



ONLY WAR POTENTIAM GIGANTIO



Volume 4: Fighting Vehicles of the Orks, 1st Edition

By Konigstein (with contributions by Misfire), 2021

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What's in This Book

"Wot's best in life? Da rumbla ov a real flash engine, da wind in yer 'air squig, and seein' Humies running from all yer dakka, proolly."

-Speed Freek Grumfast

While the various official Fantasy Flight 40k RPG releases have covered a fairly large chunk of the Ork motor pool, there are still major gaps to be filled. This book aims to provide working Only War/Dark Heresy/Deathwatch/Black Crusade/Rogue Trader-compatible Ork vehicle stats that fill those gaps.

This book covers very nearly every canonical non-Titan Ork vehicle ever written up in a Games Workshop product, from recent examples like the Mega Dread to more obscure products, like the Cutta and Lugga from *Gorkamorka* or *Epic's* classic Spleenrippa. I have made one or two small homebrew additions, but for the most part have tried to stay true to the spirit of the vehicles on the tabletop.

Included at the end of this volume is a section on Ork vehicle upgrades, to allow further customization, and a guide to randomly-generating looted Ork vehicles using base stats from *Only War* and my other *Potentiam Gigantio* books. Largely due to the vast array of strange and unique Ork weapons, I have also included an index of weapons for easier reference.

Thanks are in order to Misfire, whose excellent *Titanomachy* series provided the basis for the Stompa section of this book, and many of its Weapon Qualities. Big ups

to Akklonia, whose excellent art graces the cover of this and all subsequent volumes of *Potentiam Gigantio*.

If you have questions, comments or concerns, please drop me a line at windowsfulofglass@gmail.com. If you'd like to support my work, or just see other stuff I've released, check out my [Patreon](#) or my [Paypal](#).

Patron Roll of Honour

Extraordinarily special thanks to Patrick M., Princess Moonbeam, exball, Travis LaFave, Robert Mayotte and Miss Mae for their support. If you'd like to become a patron, click the link above!

Vehicle Traits

"Oy! Someone tell da left leg dat we'z walkin' forrards!"

-Internal Shoutin' Tube chatter, Ork Supa-Stompa

Big Ol' Mean Green Fing

'Ecksawotsit Platin': This vehicle's hull is composed of layers of copper inscribed with Orky symbols, talismans and runes, making it highly resistant to psychic attack. Anyone within this vehicle's hull gains a +20 to any Tests to resist direct psychic attack or manipulation. The vehicle treats its AP on all facings at 10 higher when attacked with Psychic Powers, and its armour still counts when attacked by enemies with the Warp Weapons Trait.

Fleet: Ork drives don't give a damn about brakes. Quite the opposite, in fact. As a Free Action, this vehicle's driver may accelerate well beyond the vehicle's normal combat speeds- the vehicle's Tactical Speed is doubled, and its Cruising Speed tripled. While this state is active, the vehicle's weapons gain a -30 to hit, as well as the Inaccurate Quality (if they did not already have it), and any Tests to operate the vehicle are made at a -10 penalty due to the intense concentration needed.

Heavy: Though by no means the largest or weightiest vehicles fielded by the Orks, heavy vehicles are still a step up from their ordinary counterparts, and capable of powering through most minor obstructions. A vehicle with the Heavy trait halves penalties for moving through difficult terrain, as well as penalties from obstacles like unstable ground, tank traps, or ruins.

Walkers with the Heavy vehicle trait can walk over obstacles 3 meters high, or push through thin walls, thick ground vegetation, or small buildings without suffering negative effect. Vehicles with the Heavy Trait suffer from a -10 penalty to Floor It! tests unless they also have the Enhanced Motive Systems trait.

Kustom Force Field: This vehicle is surrounded by a crackling, spitting corona of protective energy. A Kustom Force Field is a Force Field with a Protection Rating of 50 that Overloads on a roll of 15 or lower. Instead of the usual effects, when this Force Field Overloads, it ceases to function for 1d5 Rounds and immediately inflicts 1d10+5 Energy Damage with a Penetration of 0 and the Shocking Quality upon everything within 2d10 metres of the vehicle. This radius includes the vehicle's crew and passengers, but not the vehicle itself.

Large Superstructure: This vehicle is unusually tall for its size, making it an easy target to locate or hit. Perception-based tests to locate it visually gain a +10 bonus, while its To-Hit Modifier from its Size trait is increased by +5.

Low-Slung: This vehicle's bulk is spread low to the ground, making it difficult to see when immobile and properly camouflaged. When this vehicle is immobile, it inflicts a -5 on Ballistics-based Tests to hit it with ranged attacks and a -10 penalty on Perception-based Tests to locate it.

Power Shields (X): Ork “geneerataz” can produce enough power to run massive Power Shields, protecting the vehicle in an invisible nimbus of energy. However, Power Shields can be overloaded by sustained fire. Power Shields count as a barrier with 20 AP that surround a vehicle in all directions at a 5-metre distance. To disable a power field, attacks must deal 20 damage past the 20 AP (for a total of forty points of damage). This damage is cumulative to represent the power field slowly overloading, but a weapon’s Penetration has no effect on a power field. Attacks from within the 5-metre projection distance ignore the Power Shields and directly affect the vehicle. Vehicles with this Trait have a number of Power Shields equal to the value of X. Once disabled, a Power Shield cannot be re-enabled in combat. Doing so requires at least an hour of uninterrupted work on the generators per shield, but no Test.

Rolling Thunder: This vehicle is so big it makes the ground shake and heave, and the sheer noise it produces in motion can deafen lesser men. It gains the Fear (2) Trait against any eligible enemies in line of sight

or hearing, unless it is of Size 9 or higher. Vehicles of Size 9 gain Fear (4), while Size 10 gains Fear (5).

Weapon Qualities

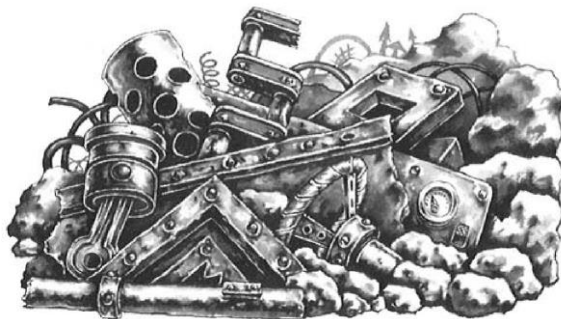
“Dis Gun Killz Spa Sprey Spess Muhrains”

-Painted on the main gun barrel of Kill Krusa Funky Boy, Tigrus

Area Saturation: A weapon with this quality is extremely inaccurate, and its gunners simply saturate an area with fire to eliminate swaths of troops. When used in this manner, instead of firing normally designate a 20 metre by 20 metre area. Everything in that area automatically takes a hit from the weapon. This counts as a shooting attack for the purposes of recharge and other effects.

Fleshbane: This weapon is designed specifically to attack biological targets through the use of noxious chemicals, radiation, biological agents or other nasty methods. Damage from this attack ignores the target’s Toughness Bonus, if it has one. The target’s Armour values function as normal.

Mega-Impact: When this weapon destroys a vehicle with a size of 8 or smaller, it is launched into the air, landing with catastrophic results. Make a Challenging



(+0) Ballistic Skill Test as a Free Action against a target within 40m of the destroyed vehicle. If you succeed, that target takes damage equal to the highest Armour value of the destroyed vehicle, with a Penetration and Blast value equal to its Size trait. This weapon may only be Parried by melee weapons attached to vehicles or characters with a Size trait of 8 or higher.

Quake: This weapon hits with shattering force. Double its damage against fortifications and buildings. Should this damage a target of Size (8) or higher, it halves the damaged target's movement speed for the next round.

Seismic: This weapon lets loose a specially-tuned concussive blast which is tuned to maximize damage in dense subterranean environments, turning the mass of stones and rock against a target. When used against a target that is underground, this weapon increases its Damage by 1d10 and Penetration by 4.

Skydakka: This weapon is made for shooting down Fliers and Skimmers. Attacks with it gain the benefits of the Anti-Air (Rudimentary) Vehicle Trait.

Smasha (X): This weapon emits a gravitational field that can crush infantry and hurl vehicles around like toys. Any infantry caught in its blast area is subject to murderous gravitational variations and must make a Very Hard (-30) Strength Test or be knocked down. Failing the test and being thrown onto a solid surface inflicts 2d10

points of Impact Damage, ignoring Armour but not Toughness.

When this weapon damages one or more vehicle, the firer may, after resolving damage, select one vehicle which was damaged and move it a number of meters equal to 5 times the value of X, minus the vehicle's Size, to a minimum of 0. This movement can be vertical. If the vehicle lands on another target, that target takes damage equal to the highest Armour value of the damaged vehicle, with a Penetration value equal to its size.

Traktor (X): This weapon is actually a powerful, if unstable, gravitic tractor beam weapon, which excels at pulling targets out of the air. Weapons with this Quality automatically hit flying or Skimmer targets, inflicting their damage as normal. If the vehicle would take damage, after reductions for Armour, its pilot must pass an Operate (Surface *or* Aeronautica) test with a penalty equal to 10 x X, or the vehicle immediately goes Out of Control.

If a weapon with this Quality jams, it is immediately dragged a number of meters towards its target equal to its damage, automatically Ramming anything in its path.

Torrent: This weapon fires a massive stream of fluid, hitting an enemy with a veritable river of explosive or burning or corrosive matter. Instead of using the firing weapon as a point of origin, select a point within 15m as the shot's origin. Resolve the spray's normal 30° cone from that point. The cone must extent further than the

point of origin away from the original weapon- the cone cannot point towards the firer.

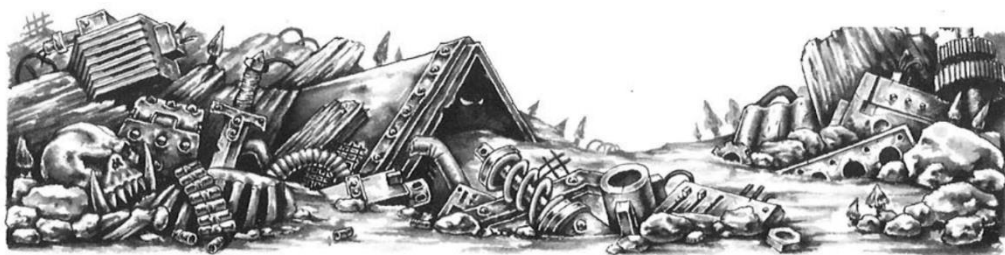
Vibro: This weapon uses concentrated ultrasound to shake its target to pieces, causing a harmonic vibration that breaks down armour, parts and mechanisms. For every hit after the first with a Vibro weapon, increase the damage and penetration by 2. This is cumulative, increasing each additional damage roll.

Zzap (X): This electrostatic laser weapon projects a coherent beam of electricity against its target, with heavily unpredictable results. Sometimes, shots from Zzap weapons can melt the thickest armour. Sometimes they fail to burn through sheets of paper. Variety is the spice of Orkish life. A weapon with this Quality increases its Penetration by X for every odd number it rolls on its Damage, and decreases its Penetration by X for every even number. If the resulting Penetration would be negative, the weapon subtracts that number from its final Damage and treats its Penetration as being 0.

A Note On Orky Vehicles

You'll find reading this book that the Ork armoury is absolutely vast, filled with a variety of weapons that dwarfs anything else found in the previous volumes of *Potentiam Gigantio*. It's so many, in fact, that I've added in an Index of *just* weapon stats at the end of this book.

When using any of the vehicles in this book, you should feel free to sub in any weapons listed in a vehicle's statblock for any other weapons in the Weapon Index that make sense; these are Orks we're talking about, spice it up a little.



Light Vehicles

Cutta

”Ard a-’starbid’? Kaptin, what da zog’s a ’starbid’?”

-Grot Helmsman Nuggit, shortly before being demoted to deckhand

A flimsy and unusual wind-powered land vehicle made famous by the Rebel Grots of Angelis, Cuttas are unarmed light wheeled platforms driven entirely by sail power. Skimming over sandy terrain at high speeds, they make for an excellent scout and transport, but don’t stand up well to serious combat.

Type: Wheeled Vehicle

Tactical Speed: 4d10m

Cruising Speed: 60

kph

Manoeuvrability: +10

Structural Integrity:

18 **Size:** Hulking (5)

Armour: Front 12,

Side 12, Rear 8

Vehicle Traits: Open-Topped, Ramshackle, Wheeled, Large

Superstructure

Crew: 1 Grot Driver

Carrying Capacity: 10 Grots plus gear and loot

Options:

A Cutta may halve its Carrying Capacity to mount one of the following on a Pintle:

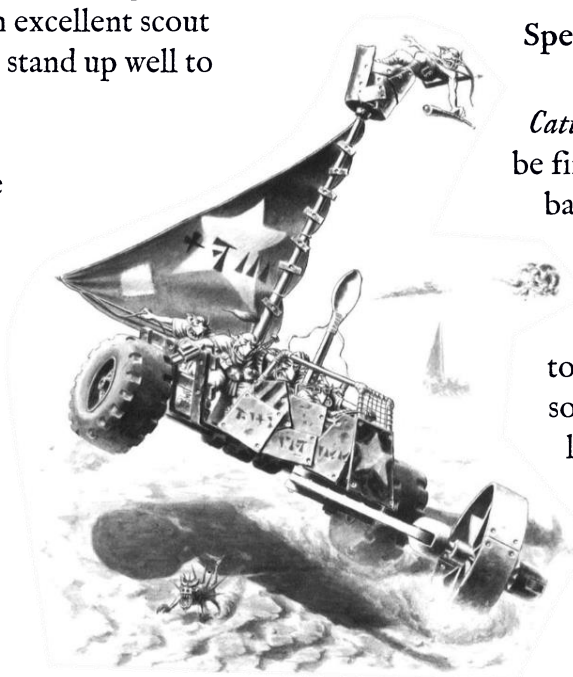
Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Burna (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Grotzooka (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Cattypult (80m | S/-/- | 1d10 + 6 I | Pen 0 | Clip 1 | Reload Full | Proven (3), Inaccurate, Indirect (2))



Special Rules:

Cattypult: Grot Cattypults can be fired faster by not pulling back on the “Stretchy Bit” that drives them quite as hard. A Cattypult can decrease its Reload time to a Half Action, but doing so causes its next attack to lose the Proven Special Quality.

Wind Power: Cuttas are entirely at the mercy of the wind, and while they can move at a fair clip they’re quite helpless if the breeze changes direction. At the start of any combat involving a Cutta, the GM decides what direction the wind is blowing in.

When moving in that direction, Cuttas may roll their Tactical Speed twice at the start of each turn and take the higher result.

When moving in the opposite of that direction, Cuttas roll their Tactical Speed twice at the start of each turn and take the lower result.

Grot Trakbike

"We is Mork or mebbe Gork's finest! We is da tip of da stabba! We is... da Grot Mahreens!"

-Final words of Grot Boss Stabshank

A common sight whenever Grots are allowed to get their hands on Imperial vehicles, Trakbikes are simply the dismounted tack sections of Chimera transports or Leman Russ tanks, fitted with a small engine, a crude steering system, and as many Grots as they can carry. Squeezing in between the suspension elements, these unwieldy vehicles' cowardly crew use them as mobile cover, driving them wildly into the heart of enemy formations before jumping out to begin their attack. Only problem is, they're really, *really* hard to steer.

Type: Tracked Vehicle

Tactical Speed: 12m

Cruising Speed: 40 kph

Manoeuvrability: -10

Structural Integrity: 20 **Size:** Hulking (5)

Armour: Front 22, Side 16, Rear 16

Vehicle Traits: Enclosed, Bike, Ramshackle, Tracked

Crew: 1 Grot Driver (Big Shoota)

Carrying Capacity: 14 Grots plus gear and loot

Weapons:

Fixed Big Shoota (Front Facing) (120m | -/-
/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full
| Inaccurate)

Special Rules:

Shootin' Holes: A Trakbike is full of enough gaps in the armour, missing bits or firing platform to allow all of its passengers to shoot out of it.

'Ow do we steer?: Trakbikes depend on the coordinated balance of their passengers to turn left and right, being top-heavy and lacking proper controls. Each time a Trakbike turns, its driver must pass a Challenging (+0) Operate (Surface) Test. If they fail, the Trakbike Falls Over as if it were a Walker, and the movement after the turn is lost.



Zog me, boss! We'z extremely low-resolution!

Grot Tank

"Ladz, youse 'az fought like squigs, and led like... otha more diff'rent an' punier squigs."

-Grot Tanker Orkwin Crumpel

A pathetic yet oddly noble impersonation of a larger Ork Kill Tank, the Grot Tank is a tiny, ramshackle combat vehicle frequently constructed by Grot Gangs looking to up their firepower a little but not prepared to become Killa Kans or Grot Bomm pilots. Though lightly armed and pathetically armoured, these tiny vehicle's incredibly flimsy design can be a boon on the battlefield- any solid hits to one are just as likely to knock gubbinz off as they are to actually damage the vehicle and its crew.

Type: Tracked Vehicle

Tactical Speed: 1d10m

Cruising Speed: 30 kph

Manoeuvrability: +20

Structural Integrity: 12 **Size:** Hulking (5)

Armour: Front 7, Side 5, Rear 4

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Low-Slung

Crew: 3 (Commander, Driver, Loader)

Carrying Capacity: None

Weapons:

One Turret or Front-Facing Hull-Mounted Weapon (Choose one of the following)

Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Burna (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Grotzooka (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Zzap Gun (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Special Rules:

Wot's dis pedal do?: Grot Tanks are even more tenuously controlled and powered than their regular Orkish counterparts. Reroll this vehicle's Movement Speed at the start of each round of combat.

We'z lost sum bitz!: Unlike most sensible vehicles, Grot Tanks are built with flexible, barely-stable construction. Parts of them have an alarming tendency to fall off. Any attack against a Grot Tank that would roll doubles deals no damage and instead reduces the Armour on the Facing it hit by 1. If it would reduce the Armour on that Facing to 0, the vehicle is instantly destroyed.

Grot Tanks by [Andy Moore](#)



Junka Trukk

"Yer can't just slap a steem boila onna pile of broken old gubbinz an' kall it a Trukk! Dat's unorkthical!"

-Big Mek Shazzo Mordakka

Quite possibly the lowest vehicle on the Ork technological totem pole, the Junka Trukk is usually the final stage in the lifespan of any looted vehicle. Mashed together from third or fourth-hand spare parts by barely technologically-literate Feral Orks, these vehicles are frequently either steam-powered or driven by bizarre boar-powered treadmills. Barely capable of holding together under power, they rely on speed alone for survivability on the battlefield, but even that isn't often enough.

Type: Wheeled Vehicle

Tactical Speed: 15m

Cruising Speed: 55 kph

Manoeuvrability: +0

Structural Integrity: 25 **Size:** Enormous (6)

Armour: Front 12, Side 12, Rear 8

Vehicle Traits: Open-Topped,

Ramshackle, Wheeled

Crew: 2 (Gretchin Driver, Ork Gunner)

Carrying Capacity: 10 Orks plus gear and loot

Options:

The Junka Trukk may take one of the following Pintle-mounted

weapons atop its casemate.

Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Burna (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Special Rules:

Primativ Teknerlegee: Junka Trukks are frequently driven by powerplants that most "civilized" Orks would find unorthodox, namely steam power or boars on treadmills. These engines grant them several unusual characteristics.

If a Junka Trukk is steam-powered, it gains a +10 bonus to its Manoeuvrability when climbing steep hills or moving across rough ground, due to its higher torque. If the vehicle is ever destroyed by Impact damage, its boiler ruptures, and it is treated as having the Extremely Volatile Vehicle Trait.

If a Junka Trukk is boar-powered, increase its Tactical Speed to 17m. If it is ever set on



fire, it immediately goes Out of Control as the boars panic.

Wartrakk Skorcha

"Anyone else really warm all of a sudden?"

-Final recorded transmission from Munitorum Fuel Supply Base Tertys

A specialized version of the rugged and practical Wartrakk, the Wartrakk Skorcha is any Burna Boyz' pride and joy. Equipped with a Supa-Skorcha on a turret mount and a bouncing fuel tank trailer, these fast-attack vehicles are well-suited for sudden ambushes and charges against enemy positions. The huge gouts of flame and smoke they produce are excellent cover, a vitally necessary trait in a vehicle that is highly prone to exploding violently when shot at.

Type: Tracked Vehicle

Tactical Speed: 18m

Cruising Speed: 75 kph

Manoeuvrability: +5

Structural Integrity: 25 **Size:** Enormous (6)

Armour: Front 22, Side 20, Rear 18

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Extremely Volatile

Crew: 1 Driver *and* 1 Gunner

Carrying Capacity: None

Weapons:

Turret-Mounted Supa-Skorcha (45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Special Rules:

Big Burny Smokyscreen: The fuels Orks use tend not to be the purest, and their flamer weapons do not run very efficiently, casting up huge clouds of acrid black smoke. The area affected by this vehicle's Supa-Skorcha is treated as being full of Smoke for 1d5 rounds. Additionally, as a Full Action, a Supa-Skorcha's Gunner may release fuel vapour from the vehicle's tank, causing ranged attacks against the Wartrakk Skorcha to take a -20 penalty to hit for the next round.

Sloshin' Traila: Most of a Wartrakk Skorcha's fuel reserves rest in an insulated wheeled trailer that trundles along behind the main vehicle. This trailer (and the Supa-Skorcha) cannot be reloaded in combat. Needless to say, if this vehicle is hit with something that might cause a spark, Very Bad Things can happen. The trailer is assumed to have an Armour Value of 10. If hit with a Called Shot that would overcome this Armour Value, or caught in an attack with the Blast Quality that would overcome this Armour Value, one of two things can happen:

If the attack had the Impact or Rending Type: Halve the current amount of ammo for the Supa-Skorcha as fuel leaks out.

If the attack had the Energy or Blast Type: KABOOOOM! The Wartrakk Skorcha, and everything within 4d10 meters of its Rear Facing, takes 3 points of Energy damage for every shot that was left in the Supa-Skorcha's Clip. This damage is added together cumulatively into a single hit with the Flame and Concussive (1) Qualities. The

Supa-Skorcha gains the Weapon Destroyed Condition.

Bowelburna: These variants on the Skorcha plan are more preferred by the Speed Freeks, since they are nimbler and lack a trailer to slow them down. A Bowelburna has the same basic stats as the Wartrakk Skorcha, but with the following changes:

- It loses Tracked and gains Wheeled
- Its Manoeuvrability is +10
- Its Structural Integrity is 20
- Its Armour becomes 20/18/15
- It loses the Sloshin' Traila Special Rule



Bowelburna by [quithanire](#).



Grot Bomm Launcha

"For the Emperor's sake! At least have the decency to turn them into Servitors first!"

-Anonymous Space Marine Hunter operator

A light artillery vehicle first encountered in an infamous battle on Guilus II, the Grot Bomm Launcha is little more than a converted Watrakk platform armed with a single heavy rocket. What makes the vehicle unusual is that the rocket weapon is piloted by a brave (or suicidal) Grot, who guides it towards its target with surprising accuracy. This is often the only way for a Grot to earn any respect or admiration from its fellow Orks, and thus pilots are never in short supply.

Type: Tracked Vehicle

Tactical Speed: 18m

Cruising Speed: 75 kph

Manoeuvrability: +5

Structural Integrity: 25 **Size:** Enormous (6)

Armour: Front 22, Side 20, Rear 18

Vehicle Traits: Open-Topped, Ramshackle, Tracked Vehicle, Large Superstructure

Crew: 1 Driver *and* 1 Pilot

Carrying Capacity: None

Weapons:

Fixed Grot Bomm (50m-500m | S/-/- | 3d10 + 10 X | Pen 8 | Clip 1 | Reload - | Blast (5 + 1d10), Concussive (2), Indirect (0))

Special Rules:

Grotzail: The accuracy of a Grot Bomm is almost entirely dependent on the nerve of the Grot flying it, and these weapons can have devastatingly unpredictable results.

Whenever a Grot Bomm fails to hit a target, instead of rolling on the Scatter Diagram and adding distance as usual, roll a d10 on the following table to determine the action taken by the Grot pilot.

d10 Roll	Result
1-3	<i>Oops!</i> Roll on the Scatter Diagram. The hit strikes in that direction, 4d10 meters away from the target.
4-5	<i>I've changed me mind!</i> The Grot pilot has decided he doesn't want to leave the Launcha after all. The hit strikes the firing vehicle.
6-7	<i>Wot's dat over dere?</i> The Grot pilot becomes distracted by something shiny. The hit instead strikes another large target within the weapon's range.
8-9	<i>Dis is fun!</i> The Grot pilot continues flying until the Bomm runs out of fuel or harmlessly explodes in midair. This attack does no damage.
10	<i>Wot's dis button do?</i> The Grot pilot activates the wrong controls. The attack strikes the ground 2d10 m in front of the Launcha, doing damage as normal.

This vehicle's Grot Bomm cannot be reloaded in combat.



Deffkillla Wartrike

"I'z wants ter ride me tricycle, I'z wants ter ride me triiiiike-!"

-Traditional Speed Freek war-chant.

A classic Speed Freek attack vehicle, the Deffkillla is a Wartrike turned up to 11. This powerfully-built but lightweight vehicle mounts a massive engine between its rear wheels and two double-barreled Boomstikk shotguns on its front forks. A rokkit afterburna system makes it capable of great boosts of speed, enabling its Speedboss crew to close in, fire off grapnels, and drag enemy forces to their doom. A single Grot Fuel-Mixa rigger tends to the engine, dosing it with explosive chemicals to drag out every last bit of its immense torque.

Type: Tracked Vehicle

Tactical Speed: 25m

Cruising Speed: 120 kph

Manoeuvrability: +10

Structural Integrity: 25 **Size:** Enormous (6)

Armour: Front 18, Side 10, Rear 6

Vehicle Traits: Open-Topped, Ramshackle, Tracked Vehicle, Low-Slung, Extremely Volatile

Crew: 1 Driver (Boomstikks), 1 Grot Rigger, and 1 Speedboss

Carrying Capacity: None

Weapons:

Fixed Dubble

Boomstikks (Front

Facing) (20m | S/2/- | 2d10 + 5 I | Pen 2 | Clip

2 | Reload Full | Scatter, Tearing, Twin-Linked, Inaccurate)

Special Rules:

Killa Jet: The afterburner of a Deffkillla is a potent flame weapon in its own right, belching gouts of superheated fuel as the vehicle roars over the battlefield. A Deffkillla treats its Ram attacks as having the Flame quality.

For the purpose of making Hit & Run attacks, a Deffkillla's pilot is considered to be armed with a melee weapon with the following profile: Killa Jet (Melee | 3d10 E | Pen 0 | Unwieldy, Concussive (0), Flame, Smoke (3)). The pilot does not add their Strength Bonus to the damage of such attacks.

Rokkit Afterburna: By feeding all manner of scavenged chemicals and explosives into the rokket engine of a Deffkillla, its Fuel-Mixa Grot can get the vehicle moving at ridiculously dangerous speeds. Why? It's more fun that way. As a Free Action, the Driver of a Deffkillla may increase the

vehicle's Tactical Speed to 50m for 1 round. For the duration of that round, the Deffkillla's Manoeuvrability is reduced to -5. Each time this ability is activated, the Deffkillla takes 1d10 points of Structural Integrity damage.



Deffkillla by Powers_minipainter

Megatrakk Scrapjet

"Oooh, dey'z shot me jet down?" Quit yer whinin' an' get back in tha fight!"

-Skwadron Mek Buzzbom

The Ork mind tends to handle setbacks well. If they are met with an obstacle, an Ork will simply beat their heads against it until it goes away- and the same is true of their vehicles. Frequently constructed by downed Speed Freek pilots, the Megatrakk Scrapjet is little more than an Ork Dakkajet with the wings removed and wheels attacked. Its jet engine howling, it roars across the battlefield, sucking in debris (and unfortunate enemy infantry), its front and tail guns spitting fiery death.

Type: Tracked Vehicle

Tactical Speed: 20m

Cruising Speed: 110 kph

Manoeuvrability: +5

Structural Integrity: 30

Size: Enormous (6)

Armour: Front 22,

Side 22, Rear 18

Vehicle Traits:

Open-Topped,

Ramshackle,

Tracked Vehicle

Crew: 1 Pilot (Front Guns), 1 Grot Gunner (Rear Guns)

Carrying Capacity: None

Weapons:

Fixed Rokkit Kannon (Front Facing) (150m | S3/- | 3d10 + 6 X | Pen 9 | Clip 30 | Reload 2 Full | Inaccurate)

Fixed Twin Big Shoota (Front Facing)

(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Hull-Mounted Twin Big Shoota (Rear Facing)

(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked))

Special Rules:

Giga drill rammal: The drill tip mounted on the front of a Scrapjet is a thing of horrifying beauty- to the Ork driving the vehicle, anyways. To anyone else it's a deafeningly loud suction-based killing machine. A Scrapjet treats its Ram attacks as having a Penetration of 6 and the Tearing quality.



Suction: Any ground-based target caught too close to the front of a Scrapjet is at serious risk of being inhaled by its gigantic engine. Any infantry unit which begins its turn adjacent to a Scrapjet that has already moved this

Round must pass a Difficult (-10) Agility Test as a Free Action or be sucked into the vehicle's engine. Should they fail, they take the vehicle's full Ram damage from its Front Facing, and the vehicle takes 1d5-2 points of Structural Integrity damage. Infantry of size Hulking or higher gain a +20 bonus to pass this Test.

Boomdakka Snazzwagon

"Da open road, da smell of burnin' fings... it's a lovely day fer a drive!"

-Anonymous Ork Burna Boy

A favored fast-attack platform of Speed Freek Burna Boyz galaxy-wide, the Snazzwagon is lightly-armoured and dangerously explosive, packed to the gills with Burna Bottles and other flammable gubbinz.

With huge engines belching smoke, Snazzwagons are armed primarily with a Mek Speshul, a multi-barrel cannon capable of riddling enemy lines with bullets.

Type: Wheeled Vehicle

Tactical Speed: 24m

Cruising Speed: 120
kph

Manoeuvrability: +5

Structural Integrity: 24

Size: Enormous (6)

Armour: Front 20, Side
20, Rear 10

Vehicle Traits: Open-
Topped, Ramshackle,
Wheeled Vehicle,
Extremely Volatile

Crew: 1 Pilot (Mek Speshul), 1 Grot Gunner
(Big Shoota)

Carrying Capacity: 1 Ork with bitz

Weapons:

Fixed Mek Speshul (Front Facing) (200m | -
-/10 | 2d10 + 3 X | Pen 2 | Clip 80 | Reload
Full | Tearing, Inaccurate)

Pintle-Mounted Big Shoota (120m | --/10 |
2d10+5 I | Pen 2 | Clip 100 | Reload Full |
Inaccurate)

Options:

A Boomdakka Snazzwagon may replace both its Mek Speshul and Big Shoota with a Hull-Mounted Rattler Kannon.

Hull-Mounted Rattler Kannon (Front Facing) (300m | --/10 | 2d10 + 6 X | Pen 6 | Clip 160 | Reload Full | Twin-Linked, Tearing, Inaccurate, Skydakka)

Special Rules:

Billowing Smoke: The oversized engines of Snazzwagons burn their fuel with less than optimal efficiency, creating huge gouts of impenetrable smoke. All melee and ranged

attack rolls to hit a

Boomdakka

Snazzwagon or its

passengers take a -10
penalty.

*Extremely, Extremely
Volatile:* It wouldn't
be a Pyro-Mekaniak
production if it
wasn't likely to go
kaboom at the drop

of a hat. This vehicle is three times as likely to explode when it catches fire, and the test to avoid catching fire from its explosion is instead Very Hard (-30).

Loads a Fire! Every single bit of unused space on this vehicle is packed full of Burna Bottles, which the crew can make use of whenever their pyromaniac hearts desire. The crew and passenger of this vehicle always count as being armed with Firebombs.



Boosta-Blasta

"Dis dakka's otty-mattic! Dis dakka's shooty-mattic! Dis dakka's buuuurna-mattic! It's greezed boosta!"

-Traditional Ork war chant

Deeply beloved by the Evil Sunz, the Boosta-Blasta is an archetypal Speed Freek vehicle, in that it combines high speed, light to no armour, an absurdly oversized weapon, and the capacity to set things on fire.

These low-riding muscle cars are usually fitted with a Rivet Kannon on a crude turret, allowing them to barrage enemy lines with volleys of arm-sized superheated metal spikes. Enemies who are fast enough or stupid enough to get close then have to content with a heavily-spiked chassis and engine exhausts converted to function as improvised flamethrowers.

Type: Wheeled Vehicle

Tactical Speed: 18m

Cruising Speed: 90 kph

Manoeuvrability: +5

Structural Integrity: 30 **Size:** Enormous (6)

Armour: Front 20, Side 10, Rear 10

Vehicle Traits: Open-Topped, Low-Slung, Ramshackle, Wheeled Vehicle

Crew: 1 Pilot (Burna Exhausts), 1

Gunner (Rivet Kannon)

Carrying Capacity: 1 Ork with bitz

Weapons:

Turret-Mounted Rivet Kannon (250m | S/2/- | 3d10 I | Pen 10 | Clip 10 | Reload 2 Full | Flame, Inaccurate, Snare (2))

Sponson-Mounted Burna Exhausts (Left-Facing/Right-Facing) (200m | S/-/- | 1d10+4 E | Pen 2 | Clip - | Reload - | Flame, Spray)

Special Rules:

Big' ol spikes!: Though it is not explicitly designed as a ramming vehicle, the Boosta-Blasta's front hull is covered with tusk-like spikes, just for fun. This vehicle's Ram! Attacks have Tearing and a Penetration value of 4.

Cybuggy: On a few rare occasions, Ork Meks have been known to surgically merge themselves with the control systems of their Boosta-Blastas, creating a nightmarish cybork hybrid of greenskin brute and truck. A Boosta-Blasta with an integrated Big Mek pilot treats its Manoeuvrability as being +20 and gains the Damage Control trait. Any attacks directed against its pilot instead hit the vehicle. The pilot cannot exit or dismount from the vehicle in any way, and will die if removed.



Rukkatrukk Squigbuggy

"If youse don't start killin' fings fasta back dere, I'm turnin' this truck around and we'z goin' 'ome!"

-Squig Handler Grob

Even an Ork WAAAGH needs to eat, and Squig breeders, tamers and handlers are a vital part of what passes for the Ork economy. In combat, the same Squigbuggies used to transport, distribute and sell delicious edible squigs become rolling menageries of war, armed food trucks that use compressed-air cannons to launch their ferocious meals at high speeds. To complete the package, the vehicle is also armed with whirring saws at ankle-level to deter anyone from getting too close, or cutting in line when ordering.

Type: Wheeled Vehicle

Tactical Speed: 12m

Cruising Speed: 80 kph

Manoeuvrability: +5

Structural Integrity: 35 **Size:** Enormous (6)

Armour: Front 20, Side 10, Rear 10

Vehicle Traits: Open-Topped, Low-Slung, Ramshackle, Wheeled Vehicle

Crew: 1 Pilot, 1 Gunner (Heavy Squig Launcher)

Carrying Capacity: 2 Orks with bitz

Weapons:

Hull-Mounted Eavy Squig Launcha (Front Facing)(200m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Half | Ammo-Dependent, Indirect (3))

Pintle-Mounted Squig Launcha (100m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Half | Ammo-Dependent, Indirect (3))

Special Rules:

Live Ammo: Squig Launchas fire Squigs, plain and simple. Exactly what they do depends on the type of Squig loaded, and how big it is.

Eavy Squig Launchas may load the following ammo types:

- **Big Bile Squig** (3d10 X | Pen 0 | Blast (2d5), Corrosive, Toxic (2), Smoke (2d5), Fleshbane)
- **Big Bitey Squig** (4d10 | Pen 6 | Shocking, Tearing, Crippling (2), Snare (2), Fleshbane)
- **Big Boom Squig** (3d10 X | Pen 4 | Blast (3d10), Concussive (0), Fleshbane)

Squig Launchas may load the following ammo types:

- **Bile Squig** (2d10 + 1 X | Pen 0 | Blast (1d5), Corrosive, Toxic (2), Smoke (1d5), Fleshbane)
- **Bitey Squig** (3d10 | Pen 6 | Tearing, Crippling (1), Snare (1), Fleshbane)
- **Boom Squig** (3d10 X | Pen 4 | Blast (2d10), Fleshbane)

Sawblades: The saws that protrude from underneath a Squigbuggy, just above ground level, are a nasty surprise for

advancing infantry. This vehicle's Ram attacks gain the Tearing quality. For the purpose of making Hit & Run attacks, a Squigbuggy's pilot is considered to be armed with a melee weapon with the following profile: Sawblades (Melee | 2d10 E | Pen 6 | Unwieldy, Razor-Sharp, Tearing). The pilot does not add their Strength Bonus to the damage of such attacks.

Squig Mine: These pulsating, living sacks of corrosive juices are generally used to add flavoring to other squigs. When provoked, however, they have a nasty tendency to burrow into the nearest soft surface and explode violently if anything comes close. As a Quick Action, the Gunner of a Squigbuggy can place a Squig Mine in the

earth adjacent to the vehicle. The mine becomes live at the end of the Gunner's turn. The next character or vehicle that moves within 3 meters of the Squig Mine detonates it, causing everything within Blast 10 of the mine to take 4d10 Explosive damage with the Corrosive, Fleshbane, Toxic (3) and Smoke (10) Special Qualities.



Shokkjump Dragsta

"When dis fing 'its eighty- uh, goes reel fast, you 'se gonna see some see-rus gubbinz!"

-Final words of Big Mek Frown

Ork legend tells of Big Meg Gungubbinz, who somehow launched himself through his own Shokk Attak Gun and lived to tell the tale. His experiences led him to create the Shokkjumpa system, a vehicular teleport system that allows a Dragsta to move faster simply by ignoring the distance between "here" and "there."

Dragstas are among the most polished of the light vehicles made by Ork Mek. Sleek, fast and vicious, their in-built Targeting Squigs make them a lethally accurate part of any Ork attack force. If, that is, they can make it to the front lines without suddenly and violently ceasing to exist.

Type: Wheeled Vehicle

Tactical Speed: 25m

Cruising Speed: 120 kph

Manoeuvrability: +5

Structural Integrity: 20 **Size:** Enormous (6)

Armour: Front 15, Side 10, Rear 10

Vehicle Traits: Open-Topped, Ramshackle, Low-Slung, Wheeled Vehicle
Crew: 1 Pilot (Rokkit Rack), 1 Grot Gunner (Kustom Shokk Rifle)

Carrying Capacity: None

Weapons:

Hull-Mounted Kustom Shokk Rifle (Front Facing) (100m | S/2/- | 3d10 X | Pen 6 | Clip - | Reload - | Accurate, Overheats)

Hull-Mounted Rokkit Rack (Front Facing) (150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 4 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Model by [Rob Knipe](#)

Special Rules:

Shokkjumpa: Integrating the tellyporta components of a Shokk Attack Gun is phenomenally dangerous, but allows an Ork vehicle to teleport across the battlefield at very high speeds. Activating a Shokkjumpa requires a Difficult (-10) Operate (Surface) Test on the part of the vehicle's Driver as part of a Move Action. If they succeed, the vehicle immediately vanishes in a crackle of energy, teleporting 4d10 meters away in any direction and ignoring any obstacles in the way. This ability may be used once per turn, but each turn after the first causes the vehicle to lose 1d5 Structural Integrity.

Sawblades: The saws that protrude from underneath a Dragsta, just above ground level, are a nasty surprise for advancing infantry. This vehicle's Ram attacks gain the Tearing quality.

For the purpose of making Hit & Run attacks, a Dragsta's pilot is considered to be armed with a melee weapon with the following profile: Sawblades (Melee | 2d10 E | Pen 6 | Unwieldy, Razor-Sharp, Tearing). The pilot does not add their Strength Bonus to the damage of such attacks.



Medium Vehicles

Big Trakk

"It's not enuff dakka, but it's a first step inna right direkshun."

-Big Mek Shazzo Mordakka

The next step up from the humble Trukk, the Big Trakk is the umbrella term for any number of medium tracked vehicles used across the Ork motor pool. Big Trakks are usually slower than Trukks, but better able to haul heavy weaponry over rough terrain.

As a result, Big Trakks come close to filling the fire-support role in Ork armies, trundling along behind the front lines while pouring cannon, gun and energy weapon fire into anything that comes too close. Trakks aren't true tanks, however, and they tended to be relatively lightly-armoured and open-topped.

Type: Tracked Vehicle

Tactical Speed: 10m

Cruising Speed: 50kph

Manoeuvrability: -5

Structural Integrity: 40 **Size:** Massive (7)

Armour: Front 26, Side 24, Rear 24

Vehicle Traits: Open-Topped,

Ramshackle, Rugged, Tracked, Large Superstructure

Crew: 1 Driver *and* 2 Gunners (Hull Weapons), 2 Grot Gunners (Sponson Weapons, if taken), 1 extra Gunner *and* Loader (if a Turret Weapon is taken)

Carry Capacity: 12 Orks plus gear and loot.

Weapons:

Hull Weapons (Choose any 2 of the following):

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Options:

A Big Trakk may reduce its Carrying Capacity to 6 to take one of the following Turret Weapons.

Turret-Mounted Kannon (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Turret-Mounted Zzap Gun (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Turret-Mounted Lobba (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Turret-Mounted Supa-Skorcha (45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Turret-Mounted Kill
Kannon (100m | S/-/- |
3d10 + 8 X | Pen 8 |
Clip 1 | Reload Full |
Blast (8), Concussive
(3), Inaccurate)

Turret-Mounted
Supa-Lobba (30-200m
| S/-/- | 4d10 X | Pen 5
| Clip 1 | Reload Full |
Blast (10), Concussive
(6), Inaccurate,
Indirect (2))



Big Trakk by timmytime007

Turret-Mounted
Deffkannon (400m | S/-/- |
4d10 X | Pen 10 | Clip 1 |
Reload 2 Full | Blast (1d5),
Concussive (6), Inaccurate)

Turret-Mounted Ssoopa-
Doopa-Lobba (30m-200m
| S/-/- | 6d10 X | Pen 6 | Clip
1 | Reload 4 Full | Blast
(3d10), Concussive (6),
Inaccurate, Indirect (9))

A Big Trakk may take up to
2 Grot Sponsons. They do not need to be
on opposite sides of the vehicle.

Turret-Mounted Ssoopa Zzap Gun (1000m
| S/-/- | 8d10 E | Pen 3d10 | Clip 1 | Reload 2
Full | Inaccurate, Recharge, Zzap (10),
Lance)

Turret-Mounted Flakka Gun (300m | -/-/8 |
2d10+4 I | Pen 2 | Clip 240 | Reload Full |
Inaccurate, Storm, Proven (2), Skydakka)

Turret-Mounted Traktor Kannon (2000m |
S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - |
Traktor (1), Recharge, Overheats,
Inaccurate, Unreliable)

Turret-Mounted Rattler Kannon (300m | -
/-/10 | 2d10 + 6 X | Pen 6 | Clip 160 | Reload
Full | Twin-Linked, Tearing, Inaccurate,
Skydakka)

A Big Trakk may reduce its Carrying
Capacity to 0 to take one of the following
Turret Weapons instead.

Grot Sponson (Left Facing *or* Right
Facing) (60m | -/3/10 | 1d10+4 I | Pen 0 | Clip
30 | Reload Full | Inaccurate, Unreliable)

A Big Trakk may take up to 2 of the
following weapons on Pintle mounts.

Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 |
Clip 120 | Reload Full | Inaccurate)

Skorcha (30m | S/-/- | 1d10 + 7 E | Pen 3 |
Clip - | Reload - | Flame, Spray)

Rokkit Launcha (150m | S/-/- | 3d10 + 6 X |
Pen 9 | Clip 1 | Reload Half | Inaccurate)

Pulsa Rokkit Launcha

"Well, good thing we can just drop our chutes here, huh? Not like we'll need them anymore."

-Unidentified Bellagian Drop Trooper, shortly before falling to his death

Ork Meks who love rokkits often wonder how best to increase the impact of a weapon which can, fundamentally, only be fired once. Some turn to Grot pilots, others to sheer quantity, but the most advanced find solace and joy in Pulsa warheads. Pulsas are simply bubblechukkas or kustom force field generators overclocked to a ludicrous degree; though they frequently remain active for only a few seconds, they generate a crackling field of force that is strong enough to bounce tanks into the air and reduce infantry to mulch. The expanding radius of the field also means that aiming is basically optional.

Pulsa rokkits are usually so complex that they merit a dedicated vehicle to carry them, and Meks will often use modified Big Trakks for the role.

Type: Tracked Vehicle

Tactical Speed: 8m

Cruising Speed: 30kph

Manoeuvrability: -10

Structural Integrity:

40 **Size:** Massive (7)

Armour: Front 20,

Side 12, Rear 12

Vehicle Traits: Open-Topped, Ramshackle, Rugged, Tracked, Extremely Volatile, Large Superstructure

Crew: 1 Driver *and* 1 Grot Gunner (Hull Weapon), 1 Mek (Pulsa Rokkit)

Carry Capacity: 4 Orks plus gear and loot.

Weapons:



Fixed Pulsa Rokkit (Front Facing) (2000m | S/-/- | 10d10 I | Pen 1d10 | Clip - | Reload - | Blast (10d10) Concussive (6), Felling (8), Indirect (9))

Hull Weapons (Choose one of the following):

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Special Rules:

Pulsa: Pulsa Rokkits are as strong as the Force Fields on Titans, but not for very long. Every target hit by a Pulsa Rokkit is pushed a number of meters towards the edge of the Blast radius equal to the amount of damage they took after armour.

When a Pulsa Rokkit detonates, roll 1d10: on a roll of 6 or higher, it inflicts 8d10 damage over Blast 8d10 at the start of the next turn. Roll 1d10 again at the start of the next turn; on a roll of 6 or higher, it inflicts a further 6d10 damage at Blast 6d10 at the start of the turn after that. Pulsa Rokkits are too big to be reloaded in combat.

Overloaded: A Pulsa Rokkit Launcha is basically just an overloaded Big Trakk. When this vehicle has fired its Pulsa Rokkit, it increases its Tactical Speed to 20m, its Cruising Speed to 80kph, its Manoeuvrability to +10, its Carry Capacity to 12 Orks plus gear, and loses Extremely Volatile and Large Superstructure.

Junka

*"Gentleorkz, behold! After centureez, I'z found it!
An answer ta da most important kwestion- 'iz
dere a way ter make walkin... fasta?!"*

-Mekboy Shazzafrazz

The Mekboy Junka is the Ork equivalent of a high-school science fair project.

Constructed by junior Mekboyz as a way to show off their talents, these vehicles come in a huge variety of patterns, shapes and sizes, and the only thing consistent about them is their inconsistency.

Though frequently unstable and dangerous even by Ork standards, Junkas represent a fast and unpredictable threat on the battlefield. The inclusion of a wide variety of "kustom" or "experrymental" weapons in their flimsy hulls can cause them to hit well above their weight class... or explode the moment the engine is turned on.

Type: Wheeled Vehicle *or* Tracked Vehicle

Tactical Speed: 10 + 2d10 m

Cruising Speed: 50 + 3d10 kph

Manoeuvrability: 2d10 - 2d10

Structural Integrity: 20 + 1d20 **Size:**

Massive (7)

Armour: Front 20 + 1d10, Side 15 + 1d10,

Rear 15 + 1d10

Vehicle Traits: Open-Topped *or* Enclosed, Ramshackle, Extremely Volatile, Damage Control, Wheeled *or* Tracked.

Crew: 1 Driver (Fixed Big Shootas) *and up to* 4 Gunners (Turret Weapon, Sponson Weapons, Hull Weapon if taken), 1d5 Grot Riggers

Carrying Capacity: 10 Orks plus gear and loot.

Weapons:

Sponson-Mounted Skorchas (Left Facing/Right Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Fixed Twin Big Shootas (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Turret Weapon (Choose one of the following):

Turret-Mounted Twin Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Turret-Mounted Mega-blasta (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Options:

A Junka may drop its Carrying Capacity by 4 to mount one of the following Hull Weapons:

Hull-Mounted Supa Skorch (Front Facing) (45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Hull-Mounted Zzap Gun (Front Facing) (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Shokk Attak Gun (Front Facing) (200m | S/-/- | 3d10 X | Blast (3), Inaccurate, Overheats)

Hull-Mounted Mek Speshul (Front Facing)
(200m | -/-/10 | 2d10 + 3 X | Pen 2 | Clip 80 |
Reload Full | Tearing, Inaccurate)

Hull-Mounted Traktor Kannon (Front Facing)
(2000m | S/-/- | 3d10 + 12 E | Pen 0 |
Clip - | Reload - | Traktor (1), Recharge,
Overheats, Inaccurate, Unreliable)

Hull-Mounted Smasha Gun (Front Facing)
(100m | S/-/- | 2d10 I | Pen 10 | Clip - |
Reload - | Concussive (1), Blast (5),
Recharge, Smasha (2))

Hull-Mounted Bubblechukka (Front Facing)
(200m | S/2/- | 3d10 E | Pen 1d10 |
Clip - | Reload - | Blast (3d10), Recharge,
Shocking)

Hull-Mounted Mega-Blasta (Front Facing)
(100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 |
Reload 3 Full | Blast (2), Inaccurate,
Overheats, Shocking)

A Junk may drop its Carrying Capacity by 2 to gain the Fighta Bomma Engine Special Rule, or to gain the Reinforced Armor or Kustom Force Field Vehicle Traits.

Special Rules:

I know wot dis pedal does!: Junkas are fast but unstable. At the start of each round of combat, roll twice for this vehicle's Movement Speed and take the higher result. If the result is higher than 25 the Junka loses 1d5 Structural Integrity.

We'z lost sum bitz!: Unlike most sensible vehicles, Junkas are built with flexible, barely-stable construction. Parts of them have an alarming tendency to fall off. Any attack against a Junka that would roll doubles deals no damage and instead reduces the Armour on the Facing it hit by 1d5. If it would reduce the Armour on that Facing to 0, the vehicle is instantly destroyed.

Fighta Bomma Engine: Any ground-based target caught too close to the front of a Junka with a built-in jet engine is at serious risk of being inhaled. Any infantry unit which begins its turn adjacent to a Junka with a Fighta Bomma Engine that has already moved this Round must pass a Difficult (-10) Agility Test as a Free Action or be sucked into the vehicle's engine. Should they fail, they take the vehicle's full Ram damage from its Front Facing, and the vehicle takes 1d5-2 points of Structural Integrity damage. Infantry of size Hulking or higher gain a +20 bonus to pass this Test. A Junka with this upgrade increases its Tactical Speed to 15 + 2d10.

Knockoff Deffrolla: Most Mekboyz will mount some kind of ram, sharpened prow or compact Dethrolla to the front of their Junkas just to show off, though their vehicles are often too fragile to handle the weight of such a weapon. A Junka may Ram as a Quick Action. Its Ram attacks have a Penetration of 5, and increase incoming damage as a result of the attack by 1d10. Additionally, the Junka takes half damage from ground-based explosives such as

mines, provided it moves forwards over them. Any explosives or anti-infantry barriers or traps in the area a Junka moves over are automatically destroyed.



Junka by [Falconer](#)

Speedsta

"Terribly sorry to disturb you, General, but our command tank just got turned inside-out by what looked like a junkyard on wheels. Permission to panic?"

-Steel Legion vox chatter, Battle of Hive Volcanus
The natural step up from a Junka, the Speedsta is an archetypal Speed Freak attack artillery vehicle, forgoing armour for a massive engine and a huge array of exotic Mek weaponry. Screaming along the frontlines at terrifying speeds, they excel at sowing confusion among enemy forces with their baffling force-field, gravity-manipulation and magnetic traktor weapons.

Type: Tracked or Wheeled Vehicle.

Tactical Speed: 25m

Cruising Speed: 100kph

Manoeuvrability: +5

Structural Integrity: 25 **Size:** Massive (7)

Armour: Front 25, Side 18, Rear 18

Vehicle Traits: Enclosed, Enhanced

Motive Systems, Ramshackle, Tracked or Wheeled.

Carry Capacity: None.

Crew: 1 Driver *and* 1 Gunner (Hull Weapons)

Weapons:

Pick any 3 of the following:

Hull-Mounted Zzap Gun (Front-Facing)
(200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Traktor Kannon (Front Facing)
(2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable)

Hull-Mounted Smasha Gun (Front Facing)
(100m | S/-/- | 2d10 I | Pen 10 | Clip - | Reload - | Concussive (1), Blast (5), Recharge, Smasha (2))

Hull-Mounted Bubblechukka (Front Facing)
(200m | S/2/- | 3d10 E | Pen 1d10 | Clip - | Reload - | Blast (3d10), Recharge, Shocking)

Hull-Mounted Rokkit Kannon (Front Facing)
(150m | S/3/- | 3d10 + 6 X | Pen 9 | Clip 30 | Reload 2 Full | Inaccurate)

Hull-Mounted Destrukta Rokkits (Front Facing)
(600m | S/2/4 | 4d10 + 8 X | Pen 10 | Clip 4 | Reload 5 Full | Inaccurate, Unreliable, Lance)

Hull-Mounted Kannon (Front Facing)
(200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Hull-Mounted Mek Speshul (Front Facing)
(200m | -/-/10 | 2d10 + 3 X | Pen 2 | Clip 80 | Reload Full | Tearing, Inaccurate)

Hull-Mounted Shokk Attack Gun (Front Facing)
(200m | S/-/- | 3d10 X | Pen 8 | Clip - | Reload - | Blast (3), Inaccurate, Overheats)

Options:

A Speedsta may replace up to two of its Hull Weapons with a Kustom Force Field and/or Shokkjumpa.

Special Rules:

Shokkjumpa: Integrating the tellyporta components of a Shokk Attack Gun is phenomenally dangerous, but allows an Ork vehicle to teleport across the battlefield at very high speeds.

Activating a Shokkjumpa requires a Difficult (-10) Operate (Surface) Test on the part of the vehicle's Driver as part of a Move Action. If they succeed, the vehicle immediately vanishes in a crackle of energy, teleporting 4d10 meters away in any direction and ignoring any obstacles in the way. This ability may be used once per turn, but each turn after the first causes the vehicle to lose 1d5 Structural Integrity.



Dragster

"Zog me, I ain't 'ad this little fun in a fight in years. Wot kinda sick-minded Mek designed a Speedsta wiv no gunx?"

-Ork Vox chatter, Octaria

A rare and unusual defensive Ork weapon, the Dragster is simply a Speedsta with most of its weaponry removed and replaced with a massive Deflektor Field Generator.

Usually only built by Meks in desperation, or encountering a particularly tough enemy, they are unpopular among Ork drivers because of their substantial lack of both flash and dakka. Many Dragsters are often piloted by Grots instead, all too eager to experience the thrill of a "real" Orky vehicle.

Type: Tracked or Wheeled Vehicle.

Tactical Speed: 25m

Cruising Speed: 100kph

Manoeuvrability: +5

Structural Integrity: 25 **Size:** Massive (7)

Armour: Front 25, Side 18, Rear 18

Vehicle Traits: Enclosed, Enhanced Motive Systems, Ramshackle, Tracked or Wheeled.

Carry Capacity: None.

Crew: 1 Ork Driver or 3 Grot Drivers and 1 Gunner (Hull Weapon)

Weapons:

Pick one of the following:

Hull-Mounted Zzap Gun (Front-Facing)
(200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Traktor Kannon (Front Facing)
(2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable)

Hull-Mounted Smasha Gun (Front Facing)
(100m | S/-/- | 2d10 I | Pen 10 | Clip - | Reload - | Concussive (1), Blast (5), Recharge, Smasha (2))

Hull-Mounted Bubblechukka (Front Facing)
(200m | S/2/- | 3d10 E | Pen 1d10 | Clip - | Reload - | Blast (3d10), Recharge, Shocking)

Hull-Mounted Rokkit Kannon (Front Facing)
(150m | S/3/- | 3d10 + 6 X | Pen 9 | Clip 30 | Reload 2 Full | Inaccurate)

Hull-Mounted Kannon (Front Facing)
(200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Hull-Mounted Mek Speshul (Front Facing)
(200m | -/-/10 | 2d10 + 3 X | Pen 2 | Clip 80 | Reload Full | Tearing, Inaccurate)

Hull-Mounted Shokk Attack Gun (Front Facing)
(200m | S/-/- | 3d10 X | Pen 8 | Clip - | Reload - | Blast (3), Inaccurate, Overheats)

Options:

A Dragster may replace its Hull Weapon with one of the following to also mount a Shokkjumpa.

Hull-Mounted Big Shoota (Front Facing)
(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 |
Reload Full | Inaccurate)

Hull-Mounted Rokkit Launcha (Front Facing)
(150m | S/-/- | 3d10 + 6 X | Pen 9 |
Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Skorcha (Front Facing)
(30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - |
Reload - | Flame, Spray)

Special Rules:

Deflektor Field: These massive Ork force fields are designed to project energy shielding over a wide area, keeping entire units of vehicles under cover.

All characters and vehicles within 20 meters of a Dragster count as having a Force Field with a Protection Rating of 60 that Overloads on a roll of 10 or lower. Instead of the usual effects, when this Force Field Overloads, it ceases to function for 1d5 Rounds and immediately inflicts 1d10+5 Energy Damage with a Penetration of 0 and the Shocking Quality upon everything within the field, including the Dragster.

Shokkjumpa: Integrating the tellyporta components of a Shokk Attack Gun is phenomenally dangerous, but allows an Ork vehicle to teleport across the battlefield at very high speeds.

Activating a Shokkjumpa requires a Difficult (-10) Operate (Surface) Test on the part of the vehicle's Driver as part of a Move Action. If they succeed, the vehicle immediately vanishes in a crackle of energy,

teleporting 4d10 meters away in any direction and ignoring any obstacles in the way. This ability may be used once per turn, but each turn after the first causes the vehicle to lose 1d5 Structural Integrity.

Squabblin' Grotz: Grots will literally fight for the opportunity to pilot a Dragster, as it allows them to go fast, use heavy weapons they would otherwise never be allowed to touch, and do so in a reasonably sturdy vehicle with a very powerful force field. If this vehicle has Grot Drivers, its Driver's Agility characteristic is calculated by rolling 4d10 +10 at the start of each round, as the Grots constantly squabble over who is allowed behind the wheel.



Zog me, Boss. 'Ave we been drivin' a shoe dis 'ole time?

Grot Megatank

"Zog da rokkit launchas, full speed ahead!"

-Grot Admiral Farragork, Battle of Mobile Field

The pinnacle of "Grotzkrieg", the Mega Tank is what happens when a troop of Grot Tankers decide that bigger is better. Often literally cobbled together from several smaller grot tanks, and held together with a mix of weak welding and enthusiasm, the Mega Tank can unleash a veritable hail of close-range firepower, if its crew can agree on what to shoot at.

Despite their ramshackle nature, these vehicles are usually somewhat more solidly built than regular Grot Tanks, and can endure a substantial pounding before falling to pieces.

Type: Tracked Vehicle

Tactical Speed: 2d10m

Cruising Speed: 40 kph

Manoeuvrability: +0

Structural Integrity: 24

Size: Massive (7)

Armour: Front 14,

Side 12, Rear 8

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, High Superstructure, Command and Control

Crew: 1 Kommander, 5 Turret Gunners, 1

Hull Gunner, 1d10 Grot Riggers

Carrying Capacity: None



Model by [Da Masta Cheef](#).

Weapons:

Heavy Weapon Turrets (Choose any two of the following):

Turret-Mounted Twin Big Shootas (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Turret-Mounted Dubble Skorchas (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray, Twin-Linked)

Turret-Mounted Dubble Grotzookas (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 30 | Reload 2 Full | Scatter, Tearing, Inaccurate, Twin-Linked)

Turret-Mounted Rokkit Rack (150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 4 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Turret-Mounted Dubble Mega-Blastas (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 20 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking, Twin-Linked)

Secondary Weapon Turrets (Choose any three of the following):

Turret-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Turret-Mounted Burna (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Turret-Mounted Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Turret-Mounted Grotzooka (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Turret-Mounted Zzap Gun (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Turret-Mounted Mega-Blasta (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2) | Inaccurate, Overheats, Shocking)

Hull-Mounted Weapon (Choose one of the following):

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Burna (Front Facing) (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Grotzooka (Front Facing) (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Hull-Mounted Zzap Gun (Front Facing) (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Mega-Blasta (Front Facing) (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2) | Inaccurate, Overheats, Shocking)

Special Rules:

Wot's dis pedal do?: Megatanks are even more tenuously controlled and powered than their regular Orkish counterparts. Reroll this vehicle's Movement Speed at the start of each round of combat.

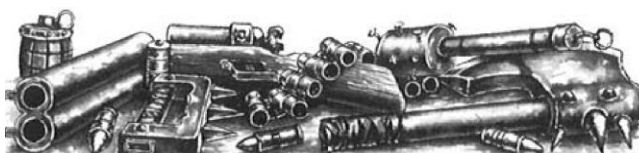
We'z lost sum bitz!: Though sturdy and thickly-armoured by Grot standards, Megatanks are still basically cardboard boxes on wheels. Any attack against a Megatank that would roll doubles deals no damage and instead reduces the Armour on the Facing it hit by 1. If it would reduce the Armour on that Facing to 0, the vehicle is instantly destroyed.

Mutiny!: Megatank crews can almost never agree on what to attack next, and uprisings, coups and cabals are common among their

crews. At the start of each turn, roll 1d5. On a 1, a fight breaks out among the crew and none of the vehicle's ranged weapons may be fired this turn. On a 5, everyone follows the Kommander's orders too literally; the vehicle's ranged weapons may only fire upon a single target this turn, but they all gain a +10 bonus to hit (or a -10 penalty to avoid damage, in the case of Skorchas and Burnas.)

Boom Kanisters: In order to keep enemies away from their soft, cowardly insides, Megatanks are usually fitted with external Boom Kanisters, basically directional shrapnel bombs that the Kommander sets off to harm nearby infantry.

When an enemy approaches to within 5 meters of a Megatank's hull, its Kommander can activate a Boom Kanister as a Reaction. Every dismounted character within 6 meters of the vehicle must pass a Challenging (+0) Agility Save or take 2d10 Rending damage with Pen 2 and the Tearing and Concussive (0) Special Qualities. This ability may be used twice per combat.



Spleenrippa

"Dis. Dis is da biggest an' best fightin' masheen I've ever built."

-Big Mek "Bleedin' Stoopit" Orkson

An unusual anti-tank variant of the humble Trukk, the Spleenrippa is little more than a wheeled chassis fitted with a single oversized Kannon, usually mounted backwards in the chassis. Used for classic shoot-and-scoot tank hunting, they fire at a target then use the recoil to accelerate out of danger before reversing into a new firing position.

Type: Wheeled Vehicle

Tactical Speed: 15m

Cruising Speed: 60kph

Manoeuvrability: +0

Structural Integrity: 35 **Size:** Enormous (6)

Armour: Front 24, Side 22, Rear 20

Vehicle Traits: Open-Topped,

Ramshackle, Rugged, Wheeled

Crew: 1 Driver, 1 Gunner (Main Weapon), 3

Grot Gunners (Pintle Weapon, Sponsons)

Carry Capacity: 12 Orks plus gear and loot.

Weapons:

Grot Sponsons (Left Facing/Right Facing)

(60m | -3/10 | 1d10+4I | Pen 0 | Clip 30 |

Reload Full | Inaccurate, Unreliable)

One Fixed main weapon (choose one of the following):

Fixed Kill Kannon (Rear Facing) (100m |

S/-/- | 3d10 + 8 X | Pen 8 | Clip 1 | Reload

Full | Blast (8), Concussive (3), Inaccurate)

Fixed Big Zzap Gun (Rear Facing) (400m |

S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 |

Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Fixed Mega-Kannon (Rear Facing) (180m |

S/3/- | 5d10+6 E | Pen 9 | Clip 20 | Reload 3

Full | Blast (2), Inaccurate, Overheats, Shocking)

One Pintle weapon (choose one of the following):

Pintle-Mounted Big Shoota (120m | -/-/10 |

2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Pintle-Mounted Burna (20m | S/-/- | 1d10 +

4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Pintle-Mounted Rokkit Launcha (150m |

S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Pintle-Mounted Grotzooka (50m | S/-/- |

2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Options:

A Spleenrippa may reduce its Carrying Capacity to 4 to mount one of the following as a main weapon:

Fixed Deffkannon (Rear Facing) (400m |

S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2

Full | Blast (1d5), Concussive (6), Inaccurate)

Fixed Ssoopa Zzap Gun (Rear Facing)
(1000m | S/-/- | 8d10 E | Pen 3d10 | Clip 1 |
Reload 2 Full | Inaccurate, Recharge, Zzap
(10), Lance)

Special Rules:

Recoil Rider: “Wot if we used da big gunz...
ter go fasta?!?”

On any turn in which a Spleenrippa has
already fired its main weapon, its Tactical
Speed increases by 3d5.

OW BOOMY: A Spleenrippa is a flatbed
truck with a gun attached, and not the
comfiest ride. Any time a Spleenrippa fires
its main weapon while carrying passengers,
they all take 2d10 Impact damage with a
Penetration of 4 and the Concussive (2)
Special Quality.



Model by Carjobrud

Big Lugga

"Ladz, youse is a buncha in-comptent gitz an' I'z ashamed ter have called meself yer Kaptin."

-Grot Revolutionary Morx

Equal parts mobile home, roving fortress and pathetic heap of rejected spare parts, Big Luggas are commonly built by Grots who rebel from their Ork overlords, only to discover that they don't have the bitz or know-how to make something as cool as a Mega-Tank or Digga Stompa.

Luggas are driven entirely by grotpower; their crew push them along with poles, or exert themselves on complicated pedal, crank or treadmill systems to keep them rattling along. Though they can in theory be heavily armed by grot standards, those standards are very, very low.

Type: Wheeled Vehicle

Tactical Speed: Varies (See Special Rules)

Cruising Speed: Basically impossible to calculate

Manoeuvrability: +10

Structural Integrity: 30 **Size:** Enormous (6)

Armour: Front 20, Side 20, Rear 18

Vehicle Traits: Open-Topped, Ramshackle, Wheeled

Crew: 1 Head Honcho, 1 Driver, 3d10 Grot Crew

Carry Capacity: 10 Grots plus gear and loot.

Weapons:

One Turret-Mounted Splattapult (200m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Full | Ammo-Dependent, Inaccurate, Indirect (2))

A Big Lugga may also take up to four of the following weapons on Pintle mounts:

Pintle-Mounted Grotzooka (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Pintle-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Pintle-Mounted Cattypult (80m | S/-/- | 1d10 + 6 I | Pen 0 | Clip 1 | Reload Full | Proven (3), Inaccurate, Indirect (2))

Pintle-Mounted Burna (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Pintle-Mounted Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

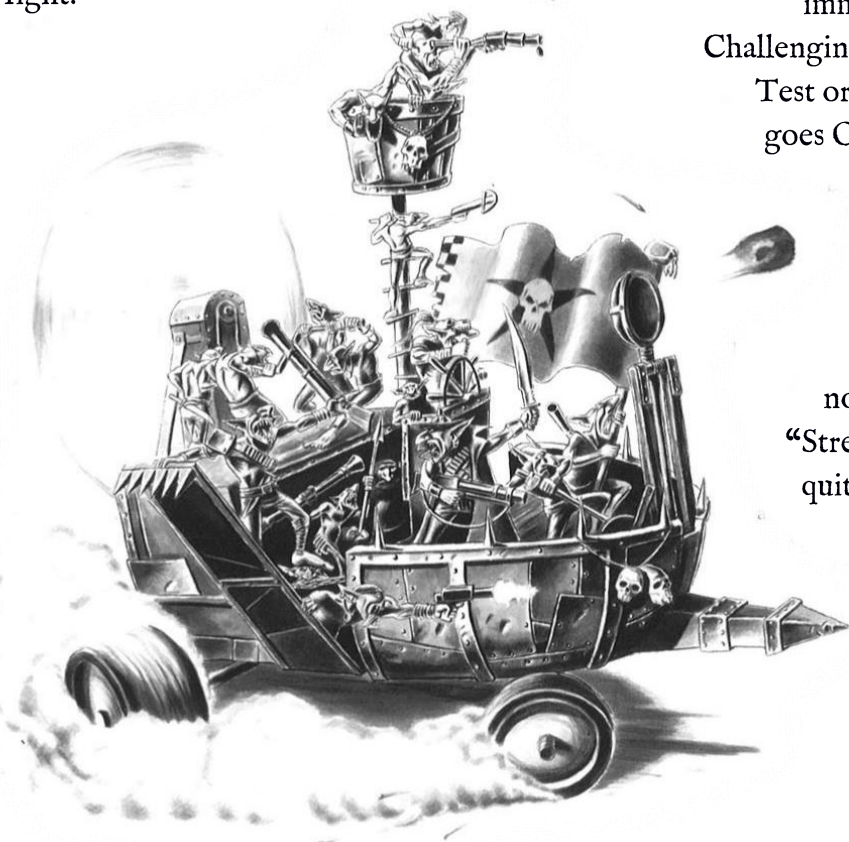
Special Rules:

Push fasta! The vast majority of a Lugga's considerable crew is devoted to keeping it moving along. Unfortunately, damage to the mechanisms that keep a Lugga in motion also tends to kill, maim, or knock its crew overboard.

A Lugga's Tactical Speed is equal to 1d5-1 for every 2 members of its Crew, or passengers, who devote their turns entirely to moving it. Crew or passengers who are devoted to powering the vehicle cannot perform any other actions or Reactions on board.

Once per combat, the Big Lugga's Head Honcho can call for Attack Speed, whipping the crew into a frenzy. For the remainder of combat, or until the Head Honcho calls for a return to normal speed, the Lugga's Tactical Speed instead becomes 1d5 for every 2 members of its Crew, or passengers, powering it. In other words, it gains a cumulative +1 bonus to its Tactical Speed for every 2 Crew or Passengers who are powering it while in Flank Speed.

Each time a Big Lugga takes Critical Damage to its Motive Systems, a number of Crew or Passengers equal to the amount of Critical Damage received are knocked unconscious, thrown overboard, or pulled into the mechanism and considered out of the fight.



Splattapult: These heavy, long-armed Grot trebuchets can hurl a considerable amount of material over a long range. What is loaded into them depends entirely on what is lying around, but usually includes heavy rocks, pots full of smouldering oil, or a collection of furious Rippa Squigs. A Splattapult may load any one of the following options:

- Rocks (3d10 X | Pen 2 | Proven (3), Blast (6), Concussive (1))
- Burna Pot (3d10 E | Pen 1 | Flame, Blast (6), Smoke (6), Overheats)
- Rippa Squigs (2d10 R | Pen 4 | Blast (1), Tearing, Razor-Sharp, Fleshbane)

Rippas! If an Open-Topped vehicle is hit with Rippa Squigs, its Driver must immediately pass a Challenging (+0) Operate (Surface) Test or the vehicle immediately goes Out of Control as tiny, angry Squigs swarm the controls.

Cattypult: Grot Cattypults can be fired faster by not pulling back on the "Stretchy Bit" that drives them quite as hard. A Cattypult can decrease its Reload time to a Half Action, but doing so causes its next attack to lose the Proven Special Quality.

Heavy Vehicles

Squig Katapult

"I have heard the sound of death, and it goes 'SPR010101011ING'."

-Anonymous Steel Legion Guardsman

"So, boss, wut I waz finkin' was... wot if we took onea them Kattypults, an' made it bigga?! 'An put it on trakks! Wiv loadsa real narsty Squigs?! Dose stoopit Grots'll even vollinteer ter run it!"

Type: Tracked Vehicle

Tactical Speed: 18m

Cruising Speed: 55 kph

Manoeuvrability: -15

Structural Integrity: 40 **Size:** Massive (7)

Armour: Front 20, Side 20, Rear 20

Vehicle Traits: Open-Topped, Ramshackle, Tracked Vehicle, Ponderous, Large Superstructure, Heavy

Crew: 1 Driver, 3 Gunners (Squig Cattypult, Lobbas), 9d10 + 10 Katapult Luggin' Grots

Carrying Capacity: None

Weapons:

Fixed Squig Cattypult (Front Facing)

(1000m | S/-/- | Ammo-Dependent |

Ammo-Dependent | Clip 1 | Reload 2 Full |

Ammo-Dependent, Inaccurate, Unreliable, Indirect (9))

2 Hull-Mounted Lobbas (Front Facing)

(30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 |

Reload Full | Blast (6), Concussive (4),

Inaccurate, Indirect (2))

Special Rules:

Angry Squig Ammo: Squig Cattypults are capable of lobbing squigs large enough to eat small vehicles, and the effect of several metric tons of infuriated wildlife falling from the sky can't be underestimated. A Squig Cattypult may be loaded with any of the following options:

- 'Uge Bile Squig (6d10 X | Pen 0 | Blast (3d10), Corrosive, Toxic (4), Smoke (3d10), Fleshbane)
- Big Bitey Squig (8d10 | Pen 12 | Shocking, Tearing, Crippling (8), Snare (6), Fleshbane)
- Big Boom Squig (6d10 X | Pen 4 | Blast (4d10), Concussive (1), Fleshbane)
- Buzza Squig Nest (2d10 R | Pen 2 | Blast (80), Tearing, Crippling (1), Fleshbane)

Each time a Squig Cattypult Jams, 2d10 of its Luggin' Grots are killed by the ammo running amok. A Squig Cattypult cannot be fired without at least 10 Katapult Luggin' Grots in its Crew.



Gobsmasha

"It is deeply impolite to interrupt an enemy when they are making a mistake. Or an Ork, when they're making a Gobsmasha."

-Lady Sun Nishizumi, *Ruminations on Panzerfahren*

Exactly where and when the Gobsmasha heavy tank hunting vehicle entered the Ork collective unconscious is unclear, but it has a habit of popping up here and there like a particularly stupid fungus. In theory a fast, wheeled anti-armour platform, Gobsmasha nearly always mount very heavy weapons in a fixed position on a wheeled hull, which makes aiming well-nigh impossible.

For reasons which are unclear, Gobsmashas nearly always mount plasma weaponry, in the form of Mega-Blastas or Mega-Kannons.

Type: Tracked Vehicle

Tactical Speed: 15m

Cruising Speed: 80kph

Manoeuvrability: -15

Structural Integrity: 40 **Size:** Massive (7)

Armour: Front 36, Side 28, Rear 28

Vehicle Traits: Enclosed, Ramshackle, Rugged, Wheeled, Heavy, Low-Slung

Crew: 1 Driver *and* 3 Gunners (Hull Weapons), 1d10 Grot Riggers

Carry Capacity: None

Weapons:

Main Weapon (Pick one):

Fixed Deffkannon (Front Facing) (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Fixed Mega-Kannon (Front Facing) (180m | S/3/- | 5d10+6 E | Pen 9 | Clip 20 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Fixed Big Zzappa (400m | S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 | Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Secondary Weapons (Pick two):

Hull-Mounted Kustom Mega-Blasta (Front Facing) (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2) | Inaccurate, Overheats, Shocking)

Hull-Mounted Dakkagun (Front Facing) (75m | -/3/5 | 2d10 + 4 I | Pen 4 | Clip 80 | Reload 2 Full | Inaccurate)

Hull-Mounted Kannon (Front Facing) (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Options:

A Gobsmasha may forgo one of its Secondary Weapons to double its Main Weapon's Clip Size and grant it Twin-Linked.

Special Rules:

Point 'n Dakka: The bizarre main gun emplacement on the Gobsmasha makes it relatively useless for long-range shooting against moving targets, but actually simplifies the aiming process when on the move. Orks may not understand "aiming" or "leading the target", but they do understand "drive towards it very fast and then pull the trigger."

Model by [seggin](#)



This vehicle's Main Weapon loses Inaccurate and suffers no penalty to aim due to movement providing it is attack a target that the Gobsmasha is currently driving directly towards.

Lungbursta

"Does anyone else smell promethium?"

-Final words of Major Dalton Edwards, 14th Kiavahr
Combat Engineers

When the Orks of WAAAGH! Arrgard first captured Forge World Tigrus, their Meks embarked on an orgy of looting and frenzied innovation which has yet to be matched in Orky history.

Among the many bits of useful information learned from the captured Techpriests of Tigrus was the secret to thermobaric munitions, a technology which the Orks had yet to stumble across. Their secrets begat the Lungbursta, a conventional and powerful heavy assault tank armed with a huge Airboom Kannon, firing powerful fuel-air shells.

Though the Lungbursta has since been superseded in popularity by the more dramatic Kill Krusha on Tigrus, many can still be found where Ork Meks are willing to put in the work to make their unusual armaments.

Type: Tracked Vehicle

Tactical Speed: 20m

Cruising Speed: 60 kph

Manoeuvrability: -10

Structural Integrity: 50 **Size:** Massive (7)

Armour: Front 35, Side 35, Rear 30

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Reinforced Armour, Heavy

Crew: 1 Commander, 1 Driver, 1 Gunner (Airboom Kannon), 1 Loader, 2 Grot Gunners (Optional Weapons), 2 Grot Riggers

Carrying Capacity: 4 Ork Boyz with loot

Weapons:

Fixed Airboom Kannon (Front Facing)
(250m | 4d10 E | Pen 2 | Clip 1 | Reload 2
Full | Blast (20), Concussive (6), Flame,
Inaccurate)

Options:

A Lungbursta may mount any two of the following weapons:

Hull-Mounted Big Shoota (Front Facing)
(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 |
Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing)
(30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - |
Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing)
(150m | S/-/- | 3d10 + 6 X | Pen 9 |
Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Twin Big Shoota (Front Facing)
(120m | -/-/10 | 2d10+5 I | Pen 2 |
Clip 240 | Reload Full | Inaccurate, Twin-
Linked)

Fixed Rokkit Rack (Front Facing) (150m |
S/2/4 | 3d10 + 6 X | Pen 9 | Clip 8 | Reload 3
Full | Blast (2), Inaccurate, Indirect (4))

Hull-Mounted Airboom Lobba (Front Facing)
(30-200m | S/-/- | 2d10 E | Pen 0 |
Clip 1 | Reload Full | Blast (8), Concussive
(4), Flame, Shocking, Inaccurate, Indirect
(2))

Special Rules:

Airboom: Ork thermobaric weapons are rare, given how difficult they are to make reliably. Those few Meks with the skill to build them can vouch for their effectiveness, though. Attacks from Airboom weapons ignore Cover.



Lungbursta model by [Samuel Croes](#)

Bonecruncha/Bonebreaka

"Do not, and I feel the need to underline this to prove my seriousness, do not attempt to play chicken with Greenskin tanks. Not worth it, I've tried."

-Lady Sun Nishizumi, *Ruminations on Panzerfahren*
Two closely-related Ork vehicles which are frequently confused for Battlewagons, the Bonecruncha and Bonebreaka are heavy assault tanks armed with Dethrollas. They are frequently used to roll into and over enemy defensive lines, where their rollers and considerable armour provide good protection while their turreted main armament mows down anything nearby.

It is the main weapon system which forms the key distinction between two otherwise nearly identical vehicles. Bonecrunchas are usually armed with two twin-linked sets of light weapons, suitable for anti-air or anti-infantry use, while Bonebreakas carry a single turreted heavy weapon for dealing with vehicles and fortifications.

Type: Tracked Vehicle

Tactical Speed: 20m

Cruising Speed: 60 kph

Manoeuvrability: -10

Structural Integrity: 45 **Size:** Massive (7)

Armour: Front 32, Side 32, Rear 30

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Heavy

Crew (Bonecruncha): 1 Commander, 1 Driver, 2 Gunners (Turret Weapons), 1 Grot Gunner (Hull Weapon), 2 Grot Riggers

Crew (Bonebreaka): 1 Commander, 1 Driver, 1 Gunner (Turret Weapon), 1

Loader (Turret Weapon), 2 Grot Gunners (Hull Weapons), 2 Grot Riggers.

Carrying Capacity: 4 Ork Boyz with loot

Weapons:

A Bonecruncha may take any two of the following Turret weapons:

Turret-Mounted Dubble Flakka Guns
(300m | -/-/8 | 2d10+4 I | Pen 2 | Clip 480 | Reload Full | Inaccurate, Storm, Proven (2), Twin-Linked, Skydakka)

Turret-Mounted Dubble Kannon (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 2 | Reload Full | Blast (4), Concussive (2), Inaccurate, Twin-Linked)

Turret-Mounted Dubble Traktor Kannon
(2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable, Twin-Linked)

Turret-Mounted Dubble Mega-Blasta
(100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 20 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking, Twin-Linked)

Turret-Mounted Rattler Kannon (300m | -/-/10 | 2d10 + 6 X | Pen 6 | Clip 160 | Reload Full | Twin-Linked, Tearing, Inaccurate, Skydakka)

A Bonebreaka may take one of the following Turret weapons:

Turret-Mounted Deffkannon (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Turret-Mounted Ssoopa-Doopa-Lobba (30m-2000m | S/-/- | 6d10 X | Pen 6 | Clip 1 | Reload 4 Full | Blast (3d10), Concussive (6), Inaccurate, Indirect (9))

Turret-Mounted Ssoopa Zzap Gun (1000m | S/-/- | 8d10 E | Pen 3d10 | Clip 1 | Reload 2 Full | Inaccurate, Recharge, Zzap (10), Lance)

A Bonecruncha may take any one of the following Hull-Mounted weapons. A Bonebreaka may take two.

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Hull-Mounted Zzap Gun (Front Facing) (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Mega-Blasta (Front Facing) (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Special Rules:

DETHR0LLA!!!: The huge spiked drum on the front of this vehicle crushes infantry, fortifications, hopes, dreams... anything, really. A Bonecruncha or Bonebreaka may Ram as a Quick Action. Its Ram attacks have a Penetration of 10, and halve incoming damage as a result of the attack. Additionally, the Bonecruncha and Bonebreaka are immune to ground-based explosives such as mines, provided it moves forwards over them. Any explosives or anti-infantry barriers or traps in the area a Bonecruncha or Bonebreaka moves over are automatically destroyed.



Bonecruncha by [Ergotoxin](#)



Gutrippa

"Argh- crab battle!"

-final words of an unidentified Catachan scout

A more melee-heavy variant of the generic Ork "heavyish tanklike vehicle" pattern, the Gutrippa forgoes much of its ranged armament to mount two Dred-sized Kuttin Klaws. Controlled by a complicated electromechanical linkage with a cyborg crewman, they can be used to scythe through infantry, tear apart tank traps, and, if need be, literally rip light vehicles to shreds.

Many severely underestimate the Gutrippa until it is too late, failing to take its awkward form and poor firepower seriously. Those people end up diced into small chunks.

Type: Tracked Vehicle

Tactical Speed: 18m

Cruising Speed: 55 kph

Manoeuvrability: -15

Structural Integrity: 55 **Size:** Massive (7)

Armour: Front 40, Side 35, Rear 30

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Heavy

Crew: 1 Commander (Kuttin Klaws), 1 Driver, 1 Gunner (Fixed Weapon), 1 Grot Gunner (Hull Weapon), 4 Grot Riggers
Carrying Capacity: 6 Ork Boyz with loot

Weapons:

Kuttin Klaws (Melee | 4d10 + 16 R | Pen 8 | Power Field, Unwieldy)

One Fixed weapon (choose one of the following):

Fixed Deffkannon (Front Facing) (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Fixed Ssoopa-Doopa-Lobba (Front Facing) (30m-2000m | S/-/- 6d10 X | Pen 6 | Clip 1 | Reload 4 Full | Blast (3d10), Concussive (6), Inaccurate, Indirect (9))

Fixed Ssoopa Zzap Gun (Front Facing) (1000m | S/-/- | 8d10 E | Pen 3d10 | Clip 1 | Reload 2 Full | Inaccurate, Recharge, Zzap (10), Lance)

A Gutrippa may take any one of the following Hull-Mounted weapons:

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Hull-Mounted Zzap Gun (Front Facing) (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 |

Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Mega-Blasta (Front Facing)
(100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 |
Reload 3 Full | Blast (2), Inaccurate,
Overheats, Shocking)

Special Rules:

Flingin' Arms: A Gutrippa's arms are strong enough to pick up and throw small vehicles. Whenever a Gutrippa makes a successful melee attack with more than 3 Degrees of Success against a target of size 6 (Enormous) or smaller, they may throw that target a number of meters equal to 1d10 times their Degrees of Success. The target takes an additional 2d10 points of Impact damage that ignores Armour.

Enemies unfortunate enough to be underneath the target when it lands must pass a Challenging (+0) Dodge Test or take Impact Damage equal to 1d10 times the target's Size trait.



Gutrippa by [Sir Tainly](#)

Korpsecooka

"Dey brought 'Ell'ounds? Oh. Oh dat's cute, dat is. 'Magine dat. 'Ell'ounds!"

-Burna Nob Shekanbek, shortly before the
Incinerating of Hill 37

The Korpsecooka is what every Ork Pyromaniak aspires to, what every Speed Freek who prospects for Promethium dreams of. These huge, lumbering flame tanks roar across the battlefield on sheets of fire, incinerating their enemies while disgorging huge gouts of smoke and their Burna Boy passengers.

Armed with not one but *two* Supa-Skorchas, and fitted with surprisingly well-constructed fire-protection systems (the only Burnas who live long enough to afford Korpsecookas are either very smart, or can hire a Mek who is), these flame tanks can easily rival even those of the Adeptas Sororitas.

Type: Tracked Vehicle

Tactical Speed: 12m

Cruising Speed: 40 kph

Manoeuvrability: -10

Structural Integrity: 45 **Size:** Massive (7)

Armour: Front 40, Side 30, Rear 30

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Damage Control, Heavy, Extremely Volatile

Crew: 1 Driver (Burna Exhausts), 2 Gunners (Supa-Skorchas), 1 Grot Gunner (Hull Weapon), 2 Grot Riggers

Carrying Capacity: 12 Burna Boyz with loot

Weapons:

Sponson-Mounted Burna Exhausts (Left-Facing/Right-Facing) (20m | S/-/- | 1d10+4 E | Pen 2 | Clip - | Reload - | Flame, Spray)

Two Turret-Mounted Supa-Skorchas (45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Hull-Mounted Weapon (Choose one of the following):

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Airboom Lobba (Front Facing) (30-200m | S/-/- | 2d10 E | Pen 0 | Clip 1 | Reload Full | Blast (8), Concussive (4), Flame, Shocking, Inaccurate, Indirect (2))

Special Rules:

Big Burny Smokyscreen: The fuels Orks use tend not to be the purest, and their flamer weapons do not run very efficiently, casting up huge clouds of acrid black smoke. The areas affected by this vehicle's Supa-Skorchas are treated as being full of Smoke for 1d5 rounds. Additionally, as a Full Action, a Korpsecooka's Driver may release

fuel vapour from the vehicle's tank, causing ranged attacks against it to take a -10 penalty to hit for the next round.

Airboom: Ork thermobaric weapons are rare, given how difficult they are to make reliably. Those few Meks with the skill to build them can vouch for their effectiveness, though. Attacks from Airboom weapons ignore Cover.

Internal Fuel Reserves: Korpsecookas usually have their fuel tanks buried deep within their hull, the better to keep their crews from exploding before they can set the enemy on fire. When a Korpsecooka has exhausted the Clips of its two Supa-Skorchas, it loses the Extremely Volatile Trait. These weapons cannot be reloaded in

battle. If it does explode due to Extremely Volatile, the blast radius of the explosion is increased to 5d10.

Extra Burny: The Burna Boyz who crew a Korpsecooka are usually the best of the best, and understand how to get the most out of their flame weapons. Any traps, mines, tripwires, poisonous plants, etc. caught in the area of effect of this vehicle's Supa-Skorchas are immediately destroyed.



I dunno wat's on Page 6, but I x bettin' it's proppa Orky-like.

Weirdboy Tower

"I ken see me 'ouse from up 'ere!"

-Weirdboy Wurrywurt

Given the unpredictable psychic effects of Ork Weirdboyz, it is no surprise that their more ordinary kin see them with equal parts respect and fear. Still, they are powerful assets in a battle, and many cleverer Warbosses will have Towers built for their Weirdboyz, the better to unleash their abilities in combat without immediately killing everything around them.

Weirdboy Towers are slow and ungainly by Ork standards, covered with layer upon layer of heavy copper plating that channels and focuses the unpredictable psychic discharges of the Weirdboyz at the tower's peak. Plus, the thicker the armour the tougher it is for the Weirdboyz to escape if someone starts shooting at them.

Type: Wheeled Vehicle

Tactical Speed: 10m

Cruising Speed: 40kph

Manoeuvrability: -20

Structural Integrity: 60 **Size:** Massive (7)

Armour: Front 50, Side 40, Rear 40

Vehicle Traits: Enclosed, Ramshackle,

Wheeled, Heavy, Ponderous, Large

Superstructure, 'Ecksawotsit Platin'

Crew: 1 Driver, 1 Grot Gunner (Hull

Weapons), 1d10 Grot Riggers, 1d5

Weirdboyz

Carry Capacity: 10 Ork Boyz who really, really don't want to be there.

Weapons:

One Hull-Mounted Weapon (choose one of the following):

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Burna (Front Facing) (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Grotzooka (Front Facing) (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Hull-Mounted Zzap Gun (Front Facing) (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Special Rules:

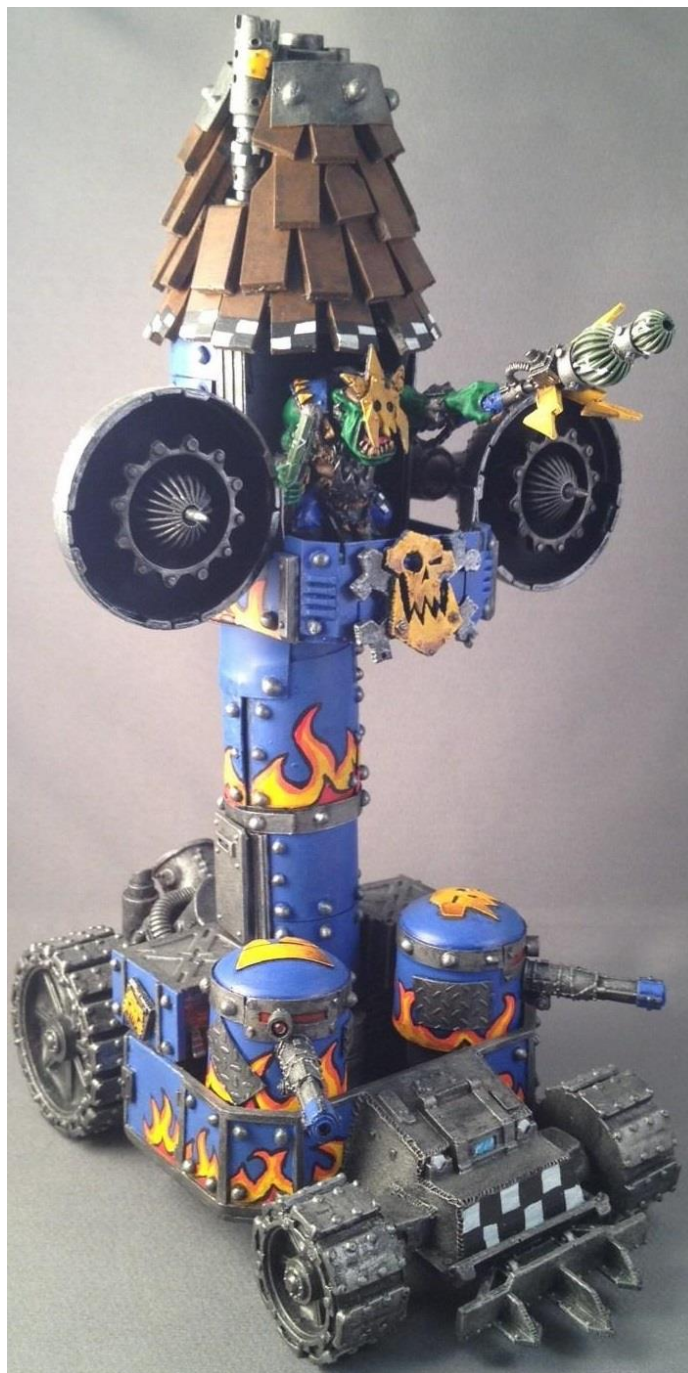
Psychic Deflektor: If a Tower's Weirdboy crew are paying attention, they can manifest a lightning barrier around it that can block shots. It's a big "if", though. At the beginning of each round, roll 1d5. On a result of 3 or higher, this vehicle gains the Kustom Force Field trait for that round.

Big Boomy Brain Funnel: The bulk of a Weirdboy Tower's internal space is

occupied by a Brain Funnel, which collects, directs and emits the random psychic discharges produced by Weirdboyz.

A Weirdboy who is crewing a Weirdboy Tower gains a +1 bonus to his Psy Rating. All Ork Psychic Powers cast from within a Weirdboy Tower multiply their Range by 5 and their damage, if they do any, by 10.

If a Weirdboy would be required to roll on the Perils of the Waaagh table, instead roll 1d10: on a roll of 8 or higher the excess energy instead earths itself in the tower, dealing 2d5 damage to it that ignores Armour. On a roll of 7 or lower, roll on Perils of the Waaagh as normal.



Model by [nkelsch](#)

Doom Diver Magna-Kannon

"Oi dunno wot a "ACME" is but they'z zoggin' fine by me."

-Big Mek Shazzo Mordakka

Often seen accompanying Gargants and other slow-moving Ork vehicles into battle, the Doom Diver is an electromagnetic Traktor weapon on a ludicrous scale. Its crackling weapon combines elements of tellyporta, force field, smasha and tractor technology into an immensely powerful beam emitter which can stop even the heaviest air vehicles in mid-flight, or knock over small Titans.

What makes the Magna-Kannon truly terrifying for its enemies is its surprising range and accuracy: it is somehow able to "tellyport" its own electromagnetic field over vast distances, making things like leading a target completely irrelevant.

Type: Wheeled Vehicle

Tactical Speed: 25m

Cruising Speed: 70 kph

Manoeuvrability: -10

Structural Integrity: 35 **Size:** Massive (7)

Armour: Front 30, Side 20, Rear 20

Vehicle Traits: Anti-Air (Rudimentary), Enclosed, Ramshackle, Wheeled Vehicle, Heavy, Large Superstructure

Crew: 1 Driver, 1 Mek Gunner (Magna Kannon), 1d10 Grot Riggers

Carry Capacity: 12 Ork Boyz plus loot

Weapons:

Turret-Mounted Magna-Kannon (10km | S/-/- | 4d10 + 20 E | Pen 0 | Clip - | Reload -

| Traktor (5), Recharge, Overheats, Unreliable)

Options:

A Magna Kannon may mount up to 2 pintle weapons which are operated by its passengers. Choose any 2 of the following:

Pintle-Mounted Zzap Gun (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Pintle-Mounted Traktor Kannon (2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable)

Pintle-Mounted Smasha Gun (100m | S/-/- | 2d10 I | Pen 10 | Clip - | Reload - | Concussive (1), Blast (5), Recharge, Smasha (2))

Pintle-Mounted Bubblechukka (200m | S/2/- | 3d10 E | Pen 1d10 | Clip - | Reload - | Blast (3d10), Recharge, Shocking)

Special Rules:

Big Magnet: Magna Kannonns are more than just oversized Traktor weapons, and are unique among their class for their ability to affect land vehicles as well. This output of energy is not without its drawbacks, however.

