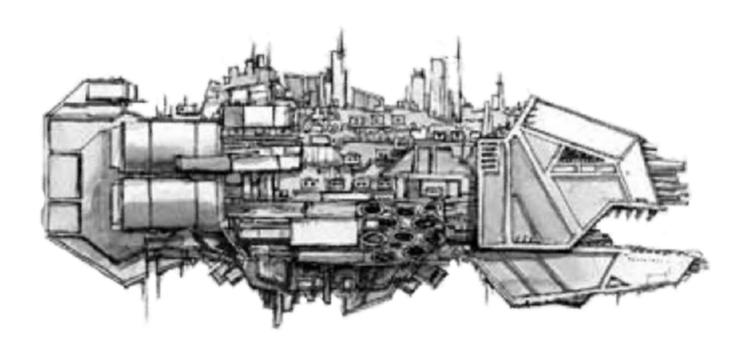
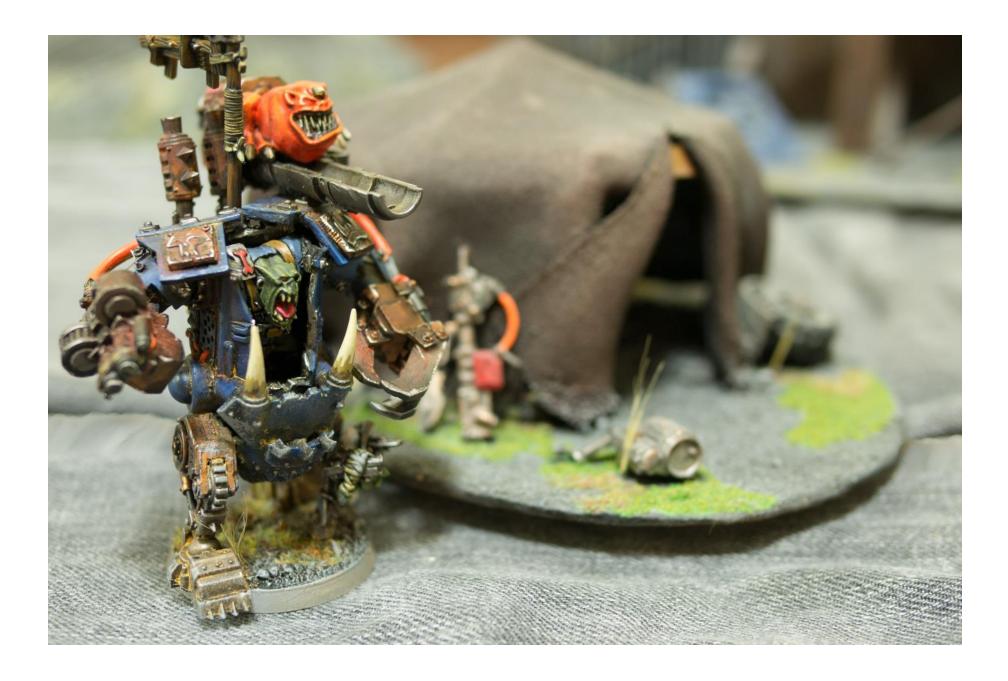


Dug's Boyz

That humans worship the Emperor of the Imperium is something Orks can easily understand - he is the war god of the humans, the controlling power behind vast armies, great fleets and awesome military technology and they have a great respect for such power even as they try to dismantle it.

For some Orks, the Emperor is envisaged as a vague, remote and ancient power who is everywhere they go throughout the Imperium. He motivates his long-suffering followers to take on irrational and pointless tasks which make no sense to the Orks. Like his human servants, the Emperor appears doomed to do everything the hard way or the wrong way.





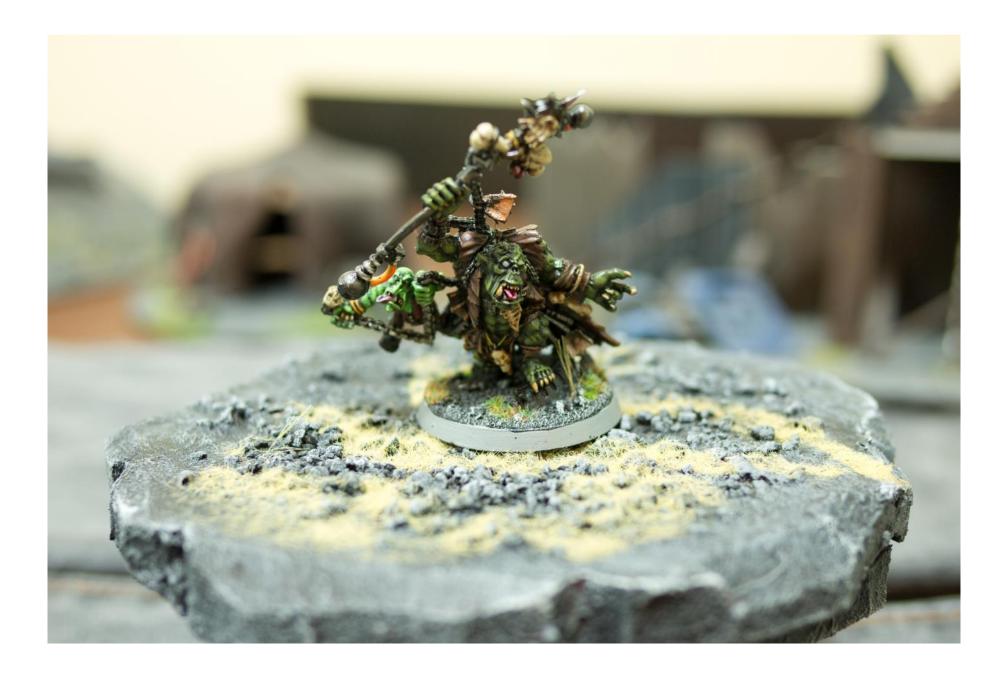
Dug

Dug's is the original success story. He started his Joseph Orkbell journey with nothing but a simple leather jerkin and a large rock to bash people with.

Dozens of years later, he has worked his way through countless wars, studied the humans and their Imperium and decided that he could do better with a Waaagh of his own. Dug is no simple ork, with a "bash 'em lads" attitude - he is a skilled commander of orks, and he goes to war with specific objectives in mind.

His boys, however, just want to hit things. His mileage varies.

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
HQ: Mega-armoured Warboss (1 *,	130 p		300	0.0			20.	//	377	50	(8) (8)	100
Mega-armoured Warboss	1	8	5	2	5/10	5	3	4/1	4/5	9	2+/5(i)	130
	Bos	spole; C	ybork B	ody; P		w; TL	Shoota;				s; Attack ependent	Squig; Character;



Anonymous

This weird boy showed up one day, and no matter what they did, no one could make him go away. It turned out that he was useful from time to time, so they eventually stopped throwing rocks at him.

Name	#	Grp	ws	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
HQ: Weirdboy (1 *, 85 pts)													
Weirdboy	1	8	4	2	4	4	2	3	3	7	6+	85	
	(C:C	rks, pp.	. 36 & 90	6); Inf	antry (Characte	er); 1. 'E	Eadbange	er; 2. Fr	azzle;	3. Zzap;	4. Warı	path;
	5. 'E	re We C	30; 6. V	Vaaagh!	; Furio	us Charg	ge; Inde	ependent	Charac	ter; Mo	b Rule;	Psyker;	
	Waa	agh!; W	/arpheac	l									



Da Sneaky Flaemas, riding Whoosh

Da Flaemas were with Dug at the beginning, when his little Waaagh was just getting some power behind it. You start with a tank with some decent armour, add some fire -- a lot more fire -- stir vigorously and you have the recipe for a good meal.

Name	#	Grp	ws	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Elite: Burna Boyz (9 [‡] , 135 pts)													
Burna Boyz	9		4	2	3	4	1	2	2	7	6+	135	
	(C:C	Orks, pp.	45 & 1	00); Ir	fantry	Burna;	Furious	Charge	; Mob	Rule; V	Vaaagh!		
Heavy Support: Looted Wagon (1 *,	45 p	ts)											
Looted Wagon	1	Grp: 🖽	BS: 2	FA: 1	1 SA:	11 RA:	: 10 HF	P: 3				45	
									2 model	capaci	ity; Big S	Shoota (x	(1);
	Don	't Press	Dat!; R	einforce	ed Ram								



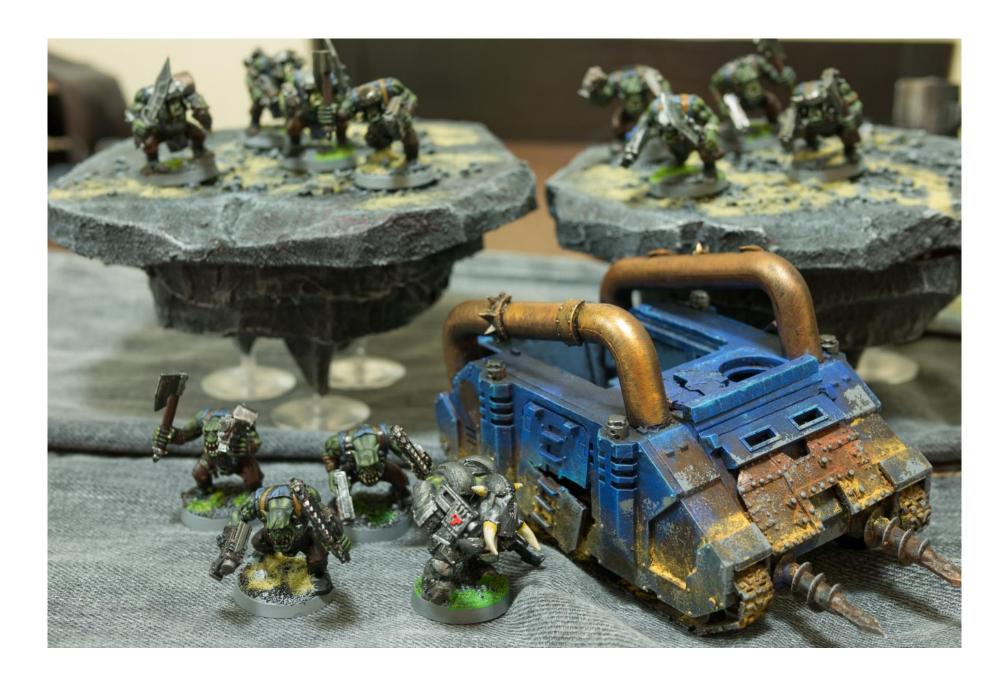
Da Lucky Ones, riding Har!

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+++ UPLIFT OF THE DAY +++
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The ultimate expression of power in any given Imperial army is the Landraider and the Space Marine Terminators - the finest warriors in the galaxy.

+++ EMPEROR PROTECTS +++

Troops: Meganobz (5 [‡] , 285 pts)													
Meganobz	4	D	4	2	4/8	4	2	3/1	3	7	2+	285	
												Power	
			hoota;	Shoota/S	Skorcha	Kombi-	weapon	(x2); H	Furious (Charge;	Mob R	ule;	
	Waa	agn!											
Battlewagon	1	Grp: E	3S: 2	FA: 14	SA: 12	2 RA: 1	10 HP:	4				[115]	
	(C:O	rks, pp.	. 55 & 1	02); V	ehicle (Open-to	opped, T	`ank); D	Deff Roll	la; Big	Shoota ((x1)	



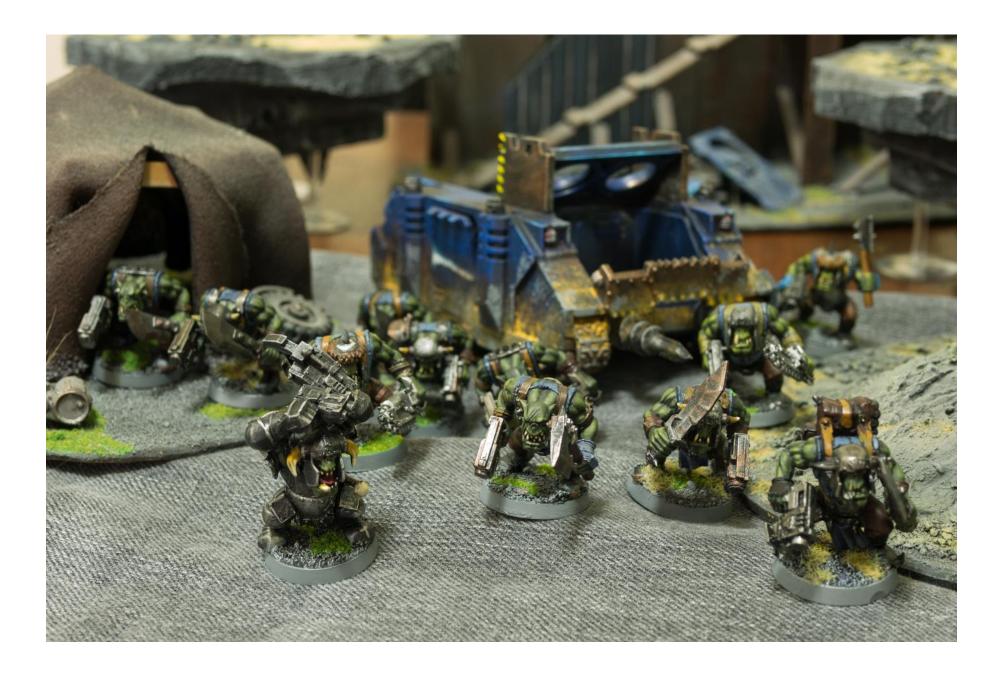
Da Killies

Da Killies drove up and over the rim of the Imperial trench they'd taken the night before. The squad poured out of their stolen Imperial vehicle, sluggas clenched tightly and the gleam of violence in their eyes.

A hail of bolter fire sped past them and into them. Minutes later, only a single boy and the nob with his heavier armour were still standing. They made it back to the kommand center a day later and made a report to Dug.

"My tank still drives? Good. Find some more boyz and get back out der!"

Name	#	Grp	WS	BS	S	T	Wo	ı	Α	Ld	Save	Cost	
Troops: Boyz (13 *, 157 pts)													
Boyz	11	D	4	2	3	4	1	2	2/3	7	6+	157	
	(C:C	rks, pp.	40 & 1	00); Ir	fantry;	Chopp	a & Slu	gga; Fu	rious Cl	narge;	Mob Rul	e; Waaas	gh!
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]	
	(C:C	rks, pp.	40 & 1	00); 'E	avy Arn	nour; B	osspole	Slugga	; Power	Klaw			
Trukk	1	Grp: E	3S: 2 F	A: 10	SA: 10	RA: 1	10 HP:	3				[40]	
	(C:C	rks, pp.	41 & 1	00); V	ehicle (Fast, Op	en-topp	ed); 12	model	capacit	y; Reinfe	orced Rai	m;
	Big	Shoota;	Ramsh	ackle							-		



Da Smashies

+++ IMPERIAL PRIMER +++

Redundant elements help to ensure that in the case of the failure of one, the second can spool up and ensure that the machinery continues functioning at peak performance.

+++ A SUSPICIOUS MIND IS A HEALTH MIND +++

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
Troops: Boyz (13 [‡] , 157 pts)												
Boyz	11	D	4	2	3	4	1	2	2/3	7	6+	157
	(C:C	Orks, pp.	40 & 1	00); I ı	nfantry ;	Chopp	a & Slug	gga; Fu	rious Cl	narge;	Mob Rul	e; Waaagh!
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]
	(C:C	Orks, pp.	40 & 1	00); 'E	avy Arn	nour; B	osspole:	Slugga	; Power	r Klaw		
Trukk	1	Grp: E	3S: 2 F	A: 10	SA: 10) RA: 1	10 HP:	3				[40]
	(C:C)	Orks, pp.	41 & 1	00); V	ehicle (Fast, Op	en-topp	ed); 12	model	capacit	y; Reinf	orced Ram;
	Big	Shoota;	Ramsh	ackle								



Da Shooties

A rogue sect of the Boyz decided to take these thoughts of Imperium Improvement to far. They dropped their sluggas and their choppas and picked up an assortment of guns instead, thinking that if it was good enough for the Emperor, it was good enough for the Boyz.

The rest of the krew is reasonably certain that this lot are next up for Dug's cousins friend's mekboy eksperiments. Despite what Dug thinks, no self respecting ork would go after "objectives"!

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Troops: Boyz (12 *, 151 pts)													
Boyz	10	D	4	2	3	4	1	2	2/3	7	6+	151	
	(C:C	rks, pp.	40 & 1	00); I r	fantry;	Chopp	a & Slug	gga; Fu	rious Cl	narge;	Mob Rul	e; Waaa	gh!
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]	
	(C:C	rks, pp.	40 & 1	00); 'E	avy Arn	nour; B	osspole:	Slugga	; Power	Klaw			
Trukk	1	Grp: E	3S: 2 F	A: 10	SA: 10	RA:	10 HP:	3				[40]	
	(C:C	rks, pp.	41 & 1	00); V	ehicle (Fast, Op	en-topp	ed); 12	model	capacit	y; Reinfe	orced Ra	ım;
	Big	Shoota;	Ramsh	ackle									



Lightning Crag, riding Lightning Crag

"Need a strong boy to fly ovah the oomans and shoot 'em up. oo's up for it?" Dug bellowed in front of the dozen or so self-proclaimed "pilots" of his Waaagh. Most of them stepped forward at once, shoving and pushing to show the boss that they had "da right stuff".

One stood back, his arms crossed and an orkish frown on his face. The boyz in front shoved each other some more; one of them put a hand up and started jumping up and down shouting "Me! Me!"

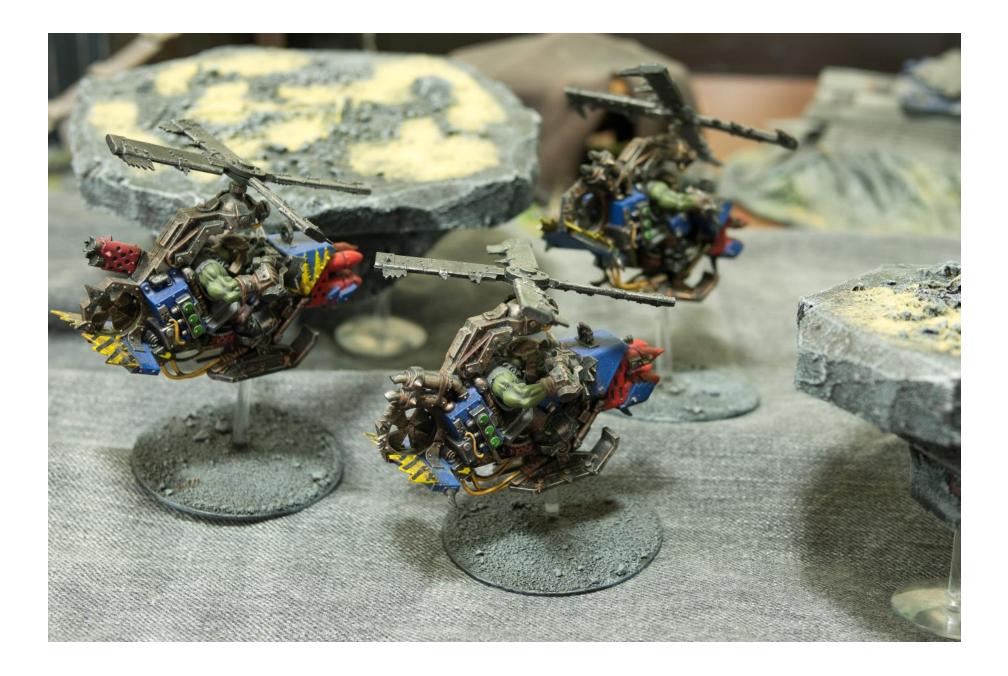
Dug peered out above the gaggle at the one in the back. "You don want to fly, boy?"

"I'll fly if'n ya want." His frown turned into a smirk, "But don't expect me ta beg for it. These boyz'll fly and die, and you lose your plane. I'll fly and kill, den you can kill more oomies tomorrow."

Dug pulled back a bit and tried to scratch his chin with his arm, a task which was impossible from within his megaarmour. "You got the job. But if ya die, or break my plane, I'll kill ya. What's yer name?"

"Lightning Crag."

Fast Attack: Dakkajet (1 *, 130 pts)		
Dakkajet	1 Grp: S BS: 2 FA: 10 SA: 10 RA: 10 HP: 3	130
	(DFTS, pgs. 62 & 71); Skyfire; Vehicle (Flyer); TL Supa Shoota (x3); Flyboss;	Strafing
	Run; Supersonic; Waaagh! Plane	



Da Flyboyz

A sharp turn to the left, and then to the right and then the left again and the Flyboyz narrowly scraped through the winding canyon. Their target was just ahead, and their engines were revving hot, as usual.

Each one opened their throttle wide open, trying to beat the other to the mission target. The wind was brutal at these kinds of speeds, and anything not nailed or bolted onto their custom modded deffkoptas had long since flown off.

They opened fire on the people below, cackling with glee at the rush of it all. Bullets sped upward past their ears as they flew closer and closer, some even lodging into the battered blades of their koptas. It didn't matter, Da Flyboyz would fly until their engines went cold and dead.

Moments later, catastrophe struck and each of their engines in turn sputtered and wheezed it's last and stopped. It was all they could do to manage a controlled crash landing, barreling their fusilages into the soft grey dirt.

Dizzy with vertigo, they stepped off of their koptas. An Ork stepped up to the first Flyboy and hit him hard in the jaw, sending him to the ground.

"Joo fire on your own camp again! Da targets de uther way!"

Name	#	Grp	WS	BS	S	T	Wo	I	Α	Ld	Save	Cost
Fast Attack: Deffkoptas (3 *, 135 pts)											
Deffkoptas	3	3	4	2	3	5	2	2	2	7	4+	135
	(C:C	rks, pp.	48 & 1	01); J e	etbike; (Choppa;	TL Ro	kkit Lau	ıncha (x	3); Fui	ious Cha	ırge;
	Ham	nmer of	Wrath;	Hit & R	tun; Jin	k; Mob	Rule; F	Relentles	ss; Scou	ts		



Boom

After the last big offense, Lightning Crag had flown more than 100 missions with a dozen konfirmed kills, but everytime he went out Dug wondered whether his favourite plane would come back to him or not.

Dug's cousin had a friend who claimed to be a good mek, and he cooked up some new dakka to weld onto on old Rhino that was lying around and claimed it might help with the air raids. Dug agreed. So long as there weren't any "friendly fire" incidents, more dakka is more dakka.

Heavy Support: Flakk Trakk (IA) (1 5	⁵ , 90 pts)	
Flakk Trakk (IA)	1 Grp: BS: 2 FA: 12 SA: 11 RA: 10 HP: 3	90
	(IAAero, pp. 46-47); Vehicle (Fast, Open-Topped, Tank); 6 model capacity; Big (x2); Go, go, go!; Rumbler	Shoota

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
HQ: Mega-armoured Warboss (1 *, -	130 p	ts)										·
Mega-armoured Warboss	1	8	5	2	5/10	5	3	4/1	4/5	9	2+/5(i)	130
	(C:O	rks, pp	32 & 9)7); In f	fantry (Charact	er); Mes	a Armo	our; Stil	kkbomb	s; Attack	Squig:
												Character;
				ı!; Warl						,	•	ŕ
HQ: Weirdboy (1 *, 85 pts)			•			•						
Weirdboy (1 11, 85 pts)	1	8	4	2	4	4	2	3	3	7	6+	85
· · · · · · · · · · · · · · · · · · ·												4. Warpath;
											ob Rule;	
			arphea	_	., 1 4110	rus Chai	ge, mu	penden	Chara	CtC1, 1V1	oo Ruic,	1 sykci,
	** aac	agn., "	arpiica	u			·					
Elite: Burna Boyz (9 *, 135 pts)												105
Burna Boyz	9		4	2	3	4	1	2	2	7	6+	135
	(C:O	rks, pp.	. 45 & 1	(00); I 1	nfantry	; Burna	; Furious	s Charge	e; Mob	Rule;	Waaagh!	
Troops: Meganobz (5 [‡] , 285 pts)												
Meganobz	4	D	4	2	4/8	4	2	3/1	3	7	2+	285
	(C:O	rks, pp	39 & 9	98): In f	fantry:	Mega A	rmour;	Stikkbo	mbs: C	ount as	Troop D	; Power
											; Mob R	
	Waaa		,				r	(/,			,	,
Battlewagon	1 (Grp: E	3S: 2	FA: 14	SA: 1	2 RA:	10 HP:	4				[115]
_	(C:O	rks, pp	. 55 & 1	02); V	ehicle	(Open-to	opped, T	ank); I	Deff Rol	la; Big	Shoota (x1)
Troops: Boyz (13 *, 157 pts)												
Boyz	11	D	4	2	3	4	1	2	2/3	7	6+	157
Boyz						<u> </u>	<u> </u>				- ·	e; Waaagh!
Boyz Nob	1	1KS, pp.	40 & 1	2	4/8	4	2	3/1	3	7	4+	[51]
Boyz Nob	-	rks nn	40 & 1		.,		Bosspole	• • •		r Klaw	71	[31]
Trukk							10 HP:		a, Towc	1 IXIAW		[40]
Trank									model	canaci	tv. Reinf	orced Ram;
			Ramsh		cincic	(Tust, O	pen topp	,cu), 12	model	capaci	ty, Itemi	orcea Ram,
T	Dig c	, iiootu,	14411131	idenie								
Troops: Boyz (13 [‡] , 157 pts)	44	D	4	2		1	- 4		0/0	7	· ·	457
Boyz	11		<u> </u>		3	4	1	2	2/3	7	6+	157
B. N.		rks, pp.						1				e; Waaagh!
Boyz Nob	1		4	2	4/8	4		3/1	3	7	4+	[51]
							Bosspole		a; Powe	r Klaw		[40]
Trukk							10 HP:					[40]
					ehicle	(Fast, O	pen-topp	ed); 12	model	capaci	ty; Reinf	orced Ram;
	Big S	shoota;	Ramsh	nackle								

Troops: Boyz (12 [‡] , 151 pts)													
Boyz	10	D	4	2	3	4	1	2	2/3	7	6+	151	
•	-	rks. pp	40 &	100): I ı	nfantry	Chopp	a & Slus	oga: Fi		harge:	Mob Rul	e; Waaagh!	
Boyz Nob	1	no, pp	4	2	4/8	4	2	3/1	3	7	4+	[51]	
,	(C:Orks, pp. 40 & 100); 'Eavy Armour; Bosspole; Slugga; Power Klaw												
Trukk		1 Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3											
	(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Reinforced											orced Ram;	
		Big Shoota; Ramshackle											
Fast Attack: Dakkajet (1 *, 130 pts)													
Dakkajet	1 (1 Grp: S BS: 2 FA: 10 SA: 10 RA: 10 HP: 3											
Damajor	1 Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3 130 (DFTS, pgs. 62 & 71); Skyfire; Vehicle (Flyer); TL Supa Shoota (x3); Flyboss; Strafing												
	Run; Supersonic; Waaagh! Plane												
=		Super	some,	rr adagn.	Tiune								
Fast Attack: Deffkoptas (3 **, 135 pts								I -					
Deffkoptas	3	8	4	2	3	5	2	2	2	7	4+	135	
	(C:Orks, pp. 48 & 101); Jetbike; Choppa; TL Rokkit Launcha (x3); Furious Charge;												
	Hammer of Wrath; Hit & Run; Jink; Mob Rule; Relentless; Scouts												
Heavy Support: Looted Wagon (1 *,	45 pt	s)											
Looted Wagon	1 Grp: BS: 2 FA: 11 SA: 11 RA: 10 HP: 3										45		
	(C:Orks, pp. 54 & 102); Vehicle (Open-topped, Tank); 12 model capacity; Big Shoota (x1);												
				Reinforc							, ,	, , ,	
Heavy Support: Flakk Trakk (IA) (1	^է , 90 r												
Flakk Trakk (IA)			BS:	2 FA: 1	2 SA:	11 RA	: 10 HF	P: 3				90	
	(IAAero, pp. 46-47); Vehicle (Fast, Open-Topped, Tank); 6 model capacity; Big Shoota												
	(x2); Go, go, go!; Rumbler												
	/ - / - / - / - / - / - / - / - / -	7.0											