field negates one hit from shooting or Fire Fight. Power fields can not be regenerated
Mekboy Bad Ork Bikeboy	The army must include one Mekboy Bad Ork Bikeboy for free. He can be added to any formation in the army.
Biker Nobz	Any nobz unit may be changed to ride a warbike at no cost. They become Speed 35cm and gain the mounted special rule. Leftover trucks are lost unless a big gun upgrade has been chosen.
Transport Capacity	<p>Battlewagonz 2 of the following Units - Boyz, Kommandos, Nobz, Warlord or 1 Big Gun. One Grot can be carried in addition</p> <p>Gunwagonz 1 of the following Units - Boyz, Kommandos, Grots, Nobz, Big Gun</p> <p>Flakwagonz 1 of the following Units - Boyz, Kommandos, Grots, Nobz, Big Gun</p> <p>Battlefortress 8 of the following units - Boyz, Kommandos, Nobz. One of the units transported may be a big gun. Four Grot units can be carried in addition</p> <p>Gunfortress 4 of the following units - Boyz, Kommandos, Nobz. One of the units transported may be a big gun. Four Grot units can be carried in addition</p> <p>Landa 10 fo the following units - Boyz, Kommandos, Stormboyz, Nobz, Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. LV's and Dreadnoughts take up two spaces per unit. Four Grot units can be carried in addition.</p> <p>Trukk 1 of the following Units - Boyz, Nobz, Big Gunz. Units other than big gunz may shoot while being transported</p>