

Evil Sunz

“Waagggggggggggggggghhhhhhhhhhhhhhh
hhhhh!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What are the Orks? The Orks are literally bunch of Fungi’s. They grow from spores in a variety of species and love to steal, loot, and fight! Their ramshackle vehicles are imaginative and lethal with lots of quirks and dangers to both the user and the receiver. To play Orks is to embrace the Waaagh! and have a lot of fun building and playing your army.

Army Difficulty 1-5: 1. Orks have a large battlefield presence and are forgiving due to their variety and simple application of Auras. They can be fielded without having to worry about super precise tactics and pack plenty of punch.

Strengths: Orks can form massive hordes of some of the cheapest infantry in the game all the way up to one of the largest unit sizes of Orks. Their hordes literally boost the leadership of the army as well. They boast massive amounts of Assault weapons and a quirky shooting mechanic that gives a flavorful surprise to friend and foe on how effective it will be each turn. Their Vehicles are very cheap to field due to their quirks as well, helping them feel like the massive green horde they are supposed to be on the table.

Weaknesses: The army has limited effective shooting compared to some other armies. Their Melee is formidable and their HQ and Advisors focus that even more. Their Vehicles have a tendency to stop working temporarily during the battle sometimes as well, which can throw a spanner in the finny that spins. Their leadership suffers without direct intervention or large mobs nearby.

Army Abilities: The Orks have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Dakka – Each unmodified roll of a 6 To Hit causes one additional Auto Hit.

‘Ere We Go! – This model may reroll failed Charge rolls.

Mob Rule – 12” True Aura, friendly units may treat their Ld equal to the number of models in this unit.

Poor Maintenance – In each of your Command Phases, roll a d6 for each unit with this rule in your army. On a 1, the unit must decide if it will Move or Shoot this turn.

If elected to Move, it may Advance and Fall Back this turn but cannot Shoot or Charge.

If elected to Shoot, it may Shoot in the Shooting Phase, but cannot Move, Advance, Charge, or Fall Back.

High Altitude models MUST always move, and can never opt to Shoot instead of Move because of Poor Maintenance.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- 'Ard Case – This model loses Open Topped and its Firing Ports.
- Aerial Red Paint – This model gains M+10.
- Assault Ramps – This model gains Assault Ramps.
- Extra Armour – This model may treat Crew Stuns as Weapon Disables instead. Choose as soon as you receive a Crew Stun result.
- Forcefield – This model gains a+ Invulnerability Save.
- Fuel Mixa Grot – One Use Only. This model Advances 6 instead of rolling d6. Declare before choosing to roll for Advance distance.
- Grot Oiler – One Use Only. This model may reroll the Repair Die (either to restore service or number of wounds restored).
- Grot Riggas – This model gains Heal.
- Red Paint – This model gains M+2.
- Stikkbomb Flinga – This model gains a 5+ Invulnerability Save vs Ranged Attacks.
- Targeting Squig – This model may reroll To Hit with ranged weapons.
- Turbo Charga - You may declare an Advance in the Movement Phase instead of the Shooting Phase when nominating this model to Move. If you roll a 1 this model suffers 1 Mortal Wound and cannot Move, Advance, Charge, or Fall Back until your next Movement Phase. You do not count as having Advanced this Turn (meaning you can still Advance in the Shooting Phase).

Clans

Ork Clans specialize in different aspects. The following are Clans you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Average Clan.

Evil Sunz:

- Hyper ADHD Gitz: Infantry models in your army only count as half a model for purposes of contesting an Objective Marker.
- Speed Freeks: All Vehicles gain M+2. Aircraft may turn 90 degrees after firing in the Shooting Phase as well as before moving in the Movement Phase.

HQ Slots 1-2 Slots

<p>Wazdakka Gutsmek The Bike of the Aporkalypse Big Revva</p>	<p>M WS BS ST W I A Ld Sv 12 2+ 5+ 7 6 7 2 5 9 - 12 2+ 5+ 7 6 7 2 5 9 -</p>	<p>Points: 296 Composition: 0-1 The Bike of the Aporkalypse 0-1 Big Revva</p>
<p>Wargear The Bike of the Aporkalypse: 2 Linked Kustom Shootaz Kustom Mega Blasta Dakkakannon Power Klaw Forcefield Big Revva: Psyko-Gatler Grabba Dragga Forcefield</p>	<p>Options May trade The Bike of the Aporkalypse for Big Revva for +0 points</p>	<p>Rules Wazdakka Gutsmek: Independent Character Monstrous Infantry Steed Unique Evil Sunz Ork Da Big Boss 'Ere We Go! Breakin' 'Eads! – 6" Aura, the first time each phase a friendly Ork unit fails a Ld test, this model inflicts d3 Mortal Wounds to that unit and it automatically passes that test. Fixit da Grot – This model Heals 1 Wound in each of its Command Phases. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee. Warlord Titan Crew Skulls – 6" Aura, target unit must take a Fear Test at Ld-1.</p>
<p>Special Wargear: <u>Orknapped! – If this weapon successfully Wounds (after Saves and Feel No Pains) while in a Challenge with an Infantry or Monstrous Infantry model, this model may leave Combat on its next Movement Phase and take its Challenger with it! The Challenge still</u></p>	<p>Special Wargear Upgrades:</p>	

resumes, but this model maintains Movement capabilities.		
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Selection	Name	Range	S	AP	Rules
R	2 Linked Kombi Shootaz	18	4	-	Assault 4 x2, Dakka
R	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Monsterbane
R	Dakkakannon	36	7	4+	Assault 2, Dakka, Monsterbane
M	Power Klaw	Melee	X2	2+	Slow, Monsterbane
S	Psyko-Gatler	18	6	5+	Heavy 12, Dakka
M	Grabba Dragga	Melee	User	5+	Rending, Orknapped!