Goff Codex

“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.

Goff:

- Goff is Da Best: All models in your army may reroll 1s To Hit in Melee.
- Obnoxious Gitz: Infantry models in your army only count as half a model for purposes of contesting an Objective Marker.

HQ Slots 1-2 Slots

Ghazghkull Thraka Ghazghkull Thraka Mega Armour Cybernetic Mega Armour	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 7 6 7 2 6 10 4+ 4 2+ 5+ 7 6 8 2 6 10 3+ 6 2+ 5+ 7 7 12 2 6 10 3+	**Points: 246** **Composition:** **1 Ghazghkull Thraka**
Wargear Ghazghkull: Kustom Shoota Chainsword Stikkbombz Forcefield Mega Armour: Kustom Shoota Power Klaw Stikkbombz Forcefield Cybernetic Mega Armour: Mork's Roar Gork's Klaw Stikkbombz Forcefield	**Options** May take one B	**Rules** Ghazghkull: Independent Character Infantry Unique Goff Ork 'Ere We Go! Very Bulky 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. Cybernetic Body – This model has a 5+ Feel No Pain. Da Biggest of Dem All – 6" Aura, this model and target unit may reroll 1s To Hit. If they already may reroll 1s To Hit, they instead reroll 1s and 2s To Hit. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear:	**Special Wargear Upgrades:** B Mega Armour +28 points B Cybernetic Mega Armour +139	Swap O weapons for MA. Gain Monstrous Infantry, Steady. Lose Infantry. Swap O weapons for CMA. Gain Monster, Steady. Lose Infantry, Very Bulky.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
O	Chainsword	Melee	User	6+	Rending
O & MA	Kustom Shoota	18	4	-	Assault 4, Dakka
MA	Power Klaw	Melee	X2	2+	Slow, Monsterbane
CMA	Mork's Roar	36	5	5+	Assault 12, Dakka

CMA	Gork's Klaw	Melee	X2	1+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Grukk Face Rippa Grukk	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 6 5 6 2 5 9 4+	**Points: 306** **Composition:** **1 Grukk**
Wargear Grukk: Kombi Rokkit Git Rippa Stikkbombz Forcefield Waaagh! Banner	**Options**	**Rules** Grukk: Independent Character Monstrous Infantry Unique Goff Ork 'Ere We Go! Very Bulky 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. Scourge of the Sanctus Reach – This model has a 5+ Feel No Pain. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear: Waaagh! Banner – 6" Aura, this model and target unit gain A+1	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
M	Git Rippa	Melee	X2	2+	Slow, Armourbane, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Mek Boss Buzzgob	**M WS BS S T W I A Ld Sv**	**Points: 204**
Buzzgob	6 2+ 5+ 6 5 5 2 4 9 4+	**Composition:**
Nitnuckle	6 5+ 4+ 2 2 4 4 3 6 -	**1 Buzzgob**
Lunk	6 5+ 4+ 2 2 4 4 3 6 -	**0-1 Nitnuckle**
	M WS BS S FA SA RA W I A Ld Sv	**0-1 Lunk**
Buzzgob's Stompa	8 2+ 5+ 10 13 13 12 40 2 6 9 3+	**0-1 Buzzgob's Stompa**
Wargear	**Options**	**Rules**
Buzzgob:	May take Nitnuckle for +25 points	Buzzgob:
Slugga	May take Lunk for +25 points	Independent Character
Big Choppa	May take Buzzgob's Stompa as a Dedicated Transport for +844 points	Monstrous Infantry
Mek Arms		Goff
Stikkbombz		Ork
Forcefield	Buzzgob's Stompa may swap any Deff Kannon for A	'Ere We Go!
Nitnuckle:		Very Bulky
Grot Blasta	Buzzgob's Stompa may take one H	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.
Lunk:		Buzzgob's Dredheadz – 6" Aura, this model and target unit may reroll 1s To Hit. If they can already reroll 1s To Hit, reroll 2s To Hit.
Grot Blasta	Buzzgob's Stompa may take up to two C	Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Buzzgob's Stompa:		Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
2 Deff Kannonz	Buzzgob's Stompa may take up to one of each E	Nitnuckle:
Lifta Droppa		Independent Character
Gaze of Mork		Infantry
		Goff
		Grot
		'Ere We Go!
		Propa Grot Oiler – add +1 to repair dice rolls to restore secondary services.
		Lunk:
		Independent Character
		Infantry
		Goff

		Grot 'Ere We Go! Propa Grot Oiler – add +1 to repair dice rolls to restore secondary services. Buzzgob's Stompa: Independent Character Titanic Vehicle Goff Ork 'Ere We Go! Poor Maintenance Steady Transport 20 – Access Rear. 3 Fire Points Front, 1 Fire Point Rear.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +5 points E Fuel Mixa Grot +5 points E Red Paint +6 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
M	Big Choppa	Melee	+2	5+	None
M	Mek Arms	Melee	X2	2+	Auxiliary, Slow, Monsterbane
P	Grot Blasta	12	3	-	Pistol 1, Dakka
A	Deff Kannon	72	10	1+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull, Primary
A +66 points	Mega Klaw	Melee	D	1+	Slow, Destroyer, Monsterbane, Primary
H +96 points	Deff Kannon	72	10	1+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull, Primary
B	Lifta Droppa	72	D	1+	Heavy 1, 3" Blast, Destroyer, Monsterbane, Hull
B	Gaze of Mork	60	D	1+	Heavy 1, Dakka, Destroyer, Monsterbane, Hull
C +25 points	Supa Rokkit	120	8	3+	Heavy 1, 5" Blast, Ordnance, One Use Only, Hull

Advisors 0-3/Troop Slot Purchased

Makari Makari	**M WS BS S T W I A Ld Sv** 6 4+ 5+ 3 3 4 4 3 6 -	**Points: 149** **Composition:** **1 Makari**
Wargear Makari: Choppa Waaagh! Banner	**Options**	**Rules** Makari: Independent Character Infantry Unique Goff Grot 'Ere We Go! Accidental Figurehead – 6" Aura, this model and target unit may reroll Ld Tests. Packed Like Squigs – This model counts as half a model for Transport Capacity. Suspiciously Lucky – This model has a 4+ Invulnerability Save.
Special Wargear: Waaagh! Banner – 6" Aura, this model and target unit gain A+1.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Choppa	Melee	User	-	Extra Attack 1

Zhadsnark Da Rippa Da Beast	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 6 6 6 2 4 9 4+	**Points: 215** **Composition:** **1 Da Beast**
Wargear Da Beast: 2 Linked Big Shootaz Slugga Da Pain Klaw Stikkbombz Forcefield	**Options**	**Rules** Da Beast: Independent Character Infantry Steed Unique Goff Ork 'Ere We Go! Very Bulky 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. Exhaust Cloud – 6" Aura, this model and target Steed unit gain a 5+ Cover Save. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear: Forcefield – 4+ Invulnerability Save	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka
P	Slugga	12	4	-	Pistol 1, Dakka
M	Da Pain Klaw	Melee	X2	1+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast