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Path to Glory: WAAGH!

This campaign focuses on the rise to greatness of a powerful Ork Warlord. Not only must the Orks involved defeat a litany of challengers, but they must also earn the fear, respect, and admiration of their subordinate contemporaries.

To begin, gather together one or more friends and all of your Ork models. Even if you only have one or two buddies with Ork armies, any self-respecting Ork player ought to have plenty of models to share with a few friends. Who knows? Perhaps some of your friends will even catch the Ork bug (or is it the Ork spore?) and begin collections of their own!

Each player will create their own Warlord and grow their warband over the course of the campaign. When the final battle draws to a close, you should know who has won the right to strike out into the Galaxy with a WAAGH! of their own at their backs!

Your Warlord and his Ladz

For this Path to Glory campaign, you don't use points, formations, or detachments to build your WAAGH! Instead, your Brutal (but Kunning)... or Kunning (but Brutal) Warlord gathers his throngs of greenskin followers through **deeds on the battlefield rather than math on a page.**

At the beginning of the campaign, you **pick a warlord.** He may select allegiance to one of the six major **clans** or he can be a Freeboota. You may not select a named character from the Codex... your Warlord is your *own* named character! Other than that, any Independent Character from any recent Orks rulebook is allowed. Indeed, you must come up with a proppa **name** befitting his temperament and clan!

Your Warlord may be equipped with whatever **equipment** is allowed for a unit of his type so long as every detail is represented on his model. If you add upgrades to the model throughout the campaign, you may change his wargear as well. If you do not take a **Relic**, you start the Campaign with 2 Renown. If you take Da Dead



Shiny Shoota or Da Fixer Upperz as your Relic, then you start the Campaign with 1 Renown instead.

Your Warlord also gets a specific Special Rule according to his unit type:

- If your Warlord is a **Warboss**, he receives the **Eternal Warrior** Special Rule. If your Warlord does not take an upgrade which increases his Toughness by 1 or gives him a 2+ save, then this rule also increases his Wounds by 1.
- If your Warlord is a **Big Mek**, he gets a **Proppa Cybork Body** which confers a 5++ invulnerable save and increases his Wounds by 1.
- If your Warlord is a **Painboy**, he becomes a **Painboss**, increasing his wounds by 1 as well as equipping him with a Power Claw and 'Eavy Armor.
- If your **Warlord** is a Weirdboy, he becomes a **Warp 'Ead** which improves his Mastery Level by 1 and increases his Wounds by 1.

Now, you may select a **Warlord Trait** from any current Orks rulebook or you can roll for one on any generic list. In any case, your Warlord retains all traits gained throughout the remainder of the campaign.

Finally, roll a random special ability for your Warlord from the **Orks Speshul Roolz** table (page 6).

This Character *must* be selected as the Warlord of every game you play in this campaign.

At the start of the Campaign, your warlord will lead **d3+3** additional units into battle using random tables to build his army (page 5). After all, you rarely have a choice as to who flocks to your banner!

A WAAGH! Record Sheet is provided at the back of this supplement for keeping track of your warband. Be sure to give it a name befitting its destiny!

Renown and Ignominy

The path to any great WAAGH! is littered with the broken bodies of your foes. The players will play missions until a final victor is declared. As a Warlord's victories mount, their Renown will increase. The more Renown they have, the more Orks will want to flock to their banner. The more they fail, the more Ignominy they will earn. Ignominy can lead to dissent in the ranks. **Keep a running tally of your Renown and Ignominy.**

- Each battle you fight earns you **+2 Renown** regardless of whether you win or lose.
- If you win or tie the game, you earn **+1 Renown**.
- If you score Slay the Warlord, you earn **+1 Renown**
- If you lose or tie the game, you earn **+1 Ignominy**.

Attracting Orks to Your Cause

When determining the Army Selections in your warband, roll for a **unit type**, then use the tables associated with your Warlord's **clan** to determine the specific unit. If you're a Freeboota, randomly determine the clan table you will use before rolling for unit type.

Unless there are specific restrictions listed, assume that players can add any **upgrades** they wish for a unit except for the Battlewagon Dedicated Transport option (unless otherwise noted). The only limits to this are that the **upgrades must be modeled**. Also note that Boyz, Shoota Boyz, and 'Ard Boyz are separate options on these tables.

Again, although there are few restrictions on how you build these units, **you must have the models to represent them!**

At the end of each game, each player may spend any unspent **Renown** in order to add random additional Army Selections to their warband or add **Speshul Roolz** to units which survived the game. Adding a new unit costs 2 Renown and adding a Speshul Rool costs 1 Renown.

In the spirit of fair play, the player with the **least** number of Unit Selections in their army gets to roll for their new army additions first. Any player who has less units in their army than the player with the most units gets **one re-roll** during this process. Additionally, any player who

has no fliers while their opponent does have flyers may forego rolling for a new unit and add a Dakkajet, Burna Bommer, or Blitza Bommer instead.

During your games, if your opponent has any unspent **Ignominy** and you have at least 2 unspent Renown, you can take over one of their units. When one of your opponent's units fails a Morale check, you may declare the unit is defecting to your Warlord instead of running away. When this happens, 1 Ignominy is spent from your opponent's total and 2 Renown is spent from your total. The unit immediately and permanently joins your army. Any close-combat with that unit ends and all units involved should consolidate.

Although you are "spending" Renown and Ignominy, always keep a running tally of how much you have collected in total.

Recruitment Tables

Freebootaz Random Clan Table Selection (d6)

- 1 Bad Moonz
- 2 Snakebites
- 3 Goffs
- 4 Evil Sunz
- 5 Blood Axes
- 6 Deathskulls

Unit Type (2d6)

- 2-3 Bosses
- 4-8 Boyz
- 9-10 Leetz
- 11-12 'Eavy Armour

Brackets indicate [accompanying units] which are described later.

Bad Moonz Units

Bosses (2d6)

- 2-3 Painboy and a [Mek Boy]
- 4 Weirdboy
- 5-7 Warboss
- 8 Warboss and a [Mek Boy]
- 9-11 Big Mek
- 12 Big Mek and a [Mek Boy]

Boyz (2d6)

- 2 2 units of Grots
- 3 Kommandos
- 4-5 'Ard Boyz (10-20)
- 6-8 Shoota Boyz
- 9 Shoota Boyz (10-20) in a [Battlewagon]
- 10 Lootaz
- 11-12 Flash Gitz

Leetz (2d6)

- 2 Weirdboy with 10-15 Boyz
- 3-4 Tankbustas
- 5 Flash Gitz
- 6-7 Meganobz (3-5)
- 8 Meganobz (3-5) in a [Battlewagon]
- 9 Burna Boyz
- 10-11 Lootaz
- 12 Big Mek with a [Mekboy Junka]
or [Looted Wagon]

'Eavy Armor (2d6)

- 2 Warbikerz
- 3 Warbuggies
- 4 Morkanaut or Gorkanaut
- 5 Lootaz
- 6 Mek Gunz
- 7 Battlewagon
- 8 Dakkajet
- 9 Blitzza Bommer
- 10 Burna Bommer
- 11 Deff Dread
- 12 Deffkoptas



Snakebites Units

Bosses (2d6)

- 2-5 Weirdboy
- 6-9 Warboss
- 10-11 Painboy
- 12 Big Mek

Boyz (2d6)

- 2-4 2 units of Grots
- 5 Kommandos
- 6 'Ard Boyz (10-20) (No Trukk)
- 7 Boyz (20+) (No Trukk)
- 8 3 Units of Grots
- 9 'Ard Boyz (10+)
- 10 Warbikerz
(modeled as boar riders unless Freeboota)
- 11-12 Ard Boyz (10+)

Leetz (2d6)

- 2 Burna Boyz
- 3 Tankbustas
- 4 Nobz on Warbikes
(modeled as boar riders unless Freeboota)
- 5-8 Nobz
- 9-11 Weirdboy with 10-15 Boyz (no Trukk)
- 12 Mek Gunz

'Eavy Armor (2d6)

- 2-3 Battlewagon
- 4-5 Gargantuan Squiggoth
- 6-7 Squiggoth
- 8-9 Mek Gunz
- 10-11 Looted Wagon
- 12 Deff Dread

Goffs Units

Bosses (2d6)

- 2 Painboy
- 3 Painboy and a [Mek Boy]
- 4-8 Warboss
- 9 Warboss and a [Mek Boy]
- 10-11 Big Mek
- 12 Big Mek and a [Mek Boy]

Boyz (2d6)

- 2 2 units of Grots
- 3 Kommandos
- 4 'Ard Boyz (10-20)
- 5 Boyz (10+)
- 6 Shoota Boyz (20+)
- 7-8 Boyz (20+)
- 9 Boyz (10-20) in a [Battlewagon]
(may not take Kill Kannon upgrade)
- 10 Warbikerz
- 11 Stormboyz
- 12 2 units of Grots

Leetz (2d6)

- 2 Weirdboy with 10-15 Boyz
- 3-4 Tankbustas
- 5 Meganobz (3-5)
- 6-9 Nobz
- 10 Meganobz (3-5)
- 11 Burna Boyz
- 12 Flash Gitz

Eavy Armor (2d6)

- 2 Morkanaut or Gorkanaut
- 3 Warbuggies
- 4 Dakkajet
- 5 Lootaz
- 6 Killa Kanz
- 7 Battlewagon
- 8 Deff Dread
- 9 Deffkoptas
- 10 Looted Wagon
- 11 Blitza Bommer
- 12 Burna Bommer



'Evil Sunz Units

Bosses (2d6)

- 2-3 Painboy and a [Mek Boy]
- 4-8 Warboss and a [Mek Boy]
- 9-12 Big Mek and a [Mek Boy]

Boyz (2d6)

- 2 Deffkoptas
- 4-5 Stormboyz
- 6 Shoota Boyz (10-12) with a [Trukk]
- 7 Boyz (10-12) with a [Trukk]
- 8 'Ard Boyz (10-20) in a [Battlewagon]
(may not take Kill Kannon upgrade)
- 9-10 Warbikerz
- 11-12 Buggies

Leetz (2d6)

- 2 Weirdboy with [10-15 Boyz] in a [Trukk]
- 3-4 Tankbustas (10-12) with a [Trukk]
- 5 Warbikerz
- 6-8 Nobz with a [Trukk]
- 9 Nobz in a [Battlewagon]
(may not take Kill Kannon upgrade)
- 10 Burna Boyz (10-12) with a [Trukk]
- 11-12 Nobz on Warbikez (3-5)

'Eavy Armor (2d6)

- 2 Lootaz (10-12) with a [Trukk]
- 3 Flash Gitz with a [Trukk]
- 4 Warbikerz
- 5 Warbuggies
- 6 Blitza Bommer
- 7 Dakkajet
- 8 Burna Bommer
- 9 Deffkoptas
- 10 Warbikerz
- 11 Looted Wagon
- 12 Battlewagon



Blood Axes Units

Bosses (2d6)

- 2-3 Painboy and a [Mek Boy]
- 4 Weirdboy
- 5-7 Warboss
- 8 Warboss and a [Mek Boy]
- 9-11 Big Mek
- 12 Big Mek and a [Mek Boy]

Boyz (2d6)

- 2 2 units of Grots
- 3-6 Kommandos
- 7 Boyz
- 8 Shoota Boyz
- 9 'Ard Boyz
- 10 Lootaz
- 11 Boyz (10-20) in a [Battlewagon]
- 12 'Ard Boyz (10-20) in a [Battlewagon]

Leetz (2d6)

- 2-3 Meganobz (3-5)
- 4 Flash Gitz
- 5-6 Tankbustas
- 7 Nobz
- 8 Mek Gunz
- 9 Burna Boyz
- 10-11 Lootaz
- 12 Stormboyz

'Eavy Armor (2d6)

- 2 Morkanaut or Gorkanaut
- 3 Deff Dread
- 4 Warbikerz
- 5-6 Mek Gunz
- 7 2x Looted Wagons
- 8 Battlewagon
- 9 Dakkajet, Burna Bommer,
or Blitza Bommer
- 10-11 Warbuggies
- 12 Deffkoptas

Deathskulls Units

Bosses (2d6)

- 2-4 Painboy and a [Mek Boy]
- 5-8 Warboss and a [Mek Boy]
- 8-12 Big Mek and a [Mek Boy]

Boyz (2d6)

- 2 2 units of Grots
- 3-5 Lootaz
- 6 Kommandos
- 7 Shoota Boyz
- 8 Boyz
- 8 Boyz in a [Looted Wagon]
- 9 Shoota Boyz in a [Looted Wagon]
- 10 'Ard Boyz in a [Looted Wagon]
- 11 Boyz (10-20) in a [Battlewagon]
- 12 'Ard Boyz (10-20) in a [Battlewagon]

Leetz (2d6)

- 2 Flash Gitz in a [Looted Wagon]
- 3 Warbikerz
- 4 Flash Gitz
- 5 Lootaz in a [Looted Wagon]
- 6 Meganobz (3-5)
- 7 Nobz
- 8 Nobz in a [Looted Wagon]
- 9 Lootaz
- 10 Burna Boyz
- 11 Stormboyz
- 12 Weirdboy with 10-15 Boyz

'Eavy Armor (2d6)

- 2 Morkanaut or Gorkanaut
- 3 Deff Dread
- 4 Mek Gunz
- 5 Battlewagon
- 6 Warbuggies
- 7-8 2x Looted Wagons
- 9 Battlewagon
- 10 Killa Kanz
- 11 Dakkajet, Burna Bommer,
or Blitza Bommer
- 12 Deffkoptas



Orks Speshul Roolz

Sometimes you will be called upon to grant one or more of your units a special rule. You can grant a single Speshul Rool to a unit and/or a Character in that unit, but never more than one to each. Only Warlords may have more than one Speshul Rool. If one of these Speshul Roolz grant the unit an ability it already has, then simply re-roll.

Bosses (2d6)

Use this table for Independent Characters

- 2-3 **Squig Herd:** This Character may re-roll all failed to-hits in close combat.
- 4 **More Cyborky:** Improve the Character's Feel No Pain by +1.
- 5 **Iron Skull:** The Character has a 5+ Invulnerable save or improves an existing invulnerable save to 4+.
- 6 **Prophet of Gork:** This Character may gain the Shred Special Rule.
- 7 **Prophet of the Clan:** see right.
- 8 **Prophet of Mork:** Add +1 to your Seize the Initiative roll.
- 9 **Dakkaboss:** This model replaces one of his weapons with one of the following: Deffgun, Kannon, Snazzgun.
- 10 **Unflappable:** This model has the Fearless Special Rule.
- 11-12 **Oddboss:** This model can equip a Rokkit Pack or gain the Stealth Special Rule, but he cannot have a bike or 2+ armor of any kind.

Prophet of the Clan

Lucky (Bad Moons): Once per phase, this Character may either re-roll a failed save, or he may roll a save that would otherwise be denied him by another rule (such as ignores cover or due to a wound with an AP value).

Unorky Behavior (Blood Axes): Randomly select an additional Strategic Warlord Trait from the Core Rulebook. You may use this trait even if this Character isn't the Warlord.

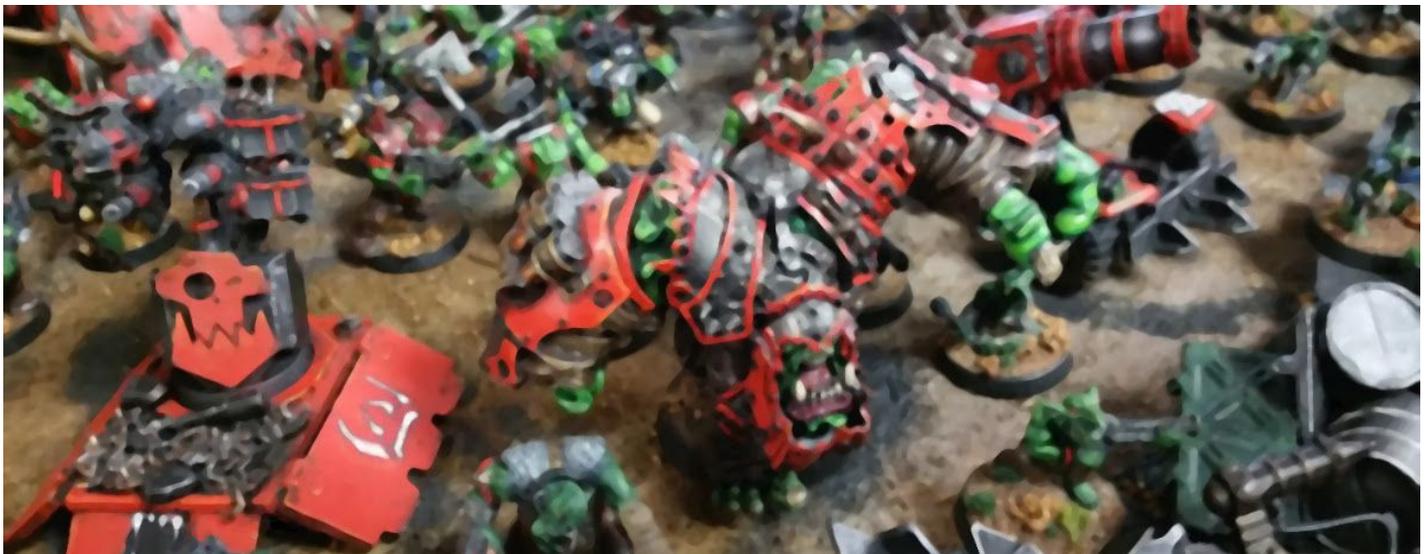
Krumpin & Lootin (Death Skulls): At the end of a game you won, if an enemy vehicle is wrecked, you may spend 2 Renown in order to take it from your opponent's roster and add it to your own.

Prophet of Speed (Evil Sunz): If your Warlord is in a red Transport or on a red Bike, he adds +2" to the vehicle or bike's Movement during the Movement Phase.

Reinforcements (Freebootaz): Roll a die every turn. If the die comes up the turn number or lower, a unit of 15 Boyz arrives from reserve. This isn't added to your army; treat it as though it has been summoned..

Proppa Orky (Goffs): Randomly select an additional Ork Warlord Trait from any current Ork Codex. You may use this trait even if this Character isn't the Warlord.

Primordial Brutality (Snakebites): This Character gains +1 Strength or +1 Toughness.



Nobz (d6)

Use this table to upgrade a Character that doesn't have the Independent Character Special Rule. Both a Character and its unit may have one Ork Speshul Rool. Also, use this table for Mekboyz.

- 1 **More Cyborky:** Improve the Character's Feel No Pain by +1.
- 2 **Iron Skull:** The Character has a 5+ Invulnerable save.
- 3 **Touch of Mork:** The Character's unit gains the Infiltrate Special Rule
- 4 **Whip of Gork:** The Character's unit gains the Fleet Special Rule
- 5 **Da Uvver Ones:** The Character gains the Hit & Run Special Rule. If the Hit & Run roll causes the Character's unit to pass over or within 1" of an enemy unit, place the models in close combat with that unit. No attacks are made between these units until the next player turn.
- 6 **Weird:** The Character is a Level 1 Psyker with access to 1 random Power of the WAAGH! At the start of each game (or he can swap it out for the Primaris).



Wagons (d6)

Use this table vehicles

- 1 **Shootier or Choppier:** +1 Ballistic Skill or Weapon Skill
- 2 **Handles:** +2 Transport Capacity. Vehicles with no Transport Capacity now have one with a single access hatch in the rear.
- 3 **Redder:** +1" in the Movement Phase to all modes.
- 4 **'Eavy:** +1 Hull Point
- 5 **Deff Spikes:** +1 Attack or AP2 Tank Shock
- 6 **Extra Parts:** Reduce difficulty of repair (Mek's Tools, It Will Not Die, etc.) by 1.

Ladz (d6)

Use this table for all other units.

- 1 **Orderlies:** These Boyz count as having Dok's Tools. In addition, if you fail a Feel No Pain roll, you may give the model a Transfoosion. Remove any model from this unit and use it as if it were a Grot Orderly.
- 2 **Spanner Boyz:** A unit of Spanner Boyz counts as having Mek's Tools. In addition, if you fail to repair, you may order a Spanner Boy into the engine to make the repair from the inside. Remove any model from this unit and use it as if it were a Grot Oiler.
- 3 **Shootier:** +1 Ballistic Skill
- 4 **Choppier:** +1 Weapon Skill
- 5 **Stuck-innier:** +1 Leadership
- 6 **Red Bootz:** +2" assault distance, max 12"

Casualties (optional)

If you'd like your Path to Glory Campaign to last a long time, you could introduce the concept of Casualties to your games, making them a bit more narrative and a little less abstract.

For any unit other than your Warlord which is completely wiped out, simply generate a **new random unit** for the next game. The new unit doesn't gain any of the old unit's Speshul Roolz. Note that a unit that has a Speshul Rool from the Nobz table won't lose that Speshul Rool unless the entire unit is destroyed. The surviving members will pick up all the Ork parts and have the docs sew them back together for the next battle.

Any **[accompanying unit]** of a unit which was destroyed is also considered destroyed for campaign purposes at the end of the game. If *only* the [accompanying unit] is destroyed, it returns in the next game on a 4+. Vehicles get a +1 on this roll if your army contains at least one Big Mek and Infantry get a +1 if you have at least one Painboy in the army.

Escape Death: If your *Warlord* is a casualty of a battle, they are not necessarily dead. Consult the table below if your Warlord is removed from play by the end of a game. Add +1 to the roll for each Painboy in your army (even the Warlord himself), any of your units with the "Orderlies" Speshul Rool, or if your Warlord has the "Cybork Body" upgrade. All of these bonuses are cumulative.

- 1-2 **Dead:** Your Warlord is dead. Either make or designate a new Warlord. If you're designating a Warlord, pick one of your Surviving ICs to become the Warlord and add 1 random unit to the army. If making a new one, you must roll on one of the Bosses unit tables to determine what kind of warlord he is. Your warband is now considered to be whichever clan he is from. Of course, you may pick a random table as usual if you still want to play as Freebootaz. In either case, Renown and Ignominy don't change.

- 3 **Captured:** Your Warlord is alive, but captured. He is a special Objective placed in your opponent's deployment zone at the beginning of the next game. During this game, you do not benefit from his Warlord trait. Instead, until you recover him, another Temporary Warlord with a random Trait must be chosen. If you, at any point, capture this Objective, he returns to your army at that very moment of the game in that exact location. At this point, his Warlord Trait is activated and the Temporary Warlord's is inactivated. If your Warlord is not recovered at the end of this game, your opponent scores Slay the Warlord; also, he is considered Dead for the next game. Note that if you'd like to give up your Warlord for dead and treat him as such, you may.

- 4-5 **Injured:** Your Warlord starts the next game with 1 unsaved wound.

- 6 **Foine:** Your Warlord is simply dazed from his experience. He may join the next game without consequence.

Path to Glory: WAAGH! Missions

Now that you've created your Warlord and his followers, it's time to get krumpin! Every player in the Campaign should play each of the missions at least once. All players should also play each mission the same number of times. The player with the most Renown at the end of the campaign wins. Ties go to the player with the least Ignominy.

If you have an odd number of players, then someone can play the odd person out as a stand-in. The stand-in doesn't earn extra Renown or Ignominy for playing this game, and none of their units are considered killed at the end of the game.

Orksterious Objectives:

1. **Squig Ale:** This barrel of booze is hard for Orks to resist. An Ork unit must roll a die at the start of the the turn if they are holding this Objective. On a 1, the unit may not move in the Movement Phase and shoot at BS 1 in the Shooting Phase. This Objective has no effect on other factions.
2. **Noffink:** This Objective has no special effect.
3. **Red Paint:** Any vehicle holding this Objective adds 2" to its movement in the Movement Phase.
4. **More Dakka:** A unit holding this Objective may re-roll any random effect of their shooting (such as the strength of a Shokk Attack Gun or the number of shots for Lootaz). In addition, they may re-roll 1s to hit when shooting.
5. **Reverse Polarity Grav Wave Generator:** Any unit holding this Objective adds 2" to their charge distance, to a maximum of 12". Models within 6" of this Objective move 2" directly away from it at the end of the turn.
6. **Tellyporta Node:** If your unit is holding this Objective, you may, in your movement phase, remove them from play. Then, you may immediately attempt to deepstrike them within 6" of any other Objective. Before you do so, roll a die. On a 3+, the Orks may risk the deepstrike. On a 2, nothing happens. On a 1, your opponent gets to pick a spot within 6" of an Objective instead. In either case, you must be able to legally place the unit if an On Target is rolled. If not, a different location must be chosen.

Carnage:

This Secondary Mission Objective replaces First Blood. The first player to kill an enemy unit during the Assault Phase scores 1 Victory Point. If their opponent also kills an enemy unit in this or the subsequent Assault Phase, they also score 1 Victory Point.

Mission 1: A Misunderstandin

As with many conflicts, this Campaign began with an accident and a misunderstanding between several factions. An influential Badmoonz Big Mek gifted the Goff Warboss with a powerful shielding device which he insisted would protect anyone against bombardment shells. Everyone hates bombardment. What kind of fight is it when you can't even see your foe? When the Warboss activated the shield during his last battle, he was instantly turned inside-out and caught fire. The bloodcurdling screams coming from the pile of offal was both unsettling and amusing.

Of course, this immediately sparked a fight between the two forces regardless of the enemy on the other side of the battlefield. While the bulk of the Ork forces overran the Imperial Guard positions, the generals fought amongst themselves behind their own lines.

Armies: Although points have no meaning in Path to Glory, if you feel uncomfortable with this concept, a good number for this mission is about 850 points, not taking into account Speshul Roolz.

Game Play: Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses variable game length.

Deployment: Dawn of War

Battlefield: The first mission is played on a 4'x4' battlefield, representing the close orientation of the two forces. Take turns placing at least six pieces of terrain in an equitable manner. The player deploying first picks their table side.

Objectives: Place objectives #1-#4 in all 4 corners of the battlefield 12" from either table edge. Then, both players may each place 1 Objective each in their own table half. starting with the player deploying first.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Opportunity Knocks: Remove the Hungry for Glory Tactical Objective from the Tactical Objectives Deck. When you score this objective, do not discard it.

Scoring:

Maelstrom of War: At the beginning of each player turn, that player must draw Tactical Objectives until they have three in play. Note that the Hungry for Glory Tactical Objective counts as one of these three. You score Victory Points throughout the game based on how many Tactical Objectives you achieve.

Assault the Enemy Bunker: Objectives #5 and #6 are worth 3 Victory Points at the end of the game.

Carnage, Slay the Warlord, and **Linebreaker** are all in play for 1 Victory Point each.

Mission 2: Loot! Loot! Loot!

After the remaining Imperial Guard are stomped flat, the Orks begin to fight over the spoils of war. They know it won't be long before the power struggle escalates into a worldwide conflict pitting the Clans against one-another. It is important to claim as much territory and resources as possible in this nascent stages of the war.

Armies: If you are more comfortable with using points for your games, a good number for Mission 2 is about 1250 points, not taking into account Speshul Roolz.

Game Play: Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses variable game length.

Deployment: Hammer & Anvil

Battlefield: This mission is played on a 6'x4' battlefield. Place a large ruin in the center of the battlefield. Take turns placing at least eight more pieces of terrain in an equitable fashion. The player deploying first picks their table side.

Objectives: Place objective #1 in the center of the table. The Player deploying first places Objective #2 exactly 12" from Objective #1 and the other player does the same with Objective #3. The Player deploying first places Objective #4 exactly 18" from Objective #1 and the other player does the same with Objective #5. Lastly, the player deploying first places objective #6 exactly 24" away from Objective #1.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Loot! Loot! Loot!: At the beginning of each player's first turn, before drawing Tactical Objectives, they each remove **one** of the following Objectives from their deck: 21, 22, or 23 and put it in play. This Objective is never discarded after it is scored. In addition, the player may decide which Orksterious Objective to use for the Objective number indicated on the card they chose instead of rolling for it. If both players choose the same Objective number, then that Objective has the benefits of both chosen Orksterious Objectives.

Scoring:

Maelstrom of War: At the beginning of each player turn, that player must draw Tactical Objectives until they have a number of Tactical Objectives in play equal to the turn number +1. You score Victory Points throughout the game based on how many Tactical Objectives you achieve. The following Tactical Objectives are worth 2 Victory Points instead of 1: 21, 22, 23, 24, 25, and 26.

Carnage, Slay the Warlord, and **Linebreaker** are all in play for 1 Victory Point each.

Mission 3: Clan Honour

In an effort to gain the favor of his clan's base, your Warlord has hatched a plan to show them who's Da Boss! During the forthcoming battle, it is your Warlord's goal to prove himself a worthy member of his clan!

Armies: If you are more comfortable with using points for your games, a good number for Mission 3 is about 1400 points, not taking into account Speshul Roolz.

Game Play: Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses variable game length.

Deployment: Dawn of War

Battlefield: This mission is played on a 6'x4' battlefield. Take turns placing at least nine pieces of terrain in an equitable fashion. The player deploying first picks their table side.

Objectives: Starting with the Player deploying first, take turns placing Objectives numbered 1-6. The first Objective you place must be in your own Deployment Zone. The second one you place must be at least 18" from any table edge. The last Objective you place must be placed inside your opponents Deployment Zone.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Clan Objective: At the beginning of your first turn, before drawing Tactical Objectives, remove **one** Objective from your deck based on your Warlord's clan. This Objective is never discarded after you score it. This mission assumes both players are using the Ork Tactical Objectives

- **Bad Moons:** 11 - More Dakka!
- **Blood Axes:** 45 - Supremacy
- **Death Skulls:** 15 - Grab Da Loot! (changes at the start of each turn)
- **Evil Sunz:** 14 - More Speed, Go Fasta!
- **Goffs:** 54 - Hungry for Glory
- **Snakebites:** 13 - Stomp 'em, Boyz!
- **Freebootaz:** You may choose any of the other 6 or you may roll randomly.

Scoring:

Maelstrom of War: At the beginning of each player turn, that player must draw Tactical Objectives until they have 3 in play (including their Clan Objective). A player's Clan Objective is worth +1 Victory Point during this mission.

Carnage, Slay the Warlord, and **Linebreaker** are all in play for 1 Victory Point each.

Special Scoring:

You have greatly impressed the ladz of your clan! For every 5 Victory Points you score (rounded up), you win 1 additional Renown!

Mission 4: Crackin Skullz

Even the Blood Axes agree that it's high time to get stuck in, break some bones, and krump some wagons! Both armies meet on the field of battle with extreme bloodlust in their hearts and red glee for combat in their eyes!

Armies: If you are more comfortable with using points for your games, a good number for Mission 4 is about 1650 points, not taking into account Speshul Roolz.

Game Play: Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses variable game length.

Deployment: Vanguard Strike

Battlefield: This mission is played on a 6'x4' battlefield. Take turns placing at least nine pieces of terrain in an equitable fashion. The player deploying first picks their table side.

Objectives: Starting with the Player deploying first, take turns placing Objectives numbered 1-6.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Scoring:

Maelstrom of War: This is a battle of attrition, and as the battle grinds on, the chance for glory diminishes. Each player draws 6 Tactical Objectives at the start of their first turn. At the beginning of each player turn after that, players draw up to a minimum number of cards as shown on the table below. Note that you are **not** forced to discard down to that number if you have a greater number in play.

Turn	1	2	3	4	5	6	7
Minimum TacOs	6	5	4	3	2	1	1

You score Victory Points throughout the game based on how many Tactical Objectives you achieve.

Maximum Brutality: The following Tactical Objectives are worth double Victory Points in this Mission: 12 - Get 'Em, Boss!, 12 - Stomp 'Em, Boyz!, 52 - Blood and Guts, and 53 - No Prisoners. In addition, any Annihilation objective (61-66) are also worth double Victory Points.

Carnage, Slay the Warlord, and **Linebreaker** are all in play for 1 Victory Point each.

