

## BURNING DEATH SPEED FREAKS

FORMATION	CORE UNITS	NORMAL	BIG	UGE	EXTRAS	
Warband	One Nobz units, three Boyz units and four Trukks plus Any four chosen from the following: Buggies/Wartraks, Warbikes, Skorchas	200	375	550	Any number of Boyz (each with free Trukkk), Stormboyz, Buggies/Wartraks, Warbikes, Skorchas, Big Gunz	+25 each
					Any number of Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz	+35 each
					Up to one Nobz (with free Trukkk) <u>or</u> one Biker Nobz	+35 each
					Up to one Mekboy Speedsta	+50 each
Warbike Outriders	Five Warbike Outriders units	150	250	350	-	
Kult of Speed	Any eight chosen from the following: Buggies/Wartraks, Warbikes, Skorchas	200	350	500	Any number of Buggies/Wartraks, Warbikes, Skorchas	+25 each
					Any number of Deth Koptas, Flakwagonz, Gunwagonz	+35 each
					Up to one Mekboy Speedsta	+50 each
Blitz Brigade	Any four chosen from the following: Gunwagonz, Deth Koptas, Flakwagonz	150	250	350	Any number of Buggies/Wartraks, Warbikes, Skorchas	+25 each
					Any number of Deth Koptas, Flakwagonz, Gunwagonz	+35 each
					Up to one Nobz (with free Trukkk) <u>or</u> one Biker Nobz	+35 each
					Up to one Mekboy Speedsta	+50 each
					Up to one Gunfortress	+125 each
Fortress Mob	Any two chosen from the following: Battlefortress, Gunfortress	275	475	-	Any number of Boyz	+25 each
					Any number of Flakwagonz	+35 each
					Up to one Nobz <u>or</u> one Biker Nobz	+35 each
					Up to one Battlefortress	+115 each
					Up to one Gunfortress	+125 each
Fighta Sqwadron	Three Fighta-Bommers	150	-	-	Up to six Fighta-Bommers	+50 each
Landa	One Landa	200	-	-	-	
0-1 Kroozer	One Kill Kroozer	100	-	-	May be upgraded to a Battle Kroozer	+50

## USING THE ARMY LIST

- Some Ork formations may be available as normal, big and uge formations for the costs indicated.
- A normal formation comes with the core units listed. A big formation comes with double the number of core units and an uge formation with triple the number of core units.
- Formations may include any of the units listed under extras. Limits to the number of units are doubled for big formations and tripled for uge formations. For example a big Kult of Speed may include two Mekboy Speedsta and an uge Kult of Speed may include three Mekboy Speedsta.
- A maximum of up to a quarter of the points available to the army may be spent on Aircraft and Spacecraft.

