

# ***Company Based Epic Armies – Orks***

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## **Ork Units**

An Ork Mob is roughly equivalent to a squad and typically consists of 4 fireteams (stands) or 3 vehicles. Orks call their platoons Big Mobs and they normally consist of 2 Mobs. Warbands are equivalent to a large company and consist of 4 Big Mobs plus supporting units.

Ork Warbands typically have a large number of extra units who tag along for the fun. This is reflected in the large number of supporting forces that are available. Orks are as likely to be walking as riding into battle, although Epic magazine 3 introduced many transport vehicles that help in this regard.

## **Clan Notes**

Note that both the 'generic' Ork Warband as well as the clan specific Warbands are included. Players should agree to use one or the other, but not both (otherwise there is no reason to use the clan specific warbands as they are more limited).

## **Design Notes**

When I think of Ork warbands, I think of huge bands of Orks infantry and vehicles. This Warband organization reflects this idea. While the humans may be content to be in a squad of 5-10 men, the Orks love big mobs of Orks. The Big Mobs and Warbands are much larger than their Imperial equivalents. Typically a Warband will be about twice as large as an Imperial company.

The name 'Big Mob' is something I made up to reflect the force structure between a Mob and a Warband. I looked through some of the literature for something else, but couldn't find anything. If anyone has a better suggestion, I'd be open to hearing it.

I considered including 4 vehicles in each Mob (instead of just 3), but all of the literature, Warhammer 40k, and Epic itself all clearly indicated 3 was the proper number.

You may have noticed that the Warbands do not have any mechanized infantry Big Mobs (like most of the other armies). This is because Epic 40k doesn't provide a good transport vehicle for the Orks. Beyond Battle Fortresses they can only travel on the top of Gunwagons. Because each Gunwagon can only carry 1 stand, trying to create a mechanized Big Mob resulted in extremely enlarged (and expensive) units. Older style Gunwagons (a troop transport) and Wartrukks seem to be making a comeback, so maybe this can be fixed soon.

Update: With Epic magazine 3 Trukks and Battlewagons are added to the Ork forces. This has allowed me to create mechanized versions of many of the clans (as well as the generic Ork Warband). Note that Battlewagons now refer to a large transport vehicle similar to the Battlewagon of the older Epic game. The tank like vehicles that were called Battlewagons are now known as Gunwagons.

## **Ork Mob Rule (Epic Magazine 2) - Experimental**

Each group of three Ork infantry stands that are mobbed up automatically removes 1 additional blast marker. A group of Orks are mobbed up if the long side of their bases are touching for 50% or more of their length. Note that the mobbed infantry stands do not need to be the same type. Thus Nobs and Boys can mob up.

Only Clan Warbands and Warlord Warbands can mob up. In addition only Warlords, Warbosses, Nobz, Orks, Shooty Boyz, Kommandos, and Skarboyz can mob up. Other infantry units cannot mob up.

## **Strategy Rating**

An Ork force has a Strategy Rating of 3.

## **Potential Allies**

Chaos.

## Command Units

### Ork Warlord Warband

**Usage:** The Warlord Warband consists of the overall leader of the Ork forces along with his bodyguard. This is the unmechanized version of the Warband.

**Frequency:** Uncommon

<b>Commander</b>	
Take 1 Warlord (any type) (only 1 per army)	
<b>Warlord</b> 1 Warlord stand	<b>50 pts.</b>

<b>Support</b>			
Choose up to 1 Big Mob for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Shooty Boyz Big Mob</b> 1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	<b>150 pts.</b>
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Skarboyz Big Mob</b> 1 Nob stand + 2 Skarboyz Mobs (each with 4 Skarboyz stands)	<b>102 pts.</b>
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Dreadnought Big Mob</b> 3 Dreadnoughts	<b>39 pts.</b>	<b>Squiggoth Big Mob</b> 3 Squiggoths	<b>54 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Killa Kan Big Mob</b> 3 Killa Kans	<b>33 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>
<b>Kommandos Big Mob</b> 2 Kommandos Mobs (each with 4 Kommandos stands)	<b>96 pts.</b>		
<b>Mercenary Ogryn Big Mob</b> 1 Nob stand + 2 Mercenary Ogryn Mobs (each with 4 Mercenary Ogryn stands)	<b>94 pts.</b>		

<b>Anti-Aircraft Support</b>	
May include a Flakwagon.	
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>

**Chain of Command:** Warlord > Nobz > Orks

**Notes:** Other detachments with their HQ within 12" of the commander become Stubborn. If the commander (not just the bodyguard) participates in an assault or firefight you may re-roll the dice for the combat.

## Ork Warlord Warband (Mounted)

**Usage:** The Warlord Warband consists of the overall leader of the Ork forces along with his bodyguard. This version represents the mechanized of the Warband.

