

# Oldhammer Orks

This document is the Orks army book for my Oldhammer 7th project. It is intended to simulate Orks, and contains extensive options that can simulate both GW-compliant standard Orks and a wide variety of converted Orks.

A Note on Orky Grammar: This document will not contain phonetic misspellings other than in the names of Ork-specific equipment, pluralise words with a “z”, or use Ork-specific terminology to refer to core rules concepts.

## Army-Wide Rules:

**Mob Rule:** Ork squads gain +1 Leadership for every full 10 models in the unit. If this would take them above Ld10 they are Fearless. Additionally Orks re-roll failed regroup tests if they can draw line of sight to an Ork unit containing more models than they do, and may always re-roll failed Pinning tests.

## Ork Armoury

A character with access to the Armoury may have three weapons, only one of which may be two-handed.

A character on a Bike, or equipped with a jump pack, may only have two weapons, one of which may be two-handed.

A character in Mega-armour may have two weapons, but either may be two-handed.

## Pistols:

- Slugga: Free
- Mega-slugga: +5pts

## Melee Weapons:

- Choppa: Free
- Big choppa (2-handed): +5pts
- Power klaw: +10pts

## Ranged Weapons:

- Shoota: Free
- Kombi-shoota (shoota and single-use burna, rokkit launcha, or mega-blasta): +5pts)

## Mounts (ICs or Nobs/Big Nobs squads only)

- Mega-Armour: +20pts (IC), +10pts (Nob). A model in mega-armour has +1T, Sv 2+, Relentless, and Impact Hits (d3). They change their Size by +1.
- Rokkit Pack: +20pts (IC), or +5pts (Nob). A model with a rokkit pack changes their type to Jump Infantry and changes their Size by +1.

- Warbike: +30pts (IC), or +15pts (Nob). A model with a warbike has +1T, a twin dakkagun, and changes their type to Bike. They change their Size by +2.

### Other Equipment

- Bosspole (+10pts): Unit gains +1 combat resolution
- Cybork Body (+5pts): 6+ Invulnerable save
- 'Eavy Armour (+5pts): Unit upgrades to 4+ Sv, but has Lumbering.

### Vehicle Equipment

- Boarding Planks (+10pts): Models that disembark from this vehicle gain +2" to their charge distance if the vehicle was Open-Topped. If the vehicle had an 'ard case already it instead gains Assault Vehicle.
- Deffrolla (+20pts): Requires the Tank type. Tank Shock attacks gain +2S and Rending, and the vehicle gains move Through Cover.
- Grabba Klaw (+15pts): At the beginning of the enemy movement phase may attempt to grab a vehicle within 2" of the grabba klaw. Roll a d6, on a 4+ that vehicle may not move this turn. This has no effect on flyers, skimmers, or models with at least two more hull points than the model with the klaw.
- Grot Riggers (+15pts for a HP3- vehicle, +30pts for a HP4+ vehicle): Vehicle gains Regenerate (5+)
- Red Paint Job (+10pts): Vehicle moves +1" when Running
- Reinforced Ram (+15pts): Vehicle may Tank Shock and Ram as if it had the Tank type, but only hits non-vehicle units d3 times. Also gains Move Through Cover.
- Stikkbomm Chukka (+10pts): Assault 2, Template, S 4, AP -, Suppression.
- Wreckin' Ball (+15pts): Assault d3, 3", S9, AP4

### Ork Clan Traits

Note: This is a stopgap until I think of something better.

- **Goffs:** Biggest and da Meanest: On a 6 to hit with a melee weapon make another attack. Follow-up attacks can't generate more.
- **Bad Moons:** Armed to da Teef: Boyz may buy BS3 for +2pts/model. Other non-vehicle units may buy BS3 for +5pts/model.
- **Evil Sunz:** Red Ones Go Fasta: All units are Fleet. Vehicles may fire one additional weapon at full BS at any speed.
- **Blood Axes:** Sneaky Gitz: All units gain Scouts
- **Freebooterz:** Lootas: Non-Troops Infantry are Scoring.
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## HQ

Ork Warboss	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Warboss	60	5	3	5	5	3	4	4	9	6+	2	Inf(IC)
Big Boss	100	5	3	5	6	4	3	4	9	6+	3	Inf(IC)
Unit: 1 Warboss or 1 Big Boss						Equipment: Armoury equipment, Stikkbomms						
Special Rules: Clan, Mob Rule, Furious Charge, Waaagh! (1/game all Orks on the table gain Fleet and may charge after running), Master of the Waaagh! (may take a Warlord Trait)												

Big Mek	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Big Mek	50	4	3	4	4	3	4	3	8	6+	1	Inf(IC)
Unit: 1 Big Mek						Equipment: Armoury equipment, Stikkbomms						
Options: May replace one weapon with a kustom force field (+50pts), shunta (+20pts), or shokk attack gun (+50pts) if on foot.						Special Rules: Clan, Mob Rule, Furious Charge, Battlesmith (4+)  KFF: Models within 6" have a 5+ Invulnerable save.						

Weirdboy	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Weirdboy	50	4	3	4	4	3	3	3	8	6+	1	Inf(IC)
Unit: 1 Weirdboy						Equipment: Warpstaff, Stikkbomms						
Special Rules: Clan, Mob Rule, Furious Charge, Waaagh! Energy: A Weirdboy is a psyker, but his Mastery level is 1 per full 10 Ork Infantry within 12" of the Weirdboy (minimum 1) and he knows all the Weirdboy powers. A Weirdboy takes one Perils hit if you have Warp Charge left over at the start of your turn.												

### Weirdboy Psychic Powers:

- Frazzle: Witchfire.
  - WC1: Assault 1, 24", S6, AP4, Blast 3"
  - WC2: Assault 1, 24", S6, AP3, Blast 5"
- Warpath: Blessing.
  - WC1: Psyker and attached unit gain +1A

- Killbolt: Witchfire.
  - WC2: Assault 1, 18", S10, AP2, Beam
- Da Krunch: Witchfire.
  - WC2: Assault 1, 24", S2d6, AP4, Blast 5", Barrage. On an 11 or 12 for Strength roll a new Strength and scatter a new template from the last one's position.

## Troops

Ork Boys Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Boy	6	4	2	3	4	1	2	2	6	6+	1	Inf
Nob	16	4	2	4	4	2	3	3	7	6+	1	Inf(C)
Unit: 1 Nob and 9-49 Boys						Equipment: Choppa, slugga, stikkbomms. Nob instead has Armoury equipment and stikkbomms.						
Options: All models may add an additional slugga or replace their slugga with a shoota for +1pt/model. The entire mob may take 'eavy armour (4+ Sv) for +3pts/model.						Specialists: -For every full 10 models in the unit one model may trade their slugga or shoota for a big shoota, burna, or rokket launcha for +5pts -One model may upgrade to Mek (granting Battlesmith (5+)) or Painboy (granting unit 6+ FNP) for +10pts						
Special Rules: Clan, Mob Rule, Furious Charge						Transport: Trukk, Trakk, Chinork if the unit would fit						

Stormboys Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Stormboy	9	4	2	3	4	1	2	2	6	5+	1	Jump Inf
Stormboy Nob	19	4	2	4	4	2	3	3	7	5+	1	Jump Inf (C)
Unit: 1 Nob and 4-29 Stormboys						Equipment: Choppa, slugga, stikkbomms. Nob instead has Armoury equipment and stikkbomms.						
Options: One Stormboy per five may trade his choppa for a big choppa for +10pts or a power klaw for +15pts. The entire mob may take tankbusta bombs for +2pts/model.						Special Rules: Clan, Mob Rule, Furious Charge						

Grots Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Runtherd	10	4	2	3	4	1	2	2	7	6+	1	Inf(C)
Grot	3	2	3	2	2	1	2	1	5	-	1	Inf

Unit: 1-3 Runtherds and 10-50 Grots	Equipment: Grotblastas, Runtherds instead have grot prods, stikkbomms, and sluggas.
Special Rules: Furious Charge (Runtherd only), Expendable (Enemies may not score VP for killing Grots)	

## Elites

Nobs Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Nobs	16	4	2	4	4	2	3	3	8	6+	1	Inf(C)
Big Nobs	35	4	2	5	5	3	3	4	8	6+	1	Inf(C)
Unit: 5-20 Nobs or 3-10 Big Nobs						Equipment: Armoury equipment, stikkboms						
Specialists: -Upgrade weapons: One per 5, replace one weapon with a mega-blasta, burna, big shoota, or rokket launcha for +5pts. -Painboy (unit gains FNP6+) or Mek (model gains Battlesmith) for +10pts. -Waaagh Banner (12" bubble of +1 combat resolution): +20pts.						Veteran Tactics: Choose either: WS5, BS3, Tank Hunters, Monster Hunters, or Outflank.						
Special Rules: Clan, Mob Rule, Furious Charge						Transport: Trukk, Trakk, Chinork, Battlewaggon						

Gunboys Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Gunboy	12	4	3	3	4	1	2	2	6	6+	1	Inf
Nob	22	4	3	4	4	2	3	3	7	6+	1	Inf(C)
Unit: 1 Nob and 4-14 Gunboys						Equipment: Nob has Armoury equipment and stikkbomms, other models have sluggas, big shootas, and stikkbomms.						
Gun Options: All models may trade their big shootas for mega-blastas, rokket launchas, or burnas for free. The entire mob may take 'eavy armour for +3pts/model.						Specialists: -Painboy (unit gains FNP6+) or Mek (model gains Battlesmith) for +10pts.						
Special Rules: Clan, Mob Rule, Furious Charge						Transport: Trukk, Trakk, Chinork						

Kommandos Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Kommando	10	4	2	3	4	1	2	2	6	6+	1	Inf

Kommando Nob	20	4	2	4	4	2	3	3	7	6+	1	Inf(C)
Unit: Nob and 4-14 Kommandos						Equipment: Nob has Armoury equipment and stikkbomms, other models have choppas, sluggas, and stikkbommas.						
Specialists: -One model per five may replace their slugga with a rokket launcha, big shoota, or burna for +5pts.						Special Rules: Clan, Mob Rule, Furious Charge, Infiltrate, Move Through Cover, Stealth (1)						



## Fast Attack

Warbikes Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Warbike	22	4	2	3	5	1	2	2	6	4+	3	Bike
Warbike Nob	32	4	2	4	5	2	3	3	7	4+	3	Bike(C)
Unit: Nob and 2-11 Warbikes						Equipment: Nob has Armoury equipment, Stikkbomms, and Dakkagun, warbikes have choppas, sluggas, stikkbomms, and dakkaguns						
Special Rules: Mob Rule, Furious Charge, Clan, Exhaust (5+ cover if moving)												

Deffkoptas Mob	Cost	WS	BS	S	T	W	I	A	Ld	Sv	Sz	Type
Deffkopta	35	4	2	3	5	2	2	2	6	4+	3	Jetbike
Deffkopta Nob	45	4	2	4	5	3	3	3	7	4+	3	Jetbike(C)
Unit: 0-1 Nob and 1-4 Deffkoptas						Equipment: Nob has Armoury equipment, Stikkbomms, and twin Big Shoota. Other models have Choppas, Stikkbomms, and twin Big Shootas.						
Options: Any Deffkopta may replace its twin big shootas with a twin mega-blasta or twin rokkit launcha for +5pts. Any Deffkopta may add a power klaw for +25pts.						Special Rules: Mob Rule, Furious Charge, Clan, Scouts, Hit and Run						

Warbuggies	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Warbuggy	40	3	11	10	10	2	8	3	Fast Vehicle, OT
Unit: 1-3 Warbuggies					Equipment: Stikkbomms and by configuration				
Configurations: Boosta-blasta: Rivet cannon. +5pts. Shokkjump Dragsta: Shokk rifle, rokkit launcha. +15pts. Snazzwaggon: Kustom mega-blasta, big shoota. +10pts.					Options: Any warbuggy may take vehicle upgrades				
					Special Rules: Clan				

Scrapjet: Twin rokket launcha, twin big shoota. +5pts. Squigbuggy: Two squigbomm launchas. +10pts. Traditional Warbuggy: Twin big shoota (free). -May replace twin big shoota with a twin rokket launcha for +5pts or a Skorcha for +10pts.	
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Grot Tank	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Grot Tank	35	3	10	10	10	2	7	3	Fast vehicle
Unit: 3-10 Grot Tanks					Equipment: 1 Big Shoota or Rokket Launcha				
Options: May trade big shoota for one of: Skorcha, grotzooka: Free Rokket launcha, mega-blasta: +5pts May add a shoota					Special Rules: Full Speed (moves 2d6" but may fire all weapons at any speed), Ramshackle Construction (5+ Invulnerable save against attacks without S D or the Ordnance type)				

Grot Mega-tank	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Grot Mega-tank	100	3	12	11	10	3	8	4	Tank
Unit: 1 Grot Mega-tank					Equipment: Two twin big shootas, three big shootas, boom canisters				
Options: May replace any twin big shoota with one of: -Twin skorcha: Free -Twin grotzooka or rokket launcha: +10pts -Twin mega-blasta: +20pts May replace any single big shoota with one of: -Skorcha: Free -Grotzooka or rokket launcha: +5pts -Mega-blasta: +10pts May take vehicle upgrades					Special Rules: Animosity (At the start of the shooting phase roll a d6, on a 1 the crew is too busy fighting each other to shoot), Full Speed (moves 2d6" but may fire all weapons at any speed), Ramshackle Construction (5+ Invulnerable save against attacks without S D or the Ordnance type)				

Strike Fighta	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Strike Fighta	120	3	11	10	10	3	8	4	Flyer
Unit: 1 Strike Fighta					Equipment: By configuration				

<p>Configurations: Must choose one of:</p> <p>Dakkajet (Free): Two twin supa-shootas. -May buy a third twin supa-shoota for +20pts.</p> <p>Bommer (Free): Twin supa-shoota, twin big shoota and either boom bomb cluster or burna bomb cluster.</p> <p>Blastajet (+20pts): Twin mega-cannon, smasha gun.</p>	<p>Options:</p> <p>May take vehicle upgrades May add two pairs of rokkits, either skorch-rokkits or killarokkits, for +10pts each.</p> <hr/> <p>Special Rules: Clan</p>
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Killa Kans	Cost	WS	BS	S	Fr	Si	Re	H	I	A	Ld	Sz	Type
Kan	50	2	3	5	11	11	10	2	2	2	6	3	Walker
Unit: 1-6 Kans							Equipment: Big Shoota, Power Klaw						
Options: Any model may trade a big shoota for a rokkit launcha for free, or a grotzooka, mega-blasta, or skorcha for +5pts. Any Kan may take vehicle equipment							Special Rules: Fleet, Cowardly Grots (Kans count as non-vehicle units when taking Ld tests)						

Ork Dread	Cost	WS	BS	S	Fr	Si	Re	H	I	A	Ld	Sz	Type
Dread	80	4	2	5	12	12	10	3	3	3	8	3	Walker
Unit: 1-3 Dreads							Equipment: Two big shootas, two power claws						
Options: Any model may trade a big shoota for a rokkit launcha for free, a mega-blasta or skorcha for +5pts, or another power klaw (+1A) for +10pts.							Dreads may take vehicle equipment.						

Mega Dread	Cost	WS	BS	S	Fr	Si	Re	H	I	A	Ld	Sz	Type
Mega Dread	180	4	2	8	13	13	11	4	2	3	8	4	Walker
Unit: 1 Mega-Dread							Equipment: Killkannon, Rippa Klaw, two Big Shootas						
Options: May trade killkannon for an additional rippa klaw (+1A) or a supa-skorcha for free. May trade either big shoota for a rokkit launcha for free, or a mega-blasta or skorcha for +5pts. May take vehicle upgrades.							Special Rules: Clan, Redundant Construction (5+ Invulnerable save), Mega-Chargas (1/game roll a d6 at the start of the Movement phase, on a 1 the Mega-Dread may not move that turn, otherwise it is Fleet for the turn.)						

Meka-Dread	Cost	WS	BS	S	Fr	Si	Re	H	I	A	Ld	Sz	Type
Meka-Dread	200	4	3	8	13	13	11	4	2	3	8	4	Walker

Unit: 1 Meka-Dread	Equipment: Two rippa claws
Options: May add rokket-bombs for +40pts or a kustom force field for +80pts. May trade a rippa claw for a rattler cannon for +10pts, a big zzappa for +15pts, or a shunta for +20pts.	Special Rules: Clan, Redundant Construction (5+ Invulnerable save), Battlesmith (4+)

Orkanaut	Cost	WS	BS	S	Fr	Si	Re	H	I	A	Ld	Sz	Type
Orkanaut	240	4	2	8	13	13	12	5	2	4	8	5	Walker
Unit: 1 Orkanaut							Equipment: Rippa Claw, choose either gigashoota or mega-cannon						
Options: May add up to six of the following: -Big shoota, rokket launcha, mega-blasta, skorcha: +5pts -Twin big shoota, twin skorcha, twin rokket-launcha, twin mega-blasta: +10pts.							Special Rules: Clan, Redundant Construction (5+ Invulnerable save)  Transport: 6 models, size 1 limit, front access, no fire points						

Gunwaggon	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Gunwaggon	100	2	13	12	10	3	8	4	Tank, OT
Unit: 1 Gunwaggon					Equipment: Twin big shootas				
Options: May replace big shootas with one of: -Kannon: +20pts -Lobba: +25pts -Zzap gun, twin flakkaguns: +30pts May add up to two of the following: -Big shoota, rokket launcha: +5pts -Skorcha, mega-blasta: +10pts					May take an 'ard case, losing the Open-Topped type for +10pts May take Vehicle upgrades				
					Special Rules: Clan Transport: 15 models, size 2 cap, OT or side/rear access and five fire points.				

Battlewaggon	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Battlewaggon	120	2	14	12	10	5	8	5	Tank, OT
Unit: 1 Battlewaggon					Equipment: None				

Options: May take a killkannon for +30pts. If this option is taken reduce transport capacity to 12. May add a kannon, lobba, or zzap gun for +10pts. May add up to four of the following: -Big shoota, rokkit launcha: +5pts -Skorcha, mega-blasta: +10pts	May take an 'ard case, losing the Open-Topped type and gaining 5 fire points for +20pts. May take vehicle wargear
	Special Rules: Clan, Redundant Construction (5+ Invulnerable save) Transport: 25 models, size 2 cap, OT or side/rear access and five fire points.

Killcrusha	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Killcrusha	300	2	14	12	10	7	8	5	SH Tank, Fast
Unit: 1 Killcrusha					Equipment: Krusha Cannon, Supa-Kannon, or Gigashoota				
Options: May add up to six of the following: -Big shoota, rokkit launcha, skorcha: +5pts -Twin big shoota, twin rokkit launcha, twin skorcha: +10pts May take vehicle upgrades					Special Rules: Clan, Redundant Construction (5+ Invulnerable save)				

## Dedicated Transports

Trukk	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Trukk	35	2	10	10	10	3	7	4	Fast OT vehicle
Unit: 1 Trukk					Equipment: 1 Big Shoota or Rokkit Launcha				
Options: May take vehicle upgrades					Special Rules: Clan, Ramshackle Construction (6+ Inv against attacks without Destroyer or Ordnance) Transport: 15 models, OT				

Trakk	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Trakk	60	2	12	11	10	3	7	4	Tank, OT
Unit: 1 Trakk					Equipment: Two big shootas				
Options: May add two additional big shootas for +5pts each. May trade any big shoota for a skorcha for +5pts or a rokkit launcha for +10pts May take vehicle upgrades.					May add one of: -Kannon, Lobba, Supa-skorcha: +10pts -Zzap gun: +15pts -Big lobba: +20pts May take an 'Ard Case, losing the Open-Topped type and gaining four fire points (two each side), for +10pts.				
Special Rules: Clan, Move Through Cover					Transport: 15 models, OT or rear access/2 fire points each side.				

Chinork	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Chinork	80	2	11	11	10	3	7	4	Fast OT Skimmer
Unit: 1 Chinork					Equipment: Two deffguns, one big shoota				
Options: May replace big shoota with a skorcha for free, or a rokkit launcha or mega-blasta for +5pts. May replace deffguns with rattler kannon for +5pts					Special Rules: Clan, Scouts  Transport: 15 models, open-topped				



# Lords of War

Battle Fortress	Cost	BS	Fr	Si	Re	H	Ld	Sz	Type
Battle Fortress	400	3	14	13	11	9	8	6	SH Tank, OT
Unit: 1 Battle Fortress					Equipment: Three zzap guns				
Options: May add up to four of: -Big shoota, skorcha, rokkit launcha: +5pts -Twin big shoota, twin skorcha, or twin rokkit launcha: +10pts. May take vehicle upgrades May take an 'ard case, losing the OT rule for +40pts.					May replace any zzap gun with one of: -Lobba, kannon: Free -Big-lobba: +10pts -Big-zzappa: +20pts -Flakkaguns, Killkannon: +35pts -Supa-lobba, supa-kannon: +40pts				
Special Rules: Clan. Redundant Construction (5+ Invulnerable save)					Transport: 40 models, OT or side access and two side/two rear fire points.				

## Weapon Reference

Autoguns	Type	Range	S	AP	Special
Slugga	Pistol 1	12"	4	6	
Shoota	Assault 2	18"	4	6	
Grotblasta	Assault 1	12"	3	-	
Grotzooka	Heavy 2	18"	6	5	Blast 3"
Big shoota	RF 4/3	30"	5	5	
Dakkagun	Assault 3	18"	5	5	
Rattler cannon	Heavy 2d6	24"	4	6	Jams*
Rivet cannon	Heavy 3	36"	7	4	
Deffgun	Heavy 2	48"	7	4	
Supa-shoota	Assault 3	36"	6	4	
Gigashoota	Heavy 4d6	48"	6	4	Rending, Jams*
Flakkagun	Assault 4	48"	7	4	Skyfire, Int., Dedicated AA

\*Jams: A weapon with this quality is destroyed (this result may be repaired as normal) if you roll 2 or more 1s when rolling number of shots.

Mek Guns	Type	Range	S	AP	Special
Mega-slugga	Pistol 1	12"	7	2	Gets Hot
Mega-blasta	Assault 1	18"	8	2	Gets Hot
Kustom Mega-blasta	RF 2/1	24"	8	2	Gets Hot
Snazzgun	Assault 3	24"	5	d6*	
Shokk Rifle	Assault 2	18"	7	2	Gets Hot
Smasha Gun	Heavy 1	36"	d6+4	1	Heavy 1
Mega-cannon	Heavy 1	36"	8	2	Blast 3", Gets Hot
Zzap Gun**	Heavy 1	36"	2d6	2	Gets Hot

Big Zzappa**	Heavy d3	48"	2d6	2	
Traktor Cannon	Heavy 1	36"	8	3	Skyfire, -3 to Grounding tests.
Shunta	Heavy 1	24"	8	3	Blast 3", Sunder

\*(Roll once per unit)

\*\* (On a result of 11 or 12 for Strength resolve at S10. A normal zzap gun additionally Gets Hot on any miss, and a Big Zzappa fires maximum shots.)

Flamer Weapons	Type	Range	S	AP	Special
Burna	Assault 1	T	4	5	
Skorcha	Assault 1	T	5	4	
Supa-Skorcha	Heavy 1	T	6	4	Torrent (6")

Rokkits	Type	Range	S	AP	Special
Rokkit Launcha	Assault 1	24"	8	3	
Skorcha-Rokkit	Heavy 1	24"	5	4	Blast 5", Limited 1, Cover Mod -2
Killarokkit	Heavy 1	24"	9	2	Sunder
Rokkit-bombs	Heavy d3	48"	5	4	Blast 3", Barrage, Limited (d3) (Roll when first fired)

Ordnance	Type	Range	S	AP	Special
Stikkbomms	Assault 1	6"	3	-	Blast 3", Suppression
Squigbomm Launcha	Assault 2	24"	6	4	Sunder
-(Boomsquig)	Assault 2	24"	4	6	Blast 3", Suppression
Boom Canisters	Heavy d3	12"	4	5	Blast 5", Pinning, Limited (1)
Lobba	Heavy 1	12-48"	5	5	Blast 3", Barrage
Big Lobba	Ordnance 1	12-48"	6	4	Blast 5", Barrage

Supa-Lobba	Ordnance 1	12-48"	7	4	Blast 7", Barrage
Kannon	Heavy 1	36"	4	5	Blast 3"
-(AT shell)	Heavy 1	36"	8	3	
Killkannon	Ordnance 1	24"	7	3	Blast 5"
Krusha Kannon*	Ordnance 1	60"	9	2	Blast 3", Armourbane
-(Scrap Canister)	Ordnance d3	60"	3	6	Blast 5", Shred, Rending
-(Burnablast)	Ordnance 1	60"	5	4	Blast 7", Cover Mod (-2)
Supa-Kannon	Ordnance 1	60"	9	3	Blast 7"

\*Unreliable Auto-Loader: On rolling a double for scatter choose a type of shell at random.

Melee Weapons	S	AP	Special
Choppa	U	-	
Big Choppa	+2	5	Two-handed, Sunder
Power Klaw	x2	2	
Rippa Klaw	10	2	Sunder
Grot Prod	U	-	Rending
Warpstaff	+2	4	Force, Heavy Melee
Tankbusta Bombs	8	2	Armourbane, Cumbersome

Shokk Attack Gun: Ordnance 1, 60", S 2d6, AP2, Blast 5". Additionally if doubles or an 11 are rolled for the attack's Strength consult the following table:

Double 1s: Boom! No shot is fired. Remove the mek as a casualty.

Double 2s: Oops! Your opponent selects the target for the shot this turn as if the Mek were on their side.

Double 3s: Gah! Resolve the shot on the nearest unit not engaged in melee, friend or foe.

Double 4s: Sploosh! Resolve the shot on the original target, but use the small blast marker at S6/AP6.

Double 5s: Zoink! Place the mek in base contact with the closest model in the target unit. The mek is assumed to have charged this turn.

11: Bzzap! Only the model under the center hole of the template is hit, resolve the shot at S10.

Double 6s: Krak-thoom! The shot is resolved at S10 with the Vortex special rule. When moving the Vortex template further hits are at S10.