



A very silly rules mod for Necromunda 2018.

Note on Mob Memberz

Throughout these rules, a range of words will be used when stating to which members of a mob a specific rule applies. Da word used has a specific meaning and applies to specific memberz of a mob. See below:

Models – This refers to all memberz of da mob: Nobz, orks, grots and even pets (e.g. squigs).

Fighters – This refers to all orks and grots but not pets (e.g. squigs).

Orks – This refers to da orks, nobz, weirdboyz and meganobz in da mob only and not any grots or pets.

Nobz – This refers only to da leaders in the mob: da boss nob and any nobz or meganobz.

Grots – This refers to da grots in da mob only and not any orks, nobz or pets.

Pets – This refers to da pets (e.g. squigs) in da mob only and not any orks, nobz or grots.

Special Rules – Waaaaaagh!

Waaaaaagh! – Over the course of a battle, each mob’s Waaaaaagh! meter fills up based on different actions. Keep track of Waaaaaagh! points using a dice or counter. If a mob bottles, all counters are lost and da mob cannot declare a Waaaaaagh!

- +1 for each enemy model that goes out of action for any reason.
- +1 (Additional) for each Nob or Weirdboy taken out of action by their opponent.
- +1 for each charge action by a friendly fighter (successful or not).
- +1 for each Ork that takes the Scream Waaaaaagh! (Basic) Action.
- +1 for each friendly Ork (not seriously injured) within 3” of an enemy Ork in the end phase.
- +1 for each Ork that recovers from a serious injury.
- +1 for each Psychic power successfully manifested.
- +1 for every Ork who attempts to jump down or across a gap (max +1 per activation).
- +1 for each enemy Ork that fails a nerve check.
- +1 for each successful aim action (the shot has to hit!).

Once a mob reaches 15 Waaaaaah! points, a Waaaaaagh! is declared at da start of da next end phase. Da following is in effect until da start of da subsequent end phase:

- +1S on da charge for all fighters and pets.
- All Orks gain the Spring Up skill.
- +D6” instead of +D3” on da charge for all fighters and pets.
- Fighters and pets must charge if they can (even if they must jump to charge, they can only choose not to if da height is above 3”) or take a WP check. If passed, they can act normally.
- Fighters and pets must charge da closest enemy fighter who is not seriously injured.
- All engaged fighters and pets must choose da fight action and cannot attempt to withdraw.
- Fighters and pets must take da coup da grace option after charging if they are able.
- Any broken fighters automatically rally (but do not gain +1xp) and no nerve tests are taken.
- All friendly fighters gain a 6+ armour save which cannot be mitigated by AP.
- No bottle checks are taken.
- No group activations except for pets are allowed by da mob that declared a Waaaaaagh!

If no enemy model is taken out of action by a friendly fighter during da Waaaaaagh! all friendly fighters must take a nerve check or become broken. No bonuses are applied from nearby friendly fighters.

Big Waaaaaagh! – If a mob wins three games in a row, they must challenge two or more other mobs at da same time in a stand-off scenario (full mobz – da attacker should have a big disadvantage). If they win, a random fighter (not including Nobz or Weirdboyz) from each defeated mob joins da Big Waaaaaagh! permanently. Da Big Waaaaaagh! counter is then reset.

If da attacker loses, da controlling players of da other mobz must make fun of them and they cannot declare a Waaaaaagh! in their next battle.

Special Rules

Woz a Aym? (Basic) – Players must take an intelligence check in order to use da aim action.

Unstable – When a model rollz an out of ammo result on the ammo die, they take 1 automatic hit from that weapon. If da weapon iz ranged, there iz no hit on da enemy fighter. They must take an ammo check as normal.

Unwieldy – A ranged weapon with this trait can be fired using the Shoot (Basic) action with a -1 to hit or the Shoot (Double) action with no modifier.

In addition, a model who uses a weapon with both da Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

Reckless – Before shooting, select the enemy model you are targeting. The fighter must pivot so that enemy is in the centre of their vision arc. Roll all the firepower dice before rolling to hit. For each bullet hole on the fire power dice, randomly select a model, friendly or enemy, within the attacker's vision arc to be the target of that attack (each model can be selected multiple times). Then roll to hit against each of those models separately, applying the normal modifiers for cover etc.

Versatile – Any model using a versatile weapon to hit an enemy over a barrier or on a higher level receives -1 to hit.

Funky Stikks – For melee weapons with an ammo value or the unstable rule, roll 1 ammo dice per fight action rather than per attack.

