

Ork Freebooterz v2.0.3

Freebooterz are Orks who have given up the stability of a life of fightin', tribe, clan, and fightin' for the adventure and excitement of fightin', lootin', booty, and fightin'. They are shameless mercenaries and skilled raiders. While Orks of every stripe become Freebooterz, the clans that make up most of their numbers are the Deff-skullz (who are in it for the lootin') and the Evil Sunz (who are in it for the booty).

Freebooterz Society

Freebooterz live a nomadic life, traveling from place to place, and even from system to system, in search of the best fightin' and lootin'. However, their social structure mirrors mainstream Ork society in most ways.

Pirate King - This title is given to the most powerful, richest, most kunnin' Freebooter in an entire system, and equates to the title Warlord. A Pirate King commands a cut of all the booty taken, and all the teef earned. Other Freebooterz will follow him to the death, or until they don't feel like it any more.

Kaptin - Like a warboss, the Kaptin is the leader of a krew of Freebooterz. He has the best armor, the best gunz, and the worst breath in the entire krew. In many cases he also owns a shipp, or even a small flotilla.

Bosun - Bosuns are enforcers for the Kaptin. They are bigger, meaner, and louder than any other Orks in the krew except the Kaptin. In normal Ork kultur they would be called Nobz.

Piratz - These Orks make up the bulk of the krew, and want nothing more than to get big and mean enough to be promoted to Bosun and eventually Kaptin, so they can treat their Piratz like they were treated. They would be called boyz by most Orks.

Powda Monkeez - These are the Grotz who, like in normal Ork society, do all the work. They fix shippz, get food, haul ammo, and occasionally become ammo. They commonly go into battle wielding petards, with loud and frequently deadly results for both sides.

Bucket-earz - These are the sneekiest, most kunnin' piratz that you never want to turn your back on. This is largely because, due to a misunderstanding, they collect the ears of their foes (and anyone else who's not paying attention) as a sign of status.

Witch-Dokta - These Weirdboyz are able to call on the Waaagh! energy created by all Orks and channel it into 'hurricanes' of wind and rain that can down aircraft. Otherwise they are known for their unintelligible gibberish, which can become so loud and outlandish they use it as a weapon in combat.

Flash Gitz - Orks who have made it big, often through lootin', but sometimes through fightin'. Many Freebooter Flash Gitz own their own kannonz, and lend their firepower to the highest bidder.

Ork Special Rulez:

Mob Rule

Orks believe that as long as there's 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 (ie, too many to count on the fingers of one hand), not including Powda Monkeez, receive a +1 modifier to any rally rolls they make, and formations with more than 10 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 organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions 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 (see EA4.0).

Ork Powerfields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

Shippz

Freebooterz, like other Orks, have a love of speed and things that go 'boom'. For Freebooterz this means owning or krewing a shipp. These are ungainly contraptions that are part truck, part boat, part derelict, and all insane.

Jetskeez - Not really shippz at all, these are one Ork vehicles that have skids or skis instead of wheels, and are usually powered by jet engines. They are equally

hazardous on land, water, or snow. Usually they are armed with a big shoota carronade.

Dingeez - These are the smallest shippz - barely large enough to hold their two-Ork krew, though this doesn't keep others from trying to pile in from time to time. They generally have twin big shootas and a harpoon gun for hookin' prizes.

Kuttaz - These make up the bulk of any Freebooterz fleet - they are large enough to hold their own krew plus another ten or so Piratz and as many Powda Monkeez as can hold on. They usually have one deck of big shoota broadsides and a rammin' spike to disable other vehicles.

Klippaz - These are large shippz, about the size of a Baneblade. They are able to carry a large number of Piratz and often serve as a Kaptin's personal shipp. While armament varies, they generally have two decks of big shoota broadsides and a kustom kannon capable of firing a variety of ammunition for different purposes. They are usually protected by a small number of powerfields as well.

Shippa da Line - These are the largest shippz the Freebooterz possess, massing as much as a Gargant or Reaver Titan. They usually have three (or more) decks of big shoota broadsides and two or more kustom kannonz. They are able to carry all but the largest krews into battle behind thick hulls and banks of powerfields.

Freebooterz Flyboyz

Freebooterz have flyboyz like any other Orks, but for some reason Freebooterz flyboyz are more likely to be seen in biplanes or even triplanes than other Orks. It is thought that the open cockpits of these rickety aircraft remind their pilots of the joy of swinging from shipp to shipp on rigging.

Fokka-fightas - These are biplanes (or occasionally triplanes) with twin heavy shootas mounted to the front.

Goff Bomma - These lumbering beasts are big, mean, and hit hard, just like a Goff. They are most often big twin engine biplanes, and are armed with bunkabusta bombs and two big shootas in swivel mounts.

Heave to! - Freebooterz special rulez:

"Rule number one, there is always a rope or chandelier to swing from" - Kaptin D

Freebooterz

All units in a Freebooterz force are considered Freebooterz for all rules purposes. All Freebooter vehicles treat water areas as dangerous terrain.

Abandon Ship!

All Freebooterz get a 4+ Invulnerable save to survive a vehicle's destruction.

Pakk da Dekks!

A Freebooterz transport can attempt to transport additional crewman. Any transport can overcrowd by an additional 50% capacity of Freebooterz and/or an unlimited amount of Powda Monkeez. Dingeez may attempt to transport one unit. Each INF stand trying to overcrowd a transport must pass a difficult terrain test.

Swing Like a Pirate!

All Freebooterz may disembark 10cm from a vehicle if they first pass a difficult terrain test. If they choose to "swing like a pirate", they can ignore models already engaged in close combat and can move through occupied friendly and enemy models. Units may disembark using the "swing like a pirate" rule even for a counter charge regardless of how many models are in base contact with the vehicle.

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By Nat "Spectrar Ghost" Thompson,

Based on the list by "Morgan Vening"

- Ork armies have a strategy rating of 3.
- All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband (krew) when rallying (see below).
- The Freebooterz army must include a Pirate King character. The Pirate King character is free; you don't have to pay any points for it. He must be used to upgrade a Kaptin.
- Flash Gitz Kannoneerz may only be added to Freebooter AV or WE units.
- Witch-doktas may only be added to Freebooterz INF units.

Cost per Krew

Type	Core Units	Normal	Big	Uge	Extras
1+ Freebooterz Krew	One Kaptin, one Bosun, six Piratz, and four Powda Monkeez.	250	450	650	Any number of the following for +25 points each: Piratz (plus an optional free Powda Monkee each), Bucket-earz, Jet-skeez, Dingeez. Up to two Bosuns for +35 points each Any number of Kuttas for +40 points each. Any number of Klippas for +175 points each. Up to one Shippa da Line for +350 points. Up to one Witch-Dokta for +50 points. Up to one Flash Gitz Kannoneer for +50 points.
Smugglinø Krew	Any eight of the following: Jetskeez or Dingeez.	200	350	500	Any number of the following for +25 points each: Bucket-earz, Jet-skeez, Dingeez. Any number of Kuttas for +40 points each.
Raidin' Krew	Four Kuttas	150	250	350	Any number of the following for +25 points each: Bucket-earz, Jet-skeez, Dingeez. Any number of Kuttas for +40 points each. Up to one Klippa for +175 points. Up to one Flash Gitz Kannoneer for +50 points.
Landin' Krew	Six Bucket-earz	150	-	-	Any number of Bucket-earz for +25 points each.
Fighta Skwadron	Three Fokka-Fightas	150	-	-	Any number of Fokka-Fightas for +50 points each.
Bomma Skwadron	Two Goff Bommas	150	-	-	Any number of Goff Bommas for +75 points each.

