

Paragon Orks

Or

The Krork

v1.0

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The Pinnacle of Ork Culture

Aeons ago, the Krork were created to fight the foes of the Great Old Ones. Their ability to be seeded among the enemy's worlds, then grow into a cohesive fighting force in record time won the Great Old Ones a great deal of territory that their relatively smaller numbers of Eldar could not. Releasing the Krork upon the galaxy proved difficult to reverse. To this day, this species, now known as Orks, rule worlds in every sector, but they are fractured and self-destructive.

Every once in a great while, though, an Ork society reaches a pinnacle somewhat resembling the Krork of old. The cultural and technological secrets written in their genetic code reveal themselves exponentially as the WAAGH! fights and grows.

It is important to note that all the instructions required to rebuild the Krork culture is written into each Ork's genes. It's only a matter of time before another great empire rises from the ashes of history. Although the Imperium's memory can be short and fraught with inaccuracies, the savagery, cunning, and endurance of the halcyon days of Ullanor and The Beast shall never be forgotten. Today, Ghazghkull Thraka threatens to reach a similar apex of power. Other up-and-coming warlords could lurk in some dark corner of the galaxy, building momentum, ready to threaten the Imperium or anyone else who gets in their way.

Special Rules

It is known that Ork physiology requires fighting and war to develop. As an Ork fights, it grows. The same can be said for Ork culture. The longer a single Ork warlord rules his WAAGH!, the bigger, meaner, and smarter the Orks around him get. If a WAAGH! is allowed to succeed even once, the neighboring systems are deeply threatened by veteran Orks, or Skarboyz who have never had the opportunity to die. As such, the Orks of a Paragon WAAGH!'s armies are bigger and meaner than your average Ork. They are Orks at the pinnacle of their cultural evolution.

These special rules represent the fighting style and natural abilities of a Paragon Ork WAAGH! If you use Formations or Detachments from this supplement (more to follow), the following special rules apply to all units they contain.

Tide of Brutes: Paragon Orks gain strength in numbers more than any other galactic threat. Their blood courses with the power of the WAAGH! All models with the Mob Rule special rule *replace* that rule with this one instead. A unit of Orks adds **+2" to its charge distance** (to a maximum of 12") **and +2 to its Leadership** (to a maximum of 10) for every 10 models with this special rule it has. Although the maximum Leadership for the unit is still 10, this is calculated *after* penalties such as those for having lost combat. For example, if a unit of 9 Boyz joined by a Warboss loses combat by 1, their Leadership for the Morale Check is equal to 9 (the Warboss's Leadership) +2 (for having 10 models with the Tide of Brutes special rule in the unit) -1 (for losing combat by 1) for a total of Leadership 10.

Brutal or Possibly Kunning: All models with the 'Ere We Go special rule *replace* that rule with this one instead. Paragon Orks have learned to embody the traits of their powerful gods, Gork and Mork. At the end of the controlling player's movement phase, the army may choose to be either Brutal or Kunning. When the army chooses to be **Brutal**, models with this special rule enjoy **Feel no Pain 6+** until the end of their next movement phase. If a model already has Feel No Pain (such as with the use of a 'Urty Syrringe or Cybork Bodies), they get a +1 to their Feel No Pain instead. When an army chooses to be **Kunning**, models with this special rule add **+1 to their cover save and ballistic skill** until the end of their next movement phase.

Warlord Traits

From the mightiest Warboss, to the most cunning Freebooter Kaptin, to the lowliest Big Mek, Paragon Orks still adhere to the concept that might makes right. Might, however, comes in many forms. Sometimes that does mean the Ork who's the biggest and the baddest rules over all the others. Other times, that means the Ork who wins the most fights regardless of his size has earned the right to dominate the rest of the warband. Other times, it's the Ork with the most teef to spread around who has the advantage.

These Warlord Traits are meant to represent these different leadership qualities. You are encouraged to hand-select them when you forge the narrative with friends. You can also roll them randomly as you normally would for other kinds of games. In either case, these Warlord Traits are meant to be taken if you select your Warlord from the Detachments and Formations in this supplement.