**Frequency:** Uncommon

<b>Commander</b>		
Take 1 Warlord (any type) (only 1 per army)		
<b>Warlord on Boar</b> 1 Warlord on Boar stand	<b>50 pts.</b>	<b>Warlord in Gunwagon</b> 1 Warlord in Gunwagon
<b>Warlord in Gargant</b> 1 Warlord in Gargant	<b>350 pts.</b>	<b>Warlord in Stompa</b> 1 Warlord in Stompa
<b>Warlord in Great Gargant</b> 1 Warlord in Great Gargant	<b>470 pts.</b>	

<b>Support</b>		
Choose up to 1 Big Mob for support		
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Skarboyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Skarboyz Wagon Mobs (each with 4 Skarboyz stands, 2 Battlewagons)
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>	<b>Squiggoth Big Mob</b> 3 Squiggoths
<b>Mercenary Ogryn Big Mob</b> 1 Nob stand + 2 Mercenary Ogryn Mobs (each with 4 Mercenary Ogryn stands)	<b>94 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas
<b>Mekboy Speedsta Big Mob</b> 3 Mekboy Speedstas (any mix of Death Ray and Lifta Droppas)	<b>66 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)
<b>Mercenary Ogryn Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Mercenary Ogryn Wagon Mobs (each with 4 Mercenary Ogryn stands, 2 Battlewagons)	<b>179 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)
<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>	

<b>Anti-Aircraft Support</b>		
May include a Flakwagon.		
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>	

**Chain of Command:** Warlord > Nobz > Orks

**Notes:** Other detachments with their HQ within 12" of the commander become Stubborn. If the commander (not just the bodyguard) participates in an assault or firefight you may re-roll the dice for the combat.

## Line Units

### Ork Bad Moons Warband

**Usage:** The Bad Moons are the richest of Ork clans. They buy the best guns and armor and paint them all in bright yellows and blacks. The Bad Moons Warband has a large number of Nobz and Shooty Boyz. This is the unmechanized version of the Warband.

**Frequency:** Very Common

<b>Command</b>	
Take 1 Warboss (any type). May take 1 Weirdboy (any type)	
<b>Warboss</b> 1 Warboss stand	<b>40 pts.</b>
<b>Weirdboy</b> 1 Weirdboy stand	<b>20 pts.</b>

<b>Main Force</b>	
Take 4 Big Mobs. Must take at least 1 Nobz and 1 Shooty Boyz Big Mob.	
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>
<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>
<b>Gretchin Big Mob</b> 2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)	<b>54 pts.</b>
<b>Shooty Boyz Big Mob</b> 1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	<b>150 pts.</b>

<b>Support</b>	
Choose up to 2 Big Mobs for support	
<b>Big Gunz Big Mob</b> 3 Big Gunz or Pulsa Rokkits	<b>42 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>
<b>Big Gunz Kannon Mob</b> 3 Kannons	<b>36 pts.</b>
<b>Killa Kan Big Mob</b> 3 Killa Kans	<b>33 pts.</b>
<b>Big Gunz Lobba Mob</b> 3 Lobbas	<b>42 pts.</b>
<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Big Gunz Zap Gun Mob</b> 3 Zap Guns	<b>48 pts.</b>
<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>
<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Dreadnought Big Mob</b> 3 Dreadnoughts	<b>39 pts.</b>
<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>

<b>Anti-Aircraft Support</b>	
May include a Flakwagon.	
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>

**Chain of Command:** Warboss > Nobz > Orks

## Ork Bad Moons Warband (Mounted)

**Usage:** The Bad Moons are the richest of Ork clans. They buy the best guns and armor and paint them all in bright yellows and blacks. The Bad Moons Warband has a large number of Nobz and Shooty Boyz. This version represents the mechanized of the Warband.

**Frequency:** Very Common

Command			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss in Gunwagon</b> 1 Warboss in Gunwagon	<b>54 pts.</b>	<b>Weirdboy Gunwagon</b> 1 Weirdboy in Gunwagon	<b>26 pts.</b>
<b>Warboss in Stompa</b> 1 Warboss in Stompa	<b>64 pts.</b>	<b>Weirdboy on Trukk</b> 1 Weirdboy stand, 1 Trukk	<b>29 pts.</b>
<b>Warboss on Trukk</b> 1 Warboss stand, 1 Trukk	<b>49 pts.</b>		

Main Force			
Take 4 Big Mobs. Must take at least 1 Nobz and 1 Shooty Boyz Big Mob.			
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>		

Support			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>		
<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>		

Anti-Aircraft Support			
May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Warboss > Nobz > Orks

## Ork Blood Axes Warband

**Usage:** The Blood Axes are the one Ork clan that associates with humans. They were camouflage and maintain military discipline like those humans. The Blood Axes will often acquire human vehicles and ride them into battle. All of this causes other Orks to distrust the Blood Axes. This isn't helped by the frequent times that Blood Axes will leave the battle when the going gets tough. The Blood Axes Warband has a large number of Kommandos and frequently utilizes Rhino's and Land Raiders for transportation. This is the unmechanized version of the Warband.

**Frequency:** Very Common

<b>Command</b>			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss</b> 1 Warboss stand	<b>40 pts.</b>	<b>Weirdboy</b> 1 Weirdboy stand	<b>20 pts.</b>

<b>Main Force</b>			
Take 4 Big Mobs. Must take at least 1 Kommando Big Mob.			
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>	<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>
<b>Gretchin Big Mob</b> 2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)	<b>54 pts.</b>	<b>Shooty Boyz Big Mob</b> 1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	<b>150 pts.</b>
<b>Kommandos Big Mob</b> 2 Kommandos Mobs (each with 4 Kommandos stands)	<b>96 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>

<b>Support</b>			
Choose up to 2 Big Mobs for support			
<b>Big Gunz Big Mob</b> 3 Big Gunz or Palsa Rokkits	<b>42 pts.</b>	<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>
<b>Big Gunz Kannon Mob</b> 3 Kannonns	<b>36 pts.</b>	<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>
<b>Big Gunz Lobba Mob</b> 3 Lobbas	<b>42 pts.</b>	<b>Killa Kan Big Mob</b> 3 Killa Kans	<b>33 pts.</b>
<b>Big Gunz Zap Gun Mob</b> 3 Zap Guns	<b>48 pts.</b>	<b>Orkified Land Raider Big Mob</b> 3 Orkified Land Raiders	<b>135 pts.</b>
<b>Dreadnought Big Mob</b> 3 Dreadnoughts	<b>39 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>

<b>Anti-Aircraft Support</b>			
May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Warboss > Nobz > Orks

## Ork Blood Axes Warband (Mounted)

**Usage:** The Blood Axes are the one Ork clan that associates with humans. They were camouflage and maintain military discipline like those humans. The Blood Axes will often acquire human vehicles and ride them into battle. All of this causes other Orks to distrust the Blood Axes. This isn't helped by the frequent times that Blood Axes will leave the battle when the going gets tough. The Blood Axes Warband has a large number of Kommandos and frequently utilizes Rhino's and Land Raiders for transportation. This version represents the mechanized of the Warband.

**Frequency:** Very Common

<b>Command</b>			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss</b>	<b>40 pts.</b>	<b>Weirdboy in Land Raider</b>	<b>65 pts.</b>
1 Warboss stand		1 Weirdboy stand, 1 Orkified Land Raider	
<b>Warboss in Land Raider</b>	<b>85 pts.</b>	<b>Weirdboy in Rhino</b>	<b>27 pts.</b>
1 Warboss in Orkified Land Raider		1 Weirdboy stand, 1 Orkified Rhino	
<b>Weirdboy</b>	<b>20 pts.</b>		
1 Weirdboy stand			

<b>Main Force</b>			
Take 4 Big Mobs.			
<b>Blood Axe Boyz Rhino Big Mob</b>	<b>121 pts.</b>	<b>Blood Axe Shooty Boyz Rhino Big Mob</b>	<b>185 pts.</b>
1 Nob stand, 1 Orkified Rhino + 2 Blood Axe Boyz Rhino Mobs (each with 4 Boyz stands, 2 Orkified Rhinos)		1 Nob stand, 1 Orkified Rhino + 2 Blood Axe Shooty Boyz Rhino Mobs (each with 4 Shooty Boyz stands, 2 Orkified Rhinos)	
<b>Blood Axe Nobz Rhino Big Mob</b>	<b>147 pts.</b>	<b>Stormboyz Big Korps</b>	<b>96 pts.</b>
2 Blood Axe Nobz Rhino Mobs (each with 4 Nobz stands, 2 Orkified Rhinos)		2 Stormboyz Korps (each with 4 Stormboyz)	

<b>Support</b>			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b>	<b>57 pts.</b>	<b>Orkified Land Raider Big Mob</b>	<b>135 pts.</b>
3 Battlewagon Skorchers		3 Orkified Land Raiders	
<b>Battlewagon Zap Big Mob</b>	<b>57 pts.</b>	<b>Stompa Big Mob</b>	<b>96 pts.</b>
3 Battlewagon Zaps		3 Stompas	
<b>Gunwagons Big Mob</b>	<b>42 pts.</b>	<b>Trukk Boyz Big Mob</b>	<b>131 pts.</b>
3 Gunwagons		1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Truks)	
<b>Flakwagon Big Mob</b>	<b>60 pts.</b>		
3 Flakwagons			

<b>Anti-Aircraft Support</b>			
May include a Flakwagon.			
<b>Flakwagon</b>	<b>20 pts.</b>		
1 Flakwagon			

**Chain of Command:** Warboss > Nobz > Orks

## Ork Deathskulls Warband

**Usage:** The Deathskulls are expert looters. After a battle they will descend on the battlefield and scrounge all sorts of equipment. They typically wear brown and paint themselves blue for good luck. The Deathskulls Warband is fairly normal in its organization. This is the unmechanized version of the Warband.

**Frequency:** Very Common

### Command

Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss</b>	<b>40 pts.</b>	<b>Weirdboy</b>	<b>20 pts.</b>
1 Warboss stand		1 Weirdboy stand	

### Main Force

Take 4 Big Mobs			
<b>Boyz Big Mob</b>	<b>86 pts.</b>	<b>Nobz Big Mob</b>	<b>112 pts.</b>
1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)		2 Nobz Mobs (each with 4 Nobz stands)	
<b>Gretchin Big Mob</b>	<b>54 pts.</b>	<b>Shooty Boyz Big Mob</b>	<b>150 pts.</b>
2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)		1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	

### Support

Choose up to 2 Big Mobs for support			
<b>Big Gunz Big Mob</b>	<b>42 pts.</b>	<b>Gunwagons Big Mob</b>	<b>42 pts.</b>
3 Big Gunz or Pulsa Rokkits		3 Gunwagons	
<b>Big Gunz Kannon Mob</b>	<b>36 pts.</b>	<b>Killa Kan Big Mob</b>	<b>33 pts.</b>
3 Kannonns		3 Killa Kans	
<b>Big Gunz Lobba Mob</b>	<b>42 pts.</b>	<b>Skorchaz Big Mob</b>	<b>33 pts.</b>
3 Lobbas		3 Skorchaz	
<b>Big Gunz Zap Gun Mob</b>	<b>48 pts.</b>	<b>Speed Freeks Big Mob</b>	<b>33 pts.</b>
3 Zap Guns		3 Buggies	
<b>Bikeboyz Big Mob</b>	<b>104 pts.</b>	<b>Stompa Big Mob</b>	<b>96 pts.</b>
2 Bikeboyz Mobs (each with 4 Bikeboyz)		3 Stompas	
<b>Dreadnought Big Mob</b>	<b>39 pts.</b>	<b>Warbikes Big Mob</b>	<b>136 pts.</b>
3 Dreadnoughts		2 Warbikes Mobs (each with 4 Warbikes)	
<b>Flakwagon Big Mob</b>	<b>60 pts.</b>		
3 Flakwagons			

### Anti-Aircraft Support

May include a Flakwagon.			
<b>Flakwagon</b>	<b>20 pts.</b>		
1 Flakwagon			

**Chain of Command:** Warboss > Nobz > Orks

## Ork Deathskulls Warband (Mounted)

**Usage:** The Deathskulls are expert looters. After a battle they will descend on the battlefield and scrounge all sorts of equipment. They typically wear brown and paint themselves blue for good luck. The Deathskulls Warband is fairly normal in its organization. This version represents the mechanized of the Warband.

**Frequency:** Very Common

Command			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss in Gunwagon</b> 1 Warboss in Gunwagon	<b>54 pts.</b>	<b>Weirdboy Gunwagon</b> 1 Weirdboy in Gunwagon	<b>26 pts.</b>
<b>Warboss in Stompa</b> 1 Warboss in Stompa	<b>64 pts.</b>	<b>Weirdboy on Trukk</b> 1 Weirdboy stand, 1 Trukk	<b>29 pts.</b>
<b>Warboss on Trukk</b> 1 Warboss stand, 1 Trukk	<b>49 pts.</b>		

Main Force			
Take 4 Big Mobs			
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>		

Support			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>		
<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>		

Anti-Aircraft Support			
May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Warboss > Nobz > Orks

## Ork Evil Sunz Warband (Mounted)

**Usage:** The Evil Sunz love driving fast and shooting loud guns. They naturally gravitate to fast vehicles and paint them in their characteristic bright red colors. The Evil Sunz Warband is largely mechanized and has a large number of buggies and other fast vehicles.

**Frequency:** Very Common

<b>Command</b>			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss in Gunwagon</b> 1 Warboss in Gunwagon	<b>54 pts.</b>	<b>Weirdboy Gunwagon</b> 1 Weirdboy in Gunwagon	<b>26 pts.</b>
<b>Warboss in Stompa</b> 1 Warboss in Stompa	<b>64 pts.</b>	<b>Weirdboy on Trukk</b> 1 Weirdboy stand, 1 Trukk	<b>29 pts.</b>
<b>Warboss on Trukk</b> 1 Warboss stand, 1 Trukk	<b>49 pts.</b>		

<b>Main Force</b>			
Take 4 Big Mobs			
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>		

<b>Support</b>			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Mekboy Speedsta Big Mob</b> 3 Mekboy Speedstas (any mix of Death Ray and Lifta Droppas)	<b>66 pts.</b>		

<b>Anti-Aircraft Support</b>			
May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Warboss > Nobz > Orks

## Ork Goffs Warband

**Usage:** The Goffs are the roughest of Ork clans. They are very aggressive, use very destructive vehicles, and are the hardest in close combat. Black is the color of the Goffs. The Goffs Warband has a large number of Nobz and Skarboyz. This is the unmechanized version of the Warband.

**Frequency:** Very Common

### Command

Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss</b> 1 Warboss stand	<b>40 pts.</b>	<b>Weirdboy</b> 1 Weirdboy stand	<b>20 pts.</b>

### Main Force

Take 4 Big Mobs. Must take at least 1 Nob and 1 Skarboyz Big Mobs.			
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>	<b>Shooty Boyz Big Mob</b> 1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	<b>150 pts.</b>
<b>Gretchin Big Mob</b> 2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)	<b>54 pts.</b>	<b>Skarboyz Big Mob</b> 1 Nob stand + 2 Skarboyz Mobs (each with 4 Skarboyz stands)	<b>102 pts.</b>
<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>		

### Support

Choose up to 2 Big Mobs for support			
<b>Big Gunz Big Mob</b> 3 Big Gunz or Pulsa Rokkits	<b>42 pts.</b>	<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>
<b>Big Gunz Kannon Mob</b> 3 Kannonns	<b>36 pts.</b>	<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>
<b>Big Gunz Lobba Mob</b> 3 Lobbas	<b>42 pts.</b>	<b>Killa Kan Big Mob</b> 3 Killa Kans	<b>33 pts.</b>
<b>Big Gunz Zap Gun Mob</b> 3 Zap Guns	<b>48 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Dreadnought Big Mob</b> 3 Dreadnoughts	<b>39 pts.</b>		

### Anti-Aircraft Support

May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Warboss > Nobz > Orks

## Ork Goffs Warband (Mounted)

**Usage:** The Goffs are the roughest of Ork clans. They are very aggressive, use very destructive vehicles, and are the hardest in close combat. Black is the color of the Goffs. The Goffs Warband has a large number of Nobz and Skarboyz. This version represents the mechanized of the Warband.

**Frequency:** Very Common

Command			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss in Gunwagon</b>	<b>54 pts.</b>	<b>Weirdboy Gunwagon</b>	<b>26 pts.</b>
1 Warboss in Gunwagon		1 Weirdboy in Gunwagon	
<b>Warboss in Stompa</b>	<b>64 pts.</b>	<b>Weirdboy on Trukk</b>	<b>29 pts.</b>
1 Warboss in Stompa		1 Weirdboy stand, 1 Trukk	
<b>Warboss on Trukk</b>	<b>49 pts.</b>		
1 Warboss stand, 1 Trukk			

Main Force			
Take 4 Big Mobs. Must take at least 1 Nob and 1 Skarboyz Big Mobs.			
<b>Boyz Wagon Big Mob</b>	<b>171 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b>	<b>235 pts.</b>
1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)		1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	
<b>Nobz Wagon Big Mob</b>	<b>188 pts.</b>	<b>Skarboyz Wagon Big Mob</b>	<b>187 pts.</b>
2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)		1 Nob stand, 1 Trukk + 2 Skarboyz Wagon Mobs (each with 4 Skarboyz stands, 2 Battlewagons)	

Support			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b>	<b>57 pts.</b>	<b>Stompa Big Mob</b>	<b>96 pts.</b>
3 Battlewagon Skorchers		3 Stompas	
<b>Battlewagon Zap Big Mob</b>	<b>57 pts.</b>	<b>Trukk Boyz Big Mob</b>	<b>131 pts.</b>
3 Battlewagon Zaps		1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	
<b>Flakwagon Big Mob</b>	<b>60 pts.</b>		
3 Flakwagons			
<b>Gunwagons Big Mob</b>	<b>42 pts.</b>		
3 Gunwagons			

Anti-Aircraft Support			
May include a Flakwagon.			
<b>Flakwagon</b>	<b>20 pts.</b>		
1 Flakwagon			

**Chain of Command:** Warboss > Nobz > Orks

## Ork Kult of Speed Warband

**Usage:** The Kult of Speed is made up of Mekboyz that ride their creations into battle at the fastest possible speed. They often act as flanking forces as they love the chaos that comes from driving around through and enemy's rear, shooting everything in sight. This Warband is entirely mechanized.