Get in dere! (Basic) A Nob with S5 or higher and a grot within 2" may take a strength test. If passed, they may throw da grot Sx2" using the rules for a shooting attack with a blast weapon but with a +1 modifier for targeting the floor. Any model hit by da grot takes a S3 hit as if from a ranged attack with da Knockback trait. After resolving da hit roll, take an initiative test for da grot. If passed, da grot landz standing but takes a S2 hit. Otherwise, da grot landz prone and takes a S3 hit. Da grot does not lose their ready marker.

Wat u lookin' at? If when activating an Ork, that model iz lookin' at an enemy Ork fighter within 4" (both vision arcs facing one another), da Ork can shoot or charge at that enemy as normal. If they choose to do neither, they must take a nerve test.

Mob Rule – Whenever an Ork is within 6" and line of sight of 2 or more friendly Orks (including any seriously injured – Orkz iz very dumb), apply the following:

- Do not take nerve tests due to friendly models becoming seriously injured our out of action.
- Automatically pass rally checks but do not gain +1xp.

I'm Da Big Boss – If da Boss Nob is standing during da end phase, subtract 1 from da result of da D6 when determining if da mob has bottled.

Crak Sum 'eds – If a friendly fighter fails a nerve test within 6" of a Nob, da controlling player can choose to let them run for cover or roll a D6. On a result of 1-5, they take a flesh wound. On a result of 6 they take a flesh wound and become seriously injured (and da Nob gets +1xp). Da nerve test is then considered as passed.

Fearsome - If an enemy wishes to Charge (Double) this fighter from within this fighter's vision arc, they must make a Willpower test before moving. If da test is failed, they may still take one action.

Just a Git – Models with this rule are easily replaced and expected to die. Should a model with this special rule be Seriously Injured or be taken Out of Action, friendly models that are within 3" do not have to take a Nerve test, unless they also have this special rule. Models with this rule that are seriously injured only receive assistance during recovery from other models with this rule.

Puny Bugga – A model with this rule can never increase Strength or Toughness beyond their starting value and may only ever gain Kunnin' skills. Models with this rule are always subject to the knockback rule when hit with any ranged attack or any melee attack from an Ork or Squig.

Tasty Bugga – In desperate times, a Nob may resort to munching on a nearby grot for some quick energy. Any Nob within 2" of a friendly grot may take the Gobble Grot (Simple) Action. Roll an initiative check for the grot with a -1 modifier. If passed, the grot avoids da Nob, if failed, it is gobbled.

If a Nob eats a grot, one lost flesh wound or wound (player chooses) is returned. Da grot rolls on da lasting injury table, rerolling any results of captured or lesson learned, but does not go out of action.

Grot Shield – If an Ork is da target of a shooting attack and has a friendly grot within 3" of them, they may take a Leadership test. If passed, da grot must take one move action and attempt to get in between the Ork and da enemy model taking da shot. If da grot achieves this, da shot is taken against da grot instead. Da shot has a +1 modifier to hit and da grot does not receive the benefit of any cover. If da shot misses da grot, roll a D6. On a result of 6, da Ork being shielded is hit anyway.

Brutal 'n' Kunnin' – All Orks are either Brutal or Kunnin'. They can only ever have skills from one of these trees (Kommandos are locked to Kunnin').

Orkwality – Any Ork can take any Ork weapon or wargear (unless there is a restriction mentioned in da profile). There is no such thing as an Ork specialist.

Da Boyz

Boss Nob (Leader) – 125 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	3	4+	2	6+	6+	7+	7+

Special Rules: Group Activation (2), I'm Da Big Boss, Crak Sum 'eds, Mob Rule, Wat u lookin' at?

Nob (Champion) – 100 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	5	4	2	4+	2	7+	7+	8+	9+

Special Rules: Group Activation (1), Mob Rule, Crak Sum 'eds, Wat u lookin' at?

Weirdboy (Champion) – 100 Teef (Maximum 1 per mob)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	4	4	2	4+	1	9+	8+	8+	7+

Special Rules: Cannot take Special/Heavy weaponz, Psyker – Waaaaagh Energy (Select 2 powers at recruitment), Mob Rule, Proppa Weirdoz – Willpower can never be modified from 8+ by injuries, advancements, wargear etc. For each friendly Ork (including seriously injured) within 4" of da Weirdboy, their Willpower is increased by 1.

Boy (Ganger) – 40 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	4	4	1	4+	1	9+	8+	8+	10+

Special Rules: Mob Rule, Wat u lookin' at?

