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WHITE DWARF™

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THE ORK WARBAND

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WARBOSS'S RETINUE

BOSS NOBZ MOB

BIG MOB

ODDBOYZ - Mekaniaks, Painboyz, Wordboyz, Runthaidz

NOBZ - Boyz Mob, Nobz Mob, Stormboyz Korps, Mad Mob,

Wild Mob, Gretchin Mob

FREEBOOTERS MOBZ - Freebooters Mob, Human Mercenaries, Ogryn Mob

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Bryan
Ansell



Paul
Bonner



Rick
Priestley



Ivan
Bartlett



Karl
Tebbutt

GAMES WORKSHOPTM

NOTTINGHAM

This is the first in a series of Spotlights on our UK and US shops where we focus on one Games Workshop store and tell you about the gaming and painting events coming up. We'll also be keeping track of the Gaming Leagues and naming some of the top players across the country - if you're in the Leagues and think you're a better player, talk to your local Games Workshop manager and see if he can arrange a challenge match to prove your skill.

GAMING LEAGUES

Although it's still early days in the Nottingham Leagues, competition is already fierce. Wayne Lodge, with his Blood Bowl team Khorne's Cardinals, has won five out of five, all 3-0 - Wayne is sure to be one of the names to watch throughout the season. The Space Hulk League is close, with a dozen players vying for the top - of these, Paul Anson looks a hot tip for a good placing. In Warhammer Fantasy Battle, an interesting tussle is developing between Adam Malster, Richard Collier and David Bull; all three are eager to demonstrate their skills to anyone who dares face them. Paul Manson also deserves a special mention here: Paul drives in 45 miles on Thursday nights to do battle with his Dark Elf army. The Warhammer 40,000 League is still wide open with no quick leader, so get your result sheets in soon and make your mark.



Even this early in the season, the Leagues being run from the Nottingham shop are proving so successful that we've had to split each League into several groups and give each game its own League Days - there was just no way to fit everyone into the shop on one day! The dates for the next few League Days are:

17th February - Blood Bowl

24th February - Warhammer Fantasy Battle

3rd March - Warhammer 40,000

10th March - Space Hulk

17th March - Blood Bowl

24th March - Warhammer Fantasy Battle

All results for the Leagues must be in by Saturday 21st April. Once the final tables of League standings are compiled, the winners of each group will go into a knockout competition with the quarter-final draw at 7.00pm on Thursday 26th April. Watch the League Notice Board for other dates, plus news of grudge matches and open challenges.

Don't forget, if you're having difficulty finding somewhere to play, the shop will stage your battles and matches. All you have to do is bring your army, squad or team. Just give the shop a call a few days in advance (0602 480651), and we'll set up the table ready for the game.

And if you haven't signed up for the Leagues yet, there's plenty more room for new players, so come along to the shop and register.

GAMES CLUB

With the popularity of the Thursday evening Games Club (every Thursday until 8.00pm), we're thinking about having a second late night for you to meet other gamers from the area and, of course, play a few games.

Everyone's welcome, from the complete novice to the experienced general, so keep an eye on the notice board in the shop for more details.

CITADEL MINIATURES MUSEUM

A big new development at the Nottingham shop will be the opening of the downstairs Citadel Miniatures museum. With all the miniatures painted for 'Eavy Metal by the likes of Mike McVey, Ivan Bartleet, Dale Hurst and Tim Prow, we thought it would be great to set up a permanent display. We've amassed thousands of superbly-painted models over the years, so this will be the definitive collection of Citadel Miniatures and a great place to come and pick up some tips for refining your own painting style.

There'll be more details of the museum in Games Workshop News nearer to the opening date.





KARL TEBBUTT - MANAGER, RUSS TANHAM - ASSISTANT MANAGER
PAUL ANDERSON, TIM POLLARD, PHIL THOMPSON

Like all our shops, Games Workshop Nottingham is run by keen gamers and miniature painters. Between them, Karl, Russ, Paul, Tim and Phil regularly play all of our games, and they're only too happy to answer your questions on rules and tactics, give you the benefit of their many years' experience as modelers, help you find the miniatures and games you want, and generally chat about what's happening with Games Workshop and Citadel Miniatures.

