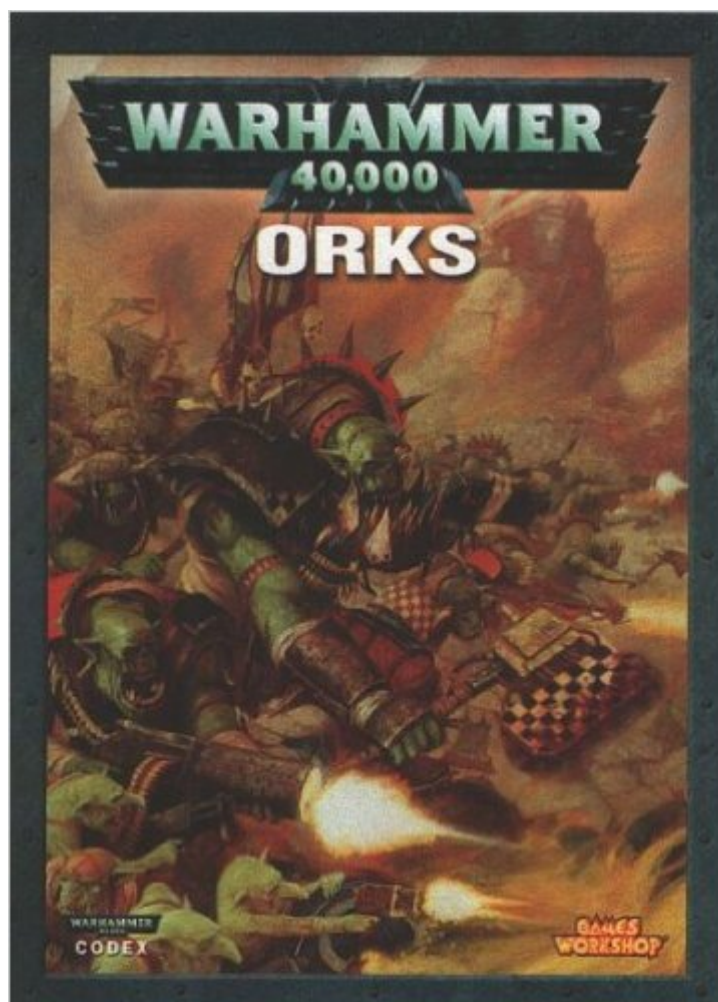


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Codex Orks (Warhammer 40,000)



Synopsis

You get one (1) New Warhammer 40k Orks Codex book. Miniatures come unpainted and unassembled in their original packaging. Books are in brand new condition.

Book Information

Paperback: 104 pages

Publisher: Games Workshop (January 1, 2008)

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Product Dimensions: 7.9 x 0.3 x 10.8 inches

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Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (8 customer reviews)

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Customer Reviews

This is for the tabletop wargame. If you don't like tabletop wargaming and just saw this book for the first time, realize this, it is a rule book for wargaming. If you are interested in playing Orks in Tabletop buy this book. if your a little bit interested in Ork Lore from reading the book series or playing the video games, you might get something from this book. As a wargamer expect to spend close to \$400 to create a viable army for this game. Since this was one of the last books made in 4th edition before the change to 5th, expect to be using this book for a little bit longer. 6th edition is already on it's way and Orks will not likely get an update anytime soon. There are at least five more armies ready for update before Orks, six if Games workshop decides to update Space Marine's codex again. Overall I like how the Ork army is setup. They don't have too many side rules mucking about to confuse you, yet they have enough fun mechanics to keep things interesting. For example, Loota squads are heavy weapon squads that fire 1-3 shots depending on a dice roll, meaning you could fire in a squad of 15 up to 45 attacks, which is almost guaranteed to kill something. Most Orks have Furious Charge, Mob rule, and Waaagh as abilities, aside from that there are very few extra abilities that Orks get. They do not have any Monstrous creatures and most of their vehicles will go crazy. It is a horde army, expect to field Boyz, Nobz, Trukks, and an HQ choice. With larger armies you can expect to field Mech units (Deff Dreds and Killa Kans), as well as Battlewagons and even some Big Gunz. HQ choices are simple and fun. Some expert players will tell you that the Warboss

and Big Mek are the only competitive worthy choices for an HQ, but its just a game. Have fun!

And now they are cheaper too, at 6 points each "Boyz", although the Choppa doesn't chop as much as before (now it's just a regular close combat weapon). Some powerful characters like Nazdreg disappeared, but others are now given stats and are quite strong and funny to play like Old Zogwart who can turn the mightiest Eldar Farseer, Space Marine general, Chaos general or Daemon Prince into a scary...squig. The army is now quite variable. You can lead a mighty and huge horde, if you prefer you can have an entire mechanized army, or even a bike and wartrukk army (led by the unafraid Gutsmek and his bike of Aporkalypse) or even an army led by a Big Mek with lots of heavy metal and firepower! There are some new valuable additions like the Deffkopta, some huge changes like Killa Kans being piloted by grots (more BS, less WS), some units changed a lot, like Lootas or vehicles. In my opinion this codex is more customizable and stronger, but requires careful analyses by the Ork general. Brilliantly written with lots of ORK Kultur and spirit, this book is also very well illustrated by John Blanche, Alex Boyd, Paul Dainton, Dave Gallagher, Nuala Kennedy and Adrian Smith. There are small mistakes like the wounds of the warbikers (in page 46 they have 1, but in page 101 they have 2! The correct value is 1). This review is for the November 2010 Edition.

This is a codex, soft cover exactly what you would expect from a codex. If you have never seen one before it basically everything you need to know about play, fielding, painting, history, and rules for the Ork race. Its very well written with great full color illustrations. It's an obvious must have for anyone playing this race.

It's a codex for a Warhammer 40000 army, so anyone who isn't into that probably won't want this. If you do like 40k, then this is a pretty awesome codex. The best part, I'd say, is the deadpan humor in the writing, like how it mentions that the attempts of deafened gun crew gretchin to communicate with sign language are doomed to failure because "there are only so many signs a grot can carry at one time." As a force, Orks are probably the funnest of all the factions: they may not be the most powerful army due to their heavy reliance on close combat to offset their horrendous marksmanship and armor, but they have all of these great special rules and weapons that are just hilarious, like the Shokk Attack Gun. If you want a force that doesn't take itself as seriously as the others, and that gives you basically free reign when it comes to conversion and kitbashing opportunities, than this is the army for you.

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