Stormboy (Prospect) 60 Teef (Maximum 2 per mob)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	4	4	1	4+	1	9+	8+	6+	11+

Special Rules: Mob Rule, Wat u lookin' at? No Heavy weapons, squigs or 'Eavy/Mega Armour
Equipment: Rokkit Pack – Each time a fighter takes a move action, they must declare if they are activating their Rokkit Pack. If they do, movement is increased by D6" and da fighter can move freely over and around terrain and between levels. However, before taking any actions they must roll a D6. On a roll of 1, an explosion occurs from da centre of their base using da frag grenade profile. If da Stormboy survives, they can no longer use their Rokkit Pack during this battle.

Kommando (Prospect) 55 Teef (Maximum 3 per mob – except Blood Axes)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	4	4	1	4+	1	9+	8+	7+	8+

Special Rules: Mob Rule, Speshul Faucets – All Ork Kommandos in a mob must deploy within 3" of each other. Cannot equip Heavy weapons or 'Eavy/Mega Armour
Skills: Infiltrate, Wot's Behind You?

Grot (Juve) – 15 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	2	1	3+	1	10+	9+	9+	8+

Special Rules: Just a Git, Puny Bugga

Squiq (Exotic Beast) – 35 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	6+	4	3	1	3+	2	12+	6+	9+	12+

Equipment: Squig Jaws

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Squig Jaws	-	E	-	-	S	-1	1	-	Melee, Rending, Reckless	-	-

Bomb Squig (Exotic Beast) – 60 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	6+	4	3	1	3+	2	12+	6+	9+	12+

Equipment: Squig Jaws

Special Rules: Da Boom (Basic) – Da fighter activates a blasting charge on itself. Da fighter automatically goes out of action and must roll for lasting injury. If da fighter is taken out of action by an enemy fighter, roll a D6. On a result of 4+, da blasting charge explodes. If da fighter is taken out of action by a weapon with da blast trait or gains da blazed condition, da blasting charge automatically goes off.

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Blasting Charge	-	-	-	-	5	-1	2	-	Blast 5", Knockback	-	-

Meganob (Brute) – 300 Teef (Maximum 1 per mob)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	5	4	3	5+	2	9+	7+	8+	9+

Special Rules: Mob Rule, Crak Sum 'eds, Wat u lookin' at?

Skill: Fearsome

Equipment: Mega Armour, Power Klaw, Kustom Shoota

Power Klaw and/or Kustom Shoota can be replaced with a Killsaw for 40 Teef each.

'Angerz-On

Painboy – 35 Teef

If a mob has a pain boy, they can make an additional medical escort action in da post-battle sequence. This action does not cost any Teef. Roll a D6 for da fighter and use da below table:

1. Da fighter dies
- 2-3. Roll on da lasting injury table, re-rolling any result that is not 41-54 (or use D10).
- 4-5. Roll on da lasting injury table, rerolling any result of 55+.
6. Da fighter gets a free random augmentation. If da augmentation would take da fighter over their stat increase limit, reroll to get a different one.

Mekboy – 25 Teef

In da pre-battle sequence, randomly select an Ork and then randomly select one of their ranged weapons. If they do not have one, randomly select a different Ork.

Roll a D6 and for da upcoming battle, that ranged weapon is altered as follows. If a trait is rolled that da weapon already has, reroll da result.

1. Kaboom! – Da weapon gains da Unstable trait.
2. Jammed 'ard! – Da weapon gains da scarce trait.
3. Patchy Fix – Da weapon works normally, da Ammo checks are -1.
4. Zoggin' Shiny! Da weapon gains +1 to Ammo rolls.
- 5 Extra Krumpy! Da weapon gains +1 Strength for da next battle.
- 6 WAAAAGH!-Forged – Da weapon gains da Rending and Knockback traits for da upcoming battle.

Runtherd – 20 Teef

All Grots in da mob get +1 Cool and da Nerves of Steel skill. If a grot runs from da battle by failing a bottle test, roll a d6. On a result of 4+, roll on da lasting injury table for them – da Runtherd is not impressed...

Ork Weaponz

Ork Close Combat Weapons

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Klubz n stikkz	-	E	-	-	S	+1	1	-	Melee	C	10

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Chainz n Flailz	-	E	-	-	S	-	1	-	Melee, Entangle	C	15

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Choppa	-	E	-	-	S	-1	1	-	Melee	C	15

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grotprod	E	2"	-	-	+1	-	1	4+	Melee, Shock, Versatile	C	20

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grotwhip	E	3"	-1	-	S	-	1	-	Melee, Entangle, Versatile	C	20

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Chain Choppa	-	E	-	+1	S	-1	1	-	Melee, Rending	C	25

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Tank 'ammer	-	E	-	-	+1	-2	1	-	Melee, Unwieldy, Rending	9	30

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Big Choppa	-	E	-	-	+1	-1	2	-	Melee, Disarm, Unwieldy	C	35

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Big Chain Choppa	-	E	-	-	+1	-1	2	-	Melee, Rending, Unwieldy	8	40

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Breacha Ram	-	E	-	-	+1	-2	d3	5+	Melee, Unstable, Unwieldy	11	45

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Power Klaw	-	E	-	-1	+2	-2	d3	-	Melee, Power	10	60

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Killsaw	-	E	-	-	+2	-3	d3	-	Melee, Sever	12	100

Ork Pistolz

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Six Shoota	6"	10"	+1	-	3	-	1	5+	Sidearm	C	5

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Slugga	4"	12"	+1	-	4	-	1	4+	Sidearm	C	10

Ork Basic Weaponz

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Shoota	8"	24"	+1	-	4	-	1	4+	Rapid Fire (1)	C	10

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Blundabuss	4"	10"	+2	-	3	-	1	5+	Scattershot, Knockback	C	15

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Kustom Shoota (Nobz only)	8"	24"	+1	-	4	-	1	5+	Rapid Fire (2)	10	30

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Long Shoota	12"	32"	-1	+1	5	-	1	5+	Knockback	8	30

Ork Special/Heavy Weaponz

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Rokkit Launcha	6"	24"	-1	-	4	-	1	6+	Blast 3", Knockback	C	50

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Snazzgun	8"	24"	+1	-	2d3	d3	d3	5+	Scarce, Rapid Fire (1), Unstable	11	60

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Big Shoota	24"	36"	-	-1	5	-	1	5+	Rapid Fire (2), Unwieldy	C	65

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Shokk Attack Gun	18"	36"	-	-1	5	-	1	6+	Scattershot, Unstable, Unwieldy	13	75

Gut Feelin': If da roll to hit is a 6, da snotlings appear inside da body of the target. Da attack becomes Strength 10, Damage D6 with no armour save allowed but loses da Scattershot trait. If an enemy goes out of action as a result of 'Gut Feelin', all fighters within 5" and line of sight must take a nerve test. This overrides Mob Rule.

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Burna	-	T	-	-	4	-1	1	5+	Blaze, Unstable	9	100

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Deffgun	30"	48"	-	-1	5	-1	1	5+	Rapid Fire (2), Reckless, Unwieldy	12	80

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Zzap Gun	12"	36"	+1	-	2d6	-3	d6	6+	Scarce, Unstable, Unwieldy	12	90

Kombi Weaponz

Any Ork ranged weaponz (except pistolz) can be combined to create a Kombi Weapon. Up to 3 weapons can be combined. All weapons should be added to da fighter card but count as one single weapon for game purposes. If multiple special/heavy weapons are being kombined, da cost of da second and third special/heavy weapon is reduced by 20 teef each. Da Kombi Weapon must be modelled as such.

Standard Necromunda Combi rules apply.

Ork Grenadez

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Ork Stikkbomb	-	Sx3	-	-	4	-	1	-	Blast 3", single shot, knockback	C	15

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Firey Stikkbomb (Kommando only)	-	Sx3	-	-	4	-	1	-	Blast 3", Blaze, single Shot	10	30

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Smokey Stikkbomb (Kommando only)	-	Sx3	-	-	-	-	-	-	Blast 5", smoke, single shot	8	10

Ork Wargear

Studded Armour – 5 Teef

Provides a 6+ Save.

Ork Flak Armour – 15 Teef

Provides a 5+ save.

‘Eavy Armour – 60 Teef

Provides a 4+ save, -1 initiative, -1 to movement when charging and only add D3” during a Waaaaaagh!

Mega Armour – 100 Teef (Nobz only)

Provides a 3+ save, -2 initiative, -1 to movement when charging and only add D3” during a Waaaaaagh!

‘Elmet – 25 Teef

Provides +1 armour save. Can be combined with armour.

Grapnel ‘Ook (Ork Kommando only) – 20 Teef

Grapnel (Double): The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level and may allow them to move through terrain up to 1" high.

Bag-o-Teef – 25 Teef

Every time a fighter equipped with this item taken an enemy ork out of action in melee or through a coup da grace, they gain D6 Teef. If this fighter is taken out of action in melee or through a coup da grace action, 2D6 Teef must be given to da enemy mob from da friendly mob’s stash.

Mob Banna – 20 Teef

Only 1 allowed. Grants da group activation (1) rule or increases the number in brackets by 1

Old Rutted Gob-Busta – 10 Teef

An Ork equipped with this item can take da Chew Mushroom (Basic) action. Take a toughness test. If passed, da Ork gains +2 willpower for da rest of the battle. If failed, immediately take a flesh wound. After use, da Gob-Busta is removed from da fighter’s inventory.

Squig – 35 Teef

Uses da rules for a pet. Any ork can take one but maximum 1 squig per Ork and 3 total per mob.

Bomb Squig – 60 Teef

Uses da rules for a pet. Any ork can take one but maximum 1 squig per Ork and 2 total per mob.

Grot Weaponz

Grot Close Combat Weaponz

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grot Klub	-	E	-	-	S	-	1	-	Melee	C	5

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grot Stabba	-	E	-	-	S	-	1	-	Melee, backstab	C	10

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grot Stikka	E	1"	-	-	+1	-	1	-	Melee, Versatile, unwieldy	C	10

Grot Ranged Weaponz

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grot Blasta	8"	12"	-	-1	3	-	1	4+	Sidearm	C	5

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grot Bigga Blasta	12"	18"	-	-1	3	-	1	5+	Knockback (self)	C	10

Knockback (Self): If da roll to hit is equal to or higher than da fighter's Strength, they are knocked back d3" directly away from da target. If this causes da grot to make contact with a terrain piece or another fighter, they stop and take a S2, AP-, D1 hit. Da grot must then pass an initiative check or go pinned.

Grot Grenadez

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Grot Stikkbomb	-	Sx3	-	-	3	-	1	-	Blast 3", single Shot	C	10

Grot Wargear

Pile-o-Bullitz – 10 Teef

Any fighter required to take an ammo check within 3" of a fighter equipped with a Pile 'o' Bullitz adds +1 to the roll.

Speckled Bloodshade Fungus – 20 Teef

In da recovery phase, any fighter being assisted by a fighter equipped with this fungus may roll an additional injury die.

Chamolololon Kloak – 15 Teef

A model wearing this item gains an additional -1 to hit when in cover.

Grot Grapnel 'Ook – 15 Teef

Grapnel (Double): Da fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level and may allow them to move through terrain up to 1" high.

Dodgy Jacket – 45 Teef

Da grot is strapped to a cache of large explosives. It gains da 'Da Boom' rule and its cool is immediately reduced to 12+.

Da Boom (Basic) – Da fighter activates a blasting charge on itself. The fighter automatically goes out of action and must roll for lasting injury. If da fighter is taken out of action by an enemy fighter, roll a D6. On a result of 4+, da blasting charge explodes. If da fighter is taken out of action by a weapon with da blast trait or gains da blazed condition, da blasting charge automatically goes off.

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Blasting Charge	-	-	-	-	5	-1	2	-	Blast 5", Knockback	-	-

Skillz

Brutal Skillz

1. **Rite In Da Nutz** – When attacking in melee. One attack can be allocated as Da Nut Shot. That attack gets +1 damage. This cannot be a weapon with da sidearm trait.
2. **'Ere We Go!** – When da fighter makes close combat attacks as part of a Charge (Double) action, any weapons with da Melee trait they use gain da Knockback trait
3. **Walk It Off** – Should this fighter perform two or more Move (Simple) actions during their activation, they can make a Toughness check at da end of their activation. If this check is passed, this fighter may recover one lost Wound or discard a single Flesh Wound.
4. **'url (Basic)** – Pick an enemy fighter engaged by and in base contact with this fighter, or a Prone and Seriously Injured enemy fighter within 1" of this fighter. Da friendly fighter must take a Strength check. If passed, move da enemy fighter 1+d3" (1+D6" if they are a grot or squig) in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter, vehicle or any terrain, they stop moving and suffer a Strength S (the Strength value of da fighter using 'url), Damage 1 hit. If da enemy fighter falls from a ledge and hits da floor, they take a hit based on da height of the fall or da Strength of da fighter who 'urled them – whichever is higher. If they come into base contact with another model, that model also suffers a Strength S, Damage 1 hit, and if da model is a fighter, they become Prone and Pinned. This action can also be performed for free after successfully performing a Charge (Double) action instead of a free Fight (Basic) action.
5. **Iron Ork** – This fighter's Toughness is reduced by 1 for every two flesh wounds suffered. However, if this fighter suffers a number of Flesh Wounds equal to their Toughness characteristic, they will go Out of Action as normal.
6. **Oi, You!** – Issue Challenge (Basic): Choose an enemy fighter within 12" and line of sight of this model. Until the end of this round, or until da chosen fighter is attacked by a friendly fighter, they must make a Willpower check if they wish to make a ranged or close combat attack that targets any fighter other than da fighter who issued da challenge (fighters that have been challenged ignore da normal rules for target priority as detailed in da Necromunda Rulebook and da What U Lookin' At rule). Da fighter who issued da challenge must also try to charge, fight or shoot at da enemy fighter they challenged or take a nerve test.
7. **'ead Stompa** – When this Ork performs a Coup Da Grace action against another Ork, enemy fighters within 3" must always take a nerve test. Mob Rule does not apply.
8. **Bigga n Badda** – This fighter is immune to da effects of da knockback trait and da 'url skill.

9. **Unstoppable** – Before making a Recovery test for this fighter in da End phase, roll a D6. If da result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and da result is a 4 or more, roll one additional dice for da Recovery test and choose one to discard.
10. **Balidgerant** – When this fighter consolidates at da end of a close combat, they may move up to 4", rather than da usual 2".
11. **Fick Skin** – This fighter reduces the AP of melee weapons used against them in melee by 1.
12. **Moar Krumpin!** – This fighter never suffers penalties to their hit rolls for interference and, when engaged with 2 or more enemy models at da same time, automatically passes all cool checks.

Kunnin' Skillz

1. **Steady 'Andz** – When this fighter is activated, before declaring their first action, this fighter may perform a Reload (Simple) action for free. This does not prevent them from performing da same action once or twice more during their activation should they choose.
2. **I Iz Flyin'** – Get +1 initiative for da purpose of jumping and falling tests. Reduce da strength and AP of any falling damage by 1.
3. **Extra Dakka** – When performing a shooting attack, one rapid fire dice can be set to 3 hits automatically. The player must still roll to hit. After da attack is resolved, da gun runs out of ammo.
4. **'Eads Up** – If this fighter suffers a wound from a ranged or close combat attack, roll a D6. On a 6, da attack is dodged and has no further effect; otherwise, continue to make a save or resolve the wound as normal. If da model dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel da attack – instead, it allows da fighter to move up to 2" before seeing if they are hit. They cannot move within 1" of an enemy fighter.
5. **Big Brain Boy** – Order (Double): Pick a friendly fighter within 6". That fighter can immediately make one action as though it were their turn to activate, even if they are not Ready. If they are Ready, this action does not remove their Ready marker.
6. **Wot's Behind You?** – Any weapons with da melee trait used by this fighter to attack an enemy from outside of their vision arc gains +1 Strength and -1AP. This Stacks with da backstab trait.
7. **Big Gob** – This fighter can take da Rally Da Boyz (Basic) action. Take a Leadership check with a +1 modifier. If passed, all friendly fighters with da broken condition within 15" of this fighter immediately rally. If they have not activated already this turn, they may activate as normal. If they activated already, they can take a free move action.

8. **Slippery Git** – When this fighter makes a Retreat (Basic) action, add 2 to da result of their Initiative test (a natural 1 still fails) and subtract 1 from the initiative roll of any enemies attempting to hit them as they retreat. Additionally, if this fighter rolls da captured result on da lasting injury table, they escape on a 3+, irrespective of other modifiers.
9. **CowBoyz n Injans** – If this model uses da Twin Guns Blazing rule to attack with two weapons with da Sidearm trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with da Sidearm trait.
10. **Dakka, Dakka, Dakka** – When activating this fighter, da controlling player may declare they are shooting twice and da Shoot (Basic) action becomes Shoot (Simple). Each attack may target a different enemy but can never hit on better than a 5+, regardless of modifiers.
11. **I Got Da Gubbinz** – Ammo checks taken by this fighter and any friendly fighters within 6” receive a +1 modifier. This does not apply if this fighter is seriously injured or broken.
12. **Seen It Kummin’** – If da fighter is hit in close combat, da fighter can attempt to step aside. Make an Initiative test for them. If da test is passed, da attack misses. This skill can only be used once per enemy in each round of close combat – in other words, if an enemy makes more than one attack, da fighter can only attempt to step aside from one of them.

