Orks

Millions of years ago, war raged through the Milky Way as the Old Ones fought the Nectontyr. The Old Ones, seeking allies in their long war, engineered species to fight for them. Among these were the Krork, an entire fungoid ecosystem that was both self perpetuating and nearly impossible to wipe out. Though the Old Ones were ultimately destroyed, the Krork survived the long epochs to the present day. Now known as the orks, they are a green tide of barbarism drowning the galaxy. Possibly the most prolific race known, the orks are the biggest, the killy-est, the shooty-est, the meanest, and the greenest and that makes them the best.

The orkoid ecosystem is spread by spores, which are nearly impossible to totally eradicate once they touch a planet. From them grow the squigly beasts or "squigs", many species of animals or living tools. Then come the humanoid forms of the snotlings, gretchen, and proper orks. Initially in the form of a feral ork infestation (assuming that more advanced orks do not still hold the area), as the number of orks grows eventually weirdboys will spawn able to create technology able to compete with the Imperium of Man's. The lifecycle of the individual ork begins when they break through the ground as a yoof. As they mature they will either discover a genetic predisposition for a certain skillset and become an Oddboy or they will join the general thrown of the tribe's Boyz. From there, they may develop an obsession with a particular aspect of war, the feeling of destroying a tank making them take up the life of a Tank Busta or particular joy at watching enemies be fried with flamethrowers leading to joining the Burna Boyz. As the Boy continues to fight, he will grow in size. Since size determines social status, this process will eventually make him a Nob and, if he can defeat his tribe's leader, eventually a Warboss or Warlord. From there, the only greater glory is to start a great war, a Waaaagh, that draws in other ork bosses in a great migration to attack and conquer foreign worlds. This, and every other stage, can end only by death by violence. There is no other death for an ork, as he will eventually be killed by an enemy, or in a challenge for leadership against a tribesmate, or a fist fight, or by standing too close to a Weirdboy who loses control of his powers and blows up the heads of everyone around him.

Take 1000 CP

Backgrounds

You can change your sex for free. Any Background can be taken as a Drop In.

Bad Moons (Free)- The clans of Ork Kulture are effectively ethnic groups, in-born tendencies that show up again and again across the galaxy, with individual tribes having members of many different clans. This is best seen in the Bad Moons, who are noteworthy for growing teeth faster than the other clans. A fact which is important given "teef" are the Ork currency. This makes the Bad Moons the richest clan and the one most specialized in ranged warfare simply due to how many high quality guns they can buy.

Blood Axes (Free)- Considered un-Orky due to their consideration of things like basic logistics and strategy, the Blood Axes are the clan that most favor brutal kunnin' over kunnin' brutality. They often pursue genius (by Ork standards) practices like formations of drilled troops, ambushes, or infiltration of enemy fortresses to open gates. They also work as mercenaries for other races, usually the Imperium.

Deathskulls (Free)- A clan of looters and thieves. They love to scavenge battlefields and even other

clans' camps for new wargear. Many of the Deathskulls' vehicles look uncannily like vehicles that have gone missing, except hastily repainted in the Deathskulls clan color of blue.

Evil Sunz (Free)- While other clans prefer to focus on the killin' part of combat, the Evil Sunz have a nobler goal: goin' fasta'. They are the primary members of the Kult of Speed devoted to making the fastest machines possible, regardless of if they live through the ride.

Goffs (Free)- Real Orks' Orks, the Goffs prefer close combat fighting. Betting on a Goff in a fist fight is considered a kunnin' plan among the Orks. This specialization leads to them growing in size faster than other Orks via winning internecine fights with the other Boyz. For this reason, they are common among War Bosses and Warlords and Goffs are the leaders of the most prominent Waaaaghs.

Snakebites (Free)- Not Feral Orks, but still trusting the old ways over fancy technology, the Snakebites clan specialize in the use of squigs in war.

Form

All of the various Orkoid species have certain highly dangerous qualities for your chain, such as extremely low intelligent and a non-existent survival instinct that causes them to view their own deaths as funny. For that reason, your race bought here will become an alt-form immediately instead of at the end of the jump like normal.

Gretchin (Free)- More common than Orks are the diminutive Gretchin, also called Grots or Runts. They are used as slave labor by the larger Orks and eek out an existence by running black markets for themselves, organizing gambling, or attending to other menial tasks. Frankly, there is little to recommend being one other than that they have enhanced senses and make for slightly smaller targets.

Ork (Free)- The hulking, bright green forms of the propa' Orks form the stereotypical face of the Orkoid hordes among other species. As tall as a human only thanks to their hunched posture while being far bulkier and more muscular, Orks have an extremely hardy physiology, to the extent that the Painboyz can simply sew dismembered Orks back together.

Killa Kan (200 CP)- Perhaps a Gretchin's greatest dream is to have its arms and legs cut off and the rest of its body permanently wired into the cybernetic control cockpit of a walking murder machine. Weighing over two tons and able to walk at 10 kilometers per hour, a Killa Kan comes equipped with a heavy weapon and a pincer or chainsaw weapon for melee.

Deff Dread (300 CP)- The larger cousin to the Killa Kan, the Deff Dread is the same general idea applied to an Ork "pilot" instead of a Grot. They are correspondingly far larger and killier, have four different weapons, often mounted on four arms.

Prime Ork (600 CP)- The result of Ork growth taken to its logical extreme, a Nob who keeps winning will eventually grow and grow until they are the size of a Gargant, capable of wielding weapons as tall as a Space Marine in full power armor. Remarkably, this also increases their intelligence until they are as smart as the average human. The Waaaagh! Field you generate will induce your loyal Orks to also grow even larger than normal. You could esaily become a noteworthy threat on the galactic stage merely by bashing in enough Ork skulls to place yourself at the head of a supreme Waaaaagh!.

Perks

Infertile (Free)- The Orkoid ecosystem spreads by spores let off by each individual. Soon, fungus pods are gestating squigs and Yoofs beneath the ground and a Feral Ork tribe will rise. Since you probably don't want to infect all future jumps with uncontrollable Ork infestations that are nearly impossible to remove, this gives you the power to toggle off your own fertility. Whether it be the spore based reproduction of the Orks or more normal sexual reproduction, you can sterilize all such processes to ensure you make no children.

Toothy (100CP, free Bad Moons)- Your teeth can regrow infinitely, perfectly, and at great speed. This is already the case for Orks due to their bodies' general regenration, but this will improve the process's speed to equal the output of a Bad Moon's mouth. Why is that important? Teef are the currency of Ork society, and being able to rip your own out to pay for new shootas more often makes you comparatively rich.

Shooter (200CP, discount Bad Moons)- The Bad Moons are the greatest marksmen among the clans, due to their ability to buy all the best guns and lots of ammo giving them motive and opportunity to practice. You are likewise an expert at using all the Orks' ranged weapons. You'd be considered an expert in any group of shooty Boyz, from the heavy weapon Tank Bustaz to the flamethrower wielding Burna Boyz.

Painboy (400CP, discount Bad Moons)- One could fairly ask how the Orks are anything but screaming barbarians wielding wooden clubs given their level of intelligence and general lack of care for anything except fighting. The answer is the Oddboyz, Orks who have an inborn genetic understanding of some specialized skill, at a level sufficient to let them serve as an expert. The Painboyz are the Oddboyz who specialize in medicine, able to do everything from battlefield triage to the installation of cybernetics to the dreaded squig brain transplant. But people in other worlds may not be able to survive the crude skills of a Painboy like yourself, so as an added bonus from the moment you decide to begin someone's treatment throughout the procedure, and even during the recovery, your patient will benefit from the great hardiness and regenerative capabilities of an Ork, allowing you to (probably literally) sew them back together.

Supa-Cybork (600CP, discount Bad Moons)- Cyborks are the result of a Mekboy and Painboy working together to replace an Ork's body parts with superior cybernetic replacements. Mad Dok Grotsnik and the genius Big Mek who the Imperium have codenamed Orkimedes once worked together to create the ultimate Cybork, the Supa-Cybork. The poor boy was ripped apart by rivals who wanted his cybernetics for themselves. But you have received an equivalently overtuned and absurd set of cybernetic enhancements. And what's more, your body is highly receptive to cybernetics. You never suffer from negative side effects from cybernetics, and you regenerate nearly instantly any wound taken for the purpose of installing cybernetics. Feel free to rip of a cybernetic Power Klaw when you want your hand back or even tear yourself out of a Deff Dread to turn back into a normal Ork.

Mercenary (100CP, free Blood Axes)- The Blood Axes are the clan most likely to serve as mercenaries to other species, whether as a tribe for another army or individually aboard the vessel of a Rogue Trader. Something about you seems to make people think you'd make a good hireling for combat, even if you're a member of a species that normally shoots those who try to negotiate with them for fun.

Herding Meow-Squigs (200CP, discount Blood Axes)- Tactics and organization are considered un-Orky, to the extent that only the Stormboyz who rebel against the anarchy of Ork kultur by joining

camps where they march in formation and have superiors that tell them what to do will regularly engage in them. You have a knack for leading such disorganized rabble, making strategies that are simple enough they can be trusted to follow them and actually convincing them to obey your orders.

Brutal Kunnin' (400CP, discount Blood Axes)- The Orks have always been a threat on the galactic stage despite their status as an undirected and out of control bio-weapon. But with you in control, what might they become? You see, you're actually a competent general by the standards of more normal galactic civilizations like humanity or the Tau. By Ork standards, you're the greatest general to have ever lived.

Kommando (600CP, discount Blood Axes)- The Kommandos are those strange Orks addicted to the idea of stealthy murder, ambushes, and infiltration. Their idea of fun is to wait in the underbrush for just the right moment to erupt in the night and slaughter the enemy. But you are no mere Kommando. In addition to your expert personal skills in infiltration and stealthy murder, you are the equal of Snikrot of the Red Skull Kommandos. Such is his mastery of guerrilla warfare that his Kommandos managed to stay on the planet of Armageddon between the Second and Third Wars for Armageddon, spending the 50 years running a campaign of murder and psychological warfare that not even the famed Armageddon Ork Hunters could put a stop to.

Thief (100CP, free Deathskulls)- Sometimes stuff goes missing in Ork camps. Often around the time that a Deathskull Boy happens to get a new copy of whatever it was. But it's gotta be different, cause this one has a fresh coat of blue paint, see? You're a skilled thief, able to steal bits and gubbins or even full Warbuggies.

Da Blue Wun Iz Luckier (200CP, discount Deathskulls)- Orks know that things that are blue (the Deathskulls' clan color) are lucky. This "knowledge" subconsciously causes the field of psychic energy generated by Ork tribes to nudge the world around their blue equipment, in a self-fulfilling prophecy. You can generate this psychic effect all on your own, making any objects or vehicles owned by you or your allies to be "luckier", but only so long as they're primarily colored blue. You can even use blue body paint to apply this effect to yourselves.

Admiral (400CP, discount Deathskulls)- Freebootaz are the Orks most often encountered as space pirates. They are not quite a clan, but rather a phenomenon that occurs when an Ork's greed grows so great that they abandon their tribe (or are cast out) and join up with similarly plunder obsessed Orks. Anyways, you're not only knowledgeable in how to crew and run Ork spacecraft, you're an expert commander in space battles.

Whadda ya mean greedy Freebootaz ain't propa Deathskulls Boyz? Zog off, dey're close enuff.

Loota (600CP, discount Deathskulls)- Deathskulls Lootaz scavenge the battlefield (whether or not the battle has finished), looking for gubbinz to steal. The holy grail is a fully functional vehicle that they can try to commandeer, occasionally with deadly results as they try to guess which button makes a new piece of xenos tech move forward versus which one fires the main gun. This is never a problem for you, as you always instinctively understand the usage and controls for any piece of technology you get your mitts on. Perhaps someday you'll be able to follow in Grabber Gutzbag's legendary footsteps and loot an Imperial Titan.

Pilot (100CP, free Evil Sunz)- The Meks can cook up a startling assortment of vehicles for Orks to kill themselves with, from bikes to trukks to tanks to even flying machines like Deffkoptaz or Dakkajetz.

You're an expert pilot for all of them, for what it's worth. Perhaps more important is a little bonus: vehicle crashes will never harm you as long as you're driving or piloting at least one of the vehicles involved. So go ahead and crash your Warkopta into the enemy lines. It helps you get stuck into the fight faster!

Da Red Wun Goes Fasta (200CP, discount Evil Sunz)- Orks know that things that are red (the Evil Sunz' clan color) are faster. This "knowledge" subconsciously causes the field of psychic energy generated by Ork tribes to nudge their red vehicles to go faster in a self-fulfilling prophecy. You can generate this psychic effect all on your own, making any vehicles owned by you or your allies to be speedier, but only so long as they're primarily colored red.

Mekboy (400CP, discount Evil Sunz)- Mekboyz or Mekaniaks are Oddboyz that are responsible for constructing all the Orks' technology. From the humble shoota to vehicles like the Warbuggy or the Dakkajet to gigantic Gargants and spaceships to the tools and factories required to produce the rest, Meks instinctively understand how to build them all. Now, certain pieces of Ork technology are a little slapdash and don't actually work per se, instead relying on an Ork's latent psychic power to keep it functional. This perk gives you the psychic power to keep them working even outside your greenskin alt form.

'Ere We Go (600CP, discount Evil Sunz)- Wazdakka Gutsmek is said the be the greatest warbiker to ever live, a Mekboy who destroyed his own tribe when they tried to banish him. He now rides from planet to planet, the fasted Ork in the galaxy, with the ambition to one day lead a great Speed Waaaaagh from one side of the galaxy to the other. How does he make it from planet to planet? He rides, ya git! Or at least that's what the legends say. Regardless, you do have the ability to bypass the dangers of the Warp and the questionable safety standards of Space Hulks by simply going really fast. Once you're going fast enough, long enough, you can teleport anywhere in the universe. A good ride on a trusty Ork Warbike outta do it.

Goff Rokker (100CP, free Goffs)- The height of Ork Moozik, Goffik Rok bands get the Boyz amped up and ready to fight. You're an expert at this moozikal style, able to both sing and play the dangerously loud Rokk Guitar.

Kunnin' Brutality (200CP, discount Goffs)- The Goffs are the greatest Orks when it comes to melee combat, it being considered a kunnin' plan to bet on them in a gladiatorial match. You are likewise a great melee fighter even by Ork standards.

Nob (400CP, discount Goffs)- The mid level leaders of the Orks are the Nobs. Once mere Boyz, a Nob lived through enough successful battles to grow until they stand over their peers. And to the Ork mind, whoever is biggest must be in charge. You are a Nob, standing a foot or so taller and being correspondingly bulkier. You can continue to grow taller from there like an Ork, even in other alt forms.

If taken alongside Prime Ork, instead of a mere foot you have grown in size to rival The Beast, who was said to be so large he made Nobs look like children and had tusks the size of trees.

Prophet of the Waaaagh! (600CP, discount Goffs)- Ghazghkull Mag Uruk Thraka proclaims that the Ork gods Gork and Mork speak to him. Despite the fact that he started claiming this right after a bolter round pulped a large portion of his brain, it seems to be true. Like him, it seems that the god of kunnin' brutality and brutal kunnin' smile on you. So long as you pursue battle, odd coincidences will place

extraordinary allies (such as Ghazghkull's own allies the infamous Mad Dok Grotsnik othe reincarnating Grot Makari) and great opportunities for battle in your way, even casting you through the chaotic vagaries of the Warp to send you back in time to give you an opportunity to krump lesser Warlords and absorb their tribes under your banner. Your plot armor is so thick that even should you die, a mad scientist might whip up a one-of-a-kind satellite that shoots a giant lightning bolt into your corpse for days (risking the destruction of the planet you're on) to resurrect you bigger and stronger than ever.

Poison Immunity (100CP, free Snakebites)- The Snakebites' name is more than metaphorical. Clan Boyz like to allow poison snake squigs to bite them to build up resistance to poison. You are immune to poison.

Beast Snagga (200CP, discount Snakebites)- The Beast Snaggas are an Ork subkultur of Boyz who capture, train, and ride squigs in combat. In addition to being more muscular than a regular Boy, you're an expert at hunting, capturing, and training animals as well as in mounted combat.

Runtherd (400CP, discount Snakebites)- Runtherds are Oddboyz specialized as slavers. They are responsible for managing the Grots and Snotlings and leading them in battle. You are more than just a brute with a whip and a Grot-prod, but an actually talented teacher and leader, able to forge your Gretchin into an elite fighting force like Zogrod Wartsnogga and his mercenary band of Kommando Runts.

Weirdboy (600CP, discount Snakebites)- The Orks are a psychic species, but only a few special Oddboyz called Weirdboyz are capable of consciously using psychic powers. Weirdboyz channel the background psychic energy subconsciously output, the Waaaaagh Field, to perform such acts as shooting psychic energy blasts, teleportation, empowering his fellow Boyz' combat powers, transform foes into squigs, or even summoning the great green fist of Gork or foot of Mork to squash enemies. In addition to being a supremely powerful Weirdboy on the level of Warboss Zagdakka who could destroy even Titans with his powers, you have a couple of advantages. First, you do not require a Waaaagh Field to channel, able to always employ your psyker powers as though you were surrounded by a proper Waaaagh even when alone. Second, you have control over your powers enough that you will never experience your head randomly exploding one day as occasionally happens to other Weirdboyz.

Items

Orks are hardly careful with their ramshackle equipment. Items that are expended or broken will be repaired/returned to you in one day.

Propa Choppa an' Dakka (Free)- You have one mundane melee Ork weapon, such as a choppa or power klaw, and another ranged one and ammo, such as a burna or slugga or even a collection of stikkbombs.

Gunwagon (100CP, free Bad Moons)- A Battlewagon, but with more dakka. The Gunwagon is an armored transport vehicle with the troop transport compartment filled with ammo. Instead, handholds are provided for the Boyz to hang onto the exterior of the wagon and a Big Shoota and perhaps other guns are installed on the roof.

Da Gobshot Thunderbuss (200CP, discount Bad Moons)- A gun that requires an entire chest of teef be loaded into it per shot. The teef are plated in gold and fired out in a cone of fanged death.

Boomdakka Snazzwagon (400CP, discount Bad Moons)- A lightly armored speedster that relies on extreme speed to avoid fire, as its light armor makes it quite fragile. It features a Mek Speshul, a large gatling gun, on the back. It has many compartments all filled with glass containers full of flammable Squig oil for the riders to throw as makeshift grenades.

Mek Gunz (600CP, discount Bad Moons)- Ork cannons are custom jobs from the deranged minds of the Mekboyz. You have a set of four: a bubblechucka that spews a variety of energy spheres from the size of soap bubbles to wrecking balls, a kustom mega-kannon that is a crackling energy beam, a smasha gun that surrounds a target in a spherical forcefield that hoists them into the air before smashing them back down, and a tracktor kannon that fires an energy beam to rip targets from the sky.

Rokkit (100CP, free Blood Axes)- The Stormboyz specialize in rapid deployment via strapping gigantic rockets to their backs, which they launch towards the enemy in a crude approximation of a jet pack.

Morgog's Finkin' Kap (200CP, discount Blood Axes)- This electrode laden headgear was looted from a Schola Progenium training facility. Wearing it interfaces with your brain, dumping tons of Imperium strategic and tactical knowledge into your head.

Morkanaut (400CP, discount Blood Axes)- A gigantic walker mech designed as an idol dedicated to the god Mork, normally piloted by the Mekboy who built it. A Morkanaut comes equipped with a Kustom Mega-Kannon, a Power Klaw, two twin-linked Big Shootas, two Rokkit Launchas, and a Kustom Mega-Blasta.

Mega Gargant (600CP, discount Blood Axes)- The Orks' four story tall answer to the Imperial Titans, a Gargant is a giant robot. They lack the sophisticated mind interfaces of Titans, instead relying on several different pilots and repair crews of Gretchin to keep the various movement and weapons systems running.

Escort Ship (100CP, free Deathskulls)- The smallest class of proper spaceship, Ork escort ships are around a kilometer or so in length. You get your choice of the Brute Ram Ship meant to ram the blades on its prow straight into enemy ships, a Grunt Assualt Ship meant to deliver a boarding crew, an Onslaught Attack Ship meant for head on energy attacks, its even more specialized cousin the Savage Gunship meant for ambushes, or the torpedo focused Ravager Attack Ship.

Da Fixxer Upperz (200CP, discount Deathskulls)- A set of Mekaniak tools that were fabled to be able to fix any machine. The belief has instilled them with the greenskins' psychic energy so that they actually do perform better than average.

Battlekroozer (400CP, discount Deathskulls)- A Hammer Battlekroozer is built from the scraps of destroyed cruiser ships from other species, normally the humans. Each bristles with weapons withing their several kilometer-long hulls and are fit to serve as a Warboss's flagship. Comes in your choice of regular Hammer or the Smaka or Stompa varients

Battleship (600CP, discount Deathskulls)- Orks do not produce true equivalents of other species' battleships, at least not intentionally. But sometimes the Meks will go so overboard with repairing and improving a Battlekroozer that it grows until its size rivals that of even the largest of the Imperium's ships. Called deadnots, each one is a unique and notable asset, capable of serving as a centerpiece to the greatest fleets in the galaxy.

