Da Red Revolution

“Waaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaggggggggggggggggghhhhhhhhhhhhhhhhhhhh!”

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 fingy 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.

Da Red Revolution:

- Grot Warmachines: All Vehicle, Titanic Vehicle, Monsters, and Titanic Monsters with the Ork keyword suffer W-2 but gain BS-1 (Improves by 1).
- Only Grots: This army may not include any Ork keyword units that are not Vehicle, Titanic Vehicle, Monsters, or Titanic Monsters.

HQ Slots 1-2 Slots

Da Red Gobbo Red Gobbo	**M WS BS S T W I A Ld Sv** 6 4+ 3+ 3 3 5 4 3 7 5+	**Points: 380** **Composition:** **1 Red Gobbo**
Wargear Red Gobbo: Kustom Grot Blasta Stikkbombz	**Options** May take one B	**Rules** Red Gobbo: Independent Character Infantry Unique Da Red Revolution 'Ere We Go! Grot Epic Ascension – When this model is Defeated, place the Unstable Ordnance 5" Template over this model and do not scatter it. Resolve the effects of the weapon. Only use with the Squigmobile Upgrade. Grot Revolutionary Committee – If this model is destroyed, roll a d6. On a 2+ swap Da Red Gobbo out for one existing Grot Infantry model on the field instead of removing Da Red Gobbo from the game. The swapped Grot is removed from the game instead. The newly elected Da Red Gobbo loses any B upgrades it purchased. Have You Been A Good Little Grot This Year? – 6" Aura, target Grot Infantry models in the unit places a Non-Scattering 3" Blast template over them and inflicts S3 Ap-Hits. All Grot Infantry models are removed after resolving the Hits. Icon of Da Red Revolution – In your Command Phase, you may spawn an existing Grot Infantry unit from your list that has been destroyed or declare an existing Grot Infantry unit dead by removing them from the

		fields. This replacement unit spawns inside your Deployment Zone. This may only occur once per Round and may affect the same unit any number of times over the course of the game. Packed Like Squigs – This model counts as half a model for Transport Capacity.
Special Wargear:	**Special Wargear Upgrades:** B Squig Steed +38 points B Squigmobile +59 points	 M+2, S+1, T+1, W+1. Gains SS Weapons, Steed. Lose Packed Like Squigs. M+8, T+1, W+2, Sv-1 (Improves by 1). Gains SM Weapons, Steed, Very Bulky. Lose Packed Like Squigs.

Selection	Name	Range	S	AP	Rules
R	Kustom Grot Blasta	12	3	-	Pistol 1, 3” Blast
SS	Squig	Melee	User	-	Auxiliary, Extra Attack 1
SM	Fender Bender	Melee	+1	6+	None
SM	Terrified Assistant	Melee	2	-	Auxiliary, Inaccurate
SM	Unstable Ordnance	*	8	3+	*, 5” Blast, Ordnance, Epic Ascension
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast