

DORK DATA SHEET

UNIT / TROOP TYPE	Mv	Save	CAF	WEAPONS	Rg.	Att	TO HIT	Target Save	Dmg Bldg	Ind Fire	*Cmd	NOTES	company (#)\$	#	squad (#)\$	#	per unit \$	# of figs	
BOYZ																			
Boyz (extra cards)															(4)100	7	25	42	
Blkeboyz	30	-	3	Bolters	15	1	6	0							(5)100	4	20	5	
Boarboyz (Snakebite)	20	-	4	Bolters	15	1	6	0							(5)100	1	20	5	
Freebooterz	10	-	1	Bolters	50	1	5	0					free special crd	1	(4)50		12.5		
Gretchin	10	-	-1	Shotguns	15	1	4	0							(4)50	3	12.5	4	
Madboyz	10	-	1	Bolters	50	1	5	0							(4)free	2	0	8	
Stormboyz	10	-	1	Bolters	50	1	5	0							(4+1)150	3	37.5	4	
Wildboyz	10	-	3	Axes	-	-	-	0				special			(4)50	2	12.5	?	
COMMAND DORKS																			
Nobz	10	-	4	Bolters	50	2	5	-2			c	command unit			(4)200	6		10	
Nobz Warbikes	30	6	5	Bolters	25	2	5	-2			c	command unit			(5)200	2		(5)	
Warboss	10	-	5	Bolter	50	2	5	-2			c	command unit	(5+1+)250	2				5	
Warlord	10	-	7	Bolter	50	2	4	-2			c	command unit	(5+1++)500	1					
VEHICLES																			
Battlewagon	25	4	1	Autocannon	50	1	5	0							(3)100	7	33.3	13	
Bonebreaka	20	4	4	Battlecannon	75	1	4	-2				Deathroll			(3)150	2	50	2	
Bonecruncha	20	4	4	Autocannon	50	2	5	-1				Deathroll			(3)150	2	50	2	
Bowel Burna (Evil Sunz)	30	5	1	Scorcher	15	1	4	0				ignores cover			(3)50	1	16.7	0	
Braincrusha	15	4	0	Braincrusha Kannon	100	1	3	-3							(3)200	2	66.7	2	
Bubble Chukka Speedsta (Mekki25+2d6 1-3+)			2	Bubble Chukka	50							special					100	1	2
Dragster (Mekboy)	35+2d6	3	2	Defektor Shield								special					100	1	6
Dreadnought	10	6	3	Autocannon	50	2	5	0							(4)100	3	25	5	
Gobsmasha (Evil Sunz)	25	5	0	Autocannon	50	1	5	0							(5)100	1	20	5	
Gutrippa (Goff)	20	3	4	Battlecannon	50	1	5	-2							(3)100	1	33.3	0	
Hop Splat Gun	chg10	-	-3	Hop-splat	50	1 Barr Pt		-1				Fires 3 Barrages			(5)150	2	30	?	
Land Raider (Blood Axe)	20	2	3	Lascannons	75	2	5+	-2				Carry 3 troop stands			(3)150	2	50		
Liffta Droppa Speedsta (Mekboy20+2d6 1-3+)			2	Liffta Droppa	75	1	6+	0				special					100	1	2
Lungbursta (Goff)	20	3	1	Battlecannon	50	1	5	-2							(3)100	2	33.3	0	
Magna Cannon (Mekboy)	20	4	0	MagnaCannon	u/l	1	5			no		snap fire			(3)250	2	83.3	0	
Pulsa Rokkit (Mekboy)	5	4	0	Pulsa Rokkit								special			(3)50	2	16.7		
Rhino (Blood Axe)	25	4	0	Bolters	15	1	6+	0				carry 3 troop stands			(3)50	2	16.7		
Scorcher	30	6	1	Scorcher	15	1	4	0				ignores cover			(3)50	1	16.7	3	
Shokk Attack Gun (Mekboy)	10	-	0	Shokk Attack Gun	u/l							special			(4)100	2	25	5	
Speedsta (Mekboy)	30+2d6	d6/2	3	Destructor Rokkits	75	2-10 Barr Pts		-2				force field roll d6 when hit					100	2	2?
Spleenrippa (Evil Sunz)	30	5	0	Battlecannon	75	2-10	5	-2				1or2=1, 3or4=2, 5or6=3 to save			(3)100	1	33.3	3	
Squigg Katapult	15	3	1	Buzz Squig Swarm	50	special		1				swarm may move			(3)200	2	66.7	3	
Squiggoth (Snakebite)	10	3	5	Bombards	50	2	5	0				Rampage 2d6cm when dead			(3)150	2	50	?	
Stompers	10	1	8	Battlecannon	50	1	3	-4				Ignore morale checks			(3)250	2	83.3	5	
Timboz (Mekboy)	10	4	4	Autocannon	25	2	4	0							(5)150	2	30	0	
Traktor Kannon	15	-	0	Traktor Kannon	50	1	5	-1							(5)100	1	20	5	
War Buggy	30	6	2	Autocannon	25	1	5	0							(5)100	3	20	5	
Wartrack	30	6	1	Autocannon	50	1	5	0							(5)100	2	20	5	
SPEHUL VEHICLES																			
Giblet Grinda Battle Fortress	15	1	8	Autocannon	50	5	5	-1			s	Deathroll carries 5 stands					100	2	2
Skullhanna Battle Fortress	15/45	all	1	Battlecannon	75	2	4	-2			s	carries 5 stands, charges at trip					100	2	2
Weirdboy Battle Tower	25	4	1	None							s	special					100	3	2

DORK DATA SHEET

UNIT / TROOP TYPE	Mv	Save	CAF	WEAPONS	Rg.	Att	TO HIT	Target Save	Dmg Bldg	Ind Fire	*Cmd	NOTES	company (#)\$	#	squad (#)\$	#	per unit \$	# of figs	
DORK COMPANIES																			
Bad Moonz	10	-	1	Bolter	50	1	5+	-2					(15+4)600	1	-	-	-	-	-
Blood Axes	10	-	1	Bolter	50	1	5+	0					(12+4)600	1	-	-	-	-	-
Death Skulls	10	-	1	Bolter	50	1	5+	0					(15+4)500	1	-	-	-	-	-
Evil Sunz	10	-	1	Bolter	50	1	5+	0					(15+3+600	1	-	-	-	-	-
Goffs	10	-	3	Bolter	25	1	5+	-1					(15+8+)650	1	-	-	-	-	-
Snakebites	10	-	2	Bolter	50	1	5+	0					(15+5+4)600	1	-	-	-	-	-
GARGANTS																			
Mega Gargant (MekG)	var.										s	6+d6 Power Fields							
Great Gargant (GG)	m15		15	(6)							s	6+d6 Power Fields	(3)1700	1			850	1	
Slasher Gargant (SG)	m18		12	(4)							s	3+d3 Power Fields					600	1	
Mekboy Gargant (MekG)	m30	+1	10	(4)							s	Kustom Power Fields					450	1	1
Battle Cannon Head (GG)					75	2	4	-2				Head armour save penalty -1							
Battle Cannon Turret (GG)					75	1	4	-2				use barrage template							
Cluster Buster (SG)				main gun	75	1	4	-2	y			use 6 att dice vs lg. ie: Titan							
area effect				cluster guns			4	-2				+2 to damage roll on Titan							
Death Kanon (SG)					100	1	3	-3				morale ignored within 25cm							
Gatling Cannon (GG)					50	8	5	-1				morale ignored within 25cm							
Gork Head (GG/SG)				may have obs.turr								morale ignored within 25cm							
Mork Head (GG/SG)				may have scorcher	100	1/2	auto	-4	y			ball skids 4d6 cm.							
Gutbuster (GG/SG): Ball				3 cm. template	75	1/2	3		y			Titan legs only							
Chain Explosive				12 cm. template	100	8 Barr Pts		note	y			+1 save for heavily armoured v							
Observation Turret												+1 to hit one target							
Ripper Fist (and cannon)				+d6	75	2	4	-2	y			add d6 in close combat							
Scorcher Turret					35	2	3	-				ignore cover modifiers							
Slasha Attack Gun (Slasher)					50	5	4	-2											
Snapper	+d6/3d6			sp					y			speed bonus for gargant							
steam blast				15cm triang templ				0				ignore cover							
Super Lifta Droppa Arm (MekG)				barrage template	75	5 Barr Pts		-4				destroy units + drop on others							
Buzz Saw Arm and guns (MekG)					50	3	5	-1				+2 on Titan dmg roll							
Krusher Arm and guns (MekG)					50	2	5					grab att. if close assault won							
Deluxe Kustom Kannon (MekG)					50	2d6	4	-2				roll artillery dice							

WEIRD BOY TABLES	per stand within 25 cm:	pts.	rg.	dice	to hit	save
Boyz or Nobz	1	Psychic enrgy:	25	1	6	-1
Vehicle, Dread, Stompa, Artiller	0.5	1-5 energy points:	50	2	5	-2
Gargant	d6	6-10	75	3	4	-3
		11-15	100	4	3	-4
		16-20	150	6	2	-5
		21-25	200	8	2	-5
		>=26				

WEIRD BOY TABLES

per stand within 25 cm:	pts.	rg.	dice	to hit	save
Boyz or Nobz	1	Psychic enrgy:	25	1	6
Vehicle, Dread, Stompa, Artiller	0.5	1-5 energy points:	50	2	5
Gargant	d6	6-10	75	3	4
		11-15	100	4	3
		16-20	150	6	2
		21-25	200	8	2
		>=26			

*Cmd = command status. c=command unit, s=commands self