Airkraft (100CP, free Evil Sunz)- Ork Mekboyz have put together a wide array of flying vehicles. Deffkoptas are little more than Warbikes with the wheels replaced by helicopter blades. Bommers are a class of fixed wing aircraft meant for dropping bombs on the enemy, from the Burna-Bommers with flaming promethium payloads to the Blitza-Bommers that are designed to launch bombs towards targets ahead of the plane to allow diving straight at the enemy to the heavily armored Fighta-Bommer. Dakkajets specialize in using guns as weapons for both ground and air targets. There are many more. You have one standard example of any type of Ork aircraft of your choice.

Rezmekka's Redder Armor (200CP, discount Evil Sunz)- Badmek Rezmekka invented a type of paint so red that it causes retinal damage in anyone who stares at it too long. Dubbing the shade "redder" instead of mere "red", he repainted his favorite armor with it and added a variety of cables that constantly spew electricity to it. These electrocute nearby enemies when unplugged or can be used to jumpstart Ork vehicles that you pilot. You can import an existing suit of armor to add the paint and cables to it, including the Mega Armor below.

Shokkjump Dragsta (400CP, discount Evil Sunz)- A Shokkjump Dragsta is a ground vehicle designed for maximum acceleration, dangerous levels of acceleration being a much higher priority than safety. Its wheels feature axle blades to scythe down infantry and there is a rokkit launcha for ranged combat. But most important is the warp technology integrated into it. A shokk rifle integrated into the chassis opens Warp rifts inside of a target's body. The dragsta can also open a portal in front of itself, allowing it to effectively teleport around the battlefield or skip past obstacles in realspace.

Deffkilla Wartrike and Mek Workshop (600CP, discount Evil Sunz)- While regular biker Boyz make due with warbikes, Warbosses, those associated with the Speed Freeks especially, use the superior wartrike. The third wheel makes it faster. It also features integrated Boomstikk shotgun weapons to make it shootier. You get a customized Mek Workshop as well, full of tools to better customize your ride or provide battlefield repairs.

Bonebreaka (100CP, free Goffs)- A customized Battlewagon with a Battlecannon on top and a spiked Deathrolla in front to drive over and crush enemies. The Bonebreaka also features plenty of troop transport capacity.

Mega Armor (200CP, discount Goffs)- Nobs, especially the Warboss's bodyguards, often commission power armor for themselves, making them Meganobz. This piston-drive armor features extremely heavy plating and a loadout of deadly weapons of your choice from Killsaws or Power Klaws to Kustom Kombi-Weapons and Shootas.

Gorkanaut (400CP, discount Goffs)- An equivalent of the Morkanaut meant to honor Gork and given to regular Nobz instead of pilot by the Mek creator, the Gorkanaut is a large walking machine in the rough shape of an ork. It's armed with a Deffstorm Mega-Shoota, Klaw of Gork, two twin-linked Big Shootas, two Rokkit Launchas, and a Skorcha.

Waaaaaagh! (200/400/600 CP, discount Goffs)- A strange but inheritable genetic mutation has caused a number of greenskins to instinctively view your alt-form from this jump as a Brainboy, the Ork name for the Old Ones who originally engineered their kind as a biological weapon for the War in Heaven. They will consider you their Warlord and obey your commands, at least to the extent that Orks can be trusted to understand and remember to obey their boss's orders in the first place. They will also never willingly attack you or try to challenge you for leadership, though they still might kill you accidentally

through friendly fire or just because the Boyz were roughhousing too close to the ammo depo again and blow up half the camp.

For 200 CP, you are Warboss of a tribe, having an Ork city under your command.

For 400 CP, you are Warlord of a proper Waaaagh, having forces sufficient to take and hold an entire world and a council of lesser Warbosses under your leadership.

For 600 CP, you rule an Ork empire. A couple dozen star systems are under your permanent rule and you can consider yourself the equal of other noteworthy Ork rulers like the Overfiend of Octarius.

Unlike the other Items, objects and squigs provided by Waaaagh do not regenerate until the start of the next jump. Intelligent beings to not regenerate at all.