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Name	Type	Speed	Armour	Strategy Rating: 3			Initiative: 3+			Notes
				C	F	Weapons	Range	Firepower		
Mekboy Bad Ork Biker	Inf	40cm	5+	4+	5+	Sawn-off Kustom Blasta <u>and</u> Massive Choppas	15cm (15cm) Base Contact	MW5+ Small Arms, MW, +1A Assault Wpn, MW, +1A	Invulnerable Save, Mounted, Supreme Commander	
Ork Biker Nobz	Inf	35cm	4+	3+	5+	Shootas 2 × Big Shootas Big Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, +1A	Leader, Mounted	
Ork Nobz	Inf	15cm	4+	3+	5+	Shootas 2 × Big Shootas Big Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, +1A	Leader	
Ork Boyz	Inf	15cm	6+	4+	6+	Shootas Big Shootas Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn		
Ork Stormboyz	Inf	30cm	6+	4+	6+	Shootas Choppas	(15cm) Base Contact	Small Arms Assault Wpn	Jump Packs, Scouts	
Ork Big Gunz	Inf	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+		
Ork Warbikes	Inf	35cm	5+	4+	6+	Twin Sawn-off Big Shootas	15cm	AP5+/AT5+	Mounted	
Ork Warbike Outriders	Inf	35cm	5+	4+	6+	Twin Sawn-off Big Shootas	15cm	AP5+/AT5+	Mounted, Scouts	
Ork Buggies / Wartraks	LV	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+/AT6+		
Ork Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignore Cover		
Ork Deth Kopta	LV	35cm	4+	6	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer	
Ork Trukk	LV	35cm	5+	6+	-	-	-	-	Transport (up to one: Boyz, Grotz, Nobz, Big Gunz).	
Ork Battlewagonz	AV	30cm	5+	6+	5+	2 × Twin Big Shootas	30cm	AP5+/AT6+	Transport (up to two: Boyz, Kommandos, Nobz. One unit transported may be a Big Gunz. May carry one Grotz in addition to any other units).	
Ork Gunwagonz	AV	30cm	5+	5+	5+	Heavy Gun	45cm	AP5+/AT5+	Transport (one: Boyz, Kommandos, Nobz, Big Gunz).	
Ork Flakwagonz	AV	30cm	5+	5+	5+	2 × Flak Gun	30cm	AP6+/AT6+/AA6+	Transport (one: Boyz, Kommandos, Nobz, Big Gunz).	
Ork Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	Powerfields: D3	
Ork Battlefortress	WE	30cm	4+	4+	4+	4 × Twin Big Shootas Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	Transport (up to eight: Boyz, Kommandos, Nobz. One unit transported may be a Big Gunz. May carry four Grotz in addition to any other units).  Dam Cap: 3, Crit: Destroyed, flips D6cm in random direction hitting anything it lands on.	
Ork Gunfortress	WE	30cm	4+	4+	4+	5 × Twin Big Shootas 3 × Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	Transport (up to four: Boyz, Kommandos, Nobz. One unit transported may be a Big Gunz. May carry four Grotz in addition to any other units).  Dam Cap: 3, Crit: Destroyed, flips D6cm in random direction hitting anything it lands on.	

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Ork Fighta-Bommers	AC	Fighter-Bomber	6+	na	na	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Ork Landa	AC - WE	Bomber	5+	6+	4+	Gun Turrets 2 × Tankbusta Rokkits	15cm 30cm	D6+3 × AP5+/AA6+ AT4+, FF Arc	Reinforced Armour Transport (up to ten: Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies/Wartraks, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Light vehicles and Dreadnoughts count as two units. May carry four additional Grotz). Dam Cap: 3, Crit: Destroyed, all onboard destroyed.
Ork Kill Kroozer	SC	na	na	na	na	Orbital Bombardment	na	D6+1BP, MW	
Ork Battle Kroozer	SC	na	na	na	na	Orbital Bombardment	na	D6+3BP, MW	Transport (up to twelve Ork Landas plus troops). Slow and Steady - may not be used on the first or second turn.

## Burning Death Speed Freaks Special Rules

- Mob Rule** Orks believe that as long as there are 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, not including Grotz or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier. For the purposes of this rule, war engines count each point of starting damage capacity as a unit.
- Power of the Waaagh!** Orks are not noted for their organizational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanize an Ork warband, it's the thought of a good punchup! Because of this, Ork formations that are attempting to take an engage or double action 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.
- Mekboy Bad Ork Biker** Every Speed Freaks army must include a supreme commander called a Mekboy Bad Ork Biker. The Mekboy Bad Ork Biker unit is free; you don't have to pay any points for it. The Mekboy Bad Ork Biker unit may be added to any formation in the army.
- Powerfields** Some Ork vehicles and war engines are protected by banks of power fields. The number each vehicle or war engine has is noted on its datasheet. Each powerfield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by powerfields, or allocate blast markers. Once all of the powerfields have been knocked down, the Ork vehicle or war engine may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore powerfields but units using their firefight values must first knock down any powerfields before they can damage the Ork vehicle or war engine.
- Speed Freaks** Every unit in a Speed Freaks army must either have a speed of at least 30cm, or be transported in a unit with a speed of at least 30cm. Formations may not include units with a speed of less than 30cm unless they also have a transport vehicle to carry the unit.

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