Additional Rewards:

By the end of this mission, the Warlords have become increasingly experienced and formidable. Players may add an additional random Speshul Rool to their Warlords.

Mission 5: Overrun

The armies have begun to engage each other over vast swaths of territory across the world. The planet has truly become overrun with greenskins so that the previous human population is naught but a memory. Your Warlord is determined to dominate this world and bring the rest of the rabble to their knees!

Armies: If you are more comfortable with using points for your games, a good number for Mission 5 is about 1850 points, not taking into account Speshul Roolz.

Game Play: Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses variable game length.

Deployment: Hammer & Anvil

Battlefield: This mission is played on a 6'x4' battlefield. Take turns placing at least nine pieces of terrain in an equitable fashion. The player deploying first picks their table side.

Objectives: Place 1 Objective in the center of the battlefield. Place 4 other Objectives, each equidistant between the center Objective and each corner of the battlefield.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Scoring:

Objectives: Score 6 Victory Points for holding the center Objective at the end of the game. Score 3 Victory Points for each of any other Objective you hold at the end of the game.

Hold the Line: Also score 1 Victory Point for each of your units which were not destroyed by the end of the game.

Carnage, Slay the Warlord, and **Linebreaker** are also in play for 1 Victory Point each.

Mission 6: Ascension

It is time for a Warlord to rise to the occasion and take the reins of the next great WAAGH! The great greenskin armies of this fallen world clash one last time before the victor leads them to greater conflicts among the stars!

Armies: If you are more comfortable with using points for your games, a good number for Mission 4 is about 2000 points, not taking into account Speshul Roolz.

Game Play: Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative.

Deployment: Vanguard Strike

Battlefield: This mission is played on a 6'x4' battlefield. Take turns placing at least nine pieces of terrain in an equitable fashion. The player deploying first picks their table side.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Warlord's Destiny: The battle does not end until a victor has been crowned. The game ends at the end of a turn in which a Warlord is slain, however if **both** Warlords are slain in the same turn, both players select new Warlords and the game continues. These new Warlords do not select new Warlord Traits or Speshul Roolz.

Scoring:

Bloodshed: Score 1 Victory Point for every Ork you kill. Squads of Gretchin are worth 1 Victory Point, HQs are worth 13 Victory Points, Trukks are worth 7 Victory Points, and other Vehicle units are worth 15 Victory Points. Warlords are worth 50 Victory Points.

Mission 7: WAAGH!

One Warband, whether under the command of its original Warlord or not, has stood above the rest on the field of battle and it is now time to venture into the wilderness of deep space in search of some proppa fighting!

Armies: Mission 7 brings together all the Ork armies which fought during the campaign under one banner on the same side of a conflict against a rival force!

For the **Orks**, the Player whose army amassed the most Renown wins the right to command the WAAGH! Their Warlord is the designated Warlord in Mission 7 and the other players must do their bidding! All the Ork players tally up their points, adding +15pts for each Ork Speshul Rool in their army. The Warlord also gains Ghazghkull Thraka's "Prophet of Gork and Mork" special rule during this mission.

The **Opposing Force** should consist of as many players and as many points as the Ork side. In the spirit of fair play, the Opposing Force should be Unbound except that Troops are Objective Secured. Also, the Opposing Force should not bring any Superheavy vehicles or Gargantuan Monstrous Creatures. In addition, try to create a fully cohesive opposing force that makes sense from a thematic perspective.

The forces in play will likely total about 2200 points per player. For this reason, the players may wish to schedule this as an all-day event with a lunch break.

Game Play: Both armies roll off to see who decides to deploy first. The army deploying first also goes first unless their opponents can seize the initiative. This game uses variable game length.

Deployment: Dawn of War

Battlefield: This mission is played on a 8'x4' battlefield for up to 6 players and a 10'x4' battlefield for up to 8 players.. Take turns placing terrain in an equitable fashion. The army deploying first picks their table side.

Objectives: You will need two sets of Objectives numbered 1-4. The armies take turns placing their #1 Objective in their own Deployment Zone, their #2 Objective inside the enemy Deployment Zone, their #3 Objective at least 8" outside their own Deployment Zone, and then their #4 Objective at least 14" outside their own Deployment Zone.

Special Mission Rules: Orksterious Objectives, Night Fighting, Reserves

Scoring:

Objectives: At the end of each Game Turn, armies score Victory Points equal to the Objective numbers they are holding. For example, Objective 4 is worth 4 Victory Points.

Kill Points: Score 1 Victory Point for each enemy unit that is destroyed at the end of the game.

Hold Ground: Score 3 Victory Points for each Objective you hold at the end of the game.

Slay the Warlord: The Warlord is worth 15 Victory Points