And we're putting this wealth of experience to good use: Karl is currently working on new rules and army lists for Space Marine and Adeptus Titanicus. If you want to know how these are developing, even before they appear in White Dwarf, come into the shop and Karl can give you some of the inside info.

FORTHCOMING EVENTS

As well as the League Days and the regular Thursday evening Games Club, there's lots of other things happening at the Nottingham shop. Here's a list of the main events over the next few weeks:

- 17th February Golden Demon Regional Judging. Remember that the best of the Golden Demon miniatures will still be on display in the shop after the judging.
- 24th February Regional Judging of the Marauder Blade Painting Competition.
- 24th February 'Eavy Metal conversions and painting demonstration by Mike McVey and Colin Dixon.
- 3rd March Warhammer Fantasy Battle Bring 'n' Battle - just bring along a painted Warhammer army of up 1500 points.
- 10th March Modelling Workshop with Tony Cottrell.
- 17th March Games and Miniatures Auction - if you want to sell something in the auction, make sure it's labelled with your name and the minimum bid acceptable.
- 24th March Painting Competition, with Phil Lewis and Tim Prow - bring along some Citadel or Marauder Miniatures, we'll supply the paints, and the prizes go to the best miniatures painted on the day.

We're setting up other events all the time, so keep in touch and you won't miss out.

GAMES WORKSHOP RETAIL

LONDON

**GAMES WORKSHOP
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292-294 HIGH ST.
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W6 6JD. CONTACT: PETE
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2DX. CONTACT: PAUL
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TO 1AQ. CONTACT: SIMON
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EDINBURGH
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THE NORTH

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TEL: 051 708 6087

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MANCHESTER, M4 3AB.
CONTACT: KARL
TEL: 061 832 8863

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TYNE AND WEAR, NE1 5PV.
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95 THE MOOR, SHEFFIELD,
S1 4PG. CONTACT: RICHARD
TEL: 0742 750114

**GAMES WORKSHOP
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YORK YO1 2LG.
CONTACT: EVAN
TEL: 0904 653575

USA

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FAIRFAX, VA, 22031.
CONTACT: TIM
TEL: (703) 503 8284

**GAMES WORKSHOP
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WASHINGTON BLVD.,
LAUREL, MD 20707.
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LEHIGH ROAD, COLLEGE PARK
MD 20740. TEL: (301) 864 5688
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EDINBURGH
120 HIGH STREET, EDINBURGH
OPEN 17TH MARCH
DUDLEY
KIOSK U, UPPER LEVEL,
MERRY HILL CENTRE,
BRIERLEY HILL, DUDLEY,
W. MIDLANDS
OPEN LATE
MARCH

**STANDARD
NEWS**

WARHAMMER NOVELS

Renowned science-fiction author **Ian Watson** called into the Studio to talk to us about his new *Warhammer* novel which will be released later this year. *Inquisition War* is set in the *Warhammer* 40,000 universe and its hero, a Daemon-hunting Inquisitor of the Ordo Malleus, is involved in a plot that twists and turns from a city-wide war against Greenskull domination to possible heresy in the highest orders of the Imperium.

tion based writing, science fiction, after having in *Daisy*, a little he describes as "budding with all the scientific thrills and horrors of the 21st Century: robots, pollution, a super-powered supercity on the brink of disaster." It is the only sort of literature relevant to the future. Read it, write it and archive it. This has led to books such as *The Ultimate Visions and Fictions*.



Meanwhile, Konrad the first part in a Warhammer Fantasy series by David Ferring, has become the fifth release from GW Books. **Shadowbreed**, part two of the series, is nearing completion and is due for release in a couple of months.

WARHAMMER GAMES DESIGNER

Rick Priestley is looking for someone to join the Warhammer game design team responsible for *Warhammer 40,000* and *Warhammer Fantasy Battle*. Rick needs someone who can develop rules, run lists and background material for the mechanics of army lists. For more information than the desire to get your own ideas into a print, is a willingness to work as part of a team, developing existing tasks and translating them into publishable material. You should also have a good knowledge of the WFB and WH40K Citadel miniature ranges, and will preferably be a painter and collector of Warhammer armies. Rick's looking for someone who plays both *Warhammer Fantasy Battle* and *Warhammer 40,000* regularly, and who has the intelligence and understanding of our games to bring that experience to bear on designing new rules and lists.

As well as being a Warhammer game you'll ideally be over 21 and willing to take a committed, professional attitude to a career with Games Workshop. If you're interested in this very demanding post, and think you can demonstrate the skill and experience required, write with a full CV, covering letter and some samples of appropriate work, to Rick Priestley, Games Workshop Design Studio, Entfield Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.

ON THE BOX

Games Workshop will be making its mark on the year's TV screens over the next couple of months. *Cyral Maze* is the first fantasy game show where participants have to solve fiendish puzzles as they work their way through the maze. The programme's makers came to Games Workshop for help. Jerry's Johnson and Andy Jones provided them with all more than enough warped ideas for a whole series. Cyral Maze goes on the air in February on Channel 4.

Also on Channel 4, we're told that Games Workshop games and posters will soon be making an appearance in *Brosalide*, being filmed out there in the studio. We're disappointed with GW goodies.

SPACE HULK ERRATA

The rules for the Space Hulk **Terminator vs Terminator** games in *White Dwarf* 121 and *White Dwarf* 122 omitted the scores needed to kill Terminators with storm bolters and assault cannon. The scores to kill are:

GAMES WORKSHOP PATCHES



We're about to start selling patches for putting on jackets, jeans, bags etc. There'll be a whole range of these available featuring with some excellent Terminator humour badges such as those shown above.

GENESTEALIER INVASION

First reports are coming in from Ottawa, Canada, of strange semi-human creatures roaming the streets at night, muttering dark threats about imminent world domination and hissing a single word (readable enough to strike terror into the bravest of hearts):

One of the earliest indications of the infection was the appearance of bluish spots, such as those seen in the photo above. Mait Flenzer, showing every sign of Serratia-infected pusillage, a purple tint to the skin, by profile staring eyes, and



ridge protecting from the forehead. (Thanks for the photos, Matt. With a pound or two of purple stage make-up, he entered his school Halloween fancy dress party) and won the prize for the scariest costume. A horde of Citadel Stealers and Hybrids will be heading his way.)

The latest Epic scale miniatures from Jay's Goodbyes are these Polar Knight to stand in your Editor's Office for Space Marine and Adelphi Titanians.

*Feeding for Space Marine and Adipose Tissue*

WARHAMMER GAMES DESIGNER

Rick Wachsmeyer is looking for game-design team members to help him develop a new role-playing game, *Warhammer Fantasy Battle*, designed to be responsible for *Warhammer 40,000* and *Warhammer Fantasy Roleplay*. Rick needs someone who can develop rules, any lists and background material for the *Warhammer* games. You'll often be working on a tightly controlled level, but you'll still need a thorough knowledge of the game rules and an understanding of the mechanics of any lists. Far more important than the desire to get your own ideas into print, is a willingness to work as part of a team, developing existing ideas and translating them into publishable material. You should also have a good knowledge of the WFRP and WH40K. Citadel Miniature ranges and will preferably be a player and collector of *Warhammer* armies. Rick's looking for someone who plays both *Warhammer Fantasy Battle* and *Warhammer 40,000* regularly and who has the intelligence and understanding of our games to bring that experience to bear on discerning new rules and lists.

As well as a keen Warhammer gamer, you'll ideally be over 21 and willing to take a committed, professional attitude to a career with Games Workshop. If you're interested in this very demanding post, and think you can demonstrate the skill and experience required, write with a full CV, covering letter and some samples of appropriate work to Rick Priestley, Games Workshop Design Studio, Entelid Chambers, 14-16 Low Pavement, Nottingham NG1 7DL.

ON THE BOX

games workshop will be making its mark on your TV screens over the next couple of months. *Crystal Maze* is a new fantasy game show where participants have to solve fiendish puzzles as they work their way through the maze. The programme's makers came to Games Workshop for help, Lewis Johnson and Andy Jones provided ideas for a whole series. *Crystal Maze* goes on the air in February on Channel 4.

Also on Channel 4, we're told that Games Workshop games and posers will soon be making an appearance in Brookside. Keep an eye out for someone's bedroom decorated with GW goodies.

GAMES WORKSHOP STORE NEWS

There are always loads of special events being set up at the Games Workshop stores in the UK and US. Here's a quick summary of a few events coming up in the near future - more details from the stores concerned.

Games Workshop Bristol

The Bristol store will be organizing a sponsored *Warhammer Fantasy Battle* in aid of the *Muscular Dystrophy* campaign. This will be supported with displays by the local Dark Age Re-enactment Society.

Games Workshop Brighton

Chris Cooper, Ian Keasey and Neil Condon of the Brighton store recently raised £1000 for *Children in Need* with a marathon 24 hour session of *Warhammer 40,000* and *Warhammer Fantasy Battle*.

Games Workshop Sheffield

Sheffield is running a *Miniatures Speed Painting Competition* on Saturday 24th February, so if you're fast with a brush call in and pick up the details from the manager, Richard.

Games Workshop Derby

The Derby store is now open all day Wednesday.

Games Workshop Reading

Reading will be running a *Space Marine Knock-Out Competition* every Saturday from the 3rd of March to the 16th of April.

Games Workshop California

Advance notice of the imminent arrival of a Games Workshop store on the West Coast of the US. We're not sure exactly where or

when yet, but California here we come - so watch this space for more details.

Modelling Workshops

If you need any tips or hints to help with your model or terrain building, **Edinburgh, Manchester, Derby and Nottingham** will be running special construction and conversion workshops on club nights - see the manager for details.

Painting Clinics

The 'Eavy Metal team will be running painting demonstrations and providing expert advice on how to obtain the best results with Citadel Miniatures, Paints and Brushes.

Dale Hurst will be at the **Liverpool** store on March the 17th.

Phil Lewis and Tim Prow will be at the **Nottingham** store on March the 24th, also helping to judge a one-day painting competition (see the Retail Spotlight on Nottingham for more info).

Ivan Bartlett will be at the **Dudley** store when it opens in April.

There will also be in-store painting clinics on the following dates:

Beckenham	Thursday evenings
Birmingham	5rd and 24th March
Derby	Thursday evenings
Harrow	Monday evenings
Manchester	Thursday evenings
Oxford Street	10th March
Sheffield	5rd and 17th March

GAMING LEAGUES

Since the Gaming Leagues were set up, **challenge matches** have been taking place all across the country as League members battle for superiority in *Warhammer Fantasy Battle*, *Warhammer 40,000*, *Space Hulk* and *Blood Bowl*.

There are some players already beginning to make a mark in the Leagues. In Manchester, Neil Sherry has a gruesome kill rate in *Blood Bowl* - with a team of Chaos Dwarfs, he's won all seven of his matches. Andy Mott from Hammersmith and Andrew Pepworth from Bristol both field deadly *Warhammer Fantasy* armies. Andy has an unbeaten Dark Elf army with a very mean mounted Assassin, while Andrew's Wood Elf army hinges around a Wizard mounted on a War Eagle.

A mid-League showdown will be fought at Golden Demon to pit the Leagues' top players against each other, so if you're a League leader, how about trying to arrange a challenge match - talk to your local Games Workshop manager for details.

Remember that if you haven't entered the Leagues yet, there's still plenty of time to make your mark - if you play enough games, entering late won't penalise your chance of winning. And if you're having any difficulty organising League battles, or you can't find enough opponents to battle, come to the late night opening of your local Games Workshop store.

GOLDEN DEMON AWARDS 90

The Regional Judging of the **Golden Demon Awards** is now over and we're pleased to see that the standard of entries is higher than ever. We're also pleasantly surprised by the quality of entries for the **Young Bloods** competition - considering the inexperience of these painters, the quality is excellent and we can be sure that in a year or two's time many of these entrants will be hot in the running for Golden Demon Awards themselves.

The finals of the Golden Demon Awards will be held on **Saturday 26th May** at the **Derby Assembly Rooms**. Golden Demon will be packed with thousands of exquisitely-painted Citadel and Marauder Miniatures, painting, gaming and modelling seminars conducted by your favourite Games Workshop personalities, fully-terrained demonstration games, displays of the

best of British fantasy art, live fantasy displays from the Knights of Outremer, and all the latest new releases from Games Workshop and Citadel Miniatures on sale at the trade stand.

The Raven Fantasy Armoury are currently hand-crafting the Golden Demon Slayer Sword, the Marauder Blades and the new Young Bloods Axes - look out for details in next month's White Dwarf.

Tickets for Golden Demon are available from your local Games Workshop, Mail Order, and Specialist Stockist stores. Tickets are £2.50 on the door, or £2.00 in advance. Remember that last year we had to close the doors as the event was full to capacity, so buy your ticket early to be sure of a place.

And so you don't miss out on the painting event of the year, we've arranged

for coaches to run to Derby from all the Games Workshop stores in the UK. For full details of available places, get in touch with your local shop manager to book a seat now.

In addition, some of the Independent Specialist Stockists will be offering a similar service. Contact the following shops for details:

A Watts & Sons, Northampton
Encounter Games, Cardiff
Games & Puzzles, Colchester
South Sea Models, Portsmouth
Spot On Models, Swindon
Wonderworld, Bournemouth

Other Specialist Stockists may be organizing coaches, so check with your local manager for details (the addresses of all the Specialist Stockists can be found on page 6).

GAMES WORKSHOP

INDEPENDENT SPECIALIST STOCKISTS

BOURNEMOUTH - WONDERWORLD
803 CHRISTCHURCH ROAD, BOSCOMBE,
BOURNEMOUTH, DORSET.
OWNER: DAVE HERN. TEL: 0202 422964

CARDIFF - ENCOUNTER GAMES
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ROGER HARRIS. TEL: 0222 221159

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IPSWICH - WAR AND PEACE
8 UPPER ORWELL ST, IPSWICH, SUFFOLK.
MANAGER: DAVE QUINTON.
TEL: 258366

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TEL: 0533 515266

LINCOLN - ASHLEYS
9-10 MINI MARKET, LINCOLN. MANAGER:
SUE HARRISON. TEL: 0522 20168

NORTHAMPTON - A WATTS
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CONTACT: TOM HEBBLEWHITE.
TEL: 0604 21809

ORPINGTON - COMPUTER & LEISURE CENTRE
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THE CLASH OF EVIL

BY PETER MORRISON

When considering the Warhammer world, it is customary to think in terms of a beleaguered Humanity beset on all sides by an unholy alliance of evil. Yet how strong are the bonds that hold these sinister allies against Humanity in companionship? In truth, it is known that the hordes which roam the Chaos Wastes betray, plunder and slay each other at every opportunity – no recommendation for trust on even the most gullible allies' part. Surely, it would be best for any of the creatures beyond the boundaries of the Old World to remember that venerable old adage: "Who sups with the devil, should use a long spoon." Consider then, what would happen if a Chaos Army led by Colin Smith from Mount Doom (Edinburgh) and a Goblinoid Rabble led by Garry Brough from the Heanor Hideaway, came upon a rich village at the same time. The resulting 'negotiations' are the subject of this third Battle Report.

Though the two armies are both fine examples of raw depravity, they vary dramatically in the approach to destroying the enemy. The Orcs rely on overwhelming numbers, lightning movement by Wolf Riders and crushing bombardments from War Machines to wear down and annihilate their intended victim. Life is cheap. Or more accurately, the other Goblin's life is cheap.

As for the armies of Chaos, these have sold their very souls for power in battle. War is everything and the Powers of Chaos always notice spectacular acts of heroism. The main aim of a Chaos army is to get their enemy, slice him up, kill him, trample his remains into the ground and then plough salt into the place to make sure nothing ever grows there again.

TROOP CHOICE

Chaos

One of the problems often besetting Chaos hordes is that they are frequently outnumbered and it is relatively easy for an opponent with War Machines to rack up a good score by targeting the most expensive troops. Great care must be exercised in the purchase of these troops. Nor would it be a good idea to mount any of the more valuable creatures on much more vulnerable steeds. This could be a recipe for disaster.

In an earlier competition game, an Empire player fielded a large unit of powerful Templars led by the General. It is reasonable to assume that they could have ridden over most of their opposition or, at least, severely discomfited those who held. However, all these glorious notions were brought to nothing by one Wizard who cast his Stampede spell, powerfully enhanced by magic points, to send the whole unit, the mainstay of the army, hurtling off the battlefield into oblivion.

Perhaps an approach more in line with other armies would yield some success. First of all, Chaos Thugs. These will trade blows with the best of the ordinary troops that are available to other players and, though not as tough as Orcs, will hit harder than all but the very best of their troops. Nor should the warped Beastmen be neglected. Indeed, if suitably protected from magic, these are one of the very best buys in the rank and file lists. They are good with weapons, very tough and hard to kill. Any General who can tolerate their disgusting customs is well advised to acquire a few. Whilst beasts are under consideration, surely the Minotaurs should be given a place in the battle line, where their frenzied lust for slaughter will be most useful – if it can be controlled. An even tougher proposition are the Chaos Marauders with their superb weapon skill, lightning reflexes and fanatic durability. What right thinking Chaos General could field an army without some units wearing the distinctive Chaos Armour? Speaking of eye-catching troops, few can be more outlandish than the Chaos Centaurs. These will give some speed to the army and increase its colour and versatility. Finally, a Chaos Wizard should prove useful, but this is all the magic that will be employed. Perhaps this lowering Chaos reprobate is beginning to show a preference for Khorne?

Colin's final army consisted of 116 troops which should allow for some casualties from War Machines and leave enough troops to destroy the enemy. This size of Chaos army must be difficult to overwhelm, especially if the units of relatively weak troops are made suitably large. A careful balancing of numbers finally yielded 8 units.



THE CHAOS ARMY LIST

TOTAL: 2997 points

1 Chaos Champion (Level 15 Hero)

Heavy Armour, Shield, Longbow, Hand Weapon

Cost: 137 points

Map Code: H

1 Doomweaver (Level 15 Wizard)

Spells - Level 1: Leg Breaking, Flight, Ignite Missiles, Fireball, Steal Mind, Wind Blast; Level 2: Cause Panic, Stampede, Lightning Bolt

Cost: 155 Points

Map Code: E

20 Beastmen +1 Level 5 Beastman Hero

Light Armour, Shield, Hand Weapon

Unit Standard

Cost 336 Points

Map Code: A

20 Chaos Thugs

Light Armour, Shield, Hand Weapon

Unit Standard

+1 Chaos Warrior (Level 15 Hero)

Heavy Armour, Shield, Hand Weapon

Cost: 263 Points

Map Code: B

4 Chaos Centaurs

Light Armour, Shield, Bow, Hand Weapon

+1 Centaur Level 5 Hero

Bow, Arcane Bodkin, Hand Weapon

Cost: 285 Points

Map Code: C

10 Marauders

Heavy Armour, Shield, Hand Weapon

Cost: 390 Points

Map Code: D

20 Beastmen +1 Level 5 Beastman Hero

Light Armour, Shield, Hand Weapon

Unit Standard

Cost 336 Points

Map Code: E

4 Minotaurs

Light Armour, Double Handed

+1 Minotaur Level 10 Hero

Heavy Armour, Shield, Hand Weapon

Cost: 380 Points

Map Code: F

10 Marauders

Heavy Armour, Shield, Bow, Hand Weapon

Cost: 410 Points

Map Code: G

20 Chaos Thugs

Light Armour, Long Bow, Hand Weapon

Unit Standard

+1 Chaos Warrior (Level 15 Hero)

Heavy Armour, Shield, Hand Weapon

Cost: 305 Points

Map Code: H



FRASER GRAY



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THE ORC AND GOBLIN ARMY LIST

TOTAL: 2996½ points

1 War Boss (Level 25 Hero)

Light Armour, Shield, Magic Sword
(Hell-Honed, Parasitic, Sacred Blade)

Warboar

Cost: 217 Points

1 Chaos Knight

Heavy Armour, Shield, Magic Sword (Parasitic), Warhorse

Cost: 295 Points

1 Bouncer (Level 25 Hero)

Light Armour, Shield, Magic Sword (Hell-Honed, Parasitic),
Warboar

Cost: 207 Points

Map Code: 8

1 Bruiser (Level 20 Hero)

Light Armour, Shield, Magic Sword (Hell-Honed, Parasitic),
Warboar

Cost: 180 Points

Map Code: 9

29 Savage Orcs

Shield, Hand Weapon

Unit Standard

+1 Level 20 Savage Orc Hero

Shield, Hand Weapon

Cost: 312 Points

Map Code: 1

20 Stickas (Goblin Archers)

Short Bow, Hand Weapon

Cost: 70 Points

Map Code: 2

20 Goblins

Javelin, Hand Weapon

Cost: 60 Points

Map Code: 3

19 Arser Boz (Orc Archers)

Light Armour, Shield, Crossbow, Hand Weapon

+1 Level 10 Hero

Light Armour, Shield, Crossbow, Hand Weapon

Cost: 285½ Points

Map Code: 4

19 Goblin Wolf Riders +1 Level 15 Hero

Light Armour, Shield, Spear, Hand Weapon, Wolf

Cost: 299 Points

Map Code: 5

2 Stone Throwers

2 x 6 Crew

+1 Level 10 Orc Hero

Shield, Hand Weapon

Cost: 248 Points

Map Code: 6

29 Orc Infantry + Unit Standard

Light Armour, Shield

+1 Level 10 Orc Hero

Light Armour, Shield

Cost: 319 Points

Map Code: 7

9 Orc Snortas (+1 Shock Elite Boar Riders)

Light Armour, Shield, Spear, Hand Weapon, Warboar

Cost: 261 Points

Map Code: 8

9 Orc Gruntas (Boar Riders)

Light Armour, Shield, Spear, Hand Weapon, Warboar

Cost: 243 Points

Map Code: 9



The Orcs and Goblins

An examination of the Goblinoid army immediately reveals that the General has had some truck with Empire and Dwarf armies: his standardised Pump Wagons covered with Snotlings for him and certainly none of those fanatical Goblins with balls and chains, whose antics are often more dangerous to friend than foe. The reasons for these exotic types are going to be spent on useful but otherwise expensive troops.

Boar Riders are an expensive choice, but they are reliable, quick and very hard-hitting. Garry is not averse to innovation, but an unhappy experience with a 100 Goblin unit in an earlier competition has tempered his worst excesses. A 30 Orc block can be just as effective and still retains the numbers to intimidate an opponent, with the bonus of greater mobility.

A few Wolf Riders are a must to gain an outscouting advantage, as are a unit of Orc Crossbows to tackle any heavy opponents that come within range. A unit each of Goblin javelins and archers are compulsory, but they will be kept out of harm's way.

This leaves very few points for magic and War Machines. With the points limitation, Garry decides he will do without magic. As for War Machines, too many will slow the battle down: one or two will be sufficient to give supporting fire.

There is one final change to make. Savage Orcs have been greatly neglected by the bulk of Orc Generals because they shun armour. This consideration overlooks their tendency to fly into frenzy at the least provocation, so Garry will make one of the assault columns up of Savage Orcs.