**Frequency:** Very Common

Command			
Take 1 Warboss (any type). May take 1 Weirdboy			
<b>Warboss on Bike</b> 1 Bikeboyz Warboss	<b>40 pts.</b>	<b>Warboss on Trukk</b> 1 Warboss stand, 1 Trukk	<b>49 pts.</b>
<b>Warboss on Buggy</b> 1 Buggy Warboss	<b>40 pts.</b>	<b>Weirdboy</b> 1 Weirdboy in Gunwagon	<b>25 pts.</b>
<b>Warboss in Gunwagon</b> 1 Warboss in Gunwagon	<b>45 pts.</b>	<b>Weirdboy on Trukk</b> 1 Weirdboy stand, 1 Trukk	<b>29 pts.</b>

Main Force			
Take 4 Big Mobs			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>		

Support			
Choose up to 2 Big Mobs for support			
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Gun Trukk Big Mob</b> 3 Gun Trukks (any combination of Lobba and Zap)	<b>48 pts.</b>		
<b>Mekboy Speedsta Big Mob</b> 3 Mekboy Speedstas (any mix of Death Ray and Lifta Droppas)	<b>66 pts.</b>		

Anti-Aircraft Support			
May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Warboss > Gunwagons > Buggies/Bikez > Nobz

## Ork Snakebites Warband

**Usage:** The Snakebites are the traditionalists of the Ork clans. They dislike technological innovation and instead rely on ork and animal power to get the job done. Animal skins are the typical attire for the Snakebites. The Snakebites Warband will not wield most vehicles. Instead they have a large number of animals such as Boarz and Squiggoths.  
**Frequency:** Very Common

<b>Command</b>			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss</b> 1 Warboss stand	<b>40 pts.</b>	<b>Weirdboy</b> 1 Weirdboy stand	<b>20 pts.</b>
<b>Warboss Boarboy</b> 1 Warboss on Boar stand	<b>44 pts.</b>		

<b>Main Force</b>			
Take 4 Big Mobs. Must take at least 1 Boarboyz Big Mob.			
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>		
<b>Gretchin Big Mob</b> 2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)	<b>54 pts.</b>		

<b>Support</b>			
Choose up to 2 Big Mobs for support			
<b>Big Gunz Big Mob</b> 3 Big Gunz	<b>42 pts.</b>	<b>Big Gunz Lobba Mob</b> 3 Lobbas	<b>42 pts.</b>
<b>Big Gunz Kannon Mob</b> 3 Kannonns	<b>36 pts.</b>	<b>Squiggoth Big Mob</b> 3 Squiggoths	<b>54 pts.</b>

**Chain of Command:** Warboss > Nobz > Orks

## Ork Warband

**Usage:** The Warband is the staple of the Ork forces. It is these Warbands that contain the vast bulk of the boyz in an Ork army. They are support by tanks and other mechanical contraptions. This is the unmechanized version of the Warband.

Note that this is a generic Warband that is not specific to any one clan. The clan specific Warbands are an alternative to this generic unit.

**Frequency:** Very Common

Command			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss</b> 1 Warboss stand	<b>40 pts.</b>	<b>Weirdboy</b> 1 Weirdboy stand	<b>20 pts.</b>
<b>Warboss Boarboy</b> 1 Warboss on Boar stand	<b>44 pts.</b>		

Main Force			
Take 4 Big Mobs			
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Shooty Boyz Big Mob</b> 1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	<b>150 pts.</b>
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>	<b>Skarboyz Big Mob</b> 1 Nob stand + 2 Skarboyz Mobs (each with 4 Skarboyz stands)	<b>102 pts.</b>
<b>Gretchin Big Mob</b> 2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)	<b>54 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>
<b>Kommandos Big Mob</b> 2 Kommandos Mobs (each with 4 Kommandos stands)	<b>96 pts.</b>		
<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>		

Support			
Choose up to 2 Big Mobs for support			
<b>Big Gunz Big Mob</b> 3 Big Gunz or Pulsa Rokkits	<b>42 pts.</b>	<b>Killa Kan Big Mob</b> 3 Killa Kans	<b>33 pts.</b>
<b>Big Gunz Kannon Mob</b> 3 Kannonns	<b>36 pts.</b>	<b>Mekboy Speedsta Big Mob</b> 3 Mekboy Speedstas (any mix of Death Ray and Lifta Droppas)	<b>66 pts.</b>
<b>Big Gunz Lobba Mob</b> 3 Lobbas	<b>42 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Big Gunz Zap Gun Mob</b> 3 Zap Guns	<b>48 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Squiggoth Big Mob</b> 3 Squiggoths	<b>54 pts.</b>
<b>Dreadnought Big Mob</b> 3 Dreadnoughts	<b>39 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>		

Anti-Aircraft Support	
May include a Flakwagon.	
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>

**Chain of Command:** Warboss > Nobz > Orks

## Ork Warband (Mounted)

**Usage:** The Warband is the staple of the Ork forces. It is these Warbands that contain the vast bulk of the boyz in an Ork army. They are support by tanks and other mechanical contraptions. This version represents the mechanized of the Warband.

Note that this is a generic Warband that is not specific to any one clan. The clan specific Warbands are an alternative to this generic unit.

**Frequency:** Very Common

<b>Command</b>			
Take 1 Warboss (any type). May take 1 Weirdboy (any type)			
<b>Warboss Boarboy</b> 1 Warboss on Boar stand	<b>44 pts.</b>	<b>Warboss in Stompa</b> 1 Warboss in Stompa	<b>64 pts.</b>
<b>Warboss in Gunwagon</b> 1 Warboss in Gunwagon	<b>54 pts.</b>	<b>Weirdboy Gunwagon</b> 1 Weirdboy in Gunwagon	<b>26 pts.</b>
<b>Warboss on Trukk</b> 1 Warboss stand, 1 Trukk	<b>49 pts.</b>	<b>Weirdboy on Trukk</b> 1 Weirdboy stand, 1 Trukk	<b>29 pts.</b>

<b>Main Force</b>			
Take 4 Big Mobs			
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Skarboyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Skarboyz Wagon Mobs (each with 4 Skarboyz stands, 2 Battlewagons)	<b>187 pts.</b>
<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>

<b>Support</b>			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Squiggoth Big Mob</b> 3 Squiggoths	<b>54 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Mekboy Speedsta Big Mob</b> 3 Mekboy Speedstas (any mix of Death Ray and Lifta Droppas)	<b>66 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>

<b>Anti-Aircraft Support</b>	
May include a Flakwagon.	
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>

**Chain of Command:** Warboss > Nobz > Orks

## War Engine Units

### Ork Battle Fortress Warband

**Usage:** The Battle Fortress Warband is the heavy hitter of the Ork forces. These super heavy vehicles serve as mobile fortifications, laying down a withering amount of firepower in support of Ork advances.

**Frequency:** Very Common

War Engines	
Take 1 Mob	
<b>Battle Fortress Mob</b> 3 Battle Fortresses	<b>255 pts.</b>

Support			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>		
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>		

Anti-Aircraft Support	
May include a Flakwagon.	
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>

**Chain of Command:** Battle Fortress > Any other unit

## Ork Gargant Warband

**Usage:** The Orks love the incredible size and shootiness of a Gargant and use them whenever they can. The Gargant Warband represents the Gargant and the forces that accompany it for support.

**Frequency:** Common

<b>War Engines</b>			
Take 1 War Engine choice			
<b>Gargant</b> 1 Gargant	<b>300 pts.</b>	<b>Mega Gargant</b> 1 Mega Gargant	<b>640 pts.</b>
<b>Great Gargant</b> 1 Great Gargant	<b>430 pts.</b>		

<b>Support</b>			
Choose up to 2 Big Mobs for support			
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>		
<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>		

<b>Anti-Aircraft Support</b>			
May include a Flakwagon.			
<b>Flakwagon</b> 1 Flakwagon	<b>20 pts.</b>		

**Chain of Command:** Not Applicable

## Flyer Units

### Ork Flyboyz Big Mob

**Usage:** Often all that is available for air cover is a few flyboyz in their Fighta-Bommers. The Big Mob represents this circumstance.

**Frequency:** Common

Command	
Must pay for a Big Mob HQ	
1 Big Mob HQ	10 pts.

Main Force			
Take 1 Big Mob			
Bommer Big Mob 3 Bommerz	126 pts.	Fighta-Bommer Big Mob 3 Fighta-Bommers	90 pts.

**Chain of Command:** Any unit

### Ork Flyboyz Warband

**Usage:** The Flyboyz Warband is the air arm of the Orks. These slightly insane Orks fly the smoke-belching Bommers and Fighta-Bommers through the skies attacking aircraft and land vehicles alike.

**Frequency:** Common

Command	
Must pay for a Warband HQ	
1 Warband HQ	25 pts.

Main Force			
Take 4 Big Mobs. Must take at least 1 Fighta-Bommer Big Mob.			
Bommer Big Mob 3 Bommerz	126 pts.	Fighta-Bommer Big Mob 3 Fighta-Bommers	90 pts.

**Chain of Command:** Any unit

## Common Ork Big Mobs

These are the big mobs that are commonly used by the Orks. Occasionally you might need to put together a force that doesn't follow the normal Ork Warband lists and these can be helpful.