1. **Bone and Sinew:** Your Warlord is da biggest and da baddest greenskin around. Nothing can stop him. He gains the Eternal Warrior special rule.
2. **Unparalleled Cunning:** Your Warlord has earned a great deal of respect due to his tactical acumen. Randomly roll for two Strategic Warlord Traits from Warhammer 40,000: the Rules. these traits may not be re-rolled (such as with those often granted by Detachment special rules).
3. **Fistful of Teef:** Your Warlord is unbelievably rich. Before the battle, you may add any single wargear upgrade to a unit in your army for free. This upgrade may not be valued greater than 50pts. Of course, you must possess the appropriate model to represent this upgrade in order to use it.
4. **Brainboyz Legacy:** The ancient ways of the Brainboyz still course through your Warlord's thinky bitz and he has left his mark on the equipment throughout your army. Any Ork weapon in your army with a random strength component (such as that of Deffguns, Bubble Chuckas, and Shokk Attack Guns) roll two sets of dice instead of one for determining their strength. You may pick which one you use. In addition, your Warlord has a +1 on rolls to repair vehicles if he has Mek's Tools.
5. **Unfettered Temper:** Your Warlord isn't the methodical sort. He balks at the more civilized nature of past Paragon Ork WAAGH!s. He has the Rage, Shred, and Armourbane special rules in close combat. In addition, your Warlord's attacks are unaffected by a Titan's Towering Monstrosity special rule.
6. **Blunt Negotiator:** Sometimes a WAAGH! of Paragon Orks will offer their enemies a chance to surrender before attacking. Of course, this usually leaves their enemy a bit put off and confused. You enjoy a +1 to Seize the Initiative and Reserves rolls.

Wargear

A WAAGH!band of Paragon Orks have survived and succeeded on countless battlefields. As their heaps of treasure and experience build, so do their innovations. When a piece of wargear can be added to the list of traditional Ork units, it will be mentioned here. Otherwise, the remaining upgrades are available to other units in this supplement.

Boosta Pack

This piece of equipment works exactly like a Rokkit Pack except that the model moves 3d6" in the movement phase instead of 12". A Big Mek may equip himself with a Boosta Pack instead of a Warbike for 15 pts.

Bospole

If a unit of Orks with the Brutal or Possibly Kunning special rule has a bospole in it, then it *must* re-roll any failed morale or pinning checks.

Deff Armour

Deff Armour is as much of a status symbol of Ork warlords and their lieutenants as they are protective wargear. It is often made from the equipment of fallen enemies such as Space Marines. Deff Armour provides a 3+ armour save. It may be selected by a Warboss instead of 'Eavy Armour for 15 pts.

Deff Trophies

Many Krork units possess a bravado that belies their hubris... and it is well-deserved! They tend to decorate their armour with trophies of past conquests. This reminds them to have no fear in the face of even the most formidable of opponents.

A unit comprised entirely of models with Deff Trophies has the Stubborn special rule.

Deffkopta

A Big Mek may equip himself with a Deffkopta instead of a Warbike for 35 pts.

Mekka-Naught Armour

Many Big Meks aspire to greatness, but are often left in the shadow of greater Orks. The Mekka-Naught Armour is often the result of these delusions of grandeur which culminate in a final mad grab for power, thus allowing the Big Mek his chance in the sun. Unfortunately, the surgical upgrades required to equip a suit of armour of such girth can be problematic for the aspiring warlord.

Mekka-Naught Armour provides a 3+ armour save, a 5++ invulnerable save, +2 Wounds, and the Eternal Warrior special rule. Mekka-Naught Armour comes equipped with a Buzz Saw.

After the Big Mek has taken 2 unsaved wounds, the Mekka-Naught Armour is destroyed and the Big Mek loses all its benefits except the additional wounds. Having said that, after the armour is destroyed, roll a dice. On a 1 or a 2, the Big Mek takes an additional Str 5 AP - hit as the armour's power plant explodes.

Mekka-Naught Armour is 50 pts and can be equipped on a Big Mek instead of a Kustom Forcefield and has the same equipping restrictions.

Personal Tellyporta

One of the hallmarks of a blossoming Paragon Ork kultur is the advent of Tellyporta technology. Some Big Meks even develop portable versions designed to take them and a squad of brave souls to the heart of the enemy.

A model equipped with a Personal Tellyporta and any unit he joins gains the Deep Strike special rule. If the unit would normally suffer a deepstrike mishap due to proximity to enemy units, they are placed in close combat with those units instead. They do not count as having charged and Overwatch may not be taken against them.

In addition, the unit gains the Hit & Run special rule and adds 1d6" to their movement in the movement phase.

The Personal Tellyporta is 50 pts and can be equipped on a Big Mek instead of a Kustom Forcefield and has the same equipping restrictions.

Supa Choppa Weapons

The Supa Choppa is a bigger, meaner, and often brightly-painted version of a Big Choppa. Most Orks are far too weedy to wield such a weapon, even your average Nob. Supa Choppas count as "Choppa Weapons".

	Range	Strength	AP	Type
Supa choppa	-	+2	5	Melee, Two-handed, Grinding
Double-Headed Supa Choppa	-	+2	5	Melee, Two-handed, Grinding, Double

Grinding: Successful saving throws made against wounds caused by a weapon with this special rule must be re-rolled. Any saving throw which already allows for a *failed* result to be re-rolled instead is not re-rolled at all.

Double: This weapon counts as two weapons for the purpose of calculating extra attacks.

Krork Blood Magic

Krork Blood Magic is a new psychic discipline that can be chosen for any Ork psykers selected with the Detachments and Formations in this supplement.

Primaris: Blood of the WAAGH! - Warp Charge 1

Ork physiology is designed to embody the power of the Warp. It courses through every Ork and becomes even stronger as the Ork fights. The more desperate the battle, the more pronounced this is.

Blood of the WAAGH! is a Blessing which targets the psyker manifesting the power. Remove from play d6 models of the controlling player's choice in the unit the Psyker has joined. For however many models were removed in this way, add that many Warp Charge points to your Warp Charge pool. In addition, the Psyker harnesses Warp Charges on a 3+ instead of a 4+ until the end of the phase. The unit is also Fearless for the duration of the Blessing.

1. Anuvver Go - Warp Charge 2

In the presence of a Weirdboy flogging them into a frothing frenzy, Orks become insatiable for battle, persisting even unto death.

Anuvver Go is a Blessing which targets the Psyker and the unit he has joined. If any models in the unit were killed during the assault phase, those models may attack at Initiative 0 whether they already got their attacks that phase or not. If the Psyker's unit charged that turn, then these models count as having charged as well.

2. Krumpin Time - Warp Charge 2

Even a group of Madboyz want nothing more than to crush their foes in battle. A huge gang of Orks revels in the brazen assault of many foes in one go. This kind of disordered charge tends to reduce their impact upon the enemy. That is, of course, unless there's a Weirdboy in the mob.

Krumpin Time is a Blessing which targets the Psyker and the unit he has joined. All models in the unit gain the Hammer of Wrath special rule and +2 Strength. In this case, the Strength is conferred to the Hammer of Wrath hits.

3. Inhuman Bellow - Warp Charge 1

An Ork Weirdboy is the embodiment of the Orks' presence in the Warp. Some say they directly channel Mork (or possibly Gork) himself. When a Weirdboy is at the crescendo of his power, he is a terrifying sight on the battlefield and morale tends to crumble before his advance.

Inhuman Bellow is a Malediction with a range of 24". The targeted unit must make an immediate morale check. If the Weirdboy harnessed at least 2 Warp Charges, then the morale check is made at a -1. If the Weirdboy harnessed at least 3 Warp Charges, then the morale check is made at a -2 instead.

4. Moar Dakka - Warp Charge 2

An Ork's connection to the warp extends to their technology. Indeed, some equipment doesn't work in the hands of other species. Indeed, much of it shouldn't even work at all.

Moar Dakka is a blessing that targets a friendly Orks unit within 18". All of that unit's ranged weapons may fire twice that turn. Resolve all of the unit's weapons once, then resolve all of them again. The second group of weapons fire may target a different unit than the first.

5. Stuck In - Warp Charge 1

An army facing any Ork force can feel very much on their back foot as they mash on the triggers of their weapons in an effort to thin the ranks of the enemy as they approach. In the presence of a Weirdboy, however, becoming overwhelmed is inevitable.

Stuck In is a power with two different profiles. The controlling player must choose one before manifesting it, though they may do a different version in their subsequent Psychic phase if they wish.