Waaaaagh! Energiez – Weirdboyz only

Funky Energiez – Any time a Weirdboy fails their willpower check to manifest a power, there is a risk of a miscast. Roll a D6. On a 1-3, apply da miscast for the power, on a 4-6, nothing happens. If da roll to manifest the power is a double 1, the miscast occurs automatically. If da result of da roll (including modifiers) is 12 or more, da power goes off and a miscast occurs.

1. **Da Jump** (Double) – Select a friendly fighter within 12" and line of sight of a Weirdboy and place them anywhere within 12" and line of sight of da Weirdboy. After placing them, roll a D6. On a result of a 1, they scatter D6". On a result of 2 or 3, the scatter D3". If da scatter result is on a lower level than the target location, the fighter falls. If da fighter scatters off da board, they stop at da board edge, take a S3 hit and go prone.

Miscast: Da Weirdboy and any friendly fighters within 4" of them scatter 3D6" from their starting location. Apply da same rules as above for falling, board edge etc.

2. **Fist of Gork** (Basic) – Make a shooting attack with a range of 15" using da Weirdboy's BS but with no modifiers applied. Da attack is Strength 3d3, AP- and damage d3, with the Blast 5" rule.

Miscast: Da attack is centred on da Weirdboy instead.

3. **Psychic Vomit** (Basic) – Da Weirdboy may make a template shooting attack with da Gas trait.

Miscast: Da Weirdboy takes an automatic hit with da Gas trait.

4. **Frazzle** (Basic) – Target a model within 12" of da Weirdboy. That model is automatically hit. All other models within 3" of that model are then also hit on a 4+ without modifiers. If a model is hit in this way, all other model within 3" of this model could then be hit in da same way. This can result in a model being hit multiple times. Da attack counts as a ranged attack using da following profile: S3, Ap-1, D1, Shock.

Miscast: Da Weirdboy takes a hit as if from Frazzle. Da power can then jump to other models within 3" as described above.

5. **Zogwurt Speshul** (Basic) – Select an enemy fighter within line of sight and 9" of this Weirdboy. That fighter is turned into a squig for D3 rounds (if da opponent has already activated, da counter starts from da next round). If da fighter is a Nob or an enemy Weirdboy, they become a squig for D3-1 rounds to a minimum of 1.

Miscast: Da Weirdboy is turned into a squig for D3-1 rounds to a minimum of 1.

6. **Mind of Mork** (Basic) – Choose a single enemy fighter that is both within 15" and line of sight of this fighter. That fighter immediately makes a Shoot (Basic) action, even if they have already activated this round, targeting an eligible model, chosen by this fighter.

Miscast: Da targeted enemy fighter must declare da shot against da Weirdboy himself.

Klanz

All models in a Mob must be from da same Klan. For restrictions based on painted models, da relevant colour does not have to be dominant but should be clearly visible. If it has to be pointed out, it don't count.

Goffs: Klose 'n' Brutal

Trait: No Finkin, Just Krumpin!

When a Goff Klan declares a Waaaaagh, all Orks gain +D3 attacks on da charge but -1 WS.

Restriction: Brutal, not Kunnin'

Goff Orks may never take Kunnin' skills.

May never recruit Kommandos

Nobz must be equipped with melee weapons worth more than any ranged weapon they have.

Bonus: Da Bigga Choppa

One Nob can take an exclusive melee weapon: Da Bigga Choppa

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Da Bigga Choppa	-	E	-	-	+2	-2	2	-	Melee, Disarm, Rending, Unwieldy	C	45

Deffskulls: Lucky Lootas

Trait: Blue iz da Luckiest (Only applies to models painted blue!)

All Orks gain a 6+ invulnerable save. This is increased to a 5+ during a Waaaaagh.

Restriction: Loot n Boot

Deffskulls fighters cannot take da Coup Da Grace action against enemy fighters except after completing a charge action. They instead gain access to da Loot n Boot (Simple) action. Da enemy fighter remains seriously injured, goes out of ammo on all weapons and loses any usable wargear they are carrying for da remainder of da battle. Da Deffskulls Ork performing da action automatically reloads all weapons they are carrying (including scarce weapons). After da action is completed, roll a d6. On a result of 4+, da seriously injured fighter takes a flesh wound.

Whenever a Deffskulls Ork is providing an assist to a friendly fighter, roll a d6. On a result of 1 or 2, instead of assisting their ally, da fighter performs da Loot n Boot action. Da injured fighter automatically takes 1 flesh wound, remains injured and does not roll for recovery.