Infantry Big Mobs			
<b>Blood Axe Boyz Rhino Big Mob</b> 1 Nob stand, 1 Rhino + 2 Boyz Mobs (each with 4 Boyz stands, 2 Rhinos)	<b>121 pts.</b>	<b>Nobz Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands)	<b>112 pts.</b>
<b>Blood Axe Nobz Rhino Big Mob</b> 2 Nobz Mobs (each with 4 Nobz stands, 2 Rhinos)	<b>147 pts.</b>	<b>Nobz Wagon Big Mob</b> 2 Nobz Wagon Mobs (each with 4 Nobz stands, 2 Battlewagons)	<b>188 pts.</b>
<b>Blood Axe Shooty Boyz Rhino Big Mob</b> 1 Nob stand, 1 Rhino + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands, 2 Rhinos)	<b>185 pts.</b>	<b>Shooty Boyz Big Mob</b> 1 Nob stand + 2 Shooty Boyz Mobs (each with 4 Shooty Boyz stands)	<b>150 pts.</b>
<b>Boarboyz Big Mob</b> 2 Boarboyz Mobs (each with 4 Boarboyz)	<b>104 pts.</b>	<b>Shooty Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Shooty Boyz Wagon Mobs (each with 4 Shooty Boyz stands, 2 Battlewagons)	<b>235 pts.</b>
<b>Boyz Big Mob</b> 1 Nob stand + 2 Boyz Mobs (each with 4 Boyz stands)	<b>86 pts.</b>	<b>Skarboyz Big Mob</b> 1 Nob stand + 2 Skarboyz Mobs (each with 4 Skarboyz stands)	<b>102 pts.</b>
<b>Boyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Wagon Mobs (each with 4 Boyz stands, 2 Battlewagons)	<b>171 pts.</b>	<b>Skarboyz Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Skarboyz Wagon Mobs (each with 4 Skarboyz stands, 2 Battlewagons)	<b>187 pts.</b>
<b>Gretchin Big Mob</b> 2 Nob stand + 2 Gretchin Mobs (each with 4 Gretchin stands)	<b>54 pts.</b>	<b>Stormboyz Big Korps</b> 2 Stormboyz Korps (each with 4 Stormboyz)	<b>96 pts.</b>
<b>Kommandos Big Mob</b> 2 Kommandos Mobs (each with 4 Kommandos stands)	<b>96 pts.</b>	<b>Trukk Boyz Big Mob</b> 1 Nob stand, 1 Trukk + 2 Boyz Mobs (each with 4 Boyz stands, 2 Trukks)	<b>131 pts.</b>
<b>Mercenary Ogryn Big Mob</b> 1 Nob stand + 2 Mercenary Ogryn Mobs (each with 4 Mercenary Ogryn stands)	<b>94 pts.</b>		
<b>Mercenary Ogryn Wagon Big Mob</b> 1 Nob stand, 1 Trukk + 2 Mercenary Ogryn Wagon Mobs (each with 4 Mercenary Ogryn stands, 2 Battlewagons)	<b>179 pts.</b>		

Vehicle Big Mobs			
<b>Battle Fortress Mob</b> 3 Battle Fortresses	<b>255 pts.</b>	<b>Gun Trukk Big Mob</b> 3 Gun Trukks (any combination of Lobba and Zap)	<b>48 pts.</b>
<b>Battlewagon Skorcher Big Mob</b> 3 Battlewagon Skorchers	<b>57 pts.</b>	<b>Gunwagons Big Mob</b> 3 Gunwagons	<b>42 pts.</b>
<b>Battlewagon Zap Big Mob</b> 3 Battlewagon Zaps	<b>57 pts.</b>	<b>Killa Kan Big Mob</b> 3 Killa Kans	<b>33 pts.</b>
<b>Big Gunz Big Mob</b> 3 Big Gunz or Pulsa Rokkits	<b>42 pts.</b>	<b>Mekboy Speedsta Big Mob</b> 3 Mekboy Speedstas (any mix of Death Ray and Lifta Droppas)	<b>66 pts.</b>
<b>Big Gunz Kannon Mob</b> 3 Kannonns	<b>36 pts.</b>	<b>Skorchaz Big Mob</b> 3 Skorchaz	<b>33 pts.</b>
<b>Big Gunz Lobba Mob</b> 3 Lobbas	<b>42 pts.</b>	<b>Speed Freeks Big Mob</b> 3 Buggies	<b>33 pts.</b>
<b>Big Gunz Zap Gun Mob</b> 3 Zap Guns	<b>48 pts.</b>	<b>Squiggoth Big Mob</b> 3 Squiggoths	<b>54 pts.</b>
<b>Bikeboyz Big Mob</b> 2 Bikeboyz Mobs (each with 4 Bikeboyz)	<b>104 pts.</b>	<b>Stompa Big Mob</b> 3 Stompas	<b>96 pts.</b>
<b>Dreadnought Big Mob</b> 3 Dreadnoughts	<b>39 pts.</b>	<b>Warbikes Big Mob</b> 2 Warbikes Mobs (each with 4 Warbikes)	<b>136 pts.</b>
<b>Flakwagon Big Mob</b> 3 Flakwagons	<b>60 pts.</b>		

<b>Flyer Big Mobs</b>			
<b>Bommer Big Mob</b>	<b>126 pts.</b>	<b>Fighta-Bommer Big Mob</b>	<b>90 pts.</b>
3 Bommerz		3 Fighta-Bommerz	

<b>Anti-Aircraft Support</b>			
May include a Flakwagon.			
<b>Flakwagon</b>	<b>20 pts.</b>		
1 Flakwagon			