Blessing: Stuck In targets a friendly Orks unit within 18". Models may not fire Overwatch against this unit. In addition, instead of making the normal charge moves, simply check to see if the unit is within range of the unit(s) they are assaulting. If they are, the controlling player may move all of the models in the charging unit into base contact with any models in the unit(s) they are assaulting. The assaulting models must still maintain unit coherency. If the controlling player can't fit more models in base contact but still has more models to move, then the models are simply placed in base contact with another model in their unit. The unit still counts as having charged that turn.

Malediction: In this case, Stuck In targets a single friendly unit of Gretchin. These models are removed from play. Then, resolve a ranged attack from the Psyker against any enemy unit using the Shokk Attack Gun profile and rules. A Psyker which harnesses 2 Warp Charge may roll 3 dice for the weapon's strength instead of 2 and keep whichever 2 dice they want for the result. A Psyker which harnesses 3 Warp Charge may roll 4 dice instead. If the unit of Gretchin had 20 or more models in it, replace the Large Blast with an Apocalyptic Blast.

6. Da Big Boss - Warp Charge 3

When it comes to victory, Orks inherently know it can all hang on the guile, strength, and endurance of their warlord. Without him, the WAAGH! can devolve into bitter squabbling. This is something which the Weirdboyz and other Oddboyz in a Paragon WAAGH! tend to understand from a somewhat logical perspective.

Da Big Boss is a Blessing which targets any friendly Ork Character within 18". The Character gains Eternal Warrior special rule, a 4+ invulnerable save, and may re-roll their attacks in close combat that turn. In addition, all successful saves made against wounds or hull point damage caused by this Character must re-roll all successful saves.



Krork Megaboss

A Krork Megaboss has reached a level of brutality and cunning which few beings, let alone Orks, can ever hope to attain. He is a walking mountain of bravado and terror. He won't even notice the beam of a lasgun. A bolter round is an annoyance. Krak missiles do little more than get his attention. The appearance of Krork Warbosses but a myth throughout the Imperium. This is largely due to the fact that few survive an encounter with one.

Hobby note: Krork Megabosses can be modeled on 60mm round bases and may require a degree of modeling ingenuity. They should be about the size of a Daemon Prince. Indeed, that model with an Ork head and various Ork bitz could work well as a Krork Megaboss. Also, look to the Age of Sigmar line for more inspiration.

Role: HQ

Points: 180

Unit Type: Infantry (Character)

Unit Composition: 1 Krork Megaboss

	WS	BS	S	T	W	I	A	Ld	Sv
Krork Megaboss	6	2	6	7	5	5	5	10	3+

Wargear:

- Slugga
- Choppa
- Deff Armour
- Stikkbombs
- Bosspole
- Deff Trophies

Special Rules:

- Brutal or Possibly Cunning
- Furious Charge
- Tide of Brutes

- Independent Character
- Crushing Strength

WAAAAAAGH! Once per game, at the start of any of your turns after the first, a model with this special rule can, if he is your Warlord, call a Waaaaaagh! On the turn he does so, all friendly units made up entirely of models with the Tide of Brutes special rule add 3" to their charge distance. In addition, the usual maximum charge distances are waived for all abilities which grant additional charge distance (including the Tide of Brutes special rule and Boarding Planks).

Crushing Strength: Wounds caused by the Krork Megaboss which are made on a natural roll of a 6 are resolved at AP 3 unless the wounds are already AP 1 or 2.

Options:

- May replace both his choppa and slugga with a double-headed supa choppa ... 25 pts
- May take items from the Ork Ranged Weapons, Melee Weapons, Runts & Squigs, Orky Know-wots, Gifts of Gork and Mork, and Relics of the Krork lists.
- May replace his deff armour, choppa, and slugga with mega armour, twin-linked shoota, and power klaw ... 30 pts
- A Krork Megaboss not wearing mega armour may take a Rokkit Pack ... 20 pts
- May take a Battlewagon as a dedicated transport.



Krork Brutes

Krork Brutes are the shock troops of an Ork WAAGH! which has reached Paragon status. The great WAAGH!bands which blaze a trail of death and destruction from one world to the next give rise to entire phalanxes of orks who are as big and mean as any Nob. The sheer weight and ferocity behind a Krork charge is enough to break even the sturdiest mortal troops and crumple any defense.