Freebooterz Units

Name	Type	Speed	Ar	CC	FF	Weapons	Range	Firepower	Notes
Pirate King	CHA	-	-	-	-	Power Hook	(Base)	Assault Weapons, EA +1, Macro Weapon	Supreme Commander
Witch-Dokta	CHA	-	-	-	-	Hurrikane Angry Gibberish	45cm (15cm)	AA5+, MW Small Arms, EA+1, MW	Witch-dokta can use Hurrikane even when embarked.
Flash Gitz Kannoneer	CHA	-	-	-	-	Kannon Ball Round Chain Shot Grapeshot	45cm	Choose one per turn: MW3+, TK(d3) 2BP, MW 4BP, IC	
Kaptin	INF	15cm	4+	3+	4+	Shootas Big Choppas 3x Big Shootas	(15cm) (Base) 30cm	Small Arms Assault Weapons, EA+1, MW AP6+ / AT6+	Leader, Reinforced Armour
Bosun	INF	15cm	4+	3+	5+	Shootas Big Choppas 2x Big Shootas	(15cm) (Base) 30cm	Small Arms Assault Weapons, EA+1, MW AP6+ / AT6+	Leader
Piratz	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	(15cm) (Base) 30cm	Small Arms Assault Weapons AP6+ / AT6+	
Powda Monkeez	INF	15cm	-	6+	6+	Petards	(15cm)	Small Arms, MW	Formations that include at least one Ork unit don't receive blast markers for Powda Monkeez that are killed, and don't count Powda Monkeez that are lost in an assault when working out who has won the combat.
Bucket-earz	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	(15cm) (Base) 30cm	Small Arms Assault Weapons AP6+ / AT6+	Scouts, Infiltrators
Jet-skee	INF	35cm	5+	4+	6+	Big Shoota Carronade	15cm	AP5+/AT5+	Mounted
Dingee	LV	35cm	5+	5+	5+	Twin Big Shootas Harpoon Gun	30cm (Base)	AP5+/AT6+ Assault Weapons	
Kutta	AV	30cm	5+	5+	5+	2x Big Shoota Broadside Rammin' Spike	30cm (Base)	AP5+/AT5+ Assault Weapons	Transport (2 of the following: Kaptin, Bosun, Piratz, Bukkineers, plus 1 Powda Monkee)
Klippa	WE	30cm	4+	4+	4+	4x Big Shoota Broadside Kannon Ball Round Chain Shot Grapeshot	30cm 45cm	AP5+/AT5+ Choose one per turn: MW3+, TK(d3) 2BP, MW 4BP, IC	DC3, d3 Powerfields, Transport (8 of the following: Kaptin, Bosun, Piratz, Bukkineers, plus 4 Powda Monkeez) Critical: Catches Fire. Roll a d6 for each fire burning in the end phase of each turn. On a roll of 1 another fire starts. On a 5-6 the fire is put out. Any fires not put out do one point of damage.
Shippa da Line	WE	25cm	4+	4+	4+	6x Big Shoota Broadside 2x Kannon Ball Round Chain Shot Grapeshot	30cm 45cm	AP5+/AT5+ Choose one per turn: MW3+, TK(d3) 2BP, MW 4BP, IC	DC8, d3+3 Powerfields, Transport (8 of the following: Kaptin, Bosun, Piratz, Bukkineers, plus 4 Powda Monkeez) Critical: Catches Fire. Roll a d6 for each fire burning in the end phase of each turn. On a roll of 1 another fire starts. On a 5-6 the fire is put out. Any fires not put out do one point of damage.
Fokka-Fighta	AC	F	6+	-	-	Twin Heavy Shootas	15cm	AP4+/AA4+, FxF	
Goff Bomma	AC	B	4+	-	-	2x Bunkabusta Bombs Heavy Shootas	15cm 15cm	AT3+, FxF AP5+/AA5+	