Bonus: Lucky Shot

When taking a shoot action, if a Deffskulls Ork rolls 3 bullets on da ammo die, they may roll an additional ammo die (and risk rolling out of ammo). If da weapon does not have rapid fire, this dice provides one additional hit, if da weapon does have rapid fire, this roll counts as an additional rapid fire die.

Evil Sunz: Da Rapideest Ladz

Trait: Red Wunz Go Fasta! (Only applies to models that are painted red!)

Any Ork that moves twice or charges during their activation gains da 'Eds Up skill until da beginning of their next activation. If they already have this skill, it activates on a 5+.

When a Waaaaagh is declared, all Orks roll 2D6 for their charge bonus and take da highest.

Restriction: No Stoppin'

May never take Meganobz or Kommandos.

Any time an Ork does not take da Move (basic) or Charge (double) action during their activation they must take a nerve test. Does not apply to Seriously injured Orks.

Bonus: Bigga Boostaz

Stormboyz can purchase da Bigga Boosta wargear for 20 Teef. Da

Rokkit Pack rule is changed to da below for this fighter:

Rokkit Pack – Each time a fighter takes a move action, they must declare if they are activating their Rokkit Pack. If they do, movement is increased by 2D6" and the fighter can move freely over and around terrain and between levels. However, before taking any actions they must roll a D6. On a roll of 1, an explosion occurs from da centre of their base using the blasting charge profile. If da Stormboy survives, they can no longer use their Rokkit Pack during this battle.

One Nob in da mob can take a Rokkit Pack with da Bigga Boosta for 40 credits.

Bad Moons: Da Flashiest Gitz

Trait: Showin Off Da Teef

When an enemy is taken out of action by a special or heavy weapon, all enemies within 3" must take a nerve test and Mob Rule does not apply.

All weapons with da Scarce trait lose it but their ammo check is taken at -1.

Restriction: Fancy Boyz

All Orks in da mob must have a rating of 100 Teef or more. Any Orks with a lower value cannot be included in da crew.

Must always have at least 2 fighters equipped with special/heavy weapons in da mob.

Bonus: Bigga Rokkit Launcha

One Bad Moon Ork can take a special weapon for 60 Teef: Da Bigga Rokkit Launcha

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Big	6"	24"	-1	-	4	-	1	6+	Blast 3", Knockback	E	
Bigga	6"	24"	-1	-	5	-	1	6+	Blast 5", Knockback. Unstable	E	

Snakebites: Da Beasty Boyz

Trait: Da Old Ways

All Snakebite Orks suffer da effects of Blaze, Toxin and Gas on a roll of 6+ only.

All Snakebite Orks have Leathery 'ide. This is a built-in 6+ armour save.

Snakebite Squigs have +1 Strength.

Pets must stay withing 6" of their owner rather than da usual 3".

Restriction: Green 'n' Sexy

Snakebite Orks can never wear armour (but can wear 'elmets).

Special/Heavy weapons are capped at 1 fewer than all other mobz.

Cannot recruit Meganobz or Stormboyz

Bonus: Nasty Buggaz

Any Snakebite Grots can take da following weapon:

Weapon	Rg S	Rg L	Ac S	Ac L	S	AP	D	Am	Traits	AL	Teef
Nasty Stabba	-	E	-	-	-	-	-	-	Melee, Backstab, Toxin,	-	20

Blood Axes: Sneaky Gitz

Trait: Proper Kunnin' Planz

Ork Kommandos lose da 'Speshul Faucets' special rule.

Once per battle, at da beginning of da end phase of any round, all fighters who are not in line of site of any enemy fighter (including vision arcs) may take one move action.

Restriction: Where iz Dey?

Must always have 3 Kommandos in da mob (can include da Kommando Nob below). If this is not da case due to a fighter dying, da mob may not spend Teef on anything else until a new Kommando is recruited.

Blood Axes Orks may never take Brutal Skillz

Bonus: Boss Sneaka

Access to da Kommando Nob special champion (Maximum 1). This champion does not get to choose an additional skill at recruitment. They have da below profile:

Kommando Nob – 115 Teef

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	5	4	2	3+	2	7+	7+	8+	7+

Special Rules: Mob rule, Crak Sum 'eds, Cannot equip Heavy weapons or 'Eavy/Mega Armour

Skills: Clamber, Infiltrate, Wot's Behind You?