Utility Squigs (100CP, free Snakebites)- Squigs are designed to provide the Orks with much of what they need to survive and ramp up into a fighting force. Oil and paint squigs provide oil and paint. Syringe squigs are used by Painboyz to inject drugs into their patients and many Orks use targeting squigs to help them aim their shootas. Even Ork art uses squigs, whether the amp squigs that Goffik Rokkers use to play their moozik to the hair squigs that Orks clamp on themselves to simulate hair and beards. You have a large menagerie of all non-combat focused squig breeds.

Brogg's Bugbomb (200CP, discount Snakebites)- A large stikkbomb filled with a swarm of buzzer-squigs. When the bomb explodes it sends the squigs into a killing frenzy. After the battle they can be lulled back into their home with fungus-smoke (fungus also provided) for use in a future fight.

Rukkatrukk Squigbuggy (400CP, discount Snakebites)- Originally designed as a kind of mobile restaurant that would shoot edible squigs to paying Orks, military applications were discovered when an Ork accidentally fired a deadly squig at a customer. These hardy, open topped vehicles come with a portable Squig Launcha and have a Heavy Squig Launcha built into the vehicle itself. It also comes with a large supply of Bitey Squigs, Bile Squigs, and Boom Squigs as ammunition.

Orkeosaurus (600CP, discount Snakebites)- An even larger species of Squig than the mighty Squiggoth, an Orkeaosaurus can be as large as a Titan. This quadrupedal dinosaur-like creatures are used as war beasts and/or troop transports. This one comes not only pre-trained and with armor and a gun-equipped howdah for you and your Boyz to ride on.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose any greenskin or Gork or Mork to become your companion per purchase. Alternatively, you can get a slot which can allow you to invite anyone willing to accept to become your companion.

Drawbacks

You can take up to +900CP worth of Drawbacks.

Extended Campaign (0CP)- If you're been to Warhammer 40k before, you can pick up where you left

off.

Cockney Accent (+100 CP)- Eh wot? Ain't neva 'eard of no Cockney, but you talk like uz from dere all da time.I'm sure da jokez not gunna get tired afta' a decade, ya git.

Combat Style Addiction (+100 CP)- It's common for Orks to become fixated on a single aspect of combat. Finding they really love seeing enemies burn with a flamer may turn them into a Burna Boy or the exhilaration of flying might make them into a Fly Boy. Choose a single weapon or class of vehicle or other powerset like a Weirdboy's psychic powers or even something from a previous jump. You refuse to fight in any other way than this one preferred method.

Outcast (+100 CP)- You've been kicked out of your tribe. From now on, all Orks recognize you as an alien rather than a propa Boy. You might be able to take up with some disreputable Freebootaz at best.

Nemesis (+200CP)- Ghazghkull has Commissar Yarrick, the one enemy he has come to respect. You too have earned the ire of a similar heroic and highly placed foe, whether it be another Ork, a human like Yarrick, or something else. They have dedicated their life to ending yours and will pursue you across the stars to see the debt

Snotling (+200CP)- You are no Ork or even a Gretchin. You are a snotling, the smallest and least respected of the intelligent greenskins. Snotls are treated as agricultural slaves at best and canon fodder at worst in Orkoid society, and are below even the Grots among whom living to age nine is considered elderly.

Waaaagh? WAAAAAGH! (+200CP)- In the grim darkness of the 41st millennium, there is only war. You'll be seeing a lot of it, as you will be drawn from battlefield to battlefield throughout your time here. And if you try to stay in place, war will come to you. Of course, a proper Ork would consider this a blessing.

'Eadbanger (+300CP)- You were once healed by a Painboy, who included a free bomb implanted in your skull into the bargain. He has the detonator, and won't be shy about activating it if you don't listen to his orders.

Feral Ork (+300CP)- Feral Orks haven't reached the level at which they start spawning Mekboyz to build advanced technology. You are unwilling to use any technology beyond the level of the medieval era, perferring to use clubs or swords or at most a good squig for anything you might need.

Propa Orky (+300CP)- You think like a proper Ork. Your only real goals are getting stuck in a good fight or going fast. You're stupid, brutish, and consider anyone physically bigger than you to be your commander, at least as long as they aren't a clear enemy. Let's hope you're so strong that you can survive anything the 40k universe can throw at you, because you consider the chance for a good fight more valuable than your own life.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.