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and 4-5 of these in lists is a very real prospect. It's a good alternative for more mechanized Ork armies that want to zoom around and shoot. Given the number of bloody Beastboss units, this is a better pick than it might seem. It's probably not one of the top two choices. Orks Kill Kill Kill. Can only be fired once, and splashes out an additional 2d6 hits to an enemy closely. Since a model in a Super Heavy Aux won't get Kulturs anyway, taking Big Krumpas on a solo one feels like a gimme quite a bit of the time. You can still take the Clan-specific Warlord traits on any model that gains one, at least, so souping to create some horrific characters (and boy can you) might still be on the table. It's still only July, but I'll be surprised if any challengers for Strat of the year appear after this. The issue of that is, of course, that unlike the others this will be a priority target for the best guns your opponent is bringing, so you should make sure you're ready to commit to spending the 2CP it will cost you to reserve it in inclement matchups (or run as Bloodaxes and pull it with the Warlord trait). Boomdakkka Snazzwagon 100 pts. Kustom Boostablasta 100 pts. Feels like a bit of a missed opportunity overall - cut a few points from these and they're interesting. This gives them OBSec, which they now don't normally get, in exchange for giving -1 to hit for shooting attacks made by units within 3" of them - including friendly models. Not bad at all. Absolutely, but stack a few other buffs and you're genuinely looking at one-rounding a Knight with this, which is crazy. Punch a CHARACTER to death. A plausible way to use them would be to throw a unit into strategic reserves, as they're under 10PL for a three model squad and going to be extremely tough for a weaker part of your opponent's line to fend off. Psychic Powers Weirdboy Warhead or Warchanter - Credit Beanith Orks have access to two Psychic Disciplines in the new codex: The returning Powers of the Waaagh and the new Beasthead discipline, which is exclusive to Beast Snaggas. There's some extremely strong support for Beast Snaggas in here, with a bunch of stratagems that really stand out. They've lost Surprisingly Dangerous in Large Numbers, which gave them +1 to hit when the unit size was 20+ and replaced it with Diminutive, which gives them an extra +1 to their saving throw while getting the benefits of cover, and Cowardly, which gives them -1 to combat attrition tests unless there's a Runtherd within 6". The Characters had a similar issue - you could assemble a few nasty builds with relics, but even those were ridiculous glass cannons who couldn't stand up in a fight with heroes from other factions. Deathskulls end up as not quite the all-star premium Clan they were before, but still one that's got a lot of potential, especially supporting some of the Vehicle heavy lists. They're honestly slightly hard to evaluate overall, but the good news for players who love converting this kind of model is that none of these feel bad - the addition of Ramshackle and their relatively aggressive price tags mean you should get more money's worth, and the question around them is definitely "is there a place for these in top-end lists?" not "are they good at all?". This is cheesy as hell, so maybe don't, hmm? Orks look poised to steal the herohammer crown from Drukhar!, so prepare to see these on tables a whole bunch. Can you tell that writing the unit sections of these reviews ends up as a bit of a death march sometimes? Don't forget that if you take one in a Super Heavy Aux there's vanishingly little reason not to turn it into a Big Krumpas specialist mob. It's a bit weird, but a book's a book and that means more C O N T E N T for you, dear reader. You might want it if your Beastboss is planning to bite an enemy tank to death in order to harvest a Command Point via their Opportunist trait, which also allows for some close-range character sniping for shooter models. I will, as ever, be casting an eye across the tournament scene as things develop. You've got your basic Mek (rarely worth it), a Nob with a Waaagh Banner (kind of meh as the aura is the same as a Warboss), a Painboy (great if you're running lots of INFANTRY, but notably only 10pts cheaper than the Painboss so it mostly comes down to what slot you want to fill) and a Runtherd (providing relatively weak grot buffs). Realistically, while some of the support for Boyz is gone, throwing down 90 with character backup is almost certainly still a viable game plan. Each time you pick one of these units to shoot or fight, you can re-roll one hit roll or wound roll (used to be one hit, wound, and damage roll). It's also asking for trouble, putting your warlord into combat and accepting that if they get Thunderhammered on turn 2, you aren't scoring anything. The Squighog Boyz are probably the more exciting - they're just enormously pushed stat wise, hitting like trucks in combat and sporting T6, 4+ save and 3W each on the defence, so they don't exactly melt either. He's probably still worth considering - his extra kit probably works out as less good than peak optimising a generic one yourself, but can save you 2CP. Shifting the basic Ork statline to T5 and adding AP to the choppa means that every Boy (plus all the units that share their statline) now feels more like a brutal brawlin' killa. There's a lot here, too. At baseline this gives them a 6+ invulnerable save and +1 to hit against enemy VEHICLES and MONSTERS (notably not just in melee, which is a big deal for a few of their units), and there's also a whole bunch of stuff that works off the Keyword that we'll talk about when we get to it. What's in this Book? One final admin point - Named Characters all have a pre-determined trait as ever, and here that's also extended to the Kill Rig. Good luck keeping any friends who play melee armies with that last one. Where these shine is offensively, most notably because they can mount two tellyport blastas. Big Meks Big Mek. Even better, the Blastajet gets base BS4+, and has a smasha gun as well, which means that one of these is a pretty monstrous tank killing machine. It also doesn't have to go on a VEHICLE, so if you want to lose any friends who play melee armies, go ahead and chuck this on a Squigosaur Beastboss. On the defence, Beast Snagga INFANTRY, CAVALRY and MONSTERS get access to Tough as Squig-Hide, which is the standard Transhuman Physiology "can only be wounded on an unmodified 4+" effect. There are so many good vehicle units that they might still find themselves out-competed in competitive lists, but the key win here, like a lot of stuff, is that if this is a unit you love and want to throw down with on a casual table they're going to be a blast to use. Also, extra special thanks to Rockfish for the hard work he's been putting into his Ork collection, because this article wouldn't look half as pretty without it! Why Play Orks? Support Characters Rounding out the Elites slot is a collection of various support characters. It's also worth noting that this is a place where the Buggies now coming in units actively helps you, as you can pull a full, high-value unit if needed. They're not really priced to move in this book, but this does make them considerably better on the table. They take a little more chip damage from random D1 stuff sure, but chip damage is never going to accumulate sufficiently to deal with a wall of T5+ hulls. Drift park that massive base into the heart of the enemy and then trample them beneath their squig hooves? Pick up to three objectives that aren't in anyone's deployment zone to mark as Good Blitz, and a CORE unit can do an activity at them. Well good news - Orks can now build some of the nastiest killas out there, as it should be! Boyz! T5 and AP-1 on choppos across the board means your basic Boyz, plus everything that shares their profile, are properly scary again. Yes please. Outside of Beast Snaggas the new pickings are relatively sparse, but special mention has to go to Careen, making a bold play for funniest Stratagem in the whole game. That's a pretty steep downside, but in a brutal shooting world being able to give most of your army a 5++ on turn one could still be worth the price. They still represent a whole bunch of Dakka autocannon shots, and the lure of driving a squad around in a Battlewagon is there, but they look unlikely to be top tier. Also, their save dropped from a 6+ to a 7+. Guaranteed access to double shooting from the Gun Crazy Show Offs Stratagem helps, and they've picked up a bunch of stat boosts so I can sort of see how you arrive at the price tag, but the complete package here definitely feels like less than the sum of its parts. Overall this is an interesting and potentially potent part of the book. In general there's a bit of a reduction in support for amping these up (especially the loss of the old version of the Deathskulls trait), but they're still going to be a persistent annoyance for the enemy, and also benefit by osmosis from the upgraded Rukkatrukk being perfect for parking next to them. This is where Roar of Mork ended up - it still inflicts -1LD to all enemies in range, but also tags one unit for -2 to Advance and Charge rolls. These are still split into the customisable generic version, and then the Bonebreaka and Gunwagon for more specialised melee/shooting builds that trade customisability for bonuses. This lets you either plug gaps in your lines or strike hard at a point where the opponent is weak, smashing their forces asunder and dominating the board. This means that Orks are significantly tougher than before and while they lack the second wound that marines have, they make up for some of that by shrugging off a great deal more S4 and S8 firepower. Snakebites: Any unit within 6" of your Warlord may reroll morale tests. It's slightly weird in that you want quantity of dakka weapons rather than quality. Boosta gives you most of the old magic back, increasing the radius to 9" and the save to 5++, but there's a catch. It's a little high variance, but boy is it going to suck for the opponent when it works. The base rate, but the removal of Unstoppable Green Tide means that your starting complement is yot, and the difference between victory or isn't going to turn on a last few dice rolls that determine whether a unit clings on to be completely refreshed. Building your own Silent King for 190pts and a CP is big and clever. Elsewhere, several of the Orktober Buggies get their own options, letting you add some extra shots to a Boomdakkka Snazzwagon or protect a Shokkjump Dragsta from the consequences of going through its Shokk Tunnel. Kustom force fields have gotten a re-vamp in this book, generally becoming weaker - they're now 6++ and a smaller radius, but with the tradeoff that they work in melee, and only need the Unit to be "within" rather than "wholly within". Shockjump Dragsta 120 pts. Defkilla Wartrike 120 pts. Plus, this tactic gives units a 5+ roll to ignore damage against mortal wounds (instead of a 6+ invulnerable save) and gives all Infantry the Objective Secured ability, same as in 8th. A few of the datasets here, notably the Squigosaur and Kill Rig, are pushed to a degree that's wildly unhealthy - both could eat 30pt price hikes and still be among the best units in the book. It isn't cheap at 25pts, but because these weapons work from out of line of sight you can protect your investment, and that makes it worth testing. Lord of War Gorkanaut. (Guns also got much better). Both benefit from a fancy new 5+ invulnerable save thanks to their Dead Tough rule, and both get the new Warboss aura, giving friendly CORE and CHARACTER units from the same Clan nearby +1 to hit in melee. Speed Mob: Units with this keyword are deployed together and can then act separately. Credit: Rockfish The Ork Lord of War slot swells in number, with Morkanauts and Gorkanauts now having statlines that befit their Knight-like stature. It's certainly not a terrible unit, it's just that the Kill Rig is outrageously, meta-bustingly good. Goffs Credit: Tom Alexander This one is similar to its 8th edition counterpart, but new and improved. That's another datasheet which we're going to have some words about later on, but at least here it can only take an aura buff for squigs rather than any of the totally crazy things you could apply to it. It's been a while since a single relic so thoroughly flips the maths on an entire Subfaction, and it may be that the barriers here are still too high, but it's such a strong effect that it's hard to count out entirely. We're pulling the hand-aid off now and telling you before you get excited. Da Krunch, reduced WC to 6 from 8. Speaking of that, the Warlord trait gives a character +1A and an extra point of AP, great on some of the models that start at AP-2, and if you really want to go all in on damage dealing the relic also gives you a mortal wound headbutt. Credit: Rockfish The lucky blue gitz of the Ork world. We fired them all, because they kept getting stomped. You also keep access to Tellyporta, which is still tremendously helpful to have around, and a few other old favourites such as Grot Shields, Orks is Never Beaten" and Hit 'Em Harder. Warp Head(1cp). Beginning of the game, your Psyker can cast an additional psychic power for the rest of the game. Flash Gitz First, the good news - these are no longer required to be Freebooterz, so you can run them as whatever clan you do so choose. It's technically a blunderbuss but it acts just like a flamethrower. It's a weird move for a unit that was already not worth 5 points per model. They may shoot at a target again. Imagine this with the Gubbin Killa Klaw. This is where the big power for this Clan too, as the rest of what is here is merely fine, making it ripe for potential souping - an Outrider of a bunch of the Squighog Boyz led by Mozrog feels like it's begging to be tried. Credit: Rockfish That's wild, because being vulnerable to that sort of weapon is supposed to be the drawback of the kind of light vehicles you can spam, which this book now cheerfully ignores. Mek Gunz Mek Gunz - Traktor Kannonz. The mortals effect is a little harder to evaluate - Burnas are cheap to the point where sticking a full unit on a Tellyporta or into Strategic Reserves is tempting now that they have 12" range, and adding some melee mortal threat would help broaden their capabilities. Maybe a little too awesome in places, but that's a problem for 'umies to worry about. Similar to what they did for the Adepta Sororitas in 8th edition, Games Workshop have released Codex: Orks as part of a limited edition boxed set with a collection of the new Beast Snagga models, with plans to release the Codex to the wider public in a number of weeks. As it is, this unit will be a driving force behind cramming as many detachments into lists as possible, because who needs CP when you have multiple borderline unstoppable killing machines? Patch notes: Powers of the Waaagh! Hello there, gamers. There are even several more generic traits that would be totally fine in other books, they're just eclipsed by the peak nonsense on show here. The juicy part here is the effect for SQUIG units, giving them +1 to wound when they charge or heroically intervene. If you've got the points then sure, but it's not mandatory. This only covers a few datasheets in the book, but they're good units with just on base rate and this makes them incredibly fearsome. Compared to that, the other two "mixed" melee/shooting options, the Dragstor and Scrapjet seem relatively modest in their improvements - but they're both massively cheaper, gain Ramshackle and benefit from the addition of shots on all rokkit weapons, so they're also super great. You can tune against it a bit but it's bad for a single model to be such a hefty consideration for list building, and problematic that the things you want against it (volume D1 attacks or a few gigantic swings) are exactly not what you want against Lucius Skitarii. Vehicles have had a pretty uneven ride in 9th, and I was a bit worried going into this review that some of the Ork ones would end up worthless. That said, with Orks moving to 5+pts for 5+pts if you feel like it. Kill Cruisa Broadside (3cp): Use the stratagem at the start of the shooting phase. Free gets an asterisk there because you're paying for both the Workshop and the Mek, and there's also a chance that these bodge jobs fall off during the game. You can boost this up as one time only deal with Force Field Boosta, and Boyz heavy lists almost certainly still want that, but if you're focusing on Beast Snaggas (who have a 6++ anyway) or Vehicles you're maybe a bit more likely to pass on this guy. The Beastboss is the Beast Snagga version of the Warboss, getting the generic Beast Snagga ability and a tasty Beastchoppa as their weapon. However, this one has a nice little twist to it. It helps that you've got some additional must-answer wrecking ball threats in the form of Squigosaur, and great backup from units like Kill Rigs and Squigbuggies. Gork, or possibly Mork, should respond within 24 hours. He's an HQ Painboy with the Beast Snagga ability and a nastier statline for some extra points. Please do not do this. For 1CP this is an absurd bargain, letting you do Fire and Fade style shenanigans with dakka buggies, but at max speed and with full knowledge of how the entire phase has gone. Jabbin' Fingerz: New power. WC6, one visible enemy unit within 18" subtracts 1 from their hit rolls for the turn. Credit: Rockfish The other general change here is that a few things that used to be Datasheet abilities have moved to being stratagems. There's a pattern here, and that pattern is "pretty good deployment shenanigans". The ability to drop back into reserves for free is a powerful one, but not necessarily one that Orks need with a fleet of Ramshackle vehicles at their disposal. This is probably the most powerful relic out there. Let's take a look. Don't assume that anything you use to use is still here without checking, and front and centre among those that will be missed is Unstoppable Green Tide. These are fine, with the Mega Armour flavour more likely to see play - the price premium isn't massive, he swings at a spicy S9 base, and a 2+ save and extra wound are good times. Yes please! That's kind of all that needs saying - these sure are useful, and now that Kommandos scout deploy, this is your source of cheapo units with deep strike for Actions. However, the fact that it pushes up the cost of Strat Reserving them is a real bummer, and increasing their cost risks undermining the point of taking them in the first place! Specialist Mobs Grots. Arguably not as good as Frazzle, though. This allows Makart and a bunch of useless goobers who aren't as good as Makari (Badrukk, Grotsnik, Ghazghkull Thraka and Zogrod Wortsnagga) to be taken in any Ork detachment, and also covers any units that have renounced their Clan affiliation to become Specialist Mobs, which we'll look at later. Suddenly elevated to Toughness 3 to match their big green comrades, Gretchin still clock in at 5 points per model and now they're CORE. Alternatively, if you want to play defence, you can take Half-Chewed, which as long as your Warlord is in engagement range of an enemy Character or Monster gives them a 4+ ignore wounds. It also applies to every unit in contact with them, so multi-charging lots of stuff at once increases your chance of pulling it off. The Units Orks have a truly spectacular number of units available, so we're not going to go into quite as much detail on some of these as we normally would, instead focusing on the shiny new things and the most important changes. You can essentially generate two different warlord traits for the bearer if he's your warlord. The Squigosaur being a 9W CHARACTER means that there is no such answer - you can't kill it at range, and being T7 with flat -1D means it's very resilient to a large number of melee counters as well - S6 D2 is a place that a lot of premium melee ends up and uh, bad news folks. Not cheap, but allows you to do some truly horrific stuff with big squads of Boyz, elite stuff like Meganobz or Squighog cavalry, and have the nasty characters they can build solo giant monsters like ain't no thing. Finally, taking one of these as your Warlord unlocks the Waaagh ability (also available if you take a Beastboss or some of the named characters). Grot Shields (1cp): If an Ork infantry unit gets targeted by a shooting attack and a Grot unit is between the shooting attack, if you lose a wound, on a 2+, a Grot takes the wound. Last, but probably not least, we have 'Orrible Gitz, allowing you to field the stinkiest Grots of all. The only change here is that they now have to re-roll all the dice for the roll and cannot choose to just re-roll one of them. 'Ard as Nails: Add 1 to the Toughness characteristic of the Warlord Brutal But Kunnin': Reroll hit rolls in the fight phase and increase the damage by 1 if he charged or performed a heroic intervention. Apparently it is a 6+ ignore wounds, which is OK but trivially accomplished for many models by bringing a Painboy (now even easier, as you can take your pick of a Painboy or Painboss depending on the slot you have to fill). Shokkjump Dragsta. It's also an incredible screw you to some armies, as massed, mid-strength D2 is just how some Codexes get anti-tank done. Keep in mind this is a GOFF model only. Like all the other fancy toys, it's definitely going to be a lot more fun to use in Crusade and casual play. If you're saturating the table with Ramshackle Vehicles, partially closing down Mortals as an alternative way to go after them can help too. Credit: Rockfish Boyz At pretty much every point since the release of the 8th Edition Codex throwing down 90+ Boyz and trying to steamroll your opponent has been at worst a fringe strategy and hey, they're T5 AP-1 now! They do jump to 9pts each, and lose their +1 A for moving in large numbers, but don't forget that they'll be at +1A for two turns of the game thanks to Waaagh in lists built around them. That's super important for two reasons: For one, we've already mentioned that it powers up the Wurttower if it manifests a power, and powers like Frazzle on a large, 12" movement vehicle are a great way to put mortal wounds all over your opponent's army, while Beastscout can be handy for removing the benefits of dense cover prior to shooting. Wings Note: Strategically, things are mostly unchanged. Broggs Buzzbomb: SNAKEBITE only. Their Warlord Trait, I've Got a Plan Ladz!, lets you pick up to three Blood Axes units from your army after deployment and redeploy them, including placing them into Strategic Reserves for free. Waaagh Da Goffs Goff Supreme Command Ghazghkull Thraka, Warlord - 300 Goff Patrol HQ Beastboss on Squigosaur, Brutal But Kunnin, Beasthide Mantle - 145, 2CP Weirdboy, Da Jump, Warpath - 70 Ork players now have a dizzying array of choices when building their army. If you prefer to take things out at range, Da Ded Shiny Shoota is an massive upgrade over a regular Kustom Shoota, and while Orks should probably be using their relic slots for melee-focused fare, it's cool in a themed force. The base build is incredibly cheap for how many Ramshackle wounds you put on the table, and while they do still have the issue of risking losing models to morale when one dies, they're enough of a pain to kill that it feels like something you might risk? This is very unlikely to survive the FAQ, but at the moment he can be used to provide Grot Shields to a unit while also benefiting from Look Out Sir himself. Powers of the WAAAGH! This only goes off on a 6 (on 2d6) and you can give an Ork character +2 strength and attacks. This makes it a lot less reliable than the old version, especially out of Deep Strike, but it's still nice to have and is going to save you a ton of CP in the long run. ON top of their already decent melee output from their beastchoppa, the Squig gets to make three bite attacks each time the model fights, hitting at a cool S7 AP-3 D3. Dakka Weapons Source: Warhammer Community As previewed over on WarCom, Orks have lost their old Dakka! Dakka! Rule and have replaced it instead with a new weapon type - Dakka. Hunta Rig 30pts less than the Kill Rig and higher transport capacity, but no Wurttower, no Psychic might and no CHARACTER keyword. There's clearly something of a trade down here, as losing the incredible re-rolls hurts, but on the flip side plenty of units now already have a 6+ invulnerable save thanks to the Beast Snaggas, and the Objective Secured on things like Kommandos and Storm Boyz is as great as ever. Finally, a lot of the Vehicles were just bad. Good stuff. Finally, Characters get the biggest glowup. The big things I like about this book are the global re-calibration of what it means to be an Ork, especially for the Characters, plus a real focus on ensuring that almost everything with a hull is usable. Fun times. It's a big boost on the faction's deff dreads and killa kans. For example, Heavy D3 is now Heavy 3, Assault D6 is now Assault 6. Trukk Boyz actively switches on some nasty stuff, and the rest go some way towards mitigating one of the challenges you often get in list design, which is taking units that don't fit the main theme of your chosen faction. No more. No, Gretchin don't count. For competitive play it's a nightmare. Oh and it AUTOMATICALLY HTS. You'll be able to cream infantry squads with this thing or even shave off the last few wounds from a vehicle.

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