Hobby note: Krork Brutes are best represented using the Age of Sigmar Orruk Brutes kit, the Ork Nobz kit, or a combination of the two. In either case, Orruk Brutes should be modeled on 40mm bases. For the Brute Boss Nob, any Warboss model in 'Eavy Armour is appropriate and should be modeled on a 50mm base.

Role: Troops

Points: 250

Unit Type: Infantry. The Brute Boss Nob is Infantry (Character)

Unit Composition: 9 Krork Brutes and 1 Brute Boss Nob

	WS	BS	S	T	W	I	A	Ld	Sv
Krork Brute	4	2	4	4	2	3	3	7	4+
Krork Brute Boss Nob	5	2	5	5	3	4	4	8	4+

Wargear:

- 2 Choppas
- 'Eavy Armour
- Stikkbombs
- Bosspole (Brute Boss Nob only)

Special Rules:

- Brutal or Possibly Cunning
- Furious Charge
- Tide of Brutes

Options:

- May include up to forty additional Krork Brutes ... 19 pts/model
- The unit may be equipped with Deff Trophies ... 2 pts/model
- Any model may replace both of their choppas with a supa choppa ... 6 pts
- Any model may replace a choppa with a slugga ... 1 pt/model
- Any model may replace its other choppa with another slugga ... 1 pt/model
- The Brute Boss Nob may take items from the Ork Ranged Weapons and/or Melee Weapons lists.
- May take a Trukk or a Battlewagon as a dedicated transport.



Krork Brute Boar Riders

The Krork have been known to raise massive, savage boars to bear them into battle at great speeds. These creatures share many Ork qualities, chief among them is their resilience and savagery. Krork boars accept rudimentary technological upgrades with few complications and they are unfazed by loud noises such as the belching brap of Ork sluggas.

Hobby note: Krork Brute Boar Riders are clearly best represented by Orruk Gore Gruntas from the Age of Sigmar range.

Role: Fast Attack

Points: 250

Unit Type: Cavalry. The Brute Boss Nob is Cavalry (Character)

Unit Composition: 5 Krork Brutes

	WS	BS	S	T	W	I	A	Ld	Sv
Krork Brute Boar Rider	4	2	4	5	2	3	3	7	4+
Krork Brute Boar Rider Boss Nob	5	2	5	6	3	4	4	8	4+

Wargear:

- 2 Choppas
- 'Eavy Armour
- Stikkbombs
- Bosspole (Brute Boar Rider Boss Nob only)

Special Rules:

- Brutal or Possibly Cunning
- Furious Charge
- Tide of Brutes

Options:

- May include up to fifteen additional Krork Brute Boar Riders ... 25 pts/model
- May upgrade one Brute to a Brute Boar Rider Boss Nob.
- The unit may be equipped with Deff Trophies ... 2 pts/model
- Any model may replace both of their choppas with a supa choppa ... 6 pts
- Any model may replace a choppa with a slugga ... 1 pt/model
- Any model may replace its other choppa with another slugga ... 1 pt/model
- The Brute Boss Nob may take items from the Ork Ranged Weapons and/or Melee Weapons lists.

Krorkanaut

The great Ork engineers of the Paragon Ork societies throughout the galaxy have understood the difficulties in combating very large foes. Stompas and Gargants are huge undertakings an difficult to build. However, vehicles such as the Deff Dread and Gorkanaut have long been considered too feeble and slow to take on larger and more terrifying foes such as Imperial Knights and the frustrating Eldar Wraithknight. Indeed, even the liberal application of Dakka and flooding the enemy with Boyz doesn't seem to work against such foes. The Krorkanaut is the Ork answer to this problem.

Hobby note: It's probably best to combine an Imperial Knight kit with a Gorkanaut kit to create your Krorkanaut.

Role: Lord of War

Points: 310

Unit Type: Vehicle (Superheavy Walker)

Unit Composition: 1 Krorkanaut

	WS	BS	S	F	S	R	I	A	HP
Krorkanaut	5	2	10	13	12	10	2	4	6

Wargear:

- Deffstorm Mega Shoota
- Two Twin-Linked Big Shootas
- Two Rokkit Launchas
- Skorcha
- Klaw of Deff
- Stikkbombs

Transport Capacity:

- 12 models

Special Rules:

Momentive Strike: On the turn the Krorkanaut successfully completes a charge move, if the Krorkanaut is destroyed, it is not destroyed until after initiative step 1.

Options:

- May replace the Deffstorm Mega Shoota with another Klaw of Deff (Choppanaut) ... Free
- May replace the Klaw of Deff with another Deffstorm Mega Shoota (Dakkanaut) ... Free
- May replace the Deffstorm Mega Shoota and/or Klaw of Deff each with a Kustom Mega Kannon ... Free
- May replace the either Rokkit Launcha with a Kill Kannon ... 15 pts each
- Kustom Forcefield ... 50 pts
- Weirdboy Tower ... 35 pts
- Gigarokkit Pack ... 25 pts
- Grot Riggers ... 20 pts

Klaw of Deff: This klaw produces a great deal of crushing power which carves through ceramite as well as it carves through flesh. The Krorkanaut also has a tendency to beat its enemies to death with their own wrecked vehicles.

Clubbin: If the Klaw of Deff destroys an enemy vehicle but it doesn't explode, it can immediately pick up the vehicle and make another attack with it. This attack is resolved at Str 10 AP 2. After this, the vehicle is removed from play.

Weirdboy Tower: The Weirdboy Tower is a separate crew compartment with a carrying capacity of 1 Ork with the psyker special rule. From here, the Weirdboy may manifest any psychic power as if the Krorkanaut were the Weirdboy himself. In addition, any friendly Ork units within 12" of the Krorkanaut are treated as being a part of the Weirdboy's unit for the purposes of Deny the Witch.

Gigarokkit Pack: The Krorkanaut may be equipped with a pair of gigarokkits on its back allowing the Krorkanaut to move as a Jump unit. Once per game, on any turn after the first, a Krorkanaut equipped with the Gigarokkit Pack may choose to use up all the rest of its fuel to make a jump move up to 12 + 4d6" away. If a Big Mek is embarked upon the Krorkanaut, all of the movement dice may be re-rolled, but you must accept the second roll even if it is worse. When the Krorkanaut lands, it sends a concussive wave out from the landing zone, causing d6 str 4 ap - hits to any unit, friend or foe, within 6". If any doubles are rolled on the movement dice, the Krorkanaut doesn't stick a perfect landing and takes 1 Hull Point of damage. If double 1s are rolled, it takes 2 Hull Points of Damage. If triples are rolled, something goes horribly wrong in transit and the Krorkanaut suffers a catastrophic explosion where it lands (Fortunately, the controlling player still gets to decide where it goes!). If quadruples are rolled, then the Krorkanaut suffers a catastrophic explosion where it began its move. In any case, after using up all of its fuel, the Krorkanaut treats the Gigarokkit Pack as having been destroyed.

Krork King

A Krork King is not only a massive mountain of muscle and rage, but is also a genius in the theater of war. The organization of their own troop movements and the disposition of the enemy are second nature to the Krok King. The High Lords of Terra dread the day another Krork King rises to lead a massive WAAGH! across the galaxy, for when this happens, it is as if a Primarch has returned to the galaxy with the force of a hundred trillion seasoned warriors behind him.

Hobby note: A Krork King can be modeled on a 120mm oval base and may require a degree of modeling ingenuity. They should be about the size of a Bloodthirster. Indeed, that model with an Ork head and various Ork bitz could work well as a Krork King. Also, look to the Age of Sigmar line for more inspiration.

Role: Lord of War

Points: 315

Unit Type: Gargantuan Monstrous Creature (Character)

Unit Composition: 1 Krork King

	WS	BS	S	T	W	I	A	Ld	Sv
Krork King	8	2	8	8	8	6	7	10	3+

Wargear:

- Two Choppas
- Deff Armour
- Stikkbombs

Special Rules:

- Brutal or Possibly Cunning
- Furious Charge
- Tide of Brutes
- Rage

WAAAAAAGH!: Once per game, at the start of any of your turns after the first, a model with this special rule can, if he is your Warlord, call a Waaaaaagh! On the turn he does so, all friendly units made up entirely of models with the Tide of Brutes special rule add 3" to their charge distance. In addition, the usual maximum charge distances are waived for all abilities which grant additional charge distance (including the Tide of Brutes special rule and Boarding Planks).