If a land vehicle of the same size as the Doom Diver or smaller is hit with the Magna Kannon, its Driver must pass a Hard (-20) Operate (Surface) Test or their vehicle is immediately pulled a number of meters

towards the Doom Diver equal to the amount of damage sustained, automatically Ramming anything in its path. At the end of this movement, if it has survived, the vehicle goes Out of Control, or Falls Over if it is a Walker.

Each time the Magna-Kannon fires, all metallic objects within 6d10 meters of it are pulled towards the weapon, including armour, weapons, and cybernetics.

Characters who are wearing metal armour or have cybernetics are automatically pulled towards the weapon, and must pass a Challenging (+o) Toughness Test or take 3d10 Energy damage with the Shocking Quality.

While the weapon is recharging, the field shorts out, causing all metallic items or characters attracted to the magnet to fall 3d10 meters to the ground, taking fall damage as usual.



Model by [Napalm](#)

Kill Tanks

Kill Blasta

"If yez kan't make 'em ded, den shoot dem, uh, many many times! Dat'll do da trick!"

-Murda-Mek Cybog of Tigrus

These hulking Kill Tanks epitomize the Orkish vehicle design philosophy, being a box on tracks filled with guns. Though their massive array of small and medium-sized weapons, collectively dubbed a Giga Shoota, can shred enemy lines and medium and short distances, they suffer when facing more mobile foes.

As with their close cousin, the Kill Bursta, their boxy hulls are full of plenty of extra room for extra weapons, passengers, and spare gubbinz.

Type: Tracked Vehicle

Tactical Speed: 18m

Cruising Speed: 60 kph

Manoeuvrability: -10

Structural Integrity: 65 **Size:** Immense (8)

Armour: Front 40, Side 36, Rear 28

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Damage Control, Heavy

Crew: 1 Commander, 1 Driver, 1 Gunner

(Giga Shoota), 1 Loader, 2 Grot

Gunners (Optional Weapons), 2

Grot Riggers

Carrying Capacity: 12 Ork

Boyz with loot

Weapons:

Hull-Mounted Giga Shoota
(Front Facing) (300m | -/-/10 |
4d10 I | Pen 2 | Clip - | Reload -

| Inaccurate, Proven (4), Area Saturation)

Options:

A Kill Blasta may mount any two of the following weapons:

Hull-Mounted Big Shoota (Front Facing)
(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 |
Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing)
(30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - |
Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing)
(150m | S/-/- | 3d10 + 6 X | Pen 9 |
Clip 1 | Reload Half | Inaccurate)

Twin Big Shoota (Front Facing) (120m | -/-
/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full
| Inaccurate, Twin-Linked)

Fixed Rokkit Rack (Front Facing) (150m |
S/2/4 | 3d10 + 6 X | Pen 9 | Clip 8 | Reload 3
Full | Blast (2), Inaccurate, Indirect (4))



Kill Bursta

"...or maybe yez sh'd jes' shoot 'em once, but wif real big flash dakka, yeh?"

-Murda-Mek Cybog of Tigrus

The siege-oriented cousin of the Kill Blasta, the Bursta hauls a single Gargant-sized weapon in the form of a Bursta Kannon or the more exotic Belly Gun. Though they need to be very close to their targets to have any chance of hitting, the effects of these weapons are utterly devastating... well, depending on what their Grot loaders packed into the breech, anyways.

As with their close cousin, the Kill Blasta, their boxy hulls are full of plenty of extra room for extra weapons, passengers, and spare gubbinz.

Type: Tracked Vehicle

Tactical Speed: 18m

Cruising Speed: 60 kph

Manoeuvrability: -10

Structural Integrity: 65 **Size:** Immense (8)

Armour: Front 40, Side 36, Rear 28

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Damage Control, Heavy Crew: 1 Commander, 1 Driver, 1 Gunner (Main Weapon), 8 Grot Loaders, 2 Grot Gunners (Optional Weapons), 2 Grot Riggers

Carrying Capacity: 12 Ork Boyz with loot

Weapons:

A Kill Bursta may mount one of the following main weapons:

Fixed Bursta Kannon (Front Facing) (80m | S/-/- | 6d10 + 10 X | Pen 12 | Reload 4 Full | Blast (2d10), Concussive (4), Inaccurate, Indirect (6))

Fixed Belly Gun (Front Facing) (3d100m | S/-/- | 10d10 | Pen 2d10 | Reload 1d5 Full | Blast (3d10), Inaccurate, Unreliable, Recharge)

Options:

A Kill Bursta may mount any two of the following weapons:

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Fixed Rokkit Rack (Front Facing) (150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 8 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Special Rules:

Unnecessary Firepower: For simplicity's sake, when firing the Bursta Kannon against a

group of non-superheavy enemies in the open or without massive amounts of heavy cover, roll 2d10. That percentage of the group are left alive- the rest are killed instantly.

Belly Gun: These perennial Ork favorites are loaded with... whatever the Grots can find, really. Sometimes, this can be piles of dangerous munitions. Sometimes it's hunks of concrete. Sometimes, most horrifyingly, it's the contents of the nearest drops. Each time a Belly Gun is fired, roll 1d10 and apply one of the following result:

d10 Roll	Result
1-3	<i>Big kablooy!</i> : The attack gains Proven (3) but the Kill Burst takes 2d10 damage, ignoring armour.
4-5	<i>Just Funk!</i> : The attack gains Spray, but reduces its damage by 5d10.
6-7	<i>Zog me, it worked!</i> : The attack resolves damage as normal.
8-9	<i>Sumfin stinks!</i> : The attack reduces its penetration to 0 but gains Toxic (1) and a Smoke rating equal to its Blast.
10	<i>No, not yet!</i> : The Grots forgot to load the Belly Gun. It "fires", dealing no damage or other effects, and must undergo its full reload time before it can be made ready to fire again.



Model by [sered67](#)

Kill Krusha

"...Nah wait I'ze gots it! Shoot 'em many lotsa times, wif dakka dat's real flash an' Kustom, and den run 'em ova! Yeah, dat's da trick!"

-Murda-Mek Cybog of Tigrus

Possibly the most sophisticated mainline Ork vehicle ever constructed, the Kill Krusha is the result of centuries of Ork Meks pillaging the Forge World of Tigrus. The vehicle class they came up with is almost, *almost* better than its Imperial counterparts. Equipped with actual suspension, a powerful engine, and a remarkably versatile autoloading Krusha Kannon, it is a vehicle of terrifying power and speed... if and when it works. As it is, most Kill Krushas are held together (oftentimes literally) by the desperate efforts of Grot Oilers.

Type: Tracked Vehicle

Tactical Speed: 2d10 + 10m

Cruising Speed: 80 kph

Manoeuvrability: 3d10 - 2d10

Structural Integrity: 50 **Size:** Immense (8)

Armour: Front 36, Side 36, Rear 20

Vehicle Traits: Enclosed, Ramshackle, Tracked Vehicle, Damage Control, Heavy

Crew: 1 Commander, 1 Driver, 1 Gunner (Krusha Kannon), 2 Grot Gunners (Turret-mount Weapons), 4 Grot Oilers

Carrying Capacity: 12 Ork Boyz with loot

Weapons:

Turret-Mounted Krusha Kannon (Ammo-Dependent | S/-/- | Ammo-Dependent | Clip 1 | Reload Half | Ammo-Dependent, Unreliable)

Options:

A Kill Krusha may mount any two of the following weapons:

Turret-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorch (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Fixed Rokkit Rack (Front Facing) (150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 8 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Special Rules:

Speciality Rounds: The Krusha Kannon may be loaded with any one of the following shells:

- *Boom Shell* (30-200m | 4d10 X | Pen 5 | Blast (10), Concussive (6), Inaccurate, Indirect (2))
- *Tankhamma Shell* (200m | 4d10 + 8 X | Pen 20 | Blast (2), Concussive (1), Inaccurate)

- *Scrap Kanister* (40m | 3d10 R | Pen 2 | Spray, Tearing, Razor-Sharp, Inaccurate)
- *Blast Burna* (30-200m | 3d10 E | Pen 0 | Blast (10), Smoke (10) Flame, Inaccurate, Indirect (2))

“Autoloader”: Any time the Krusha Kannon reloads or jams, roll 1d10. On a result of 6 or higher, the round it was attempting to fire explodes, automatically dealing its damage to the Kill Krusha. This result may be ignored with the heroic sacrifice of one of the vehicle’s Grot Oilers.

Wot’s dis pedal do?: Kill Krushas are fast... when they work. Reroll this vehicle’s Movement Speed and Manoeuvrability at the start of each round of combat.



Model by [Denua](#)

Battlefortresses

Battlefortress

"Look, it's another Ork box with guns on it, what more do you want?"

-Knight Commander Pask

The term "Battlefortress" applies to any number of Ork vehicles, which follow a few basic guidelines: they are big, carry many Orks, and are equipped with lots of guns.

Used as superheavy transports and mobile command vehicles, Battlefortresses are as diverse and varied as they are terrifying to fight, trundling into battle and disgorging a veritable hail of firepower in all directions. The ever-popular "Gibletgrinda" variant trades some of its heavy firepower off for many small turret guns and a large roller.

Type: Tracked Vehicle

Tactical Speed: 12m

Cruising Speed: 55kph

Manoeuvrability: -20

Structural Integrity: 60 **Size:** Monumental (9)

Armour: Front 40, Side 36, Rear 28

Vehicle Traits: Open-Topped, Ramshackle, Rugged, Tracked, Ponderous, Superheavy, Large Superstructure, Improved Command and Control, Damage Control

Crew: 1 Driver, 5 Gunners (Turret Weapons, Hull Weapons), *up to* 4 More Gunners (Sponson Weapons), 3d10 Grot Riggers

Carrying Capacity: 30 Orks plus gear and loot.

Weapons:

Turret-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Main Turret Weapon (Choose one of the following):

Turret-Mounted Deffkannon (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Turret-Mounted Mega-Gatler (200m | -/-/20 | 2d10 +1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Secondary Turret Weapon (Choose one of the following):

Turret-Mounted Killkannon (100m | S/-/- | 3d10 + 8 X | Pen 8 | Clip 1 | Reload Full | Blast (8), Concussive (3), Inaccurate)

Turret-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Turret-Mounted Zzap Gun (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Turret-Mounted Lobba (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Options:

A Battlefortress may mount up to 2 of the following weapons:

Hull-Mounted Big Shoota (Front Facing)
(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 |
Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing)
(30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - |
Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing)
(150m | S/-/- | 3d10 + 6 X | Pen 9 |
Clip 1 | Reload Half | Inaccurate)

A Battlefortress also mounts either 2 or 4 sponsons. Each set of sponsons may take any two of the following options:

Sponson-Mounted Twin Big Shoota (Left-Facing/Right-Facing) (120m | -/-/10 |
2d10+5 I | Pen 2 | Clip 240 | Reload Full |
Inaccurate, Twin-Linked)

Sponson-Mounted Zzap Gun (Left-Facing/Right-Facing) (200m; S/-/- | 6d10 E
| Pen 1d10 | Clip 10 | Reload 2 Full |
Inaccurate, Recharge, Zzap (4))

Sponson-Mounted Rokkit Launcha (Left-Facing/Right-Facing) (150m | S/-/- | 3d10 +
6 X | Pen 9 | Clip 1 | Reload Half |
Inaccurate)

Sponson-Mounted Skorcha (Left-Facing/Right-Facing) (30m | S/-/- | 1d10 + 7
E | Pen 3 | Clip - | Reload - | Flame, Spray)

A Battlefortress may forgo mounting its Main Turret Weapon to instead mount two more Secondary Turret Weapons and gain the DETHROLLA!!! Special Rule.

Special Rules:

Big 'n Steady: Battlefortresses are steadier platforms than most Ork vehicles by virtue of simply being so big. This vehicle, and its passengers, halves any penalties for shooting and moving.

Big Red Button: Any Big Mek worth his gubbinz will ensure that a Battlefortress has a Big Red Button for getting to the fighting faster. What actually happens when this button is pressed is... unpredictable. Once per combat, the Driver of this vehicle may activate the Big Red Button at the start of the vehicle's turn. Roll 1d10 to determine the results:

d10 Roll	Result
1-3	VROOM! This vehicle loses Ponderous and gains Enhanced Motive Systems for the next 1d5 rounds.
4-5	POW! All of this vehicle's weapons do 1d10 extra damage for the next 1d5 rounds.
6-7	BZZZ! This vehicle immediately heals 3d10 points of Structural Integrity.
8-9	ZAP! This vehicle gains a Force Field with a protection rating of 35 for the next 1d5 rounds which cannot overload.

10

CRUNCH: This vehicle immediately moves a distance equal to 3 times its Tactical Speed in a straight line, then becomes Immobile.

Krushin' Tracks: Battlefortress drivers take great pleasure in running things over, often at high speeds. This vehicle gains a +20 bonus to Ram attempts against targets of Hulking size or smaller.

DETHR0LLA!!!: The huge spiked drum on the front of this vehicle crushes infantry, fortifications, hopes, dreams... anything, really. A Battlefortress with this Special Rule may Ram as a Quick Action. Its Ram attacks have a Penetration of 10, and halve incoming damage as a result of the attack. Additionally, the Battlefortress is immune to ground-based explosives such as mines, provided it moves forwards over them. Any explosives or anti-infantry barriers or traps in the area a Battlefortress moves over are automatically destroyed.

Model by [Fiend Upon my Back](#)



Deathrolla

*"Scorn the primitive savages, certainly.
Underestimate the effectiveness of their crudities,
however, and die."*

-Farseer Llwyth, *Strategems*

For the discerning, melee-enthusiast Warboss, the Deathrolla is a tasteful choice in Battlefortress. Equipped with a bevy of heavy weapons and a screaming, whirring road roller on its bow, it scythes through infantry and vehicles alike, reducing everything in front of it to a fine pulp while leaving its passengers and crew free to fire their hand weapons off its spacious decks.

Type: Tracked Vehicle

Tactical Speed: 15m

Cruising Speed: 55kph

Manoeuvrability: -20

Structural Integrity: 60 **Size:** Monumental (9)

Armour: Front 40, Side 28, Rear 28

Vehicle Traits: Open-Topped, Ramshackle, Rugged, Tracked, Ponderous, Superheavy, Large Superstructure, Improved Command and Control, Damage Control

Crew: 1 Driver, 5 Gunners (Turret Weapons, Hull Weapons), 3d10 Grot Riggers

Carrying Capacity: 20 Orks plus gear and loot.

Weapons:

Main Turret Weapons (Choose any three of the following):

Turret-Mounted Killkannon (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Turret-Mounted Zzap Gun (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Turret-Mounted Lobba (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Options:

A Deathrolla may mount up to 2 of the following weapons:

Hull-Mounted Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Hull-Mounted Rokkit Launcha (Front Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

A Deathrolla also mounts up to 5 pintle-mounted Big Shootas, which may be operated by the passengers.

Pintle-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Special Rules:

DETHR0LLA!!!: The huge spiked drum on the front of this vehicle crushes infantry, fortifications, hopes, dreams... anything, really. A Deathrolla may Ram as a Quick Action. Its Ram attacks have a Penetration of 10, and halve incoming damage as a result of the attack. Additionally, the Deathrolla is immune to ground-based explosives such as mines, provided it moves forwards over them. Any explosives or anti-infantry barriers or traps in the area a Deathrolla moves over are automatically destroyed.

Big 'n Steady: Battlefortresses are steadier platforms than most Ork vehicles by virtue of simply being so big. This vehicle, and its passengers, halves any penalties for shooting and moving.

Big Red Button: Any Big Mek worth his gubbinz will ensure that a Battlefortress has a Big Red Button for getting to the fighting faster. What actually happens

when this button is pressed is...

unpredictable. Once per combat, the Driver of this vehicle may activate the Big Red Button at the start of the vehicle's turn.

Roll 1d10 to determine the results:

d10 Roll	Result
1-3	VR00M!: This vehicle loses Ponderous and gains Enhanced Motive Systems for the next 1d5 rounds.
4-5	POW!: All of this vehicle's weapons do 1d10 extra damage for the next 1d5 rounds.
6-7	BZZZ!: This vehicle immediately heals 3d10 points of Structural Integrity.
8-9	ZAP!: This vehicle gains a Force Field with a protection rating of 35 for the next 1d5 rounds which cannot overload.
10	CRUNCH!: This vehicle immediately moves a distance equal to 3 times its Tactical Speed in a straight line, then becomes Immobile.



Model by [Riviera Miniatures](#)

Skullhamma

"Get reddy fer a number a' Gunz dat is more dan ten but I ain't gud at countin'!"

-Ork vox chatter, Armageddon

Skullhammas are looted Baneblades.

Skullhammas are looted Baneblades with engines souped up and turbocharged to ludicrous degrees. Skullhammas are freakin' looted Baneblades with enough Orks packed inside to ruin anyone's day. Needless to say, the Skullhamma is one of the few times where Orky know-whats manage to completely surpass their Imperial counterparts.

Type: Tracked Vehicle

Tactical

Speed: 24 m

Cruising

Speed: 75 kph

Manoeuvrability: -20

Structural Integrity: 100 **Size:** Monumental (9)

Armour: Front 42, Side 35, Rear 36

Vehicle Traits: Command and Control, Ramshackle, Enclosed, Ponderous, Reinforced Armour, Super-Heavy, Tracked Vehicle

Crew: 1 Commander (Turret), 1 Driver, 5 Gunners (Turret/Demolisher cannon/Hull heavy bolter turret/both sponsons), 2 Loaders (Turret/Demolisher cannon), 2d10 Grot Riggers

Carrying Capacity: 15 Orks plus loot and gear



Weapons: This vehicle has the same weapon loadout as a regular Baneblade.

Options: This vehicle has the same Weapon Options as a Baneblade, plus several extra.

It may replace its Demolisher Cannon with one of the following:

Hull-Mounted Kannon (Front Facing)
(200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Hull-Mounted Zzap Gun (Front Facing) (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Lobba (Front Facing) (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

It may also replace its Sponson weapons with any combination of Sponson weapons from the standard Battle Fortress.

Special Rules:

Baneblade Chassis: The Skullhamma has the same basic Special Rules as the Baneblade.

Shootin' 'Oles: The Orks who ride in the cramped confines of Skullhammas enjoy opening any hatches, vents or ports they can find to shoot out of. This vehicle counts as having enough fireports for up to 10 passengers to fire out of.

Rokkitspitta

"Trulee, dis is... a weppin ter suppass Reava Titans!"

-Big Mek Shazzo Mordakka

The Rokkitspitta is an artillery variant on the Battlefortress which, as its name might suggest, is absolutely packed full of rokkit and the equipment to launch them.

Frequently built like a large, open-topped platform, they sacrifice armour protection and much of their carrying capacity to launch truly absurd hails of rokkit weaponry downrange.

Though a Rokkitspitta is largely useless once it has fired off all of its ammunition, in the few brief moments it is firing it can lay waste to entire regiments and towns.

Type: Tracked Vehicle

Tactical Speed: 12m

Cruising Speed: 55kph

Manoeuvrability: -20

Structural Integrity: 60 **Size:** Monumental (9)

Armour: Front 28, Side 28, Rear 20

Vehicle Traits: Open-Topped, Ramshackle, Rugged, Tracked, Ponderous, Superheavy, Large Superstructure, Command and Control, Extremely Volatile
Crew: 1 Driver, 4 Gunners (Main Rokkits, Secondary Rokkits), 3d10 Grot Loaders
Carrying Capacity: 20 Orks plus gear and loot.

Weapons:

Main Rokkits (Pick any 2 of the following):

Fixed Lotsa Teeny Rokkits (Front Facing)

(150m | -/4/8 | 3d10 + 6 X | Pen 9 | Clip - |

Reload - | Blast (2), Inaccurate, Indirect (4))

Fixed Bigga Rokkit Rack (Front Facing)

(500m | S/2/4 | 4d10 + 8 X | Pen 9 | Clip 16 |

Reload 4 Full | Blast (2), Inaccurate, Indirect (5))

Fixed Rokkit Gattler (Front Facing) (150m |

-/-/10 | 3d10 + 6 X | Pen 9 | Clip 200 |

Reload 2 Full | Inaccurate, Storm)

Fixed Destrukta Rokkits (600m | S/2/4 |

4d10 + 8 X | Pen 10 | Clip 4 | Reload 5 Full |

Inaccurate, Unreliable, Lance)

Grot Bomm Cattypult (Front Facing) (50m-

500m | S/2/3 | 3d10 + 10 X | Pen 8 | Clip 12 |

Reload - | Blast (5 + 1d10), Concussive (2), Indirect (0))

Fixed Pulsa Rokkit (Front Facing) (2000m |

S/-/- | 10d10 I | Pen 1d10 | Clip - | Reload - |

Blast (10d10) Concussive (6), Felling (8), Indirect (9))

Secondary Rokkits (Pick any 2 of the following):

Hull-Mounted Rokkit Rack (Front Facing)

(150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 8 |

Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Hull-Mounted Rokkit Kannon (Front

Facing) (150m | S/3/- | 3d10 + 6 X | Pen 9 |

Clip 30 | Reload 2 Full | Inaccurate)

Hull-Mounted Skorcha (Front Facing)
(30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - |
Reload - | Flame, Spray)

Options:

A Rokkitspitta may mount up to 2 of the following weapons:

Pintle-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Pintle-Mounted Skorcha (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Pintle-Mounted Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Special Rules:

Big 'n Steady: Battlefortresses are steadier platforms than most Ork vehicles by virtue of simply being so big. This vehicle, and its passengers, halves any penalties for shooting and moving.

Big Red Button: Any Big Mek worth his gubbinz will ensure that a Battlefortress has a Big Red Button for getting to the fighting faster. What actually happens when this button is pressed is... unpredictable. Once per combat, the Driver of this vehicle may activate the Big Red Button at the start of the vehicle's turn.

Roll 1d10 to determine the results:

d10 Roll	Result
1-3	<i>VRROOM!</i> This vehicle loses Ponderous and gains Enhanced Motive Systems for the next 1d5 rounds.
4-5	<i>POW!</i> All of this vehicle's weapons do 1d10 extra damage for the next 1d5 rounds.
6-7	<i>BZZZ!</i> This vehicle immediately heals 3d10 points of Structural Integrity.
8-9	<i>ZAP!</i> This vehicle gains a Force Field with a protection rating of 35 for the next 1d5 rounds which cannot overload.
10	<i>CRUNCH!</i> This vehicle immediately moves a distance equal to 3 times its Tactical Speed in a straight line, then becomes Immobile.

Moanin' Morkie: Rokkitspittas are unsubtle even by the standards of Ork artillery. Any attempt to locate one of these vehicles while it is firing gains a +20 bonus.

Grotzail! The accuracy of a Grot Bomm is almost entirely dependent on the nerve of the Grot flying it, and these weapons can have devastatingly unpredictable results. Whenever a Grot Bomm fails to hit a target, instead of rolling on the Scatter Diagram and adding distance as usual, roll a d10 on the following table to determine the action taken by the Grot pilot.

d10 Roll	Result
1-3	<i>Oops!:</i> Roll on the Scatter Diagram. The hit strikes in that direction, 4d10 meters away from the target.
4-5	<i>I've changed me mind!:</i> The Grot pilot has decided he doesn't want to leave the Launcha after all. The hit strikes the firing vehicle.
6-7	<i>Wot's dat over dere?:</i> The Grot pilot becomes distracted by something shiny. The hit instead strikes another large target within the weapon's range.
8-9	<i>Dis is fun!:</i> The Grot pilot continues flying until the Bomm runs out of fuel or harmlessly explodes in midair. This attack does no damage.
10	<i>Wot's dis button do?:</i> The Grot pilot activates the wrong controls. The attack strikes the ground 2d10 m in front of the Launcha, doing damage as normal.

This vehicle's Grot Bomms cannot be reloaded in combat.

Pulsa: Pulsa Rokkits are as strong as the Force Fields on Titans, but not for very long. Every target hit by a Pulsa Rokkit is pushed a number of meters towards the edge of the Blast radius equal to the amount of damage they took after armour. When a Pulsa Rokkit detonates, roll 1d10: on a roll of 6 or higher, it inflicts 8d10 damage over Blast 8d10 at the start of the next turn. Roll 1d10 again at the start of the next turn; on a roll of 6 or higher, it inflicts a further 6d10 damage at Blast 6d10 at the start of the turn after that. Pulsa Rokkits are too big to be reloaded in combat.



Flakk Fortress

"Wing Commander, sir- not trying to alarm you or anything, but, uh... where did the squadron go?"

-Imperial Navy vox chatter, Rynn's World

Wherever there are Orks with aircraft, there are other Orks trying to shoot them down. The Flakk Fortress is the premiere heavy Ork anti-air vehicle, often the reconstructed bitz of a more conventional Battlefortress which was destroyed by air attack and whose owner has vowed to get even.

Though they lack much of the anti-ground punch of their more conventional brethren, Flakk Fortresses are capable of pouring forth a huge volume of devastating tracer fire.

Type: Tracked Vehicle

Tactical Speed: 12m

Cruising Speed: 55kph

Manoeuvrability: -20

Structural Integrity: 60 **Size:** Monumental (9)

Armour: Front 40, Side 36, Rear 28

Vehicle Traits: Anti-Air (Rudimentary), Open-Topped, Ramshackle, Rugged, Tracked, Ponderous, Superheavy, Large Superstructure, Command and Control, Damage Control

Crew: 1 Driver, 2 Gunners (Turret Weapon, Hull Weapon), *up to* 4 More Gunners

(Sponson Weapons), 3d10 Grot Riggers

Carrying Capacity: 20 Orks plus gear and loot.

Weapons:

Turret Weapon (Choose one)

Turret-Mounted Big Flakka-Dakka Gun (300m | -/-/10 | 2d10+5 I | Pen 8 | Clip 240 | Reload Full | Inaccurate, Storm, Twin-Linked, Blast (1), Proven (2), Skydakka)

Turret-Mounted Mega-Gatler (200m | -/-/20 | 2d10 +1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Turret-Mounted Ssoopa Traktor Kannon (3000m | S/-/- | 4d10 + 18 E | Pen 0 | Clip - | Reload - | Traktor (3), Recharge, Overheats, Inaccurate, Unreliable, Skydakka)

Hull-Mounted Weapon (Choose one of the following):

Hull-Mounted Deffkannon (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Hull-Mounted Big Flakka-Dakka Gun (Front Facing) (300m | -/-/10 | 2d10+5 I | Pen 8 | Clip 240 | Reload Full | Inaccurate, Storm, Twin-Linked, Blast (1), Proven (2), Skydakka)

Hull-Mounted Mega-Gatler (Front Facing) (200m | -/-/20 | 2d10 +1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Hull-Mounted Traktor Kannon (Front Facing) (2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable)

Options:

A Flakk Fortress also mounts either 2 or 4 sponsons. Each set of sponsons may take any two of the following options:

Sponson-Mounted Twin Big Shoota (Left-Facing/Right-Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Sponson-Mounted Zzap Gun (Left-Facing/Right-Facing) (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Sponson-Mounted Rokkit Launcha (Left-Facing/Right-Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Sponson-Mounted Skorcha (Left-Facing/Right-Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Special Rules:

Zoggin' flyboyz!: The Orks who crew Flakk Fortresses are the closest their species has to expert anti-aircraft gunners, and their sheer enthusiasm for knocking things out of the sky is a marvel to behold.

Each time a weapon on a Flakk Fortress misses a flying target, its gunner may choose to expend one-tenth of that weapon's maximum Clip size to reroll the attack. They must take the second result, even if it is worse. This may reduce the weapon to a negative Clip size, but only if the gunner is an Ork and they're not paying close enough attention.

Big 'n Steady: Battlefortresses are steadier platforms than most Ork vehicles by virtue of simply being so big. This vehicle, and its passengers, halves any penalties for shooting and moving.

Big Red Button: Any Big Mek worth his gubbinz will ensure that a Battlefortress has a Big Red Button for getting to the fighting faster. What actually happens when this button is pressed is... unpredictable. Once per combat, the Driver of this vehicle may activate the Big Red Button at the start of the vehicle's turn. Roll 1d10 to determine the results:

d10 Roll	Result
1-3	VRROOM! This vehicle loses Ponderous and gains Enhanced Motive Systems for the next 1d5 rounds.
4-5	POW! All of this vehicle's weapons do 1d10 extra damage for the next 1d5 rounds.
6-7	B'UZZ! This vehicle immediately heals 3d10 points of Structural Integrity.
8-9	ZAPI! This vehicle gains a Force Field with a protection rating of 35 for the next 1d5 rounds which cannot overload.
10	CRUNCH! This vehicle immediately moves a distance equal to 3 times its Tactical Speed in a straight line, then becomes Immobile.

Gunfortress

"Dakka dakka dakka/dakka dakka dakka dakka dakka/dakka dakka dakka dakka (x3)"

-Traditional Ork war chant

Made most famous during the Wars for Armageddon, the Gunfortress evolves naturally when Orks try to use large numbers of Battle Fortresses against entrenched defences, only to realize that they aren't particularly effective at long range.

Fitted with heavier armour and a huge array of siege weapons, the Gunfortress is designed to keep its distance, slugging it out with anti-vehicle artillery while mowing down anything that gets too close with its bevy of secondary weapons.

Type: Tracked Vehicle

Tactical Speed: 10m

Cruising Speed: 50kph

Manoeuvrability: -25

Structural Integrity: 80

Size: Monumental (9)

Armour: Front 45, Side 40, Rear 28

Vehicle Traits: Enclosed, Ramshackle, Rugged, Tracked, Ponderous, Superheavy, Large Superstructure, Command and Control, Damage Control, Extremely Volatile

Crew: 1 Driver, 4 Gunners (Main Weapons, Siege Weapons), 4 Loaders (Main Weapons, Siege Weapons), *up to* 4 More Gunners (Sponson Weapons), 3d10 Grot Riggers

Carrying Capacity: 5 Orks plus gear and loot.

Weapons:

Main Weapons (Pick any 3):

Turret-Mounted Dubble Supa-Lobba (30-200m | S/-/- | 4d10 X | Pen 5 | Clip 2 | Reload Full | Blast (10), Concussive (6), Inaccurate, Indirect (2), Twin-Linked)

Turret-Mounted Dubble Deffkannon (400m | S/-/- | 4d10 X | Pen 10 | Clip 2 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate, Twin-Linked)

Turret-Mounted Dubble Big Zzappas (400m; S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 | Reload 2 Full | Inaccurate, Recharge, Zzap (5), Twin-Linked)

Turret-Mounted Mega-Gatler (200m | -/-/20 | 2d10 + 1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Main Siege Weapon (Choose one of the following):

Hull-Mounted Deth Kannon (Front Facing) (500m | 4d10 + 5 X | Pen 12 | Clip 1 | Reload 3 Full | Blast (10), Concussive (6), Inaccurate, Indirect (4), Unreliable, Overheats)

Hull-Mounted Ssoopa Zzap Gun (Front Facing) (1000m | S/-/- | 8d10 E | Pen 3d10 | Clip 1 | Reload 2 Full | Inaccurate, Recharge, Zzap (10), Lance)

Hull-Mounted Ssoopa-Doopa-Lobba (Front Facing) (30m-2000m | S/-/- | 6d10 X

| Pen 6 | Clip 1 | Reload 4 Full | Blast (3d10), Concussive (6), Inaccurate, Indirect (9))

Hull-Mounted Lifta-Droppa (Front Facing) (500m | S/-/- | 6d10 I | Pen 10 | Clip - | Reload - | Concussive (2), Blast (1d10), Recharge, Smasha (4))

Fixed Bursta Kannon (Front Facing) (80m | S/-/- | 6d10 + 10 X | Pen 12 | Reload 4 Full | Blast (2d10), Concussive (4), Inaccurate, Indirect (6))

Options:

A Gun Fortress also mounts either 2 or 4 sponsons. Each set of sponsons may take any two of the following options:

Sponson-Mounted Twin Big Shoota (Left-Facing/Right-Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Sponson-Mounted Zzap Gun (Left-Facing/Right-Facing) (200m; S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Sponson-Mounted Rokkit Launcha (Left-Facing/Right-Facing) (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Sponson-Mounted Lobba (Left-Facing/Right-Facing) (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))



Model by [Falconer](#)

Special Rules:

Kerblooeey! Gun Fortresses carry a vast amount of exotic ammunition, and are prone to going up like a grain silo at the slightest provocation. When a Gun Fortress explodes, its blast deals 5d10 Explosive damage with the Flame and Concussive (o) Qualities, and has quadruple the regular radius.

Big 'n Steady: Battlefortresses are steadier platforms than most Ork vehicles by virtue of simply being so big. This vehicle, and its passengers, halves any penalties for shooting and moving.

Big Red Button: Any Big Mek worth his gubbinz will ensure that a Battlefortress has a Big Red Button for getting to the fighting faster. What actually happens when this button is pressed is... unpredictable. Once per combat, the Driver of this vehicle may activate the Big Red Button at the start of the vehicle's turn.

Roll 1d10 to determine the results:

d10 Roll	Result
1-3	VROOM! This vehicle loses Ponderous and gains Enhanced Motive Systems for the next 1d5 rounds.
4-5	POW! All of this vehicle's weapons do 1d10 extra damage for the next 1d5 rounds.
6-7	BZZZ! This vehicle immediately heals 3d10 points of Structural Integrity.
8-9	ZAP! This vehicle gains a Force Field with a protection rating of 35 for the next 1d5 rounds which cannot overload.
10	CRUNCH! This vehicle immediately moves a distance equal to 3 times its Tactical Speed in a straight line, then becomes Immobile.

Other Superheavy Vehicles

Braincrusha

"Zog me... dat waz loud."

-Anonymous Ork Boy, witnessing the destruction of the Titan *Genesis Evangelia*

The Orky answer to the anti-Titan vehicles of other species, the Braincrusha is fitted with a gigantic Deth Kannon that fires heavy shells at a high angle; even if it fails to detonate the impact is usually enough to physically crush all but the heaviest armour. In the direct-fire role these vehicles are easily capable of knocking the limbs off Titans and slugging it out with the heaviest Imperial armour.

All that comes with a cost, however. The Braincrusha's Deth Kannon is so large that its internal space is cramped and dangerous, and there is a constant risk of the gun overheating, jamming or otherwise exploding unexpectedly. The repeated concussions and fumes also ensure that Braincrusha crews aren't the most stable.

Type: Wheeled Vehicle

Tactical Speed: 10m

Cruising Speed: 40kph

Manoeuvrability: -20

Structural Integrity: 50

Size: Monumental (9)

Armour: Front 38, Side 30, Rear 28

Vehicle Traits: Open-Topped, Ramshackle, Wheeled, Ponderous, Superheavy, Large Superstructure, Extremely Volatile



Crew: 1 Driver, 5 Gunners (Deth Kannon, Pintle Weapons, 5 Loaders, 3d10 Grot Riggers)

Carrying Capacity: 15 Orks plus gear and loot.

Weapons:

Hull-Mounted Deth Kannon (Front Facing) (500m | S/-/- | 5d10 + 15 I | Pen 20 | Clip 1 | Reload 5 Full | Blast (3), Smoke (3), Concussive (2), Inaccurate, Unreliable, Overheats)

4 Pintle-Mounted Weapons (choose any combination of the following):

Pintle-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Pintle-Mounted Burna (20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Pintle-Mounted Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Special Rules:

Lob it!: Deth Kannons are large enough to qualify as superheavy artillery in any army, and Orks will not hesitate to use them as such. A Deth Kannon may be fired in Indirect mode, in which case it reduces its Penetration to 8

but quadruples its range and increases its Blast value to 3d10.

Lookin' Towa: Braincrushas are fitted with a large observation tower, the better to spot enemies and keep their crews from being knocked unconscious by the force of the blast. These towers also hold the Braincrusha's small complement of pintle-mounted weapons. Ork and Grot crew stationed in the Lookin Towa gain a +10 to Awareness tests to spot enemies.

Crush ya Brain: At ground level, the impact of a Deth Kannon is unbelievably loud. Each time a Braincrusha fires its Deth Kannon, all characters within 20m of the front of the vehicle, including its crew, must pass a Challenging (+0) Toughness Test or take 2d10 points of Impact damage with the Concussive (0) Quality. Characters who succeed on this test instead take 1 level of Fatigue.

Submersible

"Oo gives a squig's bum if we 'z sittin' in the middle of a field... prepare ter dive!"

-Kaptin Orkko Ramyuz

First used to devastating effect during the Third War for Armageddon, Ork Submersibles have since become a near-legendary vehicle among those who combat the Greenskin menace. Some say that the infamous Big Mek Orghamek fitted his Submersibles with strange and arcane technologies, forbidden Tellyportas that cast the ships into the empyrean, only to appear without warning to threaten the worlds of Man.

Other more sensible people say that the sudden and unexpected appearance of Ork submersibles is far less mysterious; many Ork Meks build submersibles only to realize that they are useless outside of water, and refit them as land vehicles.

Regardless, Submersibles are a major threat to anything they attack, being large, heavily armed and capable of transporting a substantial number of Orks.

Type: Tracked Vehicle

Tactical Speed: 6m

Cruising Speed: 40kph

Maneuverability: -30

Structural Integrity: 65

Size: Monumental (9)

Armour: Front 40, Sides 35, Rear 35

Vehicle Traits: Amphibious, Anti-Air (Rudimentary), Enclosed, Environmentally Sealed, Large Superstructure, Ponderous, Ramshackle, Reinforced Armour, Superheavy, Tracked Vehicle

Crew: *Approximately* 40 Orks, including a Kaptin, gunners, loaders and Meks, plus 6d10 Grot Riggers.

Carrying Capacity: 50 Orks plus loot.

Weapons:

Turret-Mounted Deffkannon (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Fixed Grot Bomm Cattypult (Front Facing) (50m-500m | S/2/3 | 3d10 + 10 X | Pen 8 | Clip 12 | Reload - | Blast (5 + 1d10), Concussive (2), Indirect (0))

Hull-Mounted Torpedoo Flinga (20m | S/-/- | 4d10 + 8 X | Pen 8 | Clip 1 | Reload Full | Blast (2), Inaccurate, Indirect (3))

5 x Turret-Mounted Dubble Flakka Guns (300m | -/-/8 | 2d10+4 I | Pen 2 | Clip 480 | Reload Full | Inaccurate, Storm, Proven (2), Twin-Linked, Skydakka)

5 x Turret-Mounted Twin Big Shootas (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Special Rules:

Om'd dat get dere?: Ork Submersibles usually find themselves on Imperial battlefields in



Model by [Bill King](#)

one of three ways, which give them different characteristics:

- *Konversion:* A Mek built a working, aquatic Submersible, only for the fighting to move out of the water. So, they mounted treads on it, problem solved. This is the default form of Submersible.
- *Digga:* A Mek decided that dirt is just water but 'arder, and there ain't nothing 'arder than an Ork. The Submersible can move underground as if it had the Burrower (16) Trait, though it does not generate a tunnel. When moving underground it loses Ponderous, and its Maneuverability increases to -10. Its Torpedo Flinga increases its Range to 200m and gains the Vibro Weapon Quality.

- *Get dere faster!:* A Mek got fed up with the slowness of a Submersible and decided to just tellyport or drop it onto the field. The Submersible's Tactical and Cruising Speed decrease to 0, and it gains the Immobile and Orbital Deployment Vehicle Traits.

Flinga: A Torpedo Flinga is supposed to hurl a high-explosive torpedo into the water. Doesn't quiiite work on land, though. When firing into water, a Torpedo Flinga increases its current Range by 200m.

Grotzai!: The accuracy of a Grot Bomm is almost entirely dependent on the nerve of the Grot flying it, and these weapons can have devastatingly unpredictable results.

Whenever a Grot Bomm fails to hit a target, instead of rolling on the Scatter Diagram and adding distance as usual, roll a d10 on the following table to determine the action taken by the Grot pilot.

d10 Roll	Result
1-3	<i>Oops!</i> : Roll on the Scatter Diagram. The hit strikes in that direction, 4d10 meters away from the target.
4-5	<i>I've changed me mind!</i> : The Grot pilot has decided he doesn't want to leave the Launcha after all. The hit strikes the firing vehicle.
6-7	<i>Wot's dat over dere?</i> : The Grot pilot becomes distracted by something shiny. The hit instead strikes another large target within the weapon's range.
8-9	<i>Dis is fun!</i> : The Grot pilot continues flying until the Bomm runs out of fuel or harmlessly explodes in midair. This attack does no damage.
10	<i>Wot's dis button do?</i> : The Grot pilot activates the wrong controls. The attack strikes the ground 2d10 m in front of the Launcha, doing damage as normal.

The Grot Bomm Cattypult cannot be reloaded in combat.

Attak 'Atch: The front hull of an Ork Submersible open into a wide ramp through which its passengers can disembark. Opening it underwater is a Very Bad Idea.

Whirrin' Propelly Bitz: The front, sides and rear of an Ork Submersible are covered with jets, propeller blades, scoops, paddle wheels, and various other odds and ends

meant to make it move through water. The Submersible's Ram! attack has a Penetration value of 10.

For the purpose of making Hit & Run attacks, a Submersible's pilot is considered to be armed with a melee weapon with the following profile: Propelly Bitz (Melee | 5d10 E | Pen 6 | Unwieldy, Razor Sharp, Tearing). The pilot does not add their Strength Bonus to the damage of such attacks.

Stompas and Walkers

Digga Stompa

"Dey called me mad! Mad I tellz yez! Well I'll show dem! I'll show dem oo'z really mad! Rize, me Digga Stompa! Riiiiize!"

-Grot "Mek" Grumsnick, shortly before being crushed by a Mega-Gargant

Digga Stompas are the runt of the Ork heavy walker litter; built by Grots under the supervision of a Big Mek, or occasionally thrown together by junior Meks with little idea of how to properly make a Dread-type walker, they are slow, clumsy and poorly-armed. On the battlefield, they are often deployed as a screen or a distraction for larger, more powerful Ork vehicles, though their crews seldom realize this until it's much too late.

Type: Walker

Tactical Speed: 1d10m

Cruising Speed: 20kph

Manoeuvrability: -10

Structural Integrity: 30 **Size:** Massive (7)

Armour: Front 25, Side 25, Rear 18

Vehicle Traits: Enclosed, Ponderous, Heavy, Ramshackle, Walker, Large Superstructure

Crew: One Grot pilot, 3d10 Grot Riggers

Carrying Capacity: None

Weapons:

Arm Weapons (Choose any two of the following):

Sponson-Mounted Kwad Big Shoota (Left facing *or* Right facing) (120m | -/-/10 | 2d10

+ 5 I | Pen 2 | Clip 480 | Reload 2 Full | Inaccurate, Twin-Linked, Storm)

Sponson-Mounted Splattapult (Left facing *or* Right facing) (200m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Full | Ammo-Dependent, Inaccurate, Indirect (2))

Sponson-Mounted Dubble Grotzookas (Left facing *or* Right facing) (50m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 30 | Reload 2 Full | Scatter, Tearing, Inaccurate, Twin-Linked)

Sponson-Mounted Kannon (Left facing *or* Right facing) (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Sponson-Mounted Lobba (Left facing *or* Right facing) (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Sponson-Mounted Skorcha (Left facing *or* Right facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Sponson-Mounted Rokkit Launcha (Left facing *or* Right facing) Rokkit Launcha (150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Hull Weapon (Choose one of the following):

Hull-Mounted Kannon (Front facing) (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 |

Reload Full | Blast (4), Concussive (2), Inaccurate)

Hull-Mounted Lobba (Front) (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Hull-Mounted Zzap Gun (Front facing) (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Special Rules:

Walkin' is 'ard!: Digga Stompas are unwieldy and hard to control even by the very low standard of Ork walkers. Reroll this vehicle's Movement Speed at the start of each round of combat.

We'x lost sum bitz!: Unlike most sensible vehicles, Digga Stompas are built with flexible, barely-stable construction. Parts of them have an alarming tendency to fall off. Any attack against a Digga Stompa that would roll doubles deals no damage and instead reduces the Armour on the Facing it hit by 1d10. If it would reduce the Armour on that Facing to 0, the vehicle is instantly destroyed.

Splattapult: These heavy, long-armed Grot trebuchets can hurl a considerable amount of material over a long range. What is loaded into them depends entirely on

what is lying around, but usually includes heavy rocks, pots full of smouldering oil, or a collection of furious Rippa Squigs. A Splattapult may load any one of the following options:

- Rocks (3d10 X | Pen 2 | Proven (3), Blast (6), Concussive (1))
- Burna Pot (3d10 E | Pen 1 | Flame, Blast (6), Smoke (6), Overheats)
- Rippa Squigs (2d10 R | Pen 4 | Blast (1), Tearing, Razor-Sharp, Fleshbane)

Rippas!: If an Open-Topped vehicle is hit with Rippa Squigs, its Driver must immediately pass a Challenging (+0) Operate (Surface) Test or the vehicle immediately goes Out of Control as tiny, angry Squigs swarm the controls.



Mega-Dread

"Deff Dreads? Bosh."

-Char Orknoble, Mega-Dread pilot

Though they are not the largest or the most powerful of the Ork walkers, the Mega-Dreads are among the most sophisticated. Fast, surprisingly agile and equipped with an extremely advanced hard-wired control system, they combine the hitting power of a heavy tank with the movement capabilities of a walker half their size.

Due to the great cost of constructing them, and the skills needed to keep them running, Mega-Dreads are thankfully rare on Ork battlefields, and those Nobs and Warbosses who can afford them maintain them with great care, by Ork standards anyways.

Type: Walker

Tactical Speed: 10m

Cruising Speed: 25kph

Manoeuvrability: +5

Structural Integrity: 40 **Size:** Massive (7)

Armour: Front 35, Side 35, Rear 30

Vehicle Traits: Enclosed, Heavy, Ramshackle, Walker

Crew: One hard-wired Ork Nob

Carrying Capacity: None

Weapons:

Arm Weapons (choose any two of the following):

Sponson-Mounted Kill Kannon (Left facing *or* Right facing) (100m | S/-/- | 3d10 + 8 X | Pen 8 | Clip 1 | Reload Full | Blast (8), Concussive (3), Inaccurate)

Sponson-Mounted Supa-Skorcha (Left facing *or* Right facing) (45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Killsaw (Melee | 3d10 + 12 R | Pen 3 | Tearing, Unwieldy)

Rippa Klaw (Melee | 3d10 + 12 R | Pen 6 | Power Field, Snare (2), Unwieldy)

Options:

A Mega-Dread may take one of the following Turret-mounted weapons, attached to its upper hull:

Turret-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Turret-Mounted Destrukta Launcha (600m | S/-/- | 4d10 + 8 X | Pen 10 | Clip 1 | Reload - | Inaccurate, Unreliable, Lance)

Instead of one of the above weapons, a Mega-Dread may instead add 1d10 Grot Riggers to its crew, gaining the Damage Control special rule.

Special Rules:

Mega-Charga: The Mega-Dread treats its Tactical Speed as being 15m, but only when it is moving into melee with a target.

Boombits: As a Half Action, the Mega-Dread's pilot may activate these chunks of explosive welded to the outer hull, showering the area with shrapnel. Every

character within 5m of the Mega-Dread's hull must pass a Challenging (+0) Dodge Test or take 2d10 Rending damage with a Penetration of 2.

Big Burny Smokyscreen: The fuels Orks use tend not to be the purest, and their flamer weapons do not run very efficiently, casting up huge clouds of acrid black smoke. The area affected by this vehicle's Supa-Skorcha is treated as being full of Smoke for 1d5 rounds. Additionally, as a Full Action, the Mega-Dread's operator may release fuel

vapour from the vehicle's tank, causing ranged attacks against the Mega-Dread to take a -20 penalty to hit for the next round.

One-Shot: A Destrukta Launcha cannot be reloaded in combat.



Model by [CSP Studio](#)

Meka-Dread

"But- but we were supposed to have the best Dreadnoughts! It's not fair! I'm telling Pater Caul!"

-Unidentified Redeemptor Dreadnaught

On the rare occasion that an Ork Warboss or Nob who commissions a Mega-Dread is unable to pay for it, or doesn't survive being implanted, the Meka-Dread is born. Combining the inborn cleverness of an Ork Mek with the terrifying combat potential of a Mega-Dread, these crackling, clanking walkers are the pinnacle of Ork bipedal combat machinery.

Armed with an array of fancy Mek gunz, and fitted with extra servo-arms that allow them to repair allied vehicles (or at least weld bitz on to them, which for Orks is the same as repairing), Meka-Dreads are horrifyingly versatile combat vehicles.

Type: Walker

Tactical Speed: 8m

Cruising Speed: 25kph

Manoeuvrability: +10

Structural Integrity: 45 **Size:** Massive (7)

Armour: Front 35, Side 35, Rear 30

Vehicle Traits: Enclosed, Heavy, Ramshackle, Walker, Damage Control, Kustom Force Field

Crew: One hard-wired Ork Mek

Carrying Capacity: None

Weapons:

Arm Weapons (choose any two of the following):

Sponson-Mounted Kill Kannon (Left facing *or* Right facing) (100m | S/-/- | 3d10 + 8 X | Pen 8 | Clip 1 | Reload Full | Blast (8), Concussive (3), Inaccurate)

Sponson-Mounted Big Zzappa (Left facing *or* Right facing) (400m | S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 | Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Sponson-Mounted Shunta (Left facing *or* Right facing) (200m | S/-/- | 4d10 I | Pen 10 | Clip 0 | Reload - | Concussive (2), Blast (6), Recharge, Smasha (3))

Sponson-Mounted Rattler Kannon (Left facing *or* Right facing) (300m | -/-/10 | 2d10 + 6 X | Pen 6 | Clip 160 | Reload Full | Twin-Linked, Tearing, Inaccurate, Skydakka)

Killsaw (Melee | 3d10 + 12 R | Pen 3 | Tearing, Unwieldy)

Rippa Klaw (Melee | 3d10 + 12 R | Pen 6 | Power Field, Snare (2), Unwieldy)

Options:

A Meka-Dread may take one of the following weapons on a Turret, attached to its upper hull:

Rokkit Bomm Launcha (500m | S/2/4 | 4d10 + 8 X | Pen 9 | Clip 4 | Reload - | Blast (2), Inaccurate, Indirect (5))

Destrukta Launcha (600m | S/-/- | 4d10 + 8 X | Pen 10 | Clip 1 | Reload - | Inaccurate, Unreliable, Lance)

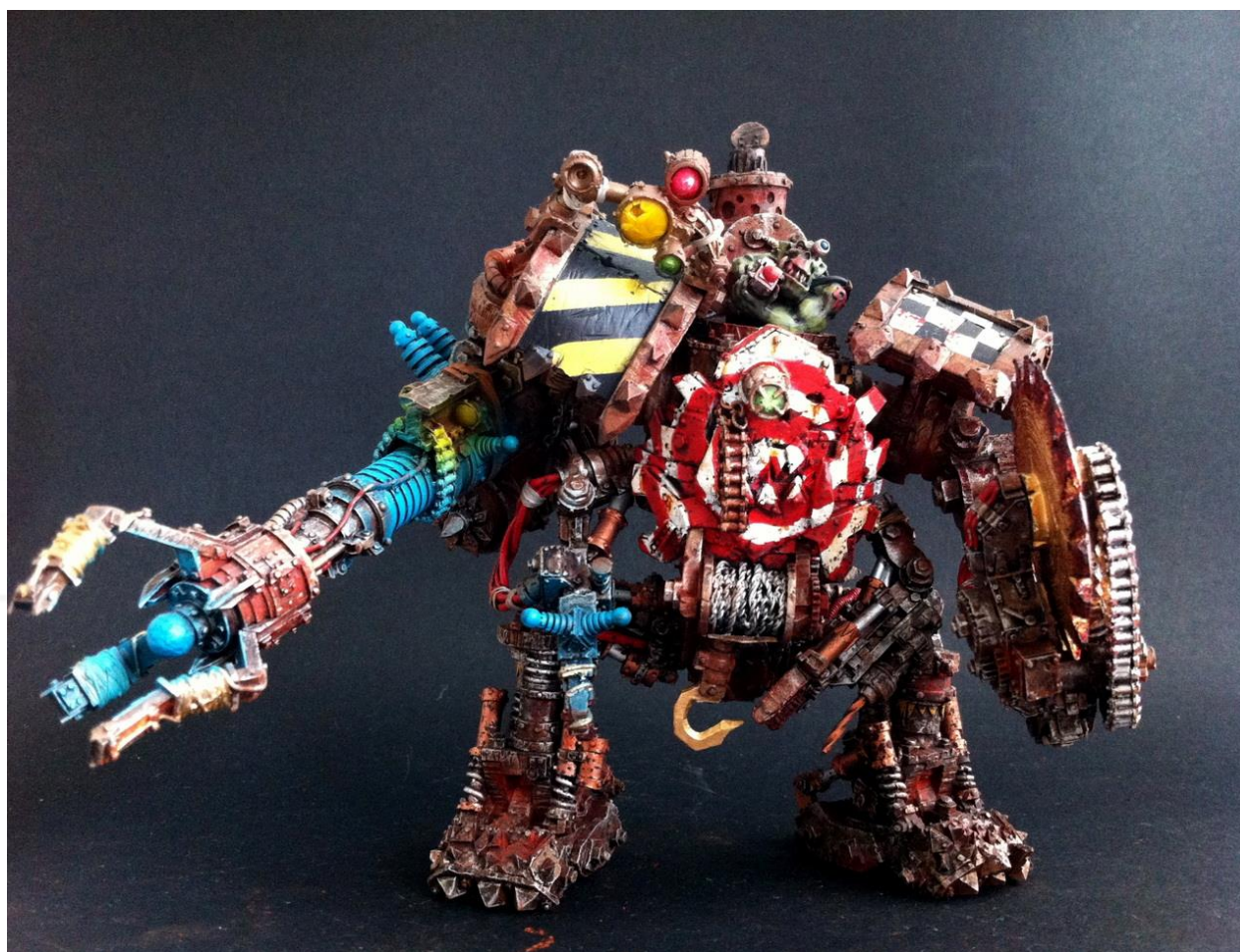
Special Rules:

Mega-Charga: The Meka-Dread treats its Tactical Speed as being 15m, but only when it is moving into melee with a target.

Boombits: As a Half Action, the Meka-Dread's pilot may activate these chunks of explosive welded to the outer hull, showering the area with shrapnel. Every character within 5m of the Dread's hull must pass a Challenging (+0) Dodge Test or take 2d10 Rending damage with a Penetration of 2.

One-Shot: Rokkit Bomm Launchas and Destrukta Launchas cannot be reloaded in combat.

Fixit Bitz: As a Full Action, the Mek in control of a Meka-Dread may use it to patch up an adjacent vehicle. The Mek must pass a Challenging (+0) Tech-Use Test. If they succeed, they repair 1d5 points of the target vehicle's Structural Integrity, plus an extra 1d5 for every 2 Degrees of Success on the Test.



Model by [gobsan](#)

Gorkanaut

"Dose Mork-worshippin' gitz don't stand a chance before da cunnin' brutality of Gork!"

-Warboss Krumpblastt

These heavy Ork walkers are the point of transition between the Mega-Dread and true Stompas. Armed with a huge array of anti-infantry weapons cobbled together by enthusiastic Meks, they are just as capable at tearing through targets with ranged weapons as they are wading into a melee, before disgorging a small number of passengers straight into the fight. It goes without saying that the Gorkanaut is the superior choice over the weedier, weaker Morkanaut.

Type: Walker

Tactical Speed: 12m

Cruising Speed: 30kph

Manoeuvrability: +0

Structural Integrity: 50 **Size:** Immense (8)

Armour: Front 40, Side 40, Rear 35

Vehicle Traits: Enclosed, Ponderous, Ramshackle, Superheavy, Walker, Rolling Thunder

Crew: One hard-wired Ork Mek, 1d10 Grot Riggers

Carrying Capacity: 6 Orks plus gear and loot.

Weapons:

Fist of Gork (Melee | 3d10 + 16 R | Pen 8 | Power Field, Unbalanced)

Sponson-Mounted Deffstorm Mega-Shoota (Left facing *or* Right facing) (250m | -/-/10 | 3d10 + 1 I | Pen 4 | Clip

200 | Reload Full | Tearing, Storm, Inaccurate)

Turret-Mounted Kwad Big Shoota (120m | -/-/10 | 2d10 + 5 I | Pen 2 | Clip 480 | Reload 2 Full | Inaccurate, Twin-Linked, Storm)

Turret-Mounted Rokkit Rack (150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 4 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Hull-Mounted Skorcha (Front Facing) (30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Special Rules:

Extra Chippy: Gorkanauts are usually slightly nimbler than Morkanauts due to their somewhat less power-demanding weapons. A Gorkanaut's pilot may attack twice in a turn with its Fist of Gork, but may not fire off any of its ranged weapons if they do.



Morkanaut

"Dose Gork-worshippin' panzees don't stand a chance before da brutal' cunnin of Mork!"

-Warboss Blastkrumpp

These heavy Ork walkers are the point of transition between the Mega-Dread and true Stompas. Armed with a huge array of anti-vehicle weapons cobbled together by enthusiastic Meks, they are just as capable at tearing through targets with ranged weapons as they are wading into a melee, before disgorging a small number of passengers straight into the fight. It goes without saying that the Morkanaut is the superior choice over the weedier, weaker Gorkanaut.

Type: Walker

Tactical Speed: 12m

Cruising Speed: 30kph

Manoeuvrability: +0

Structural Integrity: 50

Size: Immense (8)

Armour: Front 40, Side 40, Rear 35

Vehicle Traits: Enclosed, Ponderous, Ramshackle, Superheavy, Walker, Kustom Force Field, Rolling Thunder

Crew: One hard-wired Ork Mek, 10 Grots Riggers

Carrying Capacity: 6 Orks plus gear and loot.

Weapons:

Fist of Mork (Melee | 3d10 + 16 R | Pen 8 | Power Field, Unbalanced)

Sponson-Mounted Mega-Blasta (Left facing *or* Right facing) (100m | S/2/- | 4d10 +

7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Turret-Mounted Big Zzappa (400m | S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 | Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Turret-Mounted Kwad Big Shoota (120m | -/-/10 | 2d10 + 5 I | Pen 2 | Clip 480 | Reload 2 Full | Inaccurate, Twin-Linked, Storm)

Turret-Mounted Rokkit Rack (150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 4 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))



Model by [Bavius](#)

Stompa

"Ladz, terday we'ze gonna make a dent in 'em spiky gitx dat dey's neva gonna ferget! Load da Supa-kannon! Set legs ter 'walkin!' Stompa! Advance!"

-Blood Axe Nob Durgmash Gorgor, at the Big
Fight at Bigfight Ridge

Roughly equivalent in size to Imperial Scout Titans, Stompas are one of the most common Ork superheavy walking vehicles. Lumbering across the battlefield on their huge feet, they are surprisingly speedy for their size, and can easily outpace most superheavy tanks. Though nowhere nearly as heavily armoured as Titan-class vehicles, their heavy weapons can pour forth a torrent of destruction that is utterly unstoppable at close ranges.

Type: Walker

Tactical speed: 20m

Cruising Speed: 32kph

Maneuverability: +0

Structural integrity: 200

Size: Monumental (9)

Armor: Front 40, Side 35, Rear 35

Vehicle Traits: Walker, Enclosed, Ramshackle, Super-heavy, Ponderous, Rolling Thunder

Crew: Kaptin, 1d5 Meks, 4d10 Grot Riggers

Carrying Capacity: 20 Orks plus loot

Weapons:

Arm Weapons (Choose any two of the following):

Mega-Choppa (Melee | 5d10+20 R | Pen 20 | Mega-Impact, Unwieldy, Razor-Sharp)

Big Klaw (Melee | 5d10+20 R | Pen 30 | Mega-Impact, Unwieldy, Snare (6))

Turret-Mounted Supa-Kannon (1000m | S/2/- | 6d10 + 20 X | Pen 10 | Clip 6 | Reload 6 Full | Blast (40), Felling (4))

Turret-Mounted Supa-Gatler (400m | -/-/20 | 3d10 + 10 X | Pen 6 | Clip 1,000 | Reload - | Storm, Area Saturation)

Turret-Mounted Flamebelcha (60m | S/-/- | 3d10 + 15 E | Pen 8 | Clip 200 | Reload - | Flame, Reliable, Spray, Torrent)

Turret-Mounted Lifta-Droppa (500m | S/-/- | 6d10 I | Pen 10 | Clip - | Reload - | Concussive (2), Blast (1d10), Recharge, Smasha (4))

Hull-Mounted Weapons (choose any 4 of the following):

Hull-Mounted Gaze of Mork (Front Facing) (500m | S/-/- | 5d10 + 20 E | Pen 1d10 | Clip 6 | Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Hull-Mounted Destrukta Rokkits (Front Facing) (600m | S/2/4 | 4d10 + 8 X | Pen 10 | Clip 4 | Reload 5 Full | Inaccurate, Unreliable, Lance)

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Hull-Mounted Dubble Flakka Guns (Front Facing) (300m | -/-/8 | 2d10+4 I | Pen 2 | Clip 480 | Reload Full | Inaccurate, Storm, Proven (2), Twin-Linked, Skydakka)

Hull-Mounted Big Flakka-Dakka Gun (Front Facing) (300m | -/-/10 | 2d10+5 I | Pen 8 | Clip 240 | Reload Full | Inaccurate, Storm, Twin-Linked, Blast (1), Proven (2), Skydakka)

Hull-Mounted Mega-Gatler (Front Facing) (200m | -/-/20 | 2d10+1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Hull-Mounted Supa-Skorcha (Front Facing) (45m | S/-/- | 1d10+8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Hull-Mounted Kannon (Front Facing) (200m | S/-/- | 3d10+6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Hull-Mounted Lobba (Front Facing) (30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Hull-Mounted Zzap Gun (Front Facing) (200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Hull-Mounted Smasha Gun (Front Facing) (100m | S/-/- | 2d10 I | Pen 10 | Clip - | Reload - | Concussive (1), Blast (5), Recharge, Smasha (2))

Hull-Mounted Bubblechukka (Front Facing) (200m | S/2/- | 3d10 E | Pen 1d10 | Clip - | Reload - | Blast (3d10), Recharge, Shocking)

Hull-Mounted Mega-Blasta (Front Facing) (100m | S/2/- | 4d10+7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Special Rules:

Effeegee of da Godz: Stompas, even at their very smallest, are shaped in the image of Gork and/or Mork, a potent psychological symbol for nearby Orks. All Orks within line of sight of a Stompa-type vehicle, including the Stompa's crew, count as having the Resistance (Fear) and Nerves of Steel Talents.

Rigga Krew! Stompas swarm with Riggas, who are constantly at work maintaining them, putting them back together when they inevitably break, or taking them apart for spare parts. At the end of each of a Stompa's turns, roll 1d10: on a 6 or higher it regains Structural Integrity equal to the 10s digit of the number of Grot Riggers it has in its crew. Each time this vehicle takes Critical Damage, 1d10+5 of its Riggers are automatically killed, thrown from the vehicle or otherwise removed from the fight.

Mek Stompa: Some Meks build fancier, more Kustom versions of regular Stompas, usually kitted out to show off the Mek's own kustom kreations to best effect. A Mek

Stompa functions identically to a regular Stompa, save that it cannot be equipped with melee weapons and gains the Power Shield (1) and Damage Control traits.

Gaze of Mork: These huge, overcharged Zzap Guns are usually built into a Stompa or Gargant's head, and run directly off the main power feed from the titanic vehicle's engine. The crew member operating this weapon may choose to fire it in its Overcharged mode, causing it to gain the

Blast (1d5) and Flame special qualities. The vehicle immediately takes 1d10 Structural Integrity damage and halves its Tactical Speed, rounding down, for the rest of the round.



Rock-an-Rolla

"It's... it's a road roller!?"

-Final words of Lord-General Hiram Melchett

An anti-infantry Stompa variant fielded almost exclusively by the Goffs, the Rock-an-Rolla tends to be more low-tech than most, forgoing fancy Mek gunz to mount a giant array of rollas and articulated choppas that allow it to quite literally mow down entire armies. As with all Goff vehicles, Rock-an-Rollas are frequently overcharged to better hurl themselves into a melee as quickly as possible.

Type: Walker

Tactical speed: 24m

Cruising Speed: 40kph

Maneuverability: +0

Structural integrity: 200

Size: Monumental (9)

Armor: Front 42, Side 30, Rear 30

Vehicle Traits: Walker, Enclosed, Ramshackle, Super-heavy, Ponderous, Rolling Thunder

Crew: Kaptin, 1d5 Meks, 4d10 Grot Riggers

Carrying Capacity: 30 Orks plus loot

Weapons:

Fixed Belly Gun (Front Facing) (3d100m | S/-/- | 10d10 | Pen 2d10 | Reload 1d5 Full | Blast (3d10), Inaccurate, Unreliable, Recharge)

2 x Turret-Mounted Kannons (200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Arm Weapons (Choose any two of the following):

Mega-Klub (Melee | 6d10 + 10 I | Pen 15 | Mega-Impact, Unwieldy, Quake)

Mega-Choppa (Melee | 5d10+20 R | Pen 20 | Mega-Impact, Unwieldy, Razor-Sharp)

Big Klaw (Melee | 5d10+20 R | Pen 30 | Mega-Impact, Unwieldy, Snare (6))

Turret-Mounted Flamebelcha (60m | S/-/- | 3d10 + 15 E | Pen 8 | Clip 200 | Reload - | Flame, Reliable, Spray, Torrent)

Options:

A Rock-an-Rolla may mount up to 4 Big Shootas on Pintles which may be operated by its passengers.

Pintle-Mounted Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Special Rules:

ROCK! 'AN! ROLLLLLLAAAAA!!!!: The entire front face of this vehicle is covered with multiple motorized spiked drums, whirling chain flails, mechanized axes, spikes, giant clubs on springs... the works.

A Rock-an-rola may Ram as a Quick Action. Its Ram attacks have a Penetration of 25, and it halves incoming damage as a result of the attack. Additionally, the Rock-an-rola is immune to difficult or dangerous terrain, and ground-based explosives such as mines, provided it moves forwards over them. Any explosives, light

buildings, or anti-infantry/anti-vehicle barriers or traps in the area a Rock-an-rola moves over are automatically destroyed. Any infantry or vehicles of Size 5 or smaller the Rock-an-rola moves through or over take damage as per a Ram attack.

CHARGIN' TIME LADZ: A Rock-an-Rolla may treat its Tactical Speed as being 10 higher for the purposes of ramming attacks or moving into melee.

Effeegee of da Godz: Stompas, even at their very smallest, are shaped in the image of Gork and/or Mork, a potent psychological symbol for nearby Orks. All Orks within line of sight of a Stompa-type vehicle, including the Stompa's krew, count as having the Resistance (Fear) and Nerves of Steel Talents.

Belly Gun: These perennial Ork favorites are loaded with... whatever the Grots can find, really. Sometimes, this can be piles of dangerous munitions. Sometimes it's hunks of concrete. Sometimes, most horrifyingly, it's the contents of the nearest drops. Each time a Belly Gun is fired, roll 1d10 and apply one of the following result:

d10 Roll	Result
1-3	<i>Big kablooy!</i> : The attack gains Proven (3) but the Kill Bursta takes 2d10 damage, ignoring armour.
4-5	<i>Just Funk</i> : The attack gains Spray, but reduces its damage by 5d10.
6-7	<i>Zog me, it worked!</i> : The attack resolves damage as normal.

8-9 *Sumfin stinks!*: The attack reduces its penetration to 0 but gains Toxic (1) and a Smoke rating equal to its Blast.

10 *No, not yet!*: The Grots forgot to load the Belly Gun. It "fires", dealing no damage or other effects, and must undergo its full reload time before it can be made ready to fire again.

Rigga Krew! Stompas swarm with Riggas, who are constantly at work maintaining them, putting them back together when they inevitably break, or taking them apart for spare parts. At the end of each of a Stompa's turns, roll 1d10: on a 6 or higher it regains Structural Integrity equal to the 10s digit of the number of Grot Riggers it has in its crew. Each time this vehicle takes Critical Damage, 1d10 + 5 of its Riggers are automatically killed, thrown from the vehicle or otherwise removed from the fight.



Model by [Flashboy](#)

Klawstompa

"This machine is aeons old! Its weapons were designed to destroy stars!! Will someone tell me why we're losing to a pair of gigantic gardening shears?!!!"

-Necron Lord Amhakpe the Outrageous

By far the most popular Goff variant of the Stompa is the Klawstompa, a Stompa that Klaws.

Often fitted with giant horns, and of course painted in the usual Goff black-on-black paint scheme, these distinctive walkers tear into melee at unexpected speeds, becoming a whirling, clanking storm of bladed death that shreds anything nearby. If they can make it into melee in one piece, there are few targets they aren't capable of tearing apart.

Type: Walker

Tactical speed: 24m

Cruising Speed: 40kph

Maneuverability: +10

Structural integrity: 200

Size: Monumental (9)

Armor: Front 42, Side 30, Rear 30

Vehicle Traits: Walker, Enclosed, Ramshackle, Super-heavy, Ponderous, Rolling Thunder

Crew: Kaptin, 1d5 Meks, 4d10 Grot Riggers

Carrying Capacity: 30 Orks plus loot

Weapons:

Arm Weapons (Choose any two of the following):

Mega-Klub (Melee | 6d10 + 10 I | Pen 15 | Mega-Impact, Unwieldy, Quake)

Mega-Choppa (Melee | 5d10+20 R | Pen 20 | Mega-Impact, Unwieldy, Razor-Sharp)

Big Klaw (Melee | 5d10+20 R | Pen 30 | Mega-Impact, Unwieldy, Snare (6))

Hull Weapons (choose any two of the following):

Hull-Mounted Flamebelcha (Front Facing) (600m | S/-/- | 3d10 + 15 E | Pen 8 | Clip 200 | Reload - | Flame, Reliable, Spray, Torrent)

Hull-Mounted Destrukta Rokkits (Front Facing) (600m | S/2/4 | 4d10 + 8 X | Pen 10 | Clip 4 | Reload 5 Full | Inaccurate, Unreliable, Lance)

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Special Rules:

CHARGIN' TIME LADZ: A Klawstompa may treat its Tactical Speed as being 10 higher for the purposes of ramming attacks or moving into melee.

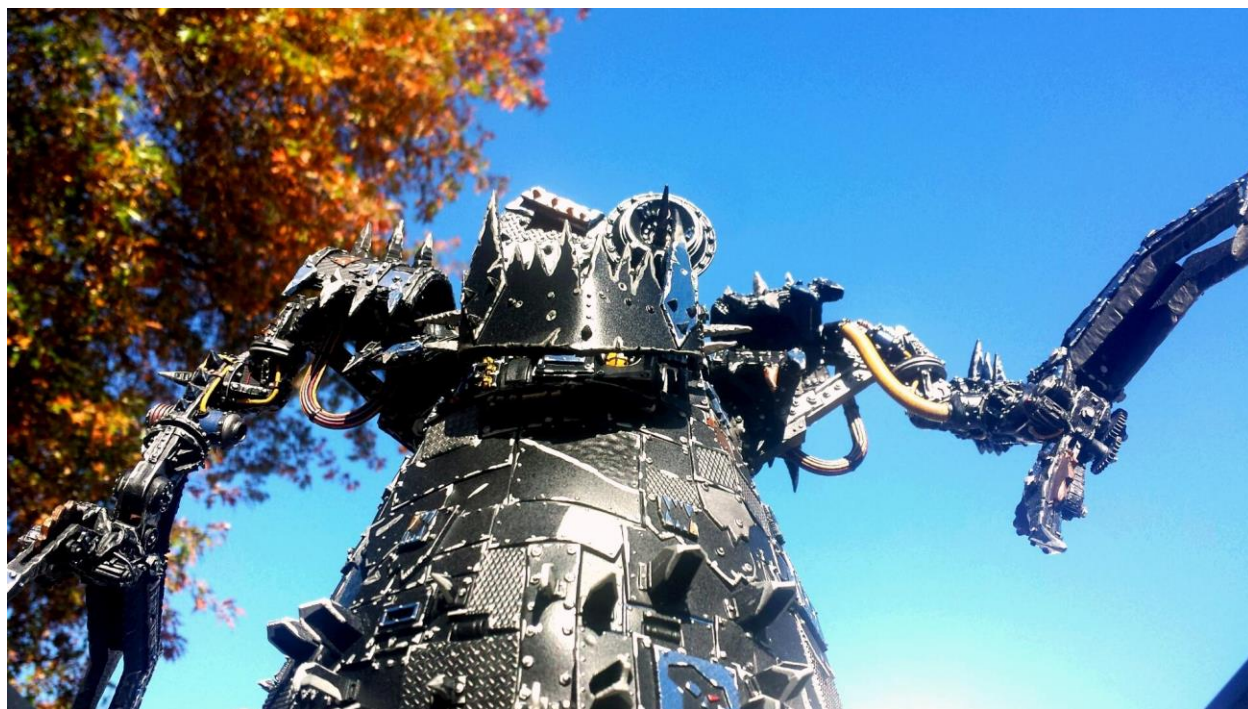
Effeegee of da Godz: Stompas, even at their very smallest, are shaped in the image of Gork and/or Mork, a potent psychological symbol for nearby Orks. All Orks within line of sight of a Stompa-type vehicle, including the Stompa's krew, count as

having the Resistance (Fear) and Nerves of Steel Talents.

Rigga Krew!: Stompas swarm with Riggas, who are constantly at work maintaining them, putting them back together when they inevitably break, or taking them apart for spare parts. At the end of each of a Stompa's turns, roll $1d10$: on a 6 or higher it regains Structural Integrity equal to the 10s digit of the number of Grot Riggers it has in its crew. Each time this vehicle takes Critical Damage, $1d10 + 5$ of its Riggers are automatically killed, thrown from the vehicle or otherwise removed from the fight.

Get 'em!: Klawstompas, being Goff vehicles, are built to allow their passengers to get in on the fight. A Klawstompa has enough fireports for 15 of its passengers to use.

Klawfrenzy: In addition to being terrifyingly fast, Klawstompas also have fewer ranged weapons to divert power from their main reactors, or to distract their crew from really just smashing things to bits in a melee. A Klawstompa may roll twice on the Vehicle Critical Damage table and take the higher result whenever it inflicts Critical Damage on an enemy vehicle.



Model by [Spidermonkey1351](#)

Supa Stompa

"Supa Stompa gunz is gonna kill ye/but I won't feel bloo/cuz I is already lucky/and I'z in a Supa Stompa!"

-Battle chant of Warboss Abbaz the Mad

The largest of the Stompas, or possibly the smallest of the Gargants, Supa Stompas are easily capable of taking out Imperial scout Titans, and mounting weapons that can seriously threaten larger enemy vehicles. Though their loadout is highly variable, Supa Stompas built from leftover Gargant components can often mount Supa Guns that hit well above their weight class.

Type: Walker

Tactical speed: 20m

Cruising Speed: 32kph

Maneuverability: +0

Structural integrity: 200 **Size:** Titanic (10)

Armor: Front 42, Side 38, Rear 35

Vehicle Traits: Walker, Enclosed, Ramshackle, Super-heavy, Ponderous, Power Shield (2), Rolling Thunder

Crew: Kaptin, 1d10 Meks, 5d10 Grot Riggers

Carrying Capacity: 30 Orks plus loot

Weapons:

Gut Gun (Choose one of the following):

Fixed Bursta Kannon (Front Facing) (80m | S/-/- | 6d10 + 10 X | Pen 12 | Reload 4 Full | Blast (2d10), Concussive (4), Inaccurate, Indirect (6))

Fixed Belly Gun (Front Facing) (3d100m | S/-/- | 10d10 | Pen 2d10 | Reload 1d5 Full |

Blast (3d10), Inaccurate, Unreliable, Recharge)

Fixed Makro Supa-Kannon (Front Facing) (1200m | S/-/- | 8d10 + 20 X | Pen 12 | Clip 1 | Reload 6 Full | Blast (40+2d10), Felling (4), Concussive (8))

Arm Weapons (Choose any two of the following):

Mega-Choppa (Melee | 5d10+20 R | Pen 20 | Mega-Impact, Unwieldy, Razor-Sharp)

Big Klaw (Melee | 5d10+20 R | Pen 30 | Mega-Impact, Unwieldy, Snare (6))

Mega-Klub (Melee | 6d10 + 10 I | Pen 15 | Mega-Impact, Unwieldy, Quake)

Turret-Mounted Supa-Kannon (1000m | S/2/- | 6d10 + 20 X | Pen 10 | Clip 6 | Reload 6 Full | Blast (40), Felling (4))

Turret-Mounted Supa-Gatler (400m | -/-/20 | 3d10 + 10 X | Pen 6 | Clip 1,000 | Reload - | Storm, Area Saturation)

Turret-Mounted Flamebelcha (60m | S/-/- | 3d10 + 15 E | Pen 8 | Clip 200 | Reload - | Flame, Reliable, Spray, Torrent)

Turret-Mounted Lifta-Droppa (500m | S/-/- | 6d10 I | Pen 10 | Clip - | Reload - | Concussive (2), Blast (1d10), Recharge, Smasha (4))

Turret-Mounted Ssoopa Zzap Gun (1000m | S/-/- | 8d10 E | Pen 3d10 | Clip 1 | Reload 2

Full | Inaccurate, Recharge, Zzap (10), Lance)

Turret-Mounted Mega-Kannon (180m | S/3/- | 5d10+6 E | Pen 9 | Clip 20 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Hull-Mounted Weapons (choose any 4 of the following):

Hull-Mounted Destrukta Rokkits (Front Facing) (600m | S/2/4 | 4d10 + 8 X | Pen 10 | Clip 4 | Reload 5 Full | Inaccurate, Unreliable, Lance)

Hull-Mounted Twin Big Shoota (Front Facing) (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Hull-Mounted Dubble Flakka Guns (Front Facing) (300m | -/-/8 | 2d10+4 I | Pen 2 | Clip 480 | Reload Full | Inaccurate, Storm, Proven (2), Twin-Linked, Skydakka)

Hull-Mounted Big Flakka-Dakka Gun (Front Facing) (300m | -/-/10 | 2d10+5 I | Pen 8 | Clip 240 | Reload Full | Inaccurate, Storm, Twin-Linked, Blast (1), Proven (2), Skydakka)

Hull-Mounted Mega-Gatler (Front Facing) (200m | -/-/20 | 2d10 +1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Hull-Mounted Supa-Skorcha (Front Facing) (45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Hull-Mounted Smasha Gun (Front Facing) (100m | S/-/- | 2d10 I | Pen 10 | Clip - | Reload - | Concussive (1), Blast (5), Recharge, Smasha (2))

Hull-Mounted Bubblechukka (Front Facing) (200m | S/2/- | 3d10 E | Pen 1d10 | Clip - | Reload - | Blast (3d10), Recharge, Shocking)

Hull-Mounted Mega-Blasta (Front Facing) (100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Special Rules:

Effeegee of da Godz: Stompas, even at their very smallest, are shaped in the image of Gork and/or Mork, a potent psychological symbol for nearby Orks. All Orks within line of sight of a Stompa-type vehicle, including the Stompa's crew, count as having the Resistance (Fear) and Nerves of Steel Talents.

Rigga Krew!: Stompas swarm with Riggas, who are constantly at work maintaining them, putting them back together when they inevitably break, or taking them apart for spare parts. At the end of each of a Stompa's turns, roll 1d10: on a 6 or higher it regains Structural Integrity equal to the 10s digit of the number of Grot Riggers it has in its crew. Each time this vehicle takes Critical Damage, 1d10 + 5 of its Riggers are automatically killed, thrown from the vehicle or otherwise removed from the fight.

Unnecessary Firepower: For simplicity's sake, when firing the Bursta Kannon against a group of non-superheavy enemies in the open or without massive amounts of heavy cover, roll 2d10. That percentage of the group are left alive- the rest are killed instantly.

Belly Gun: These perennial Ork favorites are loaded with... whatever the Grots can find, really. Sometimes, this can be piles of dangerous munitions. Sometimes it's hunks of concrete. Sometimes, most horrifyingly, it's the contents of the nearest drops. Each time a Belly Gun is fired, roll 1d10 and apply one of the following result:

d10 Roll	Result
1-3	<i>Big kablooey!</i> The attack gains Proven (3) but the Kill Bursta takes 2d10 damage, ignoring armour.
4-5	<i>Just Funk:</i> The attack gains Spray, but reduces its damage by 5d10.
6-7	<i>Zog me, it worked!</i> The attack resolves damage as normal.
8-9	<i>Sumfin stinks!</i> The attack reduces its penetration to 0 but gains Toxic (1) and a Smoke rating equal to its Blast.
10	<i>No, not yet!</i> The Grots forgot to load the Belly Gun. It "fires", dealing no damage or other effects, and must undergo its full reload time before it can be made ready to fire again.



A model from an era when it was pronounced "Waaargh!"

Ork Upgrades

"Now, if you give me a whole bagga teef wiffin der next ten minutes, I'll trow in dis 'ere Big Smashin' Hamma abserlootly free!"

-Big Mek Borky "Onnest" Mork

The difference between Ork vehicular upgrades and their penchant for random tinkering is often almost nonexistent. Still, Orks on the up-and-up will often have their pre-existing vehicles enhanced with a wide variety of extra systems and add-ons.

Armour Plate

Used With: Any Ork Vehicle

Install/Repair Difficulty: +0

Orks make no distinction between armour and structural components, or hardened and non-hardened plate. Extra armour plating can be incredibly effective... or not. Increase this vehicle's armour on all facings by 1d10, rolling separately for each Facing. This Upgrade may be installed any number of times, but each upgrade after the first reduces the vehicle's Tactical Speed by 3.

Big Grabber

Used With: Any Ork Vehicle

Install/Repair Difficulty: -20

Grabbers, sometimes called Grabbin' Claws, come in a great variety of shapes and sizes, but all serve the same purpose; latching on to a nearby enemy vehicle and preventing it from getting away.

Adding a Big Grabber to an Ork vehicle increases its Crew by 1, as an Ork is needed to operate the Grabber. As a Full Action, the operator of the Grabber may make an Opposed Challenging (+0) Strength vs.

Operate (Surface) Test against the driver of an adjacent enemy vehicle. The enemy driver increases the difficulty of the Test by 10 x the difference between the Size traits of the two vehicles. If the enemy Driver fails, their vehicle is now Grabbed, and can no longer move out of adjacency with the vehicle grabbing them. The Driver may make a Difficult (-10) Operate (Surface) to break free at the end of each of their turns. When the Grabbing vehicle moves, the vehicle that has been Grabbed is dragged along with them. Any movement while Grabbing halves a vehicle's Tactical Speed and decreases its Manoeuvrability by -10.

Boarding Plank

Used With: Any Ork vehicle with a Carrying Capacity

Install/Repair Difficulty: -10

A Boarding Plank is a plank used for boarding. Traditionally used on Trukks and Battlewagons, it allows the passengers of an Ork vehicle to swarm onto an enemy vehicle, attacking its crew directly. The passengers of a vehicle with a Boarding Plank may climb onto any adjacent open-topped vehicle as a Move Action, without needing to make a test to hold on.

Bolt-on Big Shoota

Used With: Any Ork vehicle

Install/Repair Difficulty: -10

Ork Drivers like dakka too. Adding an extra Big Shoota to the driver's position helps a lot. This vehicle gains a Big Shoota controlled by the Driver, with the following stat block:

Hull-Mounted Big Shoota (Front Facing)
(120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

At the GM's discretion, this weapon might be replaced with a Rokkit Launcha, Burna, or any other Ork-portable Heavy weapon.

Boom Kanisters

Used With: Any vehicle built or operated by Grots

Install/Repair Difficulty: -30

A favorite of Grot Megatankers, these externally-mounted directional shrapnel bombs serve to keep infantry from getting too close.

When an enemy approaches to within 5 meters of the hull of a vehicle with this upgrade, its Driver may activate a Boom Kanister as a Reaction. Every dismounted character within 6 meters of the vehicle must pass a Challenging (+0) Agility Save or take 2d10 Rending damage with Pen 2 and the Tearing and Concussive (0) Special Qualities. This ability may be used twice per combat.

A single vehicle may have multiple copies of this Upgrade; each subsequent copy adds two extra uses per combat.

Ekspert Rigger

Used With: Any Ork vehicle

Install/Repair Difficulty: -20

Most Ork vehicles have grot "riggers", who lurk inside them making what they laughably call repairs. A skilled and well-motivated Rigger, however, can mean the difference between life or death for an Ork vehicle crew.

A vehicle with this upgrade adds one Grot Rigger to its Crew, and gains the Damage Control and Rugged Vehicle Traits if it didn't already have them.

At the GM's discretion, the Test to "install" an Ekspert Rigger might be a social Test, to represent recruiting, intimidating or press-ganging a skilled Grot.

Grot Sponsons

Used With: Any Ork vehicle that does not already have Grot Sponsons

Install/Repair Difficulty: -20

Grots are compact, lightweight, disposable, and surprisingly good shots. Adding a couple small compartments for them fitted with Shootas can be a cheap and effective way to up an Ork vehicle's firepower. Unfortunately for the grots involved, these gun platforms are often A vehicle with this Upgrade adds two Grot Gunners to its Crew and gains the following weapons:

Grot Sponsons (Left facing/Right facing)
(60m | -/3/10 | 1d10+4 I | Pen 0 | Clip 30 | Reload Full | Inaccurate, Unreliable)

Any time these Grot Sponsons take weapon Critical Damage, they are immediately destroyed.

Kustom Force Field

Used With: Any Ork vehicle

Install/Repair Difficulty: -40

Orks are remarkably skilled in the construction of crude force fields, and Meks will often compete to build the strongest (and most impressive-looking) walls of crackling orange-yellow energy.

This vehicle gains the Kustom Force Field trait. If it already had a Kustom Force Field, increase its Protection Rating to 60, and when it overloads it deals 2d10 Energy damage with a Penetration of 4 and the Shocking quality to everything within 2d10 meters of the vehicle.

Moto-X

Used With: Any Wheeled Ork vehicle

Install/Repair Difficulty: -30

Most commonly seen on Ork bikes, Moto-X upgrades involve fitting unusually large spiked tires or cleats, to allow a wheeled vehicle to get a better grip on the ground. These are usually accompanied by unstable and bouncy kustom shock absorbers. A vehicle with this upgrade gains the Enhanced Motive Systems Vehicle Trait and decreases any penalties it receives for moving through rough terrain by 10.

Ooge Xhausts

Used With: Any Ork vehicle that does not have Rolling Thunder

Install/Repair Difficulty: -20

These wobbly, trumpet-like exhaust pipes amplify and distort the already-deafening rumble of Ork engines to a fever pitch, making even the smallest vehicle terrifyingly loud.

A vehicle with this upgrade gains the Rolling Thunder Vehicle Trait, and hearing-based Tests to locate it gain a +30 bonus.

Kustom Paint Job

Used With: Any Ork vehicle

Install/Repair Difficulty: -5

Orks place great importance on the symbolic meanings of colours, and thanks to their odd reality-warping psychic abilities, a coat of paint can drastically alter a vehicle's performance. Choose one of the following:

- *Red:* Goes fast! Increase the vehicle's Tactical Speed and Manoeuvrability by 1d10.
- *Yellow:* Is explodey! Increase the damage of all the vehicle's weapons by 2.
- *Blue:* Is lucky! Every time this vehicle would take Critical Damage, roll twice and take the lower result.
- *Green:* Is Best! This vehicle's crew gain a +10 bonus to Charm and Intimidate Tests with other Orks.
- *Black:* Is Fighty! This vehicle's crew gain a +10 bonus to melee attacks while onboard, and its Driver gains a +20 bonus to Ram!
- *White:* Is Killy! This vehicle's weapons roll twice for Righteous Fury and take the higher result.
- *Purple:* Is sneaky! All ranged attacks against, and attempts to locate this vehicle visually take a -10 penalty.

An Ork vehicle may only have one Kustom Paint Job at a time.

Reinforced Ram

Used With: Any Ork Vehicle

Install/Repair Difficulty: -20

Orks love, love, *love* ramming things, and it's no surprise that the most structurally sound part of nearly any Ork vehicle will be the bit designed to smash into the enemy as hard as possible. Skilled Meks who know how to "reenforz" the spiky nose of Ork vehicles are always in high demand.

An Ork vehicle with a Reinforced Ram increases the Armour on its Front Facing by +2. It treats buildings and obstructions of its size or smaller as open ground for the purposes of movement as long as it moves no faster than its Tactical Speed each turn.

Repair Krew

Used With: Any Ork vehicle that does not have the *Rigga Krew!* Special Rule.

Install/Repair Difficulty: -50

A single Ekspert Rigga can greatly increase the survivability of an Ork vehicle. A whole crew of them, now... that makes a real difference.

At the end of each of their turns while in the vehicle, this vehicle's Driver rolls 1d10. On a roll of 6+, the vehicle repairs 1d5 points of Structural Integrity. A vehicle with this upgrade adds one 1d5+1 Grot Riggers to its Crew, and gains the Damage Control and Rugged Vehicle Traits if it didn't already have them.

At the GM's discretion, the Test to "install" a Repair Krew might be a social Test, to represent recruiting, intimidating or press-ganging skilled Grots.

Skrabbla

Used With: Any Ork vehicle of Size Enormous (6) or smaller

Install/Repair Difficulty: -20

A Skrabbla is an experienced Grot co-pilot who has mastered the art of weight-distribution, leaning into turns and helping ungainly Ork vehicles corner faster.

Select one Grot Rigger on this vehicle's Crew, or add one Grot Rigger if it does not already have Grot Riggers. They are now a Skrabbla. As long as the Skrabbla is alive, this vehicle gains a +10 to its Manoeuvrability. You may install up to 3 Skrabblas, and their bonuses stack.

At the GM's discretion, the Test to "install" a Skrabbla might be a social Test, to represent recruiting, intimidating or press-ganging a skilled Grot.

Spikes 'n' Blades

Used With: Any Ork vehicle

Install/Repair Difficulty: -10

Scything blades or serrated spikes mounted just above ground level allow an Ork vehicle to cut down infantry or damage the motive systems of other nearby vehicles, the better to board, loot and destroy them faster.

The Driver of a vehicle mounted with Spikes and Blades counts as having a weapon with the following profile for the purposes of Hit and Run attacks; Spikes 'n Blades (Melee | 3d10 + X R | Pen X | Unwieldy, Tearing), where X is equal to the vehicle's Size trait. The Driver does not add their Strength bonus to damage with this weapon.

Stikkbomb Chukka

Used With: Any Ork vehicle

Install/Repair Difficulty: -20

Orks seldom go anywhere without access to Stikkbombs, and it only makes sense to fit

out their vehicles with catapults, compressed-air guns or slingshots that can project these spitting, sparking hand grenades over longish distances.

A vehicle with the Stikkbomb Chukka upgrade gains the following weapon on a Pintle mount, which can be operated by any one of its crew or passengers. You may install multiple copies of this Upgrade.

Stikkbomb Launcha (10-40m | S/-/- | 3d10 + 5 X | Pen 2 | Clip 1 | Reload Half | Blast (1), Indirect (2))

Turbo Boosta

Used With: Any Ork vehicle

Install/Repair Difficulty: -40

Go-Fastas, Turbo-Chargas, Turbo Boostas; all are different names for essentially the same thing, namely a large temporary-use external rocket or jet engine that makes an Ork vehicle go even faster.

A vehicle fitted with this upgrade gains the Fleet vehicle trait.

Wrecker Ball

Used With: Any Ork vehicle

Install/Repair Difficulty: -30

The only thing better than driving a Trukk is driving a Trukk kitted out to smash things with a giant spiky metal ball on a length of chain.

The Driver of a vehicle mounted with a Wrecker Ball counts as having a weapon with the following profile for the purposes of Hit and Run attacks;

Wreckin' Ball (Melee | Xd10 I R | Pen 0 | Unwieldy, Concussive (X), Quake), where X is equal to the vehicle's Size trait. The Driver does not add their Strength bonus to damage with this weapon.

Each time they miss an attack with this weapon, the Driver must pass a Challenging (+0) Operate (Surface) test or the momentum of the ball knocks their vehicle Out of Control.

Ottoloda

Used With: Any Ork vehicle fitted with a Kannon or Lobba-type weapon.

Install/Repair Difficulty: -40

The excellent example of the Meks of Tigrus have made kustom autoloaders popular across Ork kultur. Many, many junior Meks fail to survive their first encounter with such bleeding-edge tech.

Pick a weapon on this vehicle with a fire rate of S/-/-. It increases its fire rate to S/2/3, and its Clip Size by 9. Any time this weapon Jams, roll 1d10; on a 5+ it does its regular damage to the vehicle it is mounted on, ignoring Armour.

You may install multiple copies of this Upgrade on one vehicle, selecting a different weapon each time.



Looting a Vehicle

"Oh my sweet mechanical baby! Oh poor defiled machine-spirit! What did they do to you?!"

-Engineer Vakariy, upon the recapture of the looted Baneblade *Glaive of the Righteous*

Whenever you're running a campaign involving Orks, or playing a campaign *as* Orks, you're likely going to run into vehicles, gubbinz, weapons, bits of architecture, and occasionally even large wildlife that has been Looted. This section aims to help generate, create or build vehicles which have been looted from other faction, and provide a framework for making unusual and exotic Ork vehicles in general.

Since looting entails a literally infinite number of possibilities of modification, upgrading and substitution to a base vehicle, you shouldn't treat these tables as being set in stone, and they will of course be missing some options or modifications that you might find obvious. If that's the case, feel free to bend the rules of this section as much as you see fit, or homebrew your own modifications. This is Ork Teknologue we're talking about, after all.

Looting Level

For the sake of simplicity, the degree to which a vehicle has been Looted is represented by its Looting Level (LL), numbered 0 to 3. Generally speaking, LLs look something like this:

- LL 0: Barely-looted, slight "modeefeeekashuns."
- LL 1: Substantial "upgrades"
- LL 2: Heavily "orkified"

- LL 3: Almost unrecognizable

Each LL entails a different degree of modification to the base vehicle's stats, characteristics, Traits, Mounts, and special abilities. You'll notice that many of the rolls, choices and options presented in the following steps are modified by, or dependent upon, the LL you choose.

How to Loot

Begin by choosing a base Only War vehicle to act as the original base wreck to be Looted. You can use vehicles from the Only War Core Rulebook, Shield of Humanity, Dark Heresy 2nd Edition, or any compatible homebrew book as options.

Next, choose what LL you'd like to apply to the vehicle, based on the state it was acquired in. You can even apply this system to an already-looted vehicle, to represent it being captured, modified, lost, stolen, sold, recaptured, exploded, rebuilt, restored, etc. With your vehicle and LL determined, record the base vehicle's full stat block, then go through the following sections in order to modify it.

Some sections may have you retroactively change previous sections, so be ready to tweak and modify things as you go.

Vehicle Type

The base type of a vehicle is unlikely to change when Orks get their hands on it... but you never know. Roll 1d10 on *Table 1: Vehicle Type Modification*, adding the LL to the result. Reroll results that don't make sense. The vehicle loses whatever Vehicle

Type Trait it had and gains whatever Vehicle Type Trait is associated with its new Type.

Table 1: Vehicle Type Modification

d10 Roll	Result
1-8	Vehicle Type Unchanged
9-10	Vehicle is now Wheeled
11	Vehicle is now Tracked
12	Vehicle is now a Walker
13	Vehicle is now a Skimmer

Tactical & Cruising Speed

Most of the time, Orks will endeavor to make a looted vehicle faster than it was originally. Doesn't always work, though.

LL 0 Vehicles do not modify their Tactical or Cruising Speed, unless they gain an Extra Gubbin which does so.

For LL 1+ Vehicles, roll 1d5; on a result of 1-3, *increase* the vehicle's Tactical and Cruising Speeds by Xd10, where X is the Looting Level. On a result of 4 or 5, *decrease* the vehicle's Tactical and Cruising Speeds by Xd10, where X is the Looting Level. If a Vehicle's Tactical Speed is reduced to 0 or below, it gains the Immobile Vehicle Trait.

Manoeuvrability

Orks generally don't care about things like "ease of control" or "balanced handling", so they are unlikely to do much to affect a vehicle's manoeuvrability.

Roll a number of d10s equal to the vehicle's LL, but subtract the final die rolled from all the previous ones. Modify the vehicle's Manoeuvrability by the result.

Structural Integrity

Ork vehicles are not known for their resilience at the best of times. Roll Xd10 +5, where X is equal to the vehicle's LL, then subtract that number from the vehicle's Structural Integrity. If this would reduce the vehicle's Structural Integrity below 0, it is instead treated as having 10 Structural Integrity and the Extremely Volatile Vehicle Trait.

Size

A Looted Vehicle's Size value doesn't change.

Armour

When Orks do armour a vehicle, they almost always put the most available on the front, since that is the side they'll be ramming the enemy with.

Roll Xd5, where X is equal to the vehicle's LL. *Add* that number to the vehicle's Front Armour, and *subtract* it from the vehicle's Side and Rear Armour.

If this would reduce a vehicle's Side or Rear Armour to 0, it instead treats its Side and Rear Armour as being 5, and reduces its Structural Integrity by 5 x the LL, to a minimum of 10.

Vehicle Traits

The more a vehicle is Looted, the more its fundamental characteristics change, often in dramatic and explosive ways.

LL o Vehicles do not change their Vehicle Traits.

All LL 1+ Vehicles automatically lose the Rugged trait, if they have it, and gain the Ramshackle trait. If they already have Ramshackle, they also gain Extremely Volatile. If they already have Ramshackle *and* Extremely Volatile, they lose Xd10 Structural Integrity, where X is equal to the vehicle's LL, to a minimum of 10.

Crew

Since Orks, especially smaller, weedier Speed Freeks, can usually squeeze into the same spaces as might be reserved for a human being, the crew sizes of Ork vehicles often aren't all that different than their original source material. A Looted Vehicle's Crew does not change, unless its Extra Gubbinz provide it with more Weapon Mounts.

All Looted Vehicles count as having a number of Grot Riggers equal to the value of their Size Trait, who generally lurk in the guts of the vehicle, making trouble.

Carrying Capacity

The kinds of Orks who ride on vehicles, hoping to get caught up a scrap, are usually somewhat heftier and more heavily-armed than their pilots.

LL o Vehicles halve their Carrying Capacity when determining the number of Ork passengers they can carry, unless they were originally built (or previously looted by) Orks.

LL 1+ Vehicles treat their Carrying Capacity in Orks as being half their original Carrying Capacity (if they had one and weren't originally built or previously looted by Orks), plus a number of Orks equal to twice the value of their Size trait. Some of these passengers may have to ride on the roof or hang on to the outside, of course.

Weapons and Options

It goes without saying that Orks seldom maintain the original weapons on a looted vehicle unless they are truly potent, preferring to tweak, modify or outright replace them whenever possible.

For the sake of not driving your humble writer insane with complexity, this section modifies the weapons loadout of a vehicle, but does not change the Mount loadout of a vehicle.

For each Mount on the vehicle, including Pintle Mounts, roll 1d10 on *Table 2: Weapon Modification*, and add the vehicle's LL. Some results may require you to roll a second time on *Table 2-1: Weapon "Upgrades"*, or *Table 2-2: Weapon Replacements*. These secondary tables may have different results depending on the size of the original weapon.

Note that rolling on Table 2-1 involves an unmodified d10, while rolling on Table 2-2

involves adding your LL to the roll; this is to reflect the more extensive damage and permanent reconstruction done to a more heavily modified vehicle.

Many of the results on these tables will grant a weapon the Inaccurate and Unreliable qualities; this does not apply the usual “If a weapon has Reliable/Accurate it instead loses it” rule. The weapon loses Reliable and gains Unreliable, or loses Accurate and gains Inaccurate. Ork weapons should *always* be inaccurate and unreliable whenever possible. You can find detailed stats and references for Ork vehicle weapons in the Ork Weapon Index below.

Table 2: Weapon Modification

d10 Roll	Result
1-5	Weapon remains the same, but gains Inaccurate and Unreliable.
6-8	Weapon gains Inaccurate and Unreliable. Roll on Table 2-1: Weapon “Upgrades”
9-12	Weapon is replaced with something else. Roll on Table 2-2: Weapon Replacement
13	Weapon mount is missing, nonfunctional, or otherwise destroyed.

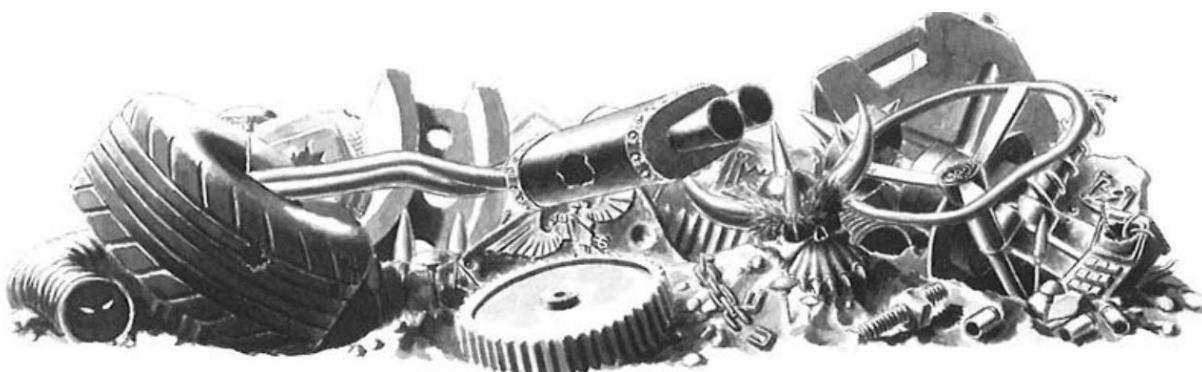


Table 2-1: Weapon “Upgrades”

dro Roll	Result
1	<i>It's betta!:</i> Weapon gains Unreliable and Inaccurate.
2	<i>It's zappy!:</i> Weapon gains Overheats and Shocking.
3	<i>It's shooty!:</i> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, it doubles its Clip Size and gains Storm, Unreliable and Inaccurate, if applicable. If the weapon's type is Vehicle, it doubles its Clip Size and gains a fire rate of S/2/-, if applicable.
4	<i>It's burny!:</i> Weapon gains Flame. If the weapon already has the Flame Special Quality, it increases its damage by 1d10, and gains Overheats and Smoke (6).
5	<i>It's flash!:</i> Weapon gains Proven (2) and Flash (4), or increases the values of those qualities by 2 and 4, respectively, if it already has them. It also gains Recharge and Unreliable.
6	<i>It's boomy!:</i> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, it gains Unreliable, Inaccurate and Blast (1d5). If it already has a Blast value, it increases that value by 1d5 instead. If the weapon's type is Vehicle, it gains Unreliable, Recharge and Blast (1d10). If it already has a Blast value, it increases that value by 1d10 instead.
7	<i>It's flakka!:</i> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, it gains a Coaxial Big Shoota and the Skydakka Special Quality. If the weapon's type is Vehicle, it gains a Coaxial Flakka Gun or Traktor Kannon and the Skydakka Special Quality but is otherwise unchanged.
8	<i>It's bubbly!:</i> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, it gains Concussive (3), or increases the value of its Concussive quality by 3, Recharge, and Unreliable. If the weapon's type is Vehicle, it gains Concussive (3), Blast (2) if it does not already have a Blast value, and the Smasha (1) Special Quality. It also gains Recharge and Unreliable.
9	<i>It's killy!:</i> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, it increases its Penetration by 2 and gains Razor-Sharp and Unreliable. If the weapon's type is Vehicle, it increases its Penetration by 4 and gains Lance, Recharge and Unreliable.
10	<i>It's DAKKA!:</i> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, it increases its Damage by 1d10 and rerolls on this table, combining the results. The weapon gains Inaccurate and Unreliable. If the weapon's type is Vehicle, it increases its Damage by 2d10 and rerolls on this table, combining the results. The weapon gains Inaccurate and Unreliable. <p>This result may be rolled any number of times. The damage increases it provides stacks.</p>

Table 2-2: Weapon Replacement

Roll $1d_{10}$ + the vehicle's LL.

d10 Roll	Result
1-4	<p><i>Orky Gunz!:</i></p> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, roll $1d_5$ and replace it with one of the following: 1. Big Shoota 2. Skorcha 3. Rokkit Launcha 4. Grotzooka 5. Lobba If the weapon's type is Vehicle, roll $1d_5$ and replace it with one of the following: 1. Kannon 2. Supa-Lobba 3. Supa-Skorcha 4. Kill Kannon 5. Deffkannon
5-8	<p><i>Loads a dakka!:</i></p> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, roll $1d_5$ and replace it with one of the following: 1. Deffgun 2. Dakkagun 3. Twin-Linked Big Shoota 4. Twin-Linked Deffgun 5. Flakka Gun If the weapon's type is Vehicle, roll $1d_5$ and replace it with one of the following: 1. Twin-Linked Flakka Gun 2. Mega-Gatler 3. Rattler Kannon 4. Deffstorm Mega-Shoota 5. Dubble Kannons
9-10	<p><i>Big Mek is proud!:</i></p> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, roll $1d_5$ and replace it with one of the following: 1. Zzap Gun 2. Traktor Kannon 3. Bubblechukka 4. Mega-Blasta 5. Smasha Gun If the weapon's type is Vehicle, roll $1d_5$ and replace it with one of the following: 1. Mega-Kannon 2. Big Zzappa 3. Ssoopa Traktor Kannon 4. Shunta 5. Ssoopa Zzap Gun
11	<p><i>It cost 'ow many Teef?!:</i></p> <ul style="list-style-type: none"> If the weapon's type is Heavy or Basic, roll $1d_5$ and replace it with one of the following: 1. Rokkit Kannon 2. Shokk Attak Gun 3. Mega-Blasta 4. Snazzgun 5. Rokkit Rakk If the weapon's type is Vehicle, roll $1d_5$ and replace it with one of the following: 1. Bigga Rokkit Rakk 2. Mega Kannon 3. Grot Bomm Cattypult 4. Krusha Kannon 5. Bursta Kannon
12	<p><i>Shootin' 'Oles:</i> The Orks who rebuilt this figured it was just easier for the passengers inside to shoot out. This Mount has no weapons, and is occupied by firing ports that up to 4 of the passengers or crew can use. If the vehicle is Open-Topped, it instead gets +$1d_5$ Armour on all Facings.</p>
13	<p><i>Zog it!:</i> The Orks who rebuilt this botched the job so badly they kind of just gave up, leaving a gaping hole in the side of the vehicle. This Mount is considered permanently destroyed.</p>

Special Rules

Changes to a vehicle's Special Rules are more abstract, since the number and variety of Special Rules a vehicle has can be all over the place.

First, check whether any of the vehicle's Special Rules apply to specific weapons which have since been removed in the "Weapons and Options" step. If this is the case, naturally, ditch those special rules. Next, check whether any of the weapons the vehicle has gained have associated special rules by checking the Ork Weapon Index, and add those to the vehicle. Finally- and this part is up to your discretion and/or the discretion of the GM, check if any of the vehicle's remaining Special Rules involve things like particularly complex technology, delicate parts, or ancient rituals; if they do, chances are they should be removed from the vehicle, because Orks.

Extra Gubbinz

Ork Meks will never *just* be content to switch up the weapons and armour on a looted vehicle. They will always, *always* find a way to add, subtract, twist, distort, sidegrade or otherwise tweak a vehicle's

functions, giving it characteristics it would not normally have.

Extra Gubbinz represent these modifications. All looted vehicles will have at least a couple. Big Gubbinz represent major new changes, Small Gubbinz represent odd little tweaks as a result of the looting process. In more meta terms, Big Gubbinz will tend to provide stat changes, while Small Gubbinz are more narrative tweaks or oddities.

A Looted Vehicle gains a number of Big Gubbinz equal to its LL + 1. Roll that many times on Table 3-1: Big Gubbinz, rerolling duplicate results.

It gains a number of Small Gubbinz equal to its Size trait -5. Roll that many times on Table 3-2: Small Gubbinz, rerolling duplicate results.



Table 3-1: Big Gubbinz, Part 1

d100 Roll	Result
1-4	<i>Swimmy Bitz</i> : This vehicle has big whirling propellers and floats that allow it to swim, in theory. It gains Amphibious Trait and its Ram attacks have the Tearing Special Quality.
5-8	<i>Tellyporta</i> : This vehicle has a built in-Tellyporta! It gains the Orbital Deployment Trait and the Shokkjumpa Special Rule (from the Shokkjump Dragsta)
9-12	<i>Shoutin' Tubes</i> : This vehicle has tubes that allow its crew to shout at each other. It gains the Command and Control Trait, or Improved Command and Control if it already has it.
13-16	<i>Converteeble</i> : This vehicle has a motorized roof that can be opened and closed. As a Half Action, it can be switched between Enclosed and Open-Topped by its Driver.
17-20	<i>Squig Fuel Injector</i> : This vehicle's engines can be charged to a degree that even an Ork driver would find dangerous... and fun. It gains the Fleet Trait.
21-24	<i>Big 'an 'tuff!</i> : This vehicle is densely built. It gains the Heavy and Reinforced Armour Traits. If it already has one or both of them, it gains +1d10 Armour on all facings.
25-28	<i>Lookin' Pole</i> : This vehicle has a crow's nest on the top of a spotting mast. It gains one Grot Spotter in its crew, and the Large Superstructure Trait. All Perception-based tests from the Lookin' Pole gain a +10 bonus.
29-32	<i>Smoky Bitz</i> : This vehicle constantly pours out billowing clouds of choking smoke. It constantly generates Smoke in a 2-meter radius from its hull. Its crew are not affected by this Smoke. The Driver can activate or deactivate this system as a Free Action.
33-36	<i>Zappy Bitz</i> : This vehicle's hull crackles with electricity. Any character who starts their turn within 2 meters of it must pass a Challenging (+0) Toughness Test or take 1d10 + 5 Energy damage with a Penetration of 4 and the Shocking Quality. The Driver can activate or deactivate this system as a Free Action.
37-40	<i>Kustom Force Field</i> : This vehicle is protected by a shield of energy. It gains the Kustom Force Field Trait.
41-44	<i>DEFFROLLA!</i> : This vehicle has a huge spiked roller mounted to its bow. It may ram as a Quick Action. Its Ram attacks have a Penetration of 10, and halve incoming damage as a result of the attack. Additionally, it is immune to ground-based explosives such as mines, provided it moves forwards over them. Any explosives or anti-infantry barriers or traps in the area it moves over are automatically destroyed.
45-48	<i>Squig Pen</i> : This vehicle has a small pen for raising delicious Biting Squigs. Any non-Ork character who boards it is constantly savaged by tiny Squigs; at the end of each of their turns they must pass a Challenging (+0) Agility Test or take 1d10 Rending damage with the Fleshbane quality. Its Ork crew are always assumed to have a supply of food.
49-52	<i>Weirdproof</i> : This vehicle is a marvel of Orky teknologee that can resist Warp instability. It gains the 'Ecksawotsti Platin' Vehicle Trait.
53-56	<i>Big Boomy Bullit</i> : This vehicle's main gun can be loaded with terrifyingly powerful rounds, charge packs, or other more exotic ammo. Once per combat, one weapon on this vehicle can fire a Big Boomy Bullit, which does double damage, but also causes the vehicle to take 3d10 Structural Integrity damage which ignores armour, regardless of whether or not the shot hits.
57-60	<i>Fire-Spitta!</i> : This vehicle gains a pair of sponson-mounted Burna Exhausts.

Table 3-1: Big Gubbinz, Part 2

d100 Roll	Result
61-64	<i>Xtra Dakka:</i> This vehicle has a number of Fixed Big Shootas mounted on its Front Facing equal to its Size Trait -4. They are fired by the Driver.
65-68	<i>Big Xtra Dakka!:</i> This vehicle gains one extra Hull Mount on its Front Facing, fired by its Driver. Roll 1d10: 1: Twin-Linked Deffgun 2: Kannon 3: Mega-Blasta 4: Zzap Gun 5: Rokkit Kannon 6: Flakka Gun 7: Mek Speshul 8: Bubblechukka 9: Twin-Linked Big Shoota 10: Trakor Kannon
69-72	<i>UGE DAKKA!:</i> Remove all but one of this Vehicle's mounts. It instead gains one Fixed Mount on its Front Facing. Roll 1d10: 1. Deffkannon 2. Ssoopa-Doopa-Lobba 3. Ssoopa Zzap Gun 4. Supa Lobba 5. Mega-Gatler 6. Deth Kannon 7. Bursta Kannon 8. Grot Bomm Kattypult 9. Supa-Skorcha 10. Giga-Shoota
73-76	<i>Grot Sponsons:</i> This vehicle has small weapon mountings on its sides, equipped with Grot-crewed weapons. It gains 1d5 Grot Sponsons and an equal number of Grot Gunners. These weapons do not need to be on opposite sides of the vehicle.
77-80	<i>Xtra Turret:</i> This vehicle has a small extra turret manned by a Grot gunner. It gains 1 extra Grot Gunner crew, and the following weapon. Roll 1d10: 1-2. Big Shoota 3-4. Burna 5-6. Rokkit Launcha 7. Grotzooka 8. Zzap Gun 9. Mega-Blasta 10. Boomstikk
81-84	<i>Rokkit Boosta:</i> This vehicle has an external rocket engine that allows it to almost-but-not-quite fly. It increases its Tactical Speed by 1d10. Whenever it moves, its Driver may choose to ignore terrain penalties. The vehicle takes 1d5 points of Structural Integrity damage each time this ability is used.
85-88	<i>LO'UDAI!:</i> This vehicle is incredibly, deafeningly loud, shaking everything around it. It gains the Rolling Thunder Trait.
89-92	<i>Sneaky Bitz:</i> This vehicle is sleek and surprisingly quiet by Ork standards. It gains the Low-Slung Vehicle Trait, and loses Ponderous if it has it.
93-96	<i>Thumpa:</i> This vehicle has some kind of bizarre sonic weapon system installed around and in addition to whatever it already has. All of its weapons gain the Vibro Special Quality, as do its Ram! Attacks.
97-100	<i>Ridin' Box:</i> The Meks just kind of gave up on this one. This vehicle has a box with more seats or handholds for passengers. That's it, that's all. It increases its Carrying Capacity by an amount equal to its Size Trait.

Table 3-2: Small Gubbinz

d100 Roll	Result
1-4	<i>Nice n' Toastee:</i> This vehicle runs hot. It grants its crew a +10 to resist the effects of cold.
5-8	<i>Oi likes me a breeze!:</i> This vehicle is well-ventilated. It grants its crew a +10 to resist the effects of heat.
9-12	<i>Real flash-likel:</i> This vehicle is unusually fancy-looking. It grants its crew Peer (Bad Moons).
13-16	<i>Millytaree Precishun!:</i> This vehicle could be mistaken for an unmodified Imperial vehicle. It grants its crew Peer (Blood Axes).
17-20	<i>Loot Karryer:</i> This vehicle has tons of extra space for (stolen) cargo. It grants its crew Peer (Deathskulls).
21-24	<i>Ded Killy:</i> This vehicle is hulking and spiky. It grants its crew Peer (Goffs).
25-28	<i>Speedy!:</i> This vehicle has a rumbling, exposed engine. It grants its crew Peer (Evil Sunz).
29-32	<i>Tradishunal Know-Wotz:</i> This vehicle is partially made of wood, and daubed with ancient runes. It grants its crew Peer (Snakebites).
33-36	<i>Drip-drip:</i> This vehicle's interior is constantly awash in coolant and condensation. Its crew always have access to a supply of clean water.
37-40	<i>Extra Platez:</i> This vehicle's hull is covered with barely-attached chunks of spare metal. It counts its AP on all facings as being 10 higher on the first attack it receives each combat.
41-44	<i>Spirit o' da WAAAAAGH!:</i> This vehicle projects a strange psychic influence. All tests made by non-Orks to manifest psychic powers while within 20 meters of it take a -10 penalty, while Orks gain a +10 bonus.
45-48	<i>Gorky/Morky:</i> This vehicle is covered with religious symbols that are bound to start arguments. Enemy Orks take a -10 penalty to Fellowship and Intelligence-based Tests while withing line of sight of this vehicle.
49-52	<i>Demonkilla:</i> This vehicle has a reassuring solidity about it that ethereal creatures seem to fear. All of its weapons and attacks gain Sanctified.
53-56	<i>Good Grots:</i> This vehicle's Grot crew are unusually motivated and prone to working together.
57-60	<i>Rokka Upgradex:</i> This vehicle is equipped with a sound system that automatically projects deafeningly loud music.
61-64	<i>Brewa Upgradex:</i> This vehicle is equipped with an internal still for making fungus beer, and tanks to store it.
65-68	<i>Armored Drop:</i> This vehicle has an internal Drop, or outhouse.
69-72	<i>Strange Gubbin:</i> A very odd, unusual, or potentially supernatural... object is permanently built in to the vehicle's structure. It might be an ancient artifact, a valuable secret, or some long-forgotten power.
73-76	<i>Comfee:</i> This vehicle's interior is unusually plush and comfortable by Ork standards, with deep cushions and well-crafted arm, foot and headrests.
77-80	<i>Speshul Shootin' Hole:</i> This vehicle has an armoured, stabilized fireport made for the driver's exclusive use.
81-84	<i>Lookin' Tubez:</i> This vehicle is fitted with crude but powerful telescope optics. All of its weapons count as having a Telescopic Sight attached.
85-88	<i>Mek Scannaz:</i> This vehicle has a miracle of Ork tecknologuee integrated, in the form of an advanced Scanna. Its crew gain all the benefits of an Auspex.
89-92	<i>Bigga Go-Fast:</i> The conrols to make this vehicle accelerate are unusually large and easy to use. Its Driver gains a +20 bonus to Floor It!
93-96	<i>Beasty!:</i> Something about this vehicle's layout or shape unearths deep-seated and traumatic memories in the Astartes. Space Marines treat this vehicle as having Fear (3), even if they would normally be immune to Fear.
97-100	<i>Straynge Geometrees:</i> The interior of this vehicle doesn't really make sense, physically. Don't think about it too hard, or you'll get a headache. Is it supernatural? Is it Ork tech? Who knows? Where does that mysterious hatch in the floor lead? Well, you'll just have to fine out...

Sample Looted Vehicles

Below are two examples of looted vehicles, using the rules from this section, as well as a walkthrough of the process.

Example 1: Leman Russ

Let's begin by lightly looting a basic, un-upgraded Leman Russ. We're going to say this is a recently-captured Russ, so it's LL 0. Here's its basic stat block:

Leman Russ

Type: Tracked Vehicle

Tactical Speed: 12 m

Cruising Speed: 35 kph Manoeuvrability: -10

Structural Integrity: 55 Size: Massive

Armour: Front 40, Side 32, Rear 20

Vehicle Traits: Enclosed, Reinforced Armour, Rugged, Tracked Vehicle

Crew: 1 Commander (Turret), 1 Driver, 1

Gunner (Turret), 1 Loader/Gunner (Turret/Hull Weapon)

Carrying Capacity: None

Weapons

Turret-mounted Battle Cannon (750m | S/-/- | 3d10+10 X | Pen 8 | Clip 12 | Reload 3 Full | Blast [10], Concussive [3], Reliable)

Hull-mounted Heavy Bolter (Front Facing) (150m | -/-/6 | 1D10+8 X | Pen 5 | Clip 60 | Reload Full | Tearing)

Vehicle Type: I rolled a 4 on Table 1, so our Looted Tank remains Tracked.

Tactical and Cruising Speed: Since this Russ is LLo, these remain the same, unless we get a Gubbin that says otherwise.

Manoeuvrability: At LL 0, the Looted Tank's Manoeuvrability stat remains the same.

Structural Integrity: At LL 0, we subtract 0d10 + 5 from the Looted Tank's Structural Integrity. It now has an Integrity of 50.

Armour: At LL 0, no change.

Traits: Ditto.

Crew: Since it's Massive (Size 7), we can add 7 Grot Riggers to the vehicle's Crew, on top of the Commander, Driver, and two Gunners.

Carrying Capacity: Since the Russ has no Carrying Capacity by default, this doesn't change.

Weapons and Options: Here's where it gets interesting. I roll 1d10 (adding nothing since the LL is 0) for each Mount on Table 2. In this case, that's once for the Battle Cannon and once for the Heavy Bolter. I got a 5 and then a 3, so they both become Inaccurate and Unreliable. This is a very dramatically looted vehicle, clearly. Remember that looted weapons always become Unreliable, even if they had Reliable.

gameplay and RP possibilities. But let's step it up a notch...

Special Rules: The Russ has none to begin with, and none of our weapons are substantially changed, so we'll leave them as-is.

Extra Gubbinz: At LL 0 we get one Big Gubbin, and at Size 7 we get three Small Gubbinz.

I start by rolling for the Big Gubbin on Table 3-1, and get a 61: That's the Xtra Dakka result, which means this tank now has 3 Fixed Big Shootas mounted to the front of its hull that the Driver can shoot. Nice. I can find the stats for these in the Shootas section of the Ork Weapon Index.

Next, I roll for the two Small Gubbinz on Table 3-2, getting a 29 and 97.

The 29, *Tradishunal Know-Wotz*, means this tank is apparently partially made of wood, and Snakebitez like it.

The 97, *Straynge Geometrees*, means that something about this tank's interior has gone strange, and that its hatches sometimes lead weeeeeird places.

Building the Finished Vehicle:

With all this material assembled, I can now put together a new stat block for a lightly-looted Leman Russ, included on the next page.

And there you have it, one lightly-looted Russ, full of character and interesting

Looted Leman Russ

Type: Tracked Vehicle

Tactical Speed: 12 m

Cruising Speed: 35 kph Manoeuvrability: -10

Structural Integrity: 50 Size: Massive

Armour: Front 40, Side 32, Rear 20

Vehicle Traits: Enclosed, Reinforced Armour, Rugged, Tracked Vehicle

Crew: 1 Commander (Turret), 1 Driver (Big Shootas), 1 Gunner (Turret), 1 Loader/Gunner (Turret/Hull Weapon), 7 Grot Riggers

Carrying Capacity: None

Weapons

Turret-mounted Battle Cannon (750m | S/-/- | 3d10+10 X | Pen 8 | Clip 12 | Reload 3 Full | Blast [10], Concussive [3], Inaccurate, Unreliable)

Hull-mounted Heavy Bolter (Front Facing) (150m | -/-/6 | 1d10+8 X | Pen 5 | Clip 60 | Reload Full | Tearing, Inaccurate, Unreliable)

3 Fixed Big Shootas (Front Facing) Big Shoota (120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Special Rules:

Tradishunal Know-Wotz: This vehicle is partially made of wood, and daubed with ancient runes. It grants its crew Peer (Snakebites)

Straynge Geometrees: The interior of this vehicle doesn't really make sense, physically. Don't think about it too hard, or you'll get a headache. Is it supernatural? Is it Ork tech? Who knows? Where does that mysterious hatch in the floor lead? Well, you'll just have to fine out...



Model by [Heavensteeth](#)

Example 2: Lynx Grav-Tank

Next, let's try a more elaborate and unusual example. I'm grabbing the stats from an Eldar Lynx Heavy Grav-Tank from Volume 3 of *Potentiam Gigantio* (available where all fine PDFs are distributed). Let's be brave and bump the LL up to 2.

Beefy fellow, ain't it? Let's get to looting.

Vehicle Type: I roll on Table 1, adding 2 to the result since this is LL 2. I get a 10, for a total result of 12. Looks like this Lynx is now a Walker. It loses Skimmer and gains Walker as a Vehicle Trait.

Lynx

Type: Skimmer

Tactical Speed: 15m

Cruising Speed: 140 kph

Manoeuvrability: +10

Structural Integrity: 25

Size: Immense

Armour: Front 35, Side 35, Rear 20

Vehicle Traits: Enhanced Motive Systems, Enclosed, Fleet, Heavy, Lumbering Flyer, Reinforced Hull, Skimmer

Crew: 1 Pilot, 1 Gunner

Carrying Capacity: None

Weapons:

Hull-Mounted Shuriken Cannon (Front Facing) (120m | -/-/10 | 2d10 + 6 I | Pen 3 | Clip 200 | Reload 3 Full | Razor Sharp, Reliable, Storm)

Fixed Lynx Pulsar (Front Facing) (500m | 4d10 + 10 E | Pen 10 | Clip 100 | Reload 2 Full)

This weapon has multiple fire modes.

Saturation: (S/6/9 | Reliable, Storm, Tearing)

Salvo: (S/3/6 | Blast (5), Inaccurate, Reliable, Tearing)

Special Rules:

Titan-Grade Holo-Fields: This high-end defensive measure draws power from the vehicle's kinetic energy, creating a blinding field of distorted afterimages that makes it almost impossible to target when on the move. Holo-Fields are a special form of Force Field that only work when the vehicle has moved. The base protection rating of Titan-Grade Holo-fields is 10, but this is increased by the number of meters the vehicle has moved in its turn, to a maximum of 75. Holo-fields do not overload.

Hardened Weapon Systems: As heavy tank-hunting vehicles, Lynxes are expected to take significant punishment in the field and keep on ticking. To that end, the power control systems for their main weapons are heavily shielded, hardened and buried deep within the hull. Whenever a Lynx would take Weapon Critical Damage, reduce the amount of damage by 1, to a minimum of 0.

Tactical and Cruising Speed: At LL 2, we need to roll a d5 to see if the vehicle's speeds are gonna increase or decrease. I got a 1, so it looks like this Lynx is gonna be even faster. Next, I roll 2d10 (from the LL) to determine the increase. I got a 14. This Lynx now has a whopping 29 Tactical Speed, while its Cruising Speed is increased to 154 kph. All on legs, too!

Manoeuvrability: I roll 2d10 here, subtracting the second roll from the first. I got 6 and 6, so I guess no change.

Structural Integrity: At LL 2, we subtract 2d10 + 5 from the Looted Lynx's Structural Integrity. I rolled a 1 and a 6, so it now has an Integrity of 14. This thing is the *classic* example of a glass cannon.

Armour: At LL 2, I roll 2d5, adding the result to the front armour and subtracting it from the sides and rear. I got a 5 and a 4, so the front is now Armour 44, the Sides are 26, and the Rear is 11. Yep, definitely a glass cannon.

Traits: Since its LL is higher than 0, the Looted Lynx automatically gains Rugged. It's also gained Walker, as you'll recall from the previous step. Since it can no longer fly, I'm also going to ditch Lumbering Flyer because that doesn't make much sense.

Crew: Since it's Immense (Size 8), we can add 8 Grot Riggers to the vehicle's Crew, on top of the Pilot and Gunner.

Carrying Capacity: The Lynx has no default carrying capacity, but since its LL is higher than 0 we can assume the Meks bolted on some handholds. It gains a Carrying Capacity equal to twice its Size value, in this case 16.

Weapons and Options: Once again, I roll 1d10 (adding 2 since the LL is 2) for each Mount on Table 2. In this case, that's once for the Shuriken Cannon and once for the Pulsar.

I got 6 total on the Shuriken Cannon, and 10 total on the Pulsar (rolls of 4 and 8 respectively) so the Shuriken Cannon is now Inaccurate and Unreliable, but gets an upgrade of some kind. I roll a d10 on Table 2-1 to figure out what. With a result of 4, this is now a Burny Shuriken Cannon, which also has Flame.

The Pulsar is replaced by something else entirely. I roll 1d10 + 2 on Table 2-2 to see what the new Mount is, and get a 3 total (I rolled a 1), meaning that this Vehicle-sized weapon is going to be replaced by some kind of basic Orky gun. I then roll 1d5 to determine what, getting a 5. The Lynx is now equipped with a Deffkannon, and I can find its stats in the Weapon Index.

Special Rules: Here I have to use my good judgement; The Lynx has holo-fields, but also hardened weapons. I feel like Orks wouldn't know or care how to maintain a holo-field, but they might keep the reinforced weapon mounts, so we drop the Titan-Grade Holo-Fields special rule.

Extra Gubbinz: At LL 2 we get three Big Gubbinz, and at Size 8 we get three Small Gubbinz.

I start by rolling for the Big Gubbin on Table 3-1, and get a 93, 34 and 67.

A 93, *Thumpa*, gives this vehicle the Vibro and Quality on all of its Weapons and its Ram attacks. A 34, *Zappy Bitz*, gives it an electrified hull.

Lastly, a 67, *Big Xtra Dakka*, gives It an extra front-facing Hull Mount! I roll 1d10 to determine what it is, and get a 10; this thing's fitted with a Traktor Kannon. I know from the Weapon Index that Traktor Kannons have a Special Rule associated with them, so I'll add that in once we're done.

Next, I roll for the four Small Gubbinz on Table 3-2, getting a 13, 12, and 94. That's *Military Precishun!*, *Real Flash-Like!*, and *Beasty!*

Building the Finished Vehicle:

Now I rebuild the statblock for this beer-toting, vibro-kannon-armed exploding walking death machine. It's on the next page.



Model by [Sketchyfk](#)

Looted Lynx

Type: Walker

Tactical Speed: 29m

Cruising Speed: 154 kph

Manoeuvrability: +10

Structural Integrity: 14

Size: Immense

Armour: Front 44, Side 26, Rear 11

Vehicle Traits: Anti-Air (Rudimentary), Enhanced Motive Systems, Enclosed, Fleet, Heavy, Reinforced Hull, Walker

Crew: 1 Pilot, 1 Gunner, 8 Grot Riggers

Carrying Capacity: 16 Ork Boyz and loot

Weapons:

Hull-Mounted Burny Shuriken Cannon (Front Facing) (120m | -/-/10 | 2d10 + 6 I | Pen 3 | Clip 200 | Reload 3 Full | Razor Sharp, Unreliable, Inaccurate, Vibro, Storm)

Hull-Mounted Traktor Kannon (Front Facing) (2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable, Vibro)

Fixed Deffkannon (Front Facing) (400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate, Vibro)

Special Rules:

Hardened Weapon Systems: As heavy tank-hunting vehicles, Lynxes are expected to take significant punishment in the field and keep on ticking. To that end, the power control systems for their main weapons are heavily shielded, hardened and buried deep within the hull. Whenever a Lynx would take Weapon Critical Damage, reduce the amount of damage by 1, to a minimum of 0.

Real flash-like! This vehicle is unusually fancy-looking. It grants its crew Peer (Bad Moons)

Millytaree Precishunt! This vehicle could be mistaken for an unmodified Imperial vehicle. It grants its crew Peer (Blood Axes)

Beasty! Something about this vehicle's layout or shape unearths deep-seated and traumatic memories in the Astartes. Space Marines treat this vehicle as having Fear (3), even if they would normally be immune to Fear.

Ork Weapon Index

"Dat shelf's got yer dakka, den over 'ere dere's big dakka, shooty dakka, and that bin is all extra dakka. And if youse wants flash dakka I'ze got some inna back."

-Big Mek Borky "Onnest" Mork

This section contains the stats for every weapon listed in this book, as well as their associated Special Rules. Wherever possible, weapons have been grouped together by size, theme, and shared Special Rules.

Shootas

Boomstikk (Basic | 20m | S/-/- | 2d10 + 5 I | Pen 2 | Clip 1 | Reload Full | Scatter, Tearing, Inaccurate)

Dubble Boomstikks (Heavy | 20m | S/2/- | 2d10 + 5 I | Pen 2 | Clip 2 | Reload Full | Scatter, Tearing, Twin-Linked, Inaccurate)

Dakkagun (Heavy | 75m | -/3/5 | 2d10 + 4 I | Pen 4 | Clip 80 | Reload 2 Full | Inaccurate)

Snazzgun (Basic | 100m | S/2/- | 2d10 I or E | Pen 1d10, Inaccurate, Overheats)

Big Shoota (Heavy | 120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 120 | Reload Full | Inaccurate)

Twin Big Shoota (Heavy | 120m | -/-/10 | 2d10+5 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Twin-Linked)

Kwad Big Shoota (Vehicle | 120m | -/-/10 | 2d10 + 5 I | Pen 2 | Clip 480 | Reload 2 Full | Inaccurate, Twin-Linked, Storm)

Deffgun (Heavy | 200m | -/-/10 | 2d10 + 3 X | Pen 6 | Clip 80 | Reload Full | Tearing, Inaccurate)

Mek Speshul (Vehicle | 200m | -/-/10 | 2d10 + 3 X | Pen 2 | Clip 80 | Reload Full | Tearing, Inaccurate)

Rattler Kannon (Vehicle | 300m | -/-/10 | 2d10 + 6 X | Pen 6 | Clip 160 | Reload Full | Twin-Linked, Tearing, Inaccurate, Skydakka)

Flakka Gun (Vehicle | 300m | -/-/8 | 2d10+4 I | Pen 2 | Clip 240 | Reload Full | Inaccurate, Storm, Proven (2), Skydakka)

Dubble Flakka Guns (Vehicle | 300m | -/-/8 | 2d10+4 I | Pen 2 | Clip 480 | Reload Full | Inaccurate, Storm, Proven (2), Twin-Linked, Skydakka)

Big Flakka-Dakka Gun (Vehicle | 300m | -/-/10 | 2d10+5 I | Pen 8 | Clip 240 | Reload Full | Inaccurate, Storm, Twin-Linked, Blast (1), Proven (2), Skydakka)

Deffstorm Mega-Shoota (Vehicle | 250m | -/-/10 | 3d10 + 1 I | Pen 4 | Clip 200 | Reload Full | Tearing, Storm, Inaccurate)

Giga Shoota (Vehicle | 300m | -/-/10 | 4d10 I | Pen 2 | Clip - | Reload - | Inaccurate, Proven (4), Area Saturation)

Mega-Gatler (Vehicle | 200m | -/-/20 | 2d10 + 1 I | Pen 5 | Clip 1,000 | Reload 5 Full | Storm)

Supa-Gatler (Vehicle | 400m | -/-/20 | 3d10 +10 X | Pen 6 | Clip 1,000 | Reload - | Storm, Area Saturation)

Grot Gunz

Cattypult (Vehicle | 80m | S/-/- | 1d10 +6 I | Pen 0 | Clip 1 | Reload Full | Proven (3), Inaccurate, Indirect (2))

Cattypult: Grot Cattypults can be fired faster by not pulling back on the “Stretchy Bit” that drives them quite as hard. A Cattypult can decrease its Reload time to a Half Action, but doing so causes its next attack to lose the Proven Special Quality.

Splattapult (Vehicle | 200m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Full | Ammo-Dependent, Inaccurate, Indirect (2))

Splattapult: These heavy, long-armed Grot trebuchets can hurl a considerable amount of material over a long range. What is loaded into them depends entirely on what is lying around, but usually includes heavy rocks, pots full of smouldering oil, or a collection of furious Rippa Squigs. A Splattapult may load any one of the following options:

- Rocks (3d10 X | Pen 2 | Proven (3), Blast (6), Concussive (1))
- Burna Pot (3d10 E | Pen 1 | Flame, Blast (6), Smoke (6), Overheats)
- Rippa Squigs (2d10 R | Pen 4 | Blast (1), Tearing, Razor-Sharp, Fleshbane)

Rippas!: If an Open-Topped vehicle is hit with Rippa Squigs, its Driver must immediately pass a Challenging (+0) Operate (Surface) Test or the vehicle immediately goes Out of Control as tiny, angry Squigs swarm the controls.

Grot Sponson (Vehicle | 60m | -/3/10 | 1d10+4 I | Pen 0 | Clip 30 | Reload Full | Inaccurate, Unreliable)

Grotzooka (Heavy | 50m | S/-/- | 2d10 +5 I | Pen 2 | Clip 25 | Reload 2 Full | Scatter, Tearing, Inaccurate)

Dubble Grotzookas (Vehicle | 50m | S/-/- | 2d10 +5 I | Pen 2 | Clip 30 | Reload 2 Full | Scatter, Tearing, Inaccurate, Twin-Linked)

Burnas

Burna Exhaust (Vehicle | 20m | S/-/- | 1d10+4 E | Pen 2 | Clip - | Reload - | Flame, Spray)

Burna (Basic | 20m | S/-/- | 1d10 + 4 E | Pen 2 | Clip 6 | Reload Full | Flame, Spray)

Skorcha (Heavy | 30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray)

Dubble Skorchas (Heavy | 30m | S/-/- | 1d10 + 7 E | Pen 3 | Clip - | Reload - | Flame, Spray, Twin-Linked)

Supa-Skorcha (Vehicle | 45m | S/-/- | 1d10 + 8 E | Pen 3 | Clip 20 | Reload - | Flame, Spray)

Big Burny Smokyscreen: The fuels Orks use tend not to be the purest, and their flamer weapons do not run very efficiently, casting up huge clouds of acrid black smoke. The area affected by this vehicle's Supa-Skorcha is treated as being full of Smoke for 1d5 rounds. Additionally, as a Full Action, a Supa-Skorcha's Gunner may release fuel vapour from the vehicle's tank, causing ranged attacks against the Wartrakk Skorcha to take a -20 penalty to hit for the next round.

Flamebelcha (Vehicle | 60m | S/-/- | 3d10 + 15 E | Pen 8 | Clip 200 | Reload - | Flame, Reliable, Spray, Torrent)

Rokkits

Rokkit Launcha (Heavy | 150m | S/-/- | 3d10 + 6 X | Pen 9 | Clip 1 | Reload Half | Inaccurate)

Rokkit Kannon (Vehicle | 150m | S/3/- | 3d10 + 6 X | Pen 9 | Clip 30 | Reload 2 Full | Inaccurate)

Rokkit Rack (Vehicle | 150m | S/2/4 | 3d10 + 6 X | Pen 9 | Clip 4 | Reload 3 Full | Blast (2), Inaccurate, Indirect (4))

Rokkit Gattler (Vehicle | 150m | -/-/10 | 3d10 + 6 X | Pen 9 | Clip 200 | Reload 2 Full | Inaccurate, Storm)

Lotsa Teeny Rokkits (Vehicle | 150m | -/4/8 | 3d10 + 6 X | Pen 9 | Clip - | Reload - | Blast (2), Inaccurate, Indirect (4))

Rokkit Bomm Launcha (Vehicle | 500m | S/2/4 | 4d10 + 8 X | Pen 9 | Clip 4 | Reload - | Blast (2), Inaccurate, Indirect (5))

One-Shot: A Rokkit Bomm Launcha cannot be reloaded in combat.

Bigga Rokkit Rack (Vehicle | 500m | S/2/4 | 4d10 + 8 X | Pen 9 | Clip 16 | Reload 4 Full | Blast (2), Inaccurate, Indirect (5))

Destrukta Launcha (Vehicle | 600m | S/-/- | 4d10 + 8 X | Pen 10 | Clip 1 | Reload - | Inaccurate, Unreliable, Lance)

One-Shot: A Destrukta Launcha cannot be reloaded in combat.

Destrukta Rokkits (Vehicle | 600m | S/2/4 | 4d10 + 8 X | Pen 10 | Clip 4 | Reload 5 Full | Inaccurate, Unreliable, Lance)

Grot Bomm (Vehicle | 50m-500m | S/-/- | 3d10 + 10 X | Pen 8 | Clip 1 | Reload - | Blast (5 + 1d10), Concussive (2), Indirect (0))

Grot Bomm Cattypult (Vehicle | 50m-500m | S/2/3 | 3d10 + 10 X | Pen 8 | Clip 12 | Reload - | Blast (5 + 1d10), Concussive (2), Indirect (0))

Grotzail: The accuracy of a Grot Bomm is almost entirely dependent on the nerve of the Grot flying it, and these weapons can have devastatingly unpredictable results. Whenever a Grot Bomm fails to hit a target, instead of rolling on the Scatter Diagram and adding distance as usual, roll a d10 on the following table to determine the action taken by the Grot pilot.

d10 Roll	Result
1-3	<i>Oops!</i> Roll on the Scatter Diagram. The hit strikes in that direction, 4d10 meters away from the target.
4-5	<i>I've changed me mind!</i> The Grot pilot has decided he doesn't want to leave the Launcha after all. The hit strikes the firing vehicle.
6-7	<i>Wot's dat over dere?</i> The Grot pilot becomes distracted by something shiny. The hit instead strikes another large target within the weapon's range.
8-9	<i>Dis is fun!</i> The Grot pilot continues flying until the Bomm runs out of fuel

or harmlessly explodes in midair. This attack does no damage.

- 10 *Wot's dis button do?:* The Grot pilot activates the wrong controls. The attack strikes the ground 2d10 m in front of the Launcha, doing damage as normal.

The Grot Bomm cannot be reloaded in combat.

Pulsa Rokkit (Vehicle | 2000m | S/-/- | 10d10 I | Pen 1d10 | Clip - | Reload - | Blast (10d10) Concussive (6), Felling (8), Indirect (9))

Pulsa: Pulsa Rokkits are as strong as the Force Fields on Titans, but not for very long. Every target hit by a Pulsa Rokkit is pushed a number of meters towards the edge of the Blast radius equal to the amount of damage they took after armour. When a Pulsa Rokkit detonates, roll 1d10: on a roll of 6 or higher, it inflicts 8d10 damage over Blast 8d10 at the start of the next turn. Roll 1d10 again at the start of the next turn; on a roll of 6 or higher, it inflicts a further 6d10 damage at Blast 6d10 at the start of the turn after that. Pulsa Rokkits are too big to be reloaded in combat.

Kannons

Rivet Kannon (Heavy | 250m | S/2/- | 3d10 I | Pen 10 | Clip 10 | Reload 2 Full | Flame, Inaccurate, Snare (2))

Kannon (Vehicle | 200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 1 | Reload Full | Blast (4), Concussive (2), Inaccurate)

Dubble Kannons (Vehicle | 200m | S/-/- | 3d10 + 6 X | Pen 6 | Clip 2 | Reload Full | Blast (4), Concussive (2), Inaccurate, Twin-Linked)

Kill Kannon (Vehicle | 100m | S/-/- | 3d10 + 8 X | Pen 8 | Clip 1 | Reload Full | Blast (8), Concussive (3), Inaccurate)

Deffkannon (Vehicle | 400m | S/-/- | 4d10 X | Pen 10 | Clip 1 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate)

Dubble Deffkannon (Vehicle | 400m | S/-/- | 4d10 X | Pen 10 | Clip 2 | Reload 2 Full | Blast (1d5), Concussive (6), Inaccurate, Twin-Linked)

Krusha Kannon (Vehicle | Ammo-Dependent | S/-/- | Ammo-Dependent | Clip 1 | Reload Half | Ammo-Dependent, Unreliable)

Speciality Rounds: The Krusha Kannon may be loaded with any one of the following shells:

- *Boom Shell* (30-200m | 4d10 X | Pen 5 | Blast (10), Concussive (6), Inaccurate, Indirect (2))

- *Tankhamma Shell* (200m | 4d10 + 8 X | Pen 20 | Blast (2), Concussive (1), Inaccurate)
- *Scrap Kanister* (40m | 3d10 R | Pen 2 | Spray, Tearing, Razor-Sharp, Inaccurate)
- *Blast Burna* (30-200m | 3d10 E | Pen 0 | Blast (10), Smoke (10) Flame, Inaccurate, Indirect (2))

“Autoloader”: Any time the Krusha Kannon reloads or jams, roll 1d10. On a result of 6 or higher, the round it was attempting to fire explodes, automatically dealing its damage to the Kill Krusha. This result may be ignored with the heroic sacrifice of one of the vehicle’s Grot Oilers.

Deth Kannon (Vehicle | 500m | S/-/- | 5d10 + 15 I | Pen 20 | Clip 1 | Reload 5 Full | Blast (3), Smoke (3), Concussive (2), Inaccurate)

Supa-Kannon (Vehicle | 1000m | S/2/- | 6d10 + 20 X | Pen 10 | Clip 6 | Reload 6 Full | Blast (40), Felling (4))

Makro Supa-Kannon (Vehicle | 1200m | S/-/- | 8d10 + 20 X | Pen 12 | Clip 1 | Reload 6 Full | Blast (40+2d10), Felling (4), Concussive (8))

Lobbas

Stikkbomb Launcha (Heavy | 10-40m | S/-/- | 3d10 + 5 X | Pen 2 | Clip 1 | Reload Half | Blast (1), Indirect (2))

Lobba (Vehicle | 30-200m | S/-/- | 2d10 X | Pen 1 | Clip 1 | Reload Full | Blast (6), Concussive (4), Inaccurate, Indirect (2))

Supa-lobba (Vehicle | 30-200m | S/-/- | 4d10 X | Pen 5 | Clip 1 | Reload Full | Blast (10), Concussive (6), Inaccurate, Indirect (2))

Dubble Supa-Lobba (Vehicle | 30-200m | S/-/- | 4d10 X | Pen 5 | Clip 2 | Reload Full | Blast (10), Concussive (6), Inaccurate, Indirect (2), Twin-Linked)

Ssoopa-Doopa-Lobba (Vehicle | 30m-2000m | S/-/- | 6d10 X | Pen 6 | Clip 1 | Reload 4 Full | Blast (3d10), Concussive (6), Inaccurate, Indirect (9))

Bursta Kannon (Vehicle | 80m | S/-/- | 6d10 + 10 X | Pen 12 | Reload 4 Full | Blast (2d10), Concussive (4), Inaccurate, Indirect (6))

Unnecessary Firepower: For simplicity's sake, when firing the Bursta Kannon against a group of non-superheavy enemies in the open or without massive amounts of heavy cover, roll 2d10. That percentage of the group are left alive- the rest are killed instantly.

Belly Gun (Vehicle | 3droom | S/-/- | 10d10 | Pen 2d10 | Reload 1d5 Full | Blast (3d10), Inaccurate, Unreliable, Recharge)

Belly Gun: These perennial Ork favorites are loaded with... whatever the Grots can find, really. Sometimes, this can be piles of dangerous munitions. Sometimes it's hunk of concrete. Sometimes, most horrifyingly, it's the contents of the nearest drops. Each time a Belly Gun is fired, roll 1d10 and apply one of the following result:

d10 Roll	Result
1-3	<i>Big kablooy!</i> : The attack gains Proven (3) but the Kill Bursta takes 2d10 damage, ignoring armour.
4-5	<i>Just Funk!</i> : The attack gains Spray, but reduces its damage by 5d10.
6-7	<i>Zog me, it worked!</i> : The attack resolves damage as normal.
8-9	<i>Sumfin stinks!</i> : The attack reduces its penetration to 0 but gains Toxic (1) and a Smoke rating equal to its Blast.
10	<i>No, not yet!</i> : The Grots forgot to load the Belly Gun. It "fires", dealing no damage or other effects, and must undergo its full reload time before it can be made ready to fire again.

Mek Gunz

Kustom Shokk Rifle (Heavy | 100m | S/2/- | 3d10 X | Pen 6 | Clip - | Reload - | Accurate, Overheats)

Shokk Attack Gun (Heavy | 200m | S/-/- | 3d10 X | Pen 8 | Clip - | Reload - | Blast (3), Inaccurate, Overheats)

Zzap Gun (Heavy | 200m | S/-/- | 6d10 E | Pen 1d10 | Clip 10 | Reload 2 Full | Inaccurate, Recharge, Zzap (4))

Big Zzappa (Vehicle | 400m | S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 | Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Dubble Big Zzappas (Vehicle | 400m; S/3/- | 6d10 + 10 E | Pen 2d10 | Clip 12 | Reload 2 Full | Inaccurate, Recharge, Zzap (5), Twin-Linked)

Gaze of Mork (Vehicle | 500m | S/-/- | 5d10 + 20 E | Pen 1d10 | Clip 6 | Reload 2 Full | Inaccurate, Recharge, Zzap (5))

Gaze of Mork: These huge, overcharged Zzap Guns are usually built into a Stompa or Gargant's head, and run directly off the main power feed from the titanic vehicle's engine. The crew member operating this weapon may choose to fire it in its Overcharged mode, causing it to gain the Blast (1d5) and Flame special qualities. The vehicle immediately takes 1d10 Structural Integrity damage and halves its Tactical Speed, rounding down, for the rest of the round.

Ssoopa Zzap Gun (Vehicle | 1000m | S/-/- | 8d10 E | Pen 3d10 | Clip 1 | Reload 2 Full | Inaccurate, Recharge, Zzap (10), Lance)

Traktor Kannon (Vehicle | 2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable)

Dubble Traktor Kannon (Vehicle | 2000m | S/-/- | 3d10 + 12 E | Pen 0 | Clip - | Reload - | Traktor (1), Recharge, Overheats, Inaccurate, Unreliable, Twin-Linked)

Ssoopa Traktor Kannon (Vehicle | 3000m | S/-/- | 4d10 + 18 E | Pen 0 | Clip - | Reload - | Traktor (3), Recharge, Overheats, Inaccurate, Unreliable)

Smasha Gun (Heavy | 100m | S/-/- | 2d10 I | Pen 10 | Clip - | Reload - | Concussive (1), Blast (5), Recharge, Smasha (2))

Shunta (Vehicle | 200m | S/-/- | 4d10 I | Pen 10 | Clip 0 | Reload - | Concussive (2), Blast (6), Recharge, Smasha (3))

Lifta-Droppa (Vehicle | 500m | S/-/- | 6d10 I | Pen 10 | Clip - | Reload - | Concussive (2), Blast (1d10), Recharge, Smasha (4))

Bubblechukka (Vehicle | 200m | S/2/- | 3d10 E | Pen 1d10 | Clip - | Reload - | Blast (3d10), Recharge, Shocking)

Mega-Blasta (Heavy | 100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 10 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Dubble Mega-Blasta (Vehicle | 100m | S/2/- | 4d10 + 7 E | Pen 6 | Clip 20 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking, Twin-Linked)

Mega-Kannon (Vehicle | 180m | S/3/- | 5d10+6 E | Pen 9 | Clip 20 | Reload 3 Full | Blast (2), Inaccurate, Overheats, Shocking)

Airboom Kannon (Vehicle | Front Facing) (250m | 4d10 E | Pen 2 | Clip 1 | Reload 2 Full | Blast (20), Concussive (6), Flame, Inaccurate)

Airboom Lobba (Vehicle | 30-200m | S/-/- | 2d10 E | Pen 0 | Clip 1 | Reload Full | Blast (8), Concussive (4), Flame, Shocking, Inaccurate, Indirect (2))

Airboom: Ork thermobaric weapons are rare, given how difficult they are to make reliably. Those few Meks with the skill to build them can vouch for their effectiveness, though. Attacks from Airboom weapons ignore Cover.

Squig Gunz

Squig Launcha (Basic | 100m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Half | Ammo-Dependent, Indirect (3))

Eavy Squig Launcha (Heavy | 200m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload Half | Ammo-Dependent, Indirect (3))

Live Ammo: Squig Launchas fire Squigs, plain and simple. Exactly what they do depends on the type of Squig loaded, and how big it is.

Squig Launchas may load the following ammo types:

- Bile Squig (2d10 + 1 X | Pen 0 | Blast (1d5), Corrosive, Toxic (2), Smoke (1d5), Fleshbane)
- Bitey Squig (3d10 | Pen 6 | Tearing, Crippling (1), Snare (1), Fleshbane)
- Boom Squig (3d10 X | Pen 4 | Blast (2d10), Flexhbane)

Eavy Squig Launchas may load the following ammo types:

- Big Bile Squig (3d10 X | Pen 0 | Blast (2d5), Corrosive, Toxic (2), Smoke (2d5), Fleshbane)
- Big Bitey Squig (4d10 | Pen 6 | Shocking, Tearing, Crippling (2), Snare (2), Fleshbane)
- Big Boom Squig (3d10 X | Pen 4 | Blast (3d10), Concussive (0), Fleshbane)

Squig Cattypult (Vehicle | 1000m | S/-/- | Ammo-Dependent | Ammo-Dependent | Clip 1 | Reload 2 Full | Ammo-Dependent, Inaccurate, Unreliable, Indirect (9), Fleshbane)

Angry Squig Ammo: Squig Cattypults are capable of lobbing squigs large enough to eat small vehicles, and the effect of several metric tons of infuriated wildlife falling from the sky can't be underestimated. A Squig Cattypult may be loaded with any of the following options:

- 'Uge Bile Squig (6d10 X | Pen 0 | Blast (3d10), Corrosive, Toxic (4), Smoke (3d10), Fleshbane)
- Big Bitey Squig (8d10 | Pen 12 | Shocking, Tearing, Crippling (8), Snare (6), Flesbane)
- Big Boom Squig (6d10 X | Pen 4 | Blast (4d10), Concussive (1), Fleshbane)
- Buzza Squig Nest (2d10 R | Pen 2 | Blast (80), Tearing, Crippling (1), Fleshbane)

Each time a Squig Cattypult Jams, 2d10 of its Luggin' Grots are killed by the ammo running amok. A Squig Cattypult cannot be fired without at least 10 Catapult Luggin' Grots in its Crew.

Melee Weapons

Killsaw (Melee | $3d10 + 12$ R | Pen 3 |
Tearing, Unwieldy)

Rippa Klaw (Melee | $3d10 + 12$ R | Pen 6 |
Power Field, Snare (2), Unwieldy)

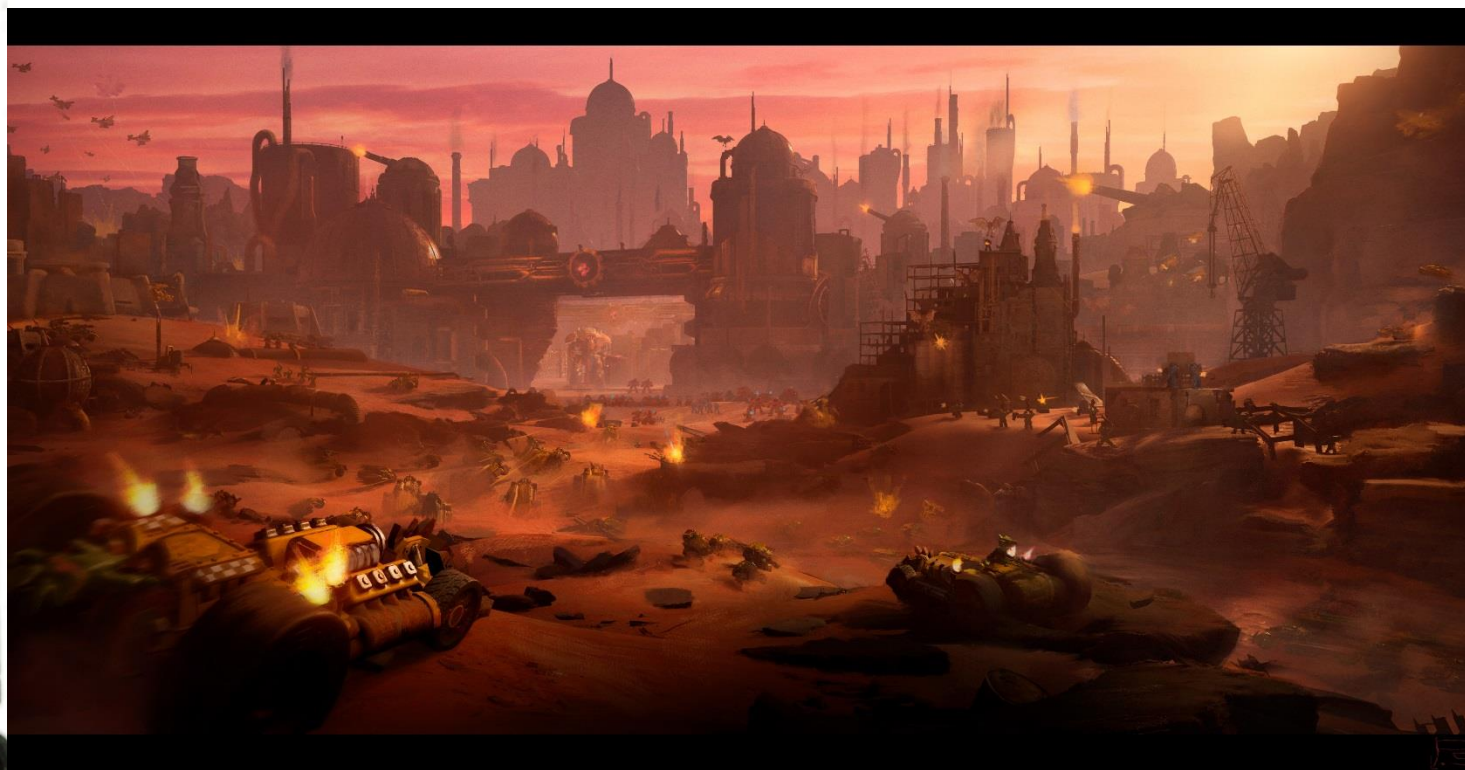
Fist of Gork/Mork (Melee | $3d10 + 16$ R |
Pen 8 | Power Field, Unbalanced)

Kuttin Klaws (Melee | $4d10 + 16$ R | Pen 8 |
Power Field, Unwieldy)

Mega-Choppa (Melee | $5d10 + 20$ R | Pen 20
| Mega-Impact, Unwieldy, Razor-Sharp)

Big Klaw (Melee | $5d10 + 20$ R | Pen 30
| Mega-Impact, Unwieldy, Snare (6))

Mega-Klub (Melee | $6d10 + 10$ I | Pen 15 |
Mega-Impact, Unwieldy, Quake)



Art by [Sergei Panin](#)

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-Konigstein

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