

WARLORD SKARGRIM'S DROP ROK INVASION						
FORMATION	CORE UNITS	NORMAL	BIG	UGE	EXTRAS	
Warband	Two Nobz units, six Boyz units and two Grotz units	200	350	500	Any number of Boyz (each with optional Grotz), Stormboyz, Kommandos, Big Gunz, Killa Kans	+25 each
					Any number of Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagonz, Gunwagonz, War Koptas	+35 each
					Up to two Nobz OR	+35 each
					Mega Armoured Nobz (may mix and match)	+50 each
					Up to one Oddboyz character	+50 each
0-1 'Ard Mob	5 Mega Armoured Nobz units plus one Mad Mek character	300	-	-	Any number of Battlewagonz	+35 each
					Any number of Mega Armoured Nobz	+50 each
Blood Axe Horde	Any six units chosen from the following: Stormboyz, Kommandos	150	-	-	Any number of Deth Koptas, War Koptas	+35 each
Grotskrieg	Eight Grot Tanks	200	350	500	Any number of Grot Tanks	+25 each
					Up to one Grot Mega Tank	+75 each
Blitz Brigade	Any four chosen from the following: Gunwagonz, Deth Koptas, Flakwagonz	150	250	350	Any number of Deth Koptas, Flakwagonz, Gunwagonz	+35 each
					Up to one Grot Bomb character	+25 each
					Up to one Oddboyz character	+50 each
Dreddmob	Six Killa Kans	150	250	-	Any number of Killa Kans	+25 each
					Upgrade any number of Killa Kans to Dreadnoughts	+10 each
					Any number of Stompas	+75 each
					Up to one Mek Stompa	+125 each
Mekboy Gunzmob	Five Big Gunz units	125	225	325	Any number of Big Gunz	+25 each
					Any number of Battlewagonz, Flakwagonz	+35 each
					Up to one Nobz	+35 each
					Up to one Grot Bomb character	+25 each
					Up to one Oddboyz character	+50 each
Fighta Sqwadron	Three Fighta-Bommers	150	-	-	Up to six Fighta-Bommers	+50 each
					Up to one Grot Bomb character	+35 each
Landa	One Landa	200	-	-	-	
(0-1 Per 1000 points) Drop Rok	One Drop Rok	125	-	-	-	
0-1 Big Rok	One Big Rok	400	-	-	-	

USING THE ARMY LIST

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

WARLORD SKARGRIM'S DROP ROK INVASION

Strategy Rating: 3

Initiative: 3+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Warlord	Ch	na	na	na	na	Massive Choppas	Base Contact	Assault Wpn, MW, +1A	Supreme Commander
Ork Oddboyz	Ch	na	na	na	na	Supa-Zzap Gun or Soopagun	60cm 60cm	MW3+, TK (D3) 2BP, MW	May be added to Gunwagon or Big Gunz unit. Upgrades Big Gun to Supa-Zzap Gun or Soopagun.
Ork Grot Bomb Launcha	Ch	na	na	na	na	Grot Bomb	45cm	2BP, Indirect Fire	Added to big guns, bommers and gunwagons. Big Roks too?
Ork Mad Mek	Ch	na	na	na	na	Tellyport Blasta and	30cm (15cm)	MW3+ Small Arms, MW	Leader
Ork Nobz	Inf	15cm	4+	3+	5+	Shootas 2 x Big Shootas Big Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, +1A	Leader
Ork Mega Armoured Nobz	Inf	15cm	4+	3+	5+	Shootas 2 x Big Shootas Power Klaws	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, MW, +1A	Reinforced Armour. Count as two units for Mob Rule purposes.
Grotz	Inf	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	No blast markers for Grotz units that are killed; don't count Grotz units that are lost in assault.
Ork Stormboyz	Inf	30cm	6+	4+	6+	Shootas Choppas	(15cm) Base Contact	Small Arms Assault Wpn	Jump Packs, Scouts
Ork Kommandos	Inf	15cm	6+	4+	6+	Shootas Big Shootas Choppas	(15cm) 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn	Infiltrators, Scouts
Ork Big Gunz	Inf	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+	
Ork Grot Tank	AV	25cm	5+	6+	5+	Grotzooka	30cm	AP5+/AT6+	Invulnerable Save
Ork Grot Mega Tank	AV	25cm	5+	5+	4+	2 x Big Gun Grotzooka	45cm 30cm	AP5+/AT5+ AP5+/AT6+	Reinforced Armour, Invulnerable Save
Ork Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Ork War Kopta	LV	35cm	5+	6+	5+	Big Shootas	30cm	AP6+/AT6+	Transport (up to two: Boyz, Kommandos, Nobz or one Mega Armoured Nobz. May carry one Grotz in addition to any other units).
Ork Battlewagonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+/AT6+	Transport (up to two: Boyz, Kommandos, Nobz or one Mega Armoured Nobz. One unit transported may be a Big Gunz. May carry one Grotz in addition to any other units).
Ork Gunwagonz	AV	30cm	5+	5+	5+	Heavy Gun	45cm	AP5+/AT5+	Transport (one: Boyz, Kommandos, Nobz, Big Gunz).
Ork Flakwagonz	AV	30cm	5+	5+	5+	2 x Flak Gun	30cm	AP6+/AT6+/AA6+	Transport (one: Boyz, Kommandos, Nobz, Big Gunz).
Ork Killa Kan	AV	15cm	5+	5+	6+	Big Shootas Kombat Klaws	30cm Base Contact	AP6+/AT6+ Assault Wpn, MW, +1A	Walker
Ork Dreadnought	AV	15cm	4+	4+	5+	2 x Big Shootas Kombat Klaws	30cm Base Contact	AP6+/AT6+ Assault Wpn, MW, +1A	Walker
Ork Stompa	AV	15cm	4+	4+	4+	2-3 Big Gun 0-1 Kombat 'Ammer and	45cm 30cm Base Contact	AP5+/AT5+ AP5+/AT6+ Assault Wpn, MW, +1A	Reinforced Armour, Walker. May be armed with 3 Big Gun or 2 Big Gun and 1 Kombat 'Ammer.

Ork Mek Stompa	AV	15cm	4+	4+	4+	2 Big Gun Supa-Zzap Gun or Soopagun	45cm 60cm 60cm	AP5+/AT5+ AP5+/AT5+ 2BP, MW	Reinforced Armour, Walker, Leader
Ork Drop Rok	WE	Immobile	4+	5+	4+	5 x turrets Shockwave	30cm 15cm	AP6+/AT6+/AA6+ AP6+/AT6+, One Shot	Drop Rok (see special rules), DC3, Reinforced Armour, Transport (18 of the following units: Boyz, Kommandos, Stormboyz, Nobz, Mega Armoured Nobz, Killa Kans, Dreadnoughts. Mega Armoured Nobz and Dreadnoughts count as two units. May also carry six additional Grotz). Critical Hit Effect: The unit is destroyed, all units on board are destroyed unless they roll a 6+.
Ork Big Rok (Orbital)	SC	na	na	na	na	Orbital Bombardment	N/A	D3+1BP, MW	The turn after the Big Rok activates, it may enter play using the Drop Rok rules. Use the Landed profile below.
Ork Big Rok (Landed)	WE	Immobile	4+	5+	4+	Supa-Zzap Gun 10 x turrets 3 x Big Gun Shockwave	60cm 30cm 45cm 20cm	MW3+, TK (D3) AP6+/AT6+/AA6+ AP5+/AT5+ AP6+/AT6+, One Shot	Drop Rok (see special rules), DC8, Reinforced Armour, Transport (36 Ork Infantry, AV or LV units. Mega Armoured Nobz and Dreadnoughts count as two units, Battlewagonz, Gunwagonz and Flakwagonz count as 3 units, Stompas and Mek Stompas count as 5 units. May also carry 10 additional Grotz). Critical Hit Effect: Fire. Roll D6 for each fire. On a 1 a second fire starts. On a 5+ the fire is put out. Any fire not put out causes one additional point of damage.
Ork Fighta-Bommers	AC	Fighter-Bomber	6+	na	na	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Ork Landa	AC - WE	Bomber	5+	6+	4+	Gun Turrets 2 x Tankbusta Rokkits	15cm 30cm	D6+3 x AP5+/AA6+ AT4+, FF Arc	Reinforced Armour. Transport (up to ten: Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies/Wartraks, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Light vehicles and Dreadnoughts count as two units. May also carry four additional Grotz).

WARLORD SKARGRIM'S DROP ROK INVASION SPECIAL RULES

Mob Rule	Orks believe that as long as there are a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units, not including Grotz or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier. For the purposes of this rule, war engines count each point of starting damage capacity as a unit.
Power of the Waaagh!	Orks are not noted for their organizational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanize an Ork warband, it's the thought of a good punchup! Because of this, Ork formations that are attempting to take an engage or double action receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions.
Ork Warlord	Every Ork army must include a supreme commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nob unit or a Gargant. If there are no Great Gargants, Gargants or Nobz units in the army then the Warlord may be added to any unit.
Drop Rok	Drop Roks are large, crude, orbital entry vehicles. Ork invasions frequently use them to gain a foothold on an area where they act as a deployment method, bunker, rallying point and a great source of scrap to cannabilise for vehicles later on in a campaign. Drop Roks enter play using a modified version of the Planetfall rules. Crucially, they do not require a Spacecraft to transport them. Each Drop Rok may attempt to activate and enter play from the first turn onwards, but to do so they must activate on a March action. If you successfully activate a Drop Rok, it enters play using the Planetfall rules but may do so despite any other spacecraft being present that turn. From this point, place the Drop Rok using the Planetfall rules (4.4). After the Drop Rok lands its Shockwave attacks <u>all</u> units within range as measured from the centre of the Drop Rok (including the Drop Rok itself but not any embarked formations). Each formation attacked receives a blast marker for coming under fire and an extra blast marker for each casualty. Then any troops carried in the Drop Rok may disembark as per the Planetfall rules. Unlike Space Marine Drop Pods, the Drop Rok is a unit, not a marker, though it cannot hold or dispute objectives. Once on the battlefield, Drop Roks act as any other unit and may activate as normal.