Brilliant Kunning: If the Krork King is your Warlord, they may re-roll their dice to determine who goes first and to seize the initiative. In addition, after scout redeployments are complete, the controlling player may redeploy an d3+2 friendly Ork units. There is no limit to the distance these units may be redeployed, however they may not be redeployed closer than 19" from the enemy deployment zone. This does not count as a scout move.

Brutal Majesty: All friendly Ork units within 12" of the Krork King are Fearless.

Deadly Reinforcements: If the Krork King is your Warlord and he is on the battlefield when a friendly Ork unit arrives from reserve, that unit may assault the turn it arrives if it normally would not be allowed to, though it counts as a disordered charge.

Touch of Mork: The power of the WAAGH! is at its purest state in the blood of a Krork King. He enjoys a 4+ invulnerable save.

Always More: If the Krork King is your Warlord and he is on the battlefield when a friendly Ork unit is destroyed, roll a dice. On a 4+, put a unit of 10 Ork Boyz into ongoing reserve. These Boys may be equipped with either Sluggas or Shootas, but cannot have any further upgrades.

Options:

- May replace Deff Armour with Dread Armour ... 30 pts
 - A model with Dread Armour can replace one Choppa with a Dread Klaw ... 30 pts
- May add Thrusta Engines ... 60 pts
- May replace both Choppas for a Double-Headed Supa Choppa ... 30 pts

Dread Armour: A Krork King will often have his coterie of Big Meks fashion him a special suit of power armour better-suited for his impressive physique. Dread Armour improves the Krork King's armour save to 2+.

Dread Klaw:

	Type	Range	Str	AP	Special Rules
Dread Klaw	Melee	-	D	2	Unwieldy, Specialist

Thrusta Engines: The Krork King becomes a Gargantuan Flying Monstrous Creature.

Krork Armies - Paragon Great WAAGH!band Detachment

When an Ork WAAGH! reaches its apex, the Orks therein have reached the fullness of their cultural potential. This potential was prescribed by their creators millions of years ago, written directly into their DNA and sustained by their own lust for battle, unparalleled ambition, and the Warp itself.

Command Benefits:

- Tide of Brutes, Brutal or Possibly Kunning
- **Anuvver Boss:** Any Formations taken for this detachment remove the WAAGH! Ghazghkull Special Rules, Da Biggest an' da Best and Da Boss iz Watchn'.
- **Da Big Boss:** If your Warlord is chosen from this Detachment, they may re-roll their Warlord trait.
- **Da Great WAAGH!:** If your Warlord is chosen from this Detachment and they have the WAAAAGH! special rule, they may use their WAAAAGH! ability (if they have it) any and every turn of the game, including the first.
- **Overwhelming Tide:** The benefits from Tide of Brutes for models in this Detachment improves from 2+ per 10 models to 3+ per 10 models. In addition, all Walkers from this Detachment gain the Tide of Brutes special rule.

Command: 0-1 per Core

Core Formations: 1+

Auxilliary: 1-10 per Core

Command Formations:

Da Kaptin's Banner

The Krork King

Oddboyz *

Core Formations:

Paragon WAAGH!-Band (see below)

Trukk Boyz (see below)

WAAAAGH!-Band *

Goff Killmob *

Auxilliary Formations:

Krork Tide

Painmob **

Dakkajet Skwadron *

Da Vulcha Skwad *

Badrukk's Flash Gitz *

Blitz Brigade *

Boss Snikrot's Red Skull Komandos *

Gorkanaut Krushin Krew *

Dread Mob *

Air Armada *

Runtz *

Blitza Bommer Skwadron *

Speshulists *

Speed Freeks *

Mekboyz Big Stuf * (Add the Krorkanaut to this list)

* See the WAAGH! Ghazghkull Supplement

** See the Orks Getting Started Box

Paragon WAAGH!-band Formation - Core

Formation:

- 1 Warboss
- 4-6 of the following units in any combination
 - Boyz
 - Krork Brutes
 - Gretchin
- 1 of the following units
 - Nobz
 - Meganobz
 - Flash Gitz
- 0-3 of the following in any combination
 - Mek
 - Big Mek
 - Weirdboy

Restrictions:

None

Special Rules:

Da Boss: If your Warlord is chosen from this Detachment, they may re-roll their Warlord trait.

Da Brutalest and da Kunningest: This special rule modifies the benefits of the Brutal or Possibly Kunning special rule. When your Warlord chooses to call a WAAAAGH!, models from this Formation may re-roll their failed Feel No Pain results as long as they are choosing to be **Brutal**. If your Warlord does *NOT* call a WAAAAGH!, models from this Formation get a +1 to their cover saves if they are choosing to be **Kunning**. In either case, the effects last until the start of the controlling player's next turn.

Trukk Boyz Formation - Core

Formation:

- 1 Warboss
- 4-6 units of Boyz
- 1 of the following units
 - Nobz
 - Meganobz
 - Tankbustas
 - Burnas
- 0-3 of the following in any combination
 - Mek
 - Big Mek
- 0-3 units of Warbuggies

Restrictions:

All units may not exceed 12 models and must take a Trukk as a Dedicated Transport if they have that option.

Special Rules:

Da Boss: If your Warlord is chosen from this Detachment, they may re-roll their Warlord trait.

We's livin, we's dyin, we's livin again!: Units from this Formation may disembark from their Dedicated Transports after they have moved Flat Out. If they do so, each model must make a Dangerous Terrain Test as they do so.

When a massive Krorc Megaboss marches to war, he brings his most practiced and violent iron-thewed warriors along with him. These Krorcs, aided by the ministrations of a powerful Weirdboy, are an inspirational beacon of violence the battlefield. Few foes can stand before their blood-drenched majesty.

Da Kaptin's Banner Formation - Command

Formation:

- 1 Krork Megaboss
- 1 unit of Krork Brutes
- 1 Weirdboy
- 0-3 Warbosses
- 0-1 Big Mek
- 0-1 Painboy

Restrictions:

None

Special Rules:

Tide of Brutes, Brutal or Possibly Kunning

Da Boss: If your Warlord is chosen from this Detachment, they may re-roll their Warlord trait.

Da Kaptin's Krew: All models in this Formation must be placed in a single unit which counts as 1 Kill Point in missions which call for them.

Lead by Example: On a turn in which the Krork Megaboss from this formation successfully completes a charge, all other friendly Ork units on the battlefield add an additional 1d6" to their charge distance for the duration of that assault phase.

Brutality is a Kunning all its own: On a turn the Krork Megaboss from this formation calls a WAAAAGH!, units declare which enemies they are assaulting *after* rolling the dice to determine charge range instead of before.

One with the WAAGH!: The Weirdboy from this Formation harnesses warp charge on a 3+ (or a 2+ under the effects of the Blood of the WAAGH! power). In addition, any model in the unit enjoys a 6+ invulnerable save when under the effects of a Blessing.

Options:

Da Banner of WAAAAGH!: One Krork Brute may be given a WAAGH! Banner for 20 pts.

When a Paragon WAAGH! thunders to war, it is the march of the Krork Brutes which strike a hopeless fear into their enemies. While a tide of Ork Boyz can be managed by a liberal application of lasgun fire, the Krork Brutes keep coming, shaking off wounds that would fell the average greenskin warrior. The Krork Tide often forms the vanguard of a Paragon WAAGH!, breaking through the enemy lines, disorganizing the enemy position, and allowing more fragile or slower Ork units to make their way into the fray unmolested.

Krork Tide Formation - Auxilliary

Formation:

- 1 of the following:
 - Krork Megaboss
 - Warboss
 - Weirdboy
- 5 units of Krork Brutes

Restrictions:

Units in this Formation may not select a Dedicated Transport

Special Rules:

Tide of Brutes, Brutal or Possibly Kunning, Hatred, Fearless

Mobbed Up: All the units from this Formation are deployed as a single unit. Only when every model in this unit has been destroyed will your opponent count as having killed these units for missions which count kill points.

Frenzy: Models in this formation enjoy a +1 to their Feel No Pain against wounds caused by Overwatch. In addition, on a turn in which this unit makes a successful charge, models enjoy a +1 to their Feel No Pain until the start of their next turn. **Note:** this means that, if under the effects of **Brutality is a Kunning all its own** special rule from the **Kaptin's Banner Formation**, these effects will stack against wounds caused by Overwatch.