One problem remains. Sometimes a Chaos army may contain creatures the Orcs cannot even hurt, let alone kill. Somewhere a solution must be found. One thing Chaos armies do is battle

others of their own kind incessantly. Therefore, Garry will fight fire with fire and call on one of the Chaos General's enemies, in the form of a Chaos Knight, to serve with his army as an ally. With any luck, the Knight will be a nasty surprise for someone.

This final addition brings the Goblinoid troop list up to 165, divided into 9 units. Not an overwhelming advantage, but perhaps enough.

Garry's decision to disregard magic in his army may seem rash, given the numerous perils of the Warhammer battlefield, but many others in this year's Warhammer Championships came to grief because they put too much faith in magic.

One of the best examples of this is the battle that finally gave Simon Ellis the title of Warhammer World Champion 1989. Simon's opponent, Paul Quinn, brought a Chaos army to the decisive engagement of the tournament. Faced with the Ellis Empire army equipped with a full quota of cannon, Paul elected to form one decisive unit of ten Heavy Cavalry accompanied by three Wizards and all the Heroes.

To protect them, the Chaos striking force had a scroll of Arrow Invulnerability and a Spell Shield. Thus guarded from missile fire, this force could surely ride down anything that might attempt to stand against them in combat. Unfortunately for this Chaos General, the wily Empire Commander was equal to such a threat. Waiting only until the aforesaid body of horse presented its flank, Simon cast an Ignite Missile on the Reiks Kanone Battery, thus magically enhancing the missiles. Since Arrow Invulnerability does not stop magic missiles and a Spell Shield only deflects spells cast directly at the unit, this left the horsemen wide open to 36 Strength 7 hits from the blazing cannons. When all the debris and shattered pieces of armour finally pattered back to earth, surrender was the only sensible option for the almost obliterated Chaos horde.

TACTICS

Chaos armies will always be outnumbered and outshot by missile weapons, so the servants of Chaos must close with their enemies as rapidly as possible. At the same time, the Orc Stone Throwers must be treated with great respect. A few well-placed volleys could rip the very heart out of the Chaos hordes and leave them ripe for an overwhelming attack. Therefore, Colin would draw his men away from whichever flank the War Machines were placed upon and send them swarming down the opposite side of the village to attack the worthless green scum on the other flank.

Assailed on a narrow frontage, the Orcs would not be able to rely on their Goblin Archers and would have to resort to hand-to-hand combat. Inevitably, the Chaos Marauders would find their way into the mêlée. As soon as this happened, the miserable Greenskins would be doomed!

Garry was also giving thought to his tactics. Chaos troops are notoriously aggressive fighters. A massed attack would not be a good idea against this body of opponents but he had one trump card - the Stone Throwers. The Goblinoid army could fight a delaying battle against the Chaos. If a Goblin unit or two was lost in the process, that would be small loss and the losses in expensive Chaos Warriors should more than offset any cost to the Orcs. Perhaps his Wolf Boyz and Gruntas could be employed to make a few spoiling attacks if necessary. Anything to gain time for the machines to do their deadly work.

The Stone Throwers must be placed on the more open right flank where they could have the best possible field of fire. This would make an attack on this flank unlikely. The powerful Warbands of Orcs would be placed on the left flank. Although they might be unable to contain the Chaos Marauders, they would certainly

be a good match for the Thugs and Beastmen and their large size could act as some discouragement to Chaos aggression. The centre would be watched by the Orc Crossbows placed on a hill overlooking the main street.

Finally, there is the sinister Chaos Knight. This little surprise would enter the battlefield with one of the Boar Rider units. With a little luck, the Chaos Knight would not notice him riding with the mounted Orcs until it was too late.

The Set-Up

The Chaos Army had little to hide and needed to close to combat quickly so all these units were placed on the table at the earliest opportunity.

The Orcs however, chose to bring on an advance force, a main force and a trailing force. The advance force consisted of the Orc Wolf Riders and the two Stone Throwers. After these had spread out and the Wolf Riders had advanced, the Chaos army deployed their ranks for battle, followed shortly by the main body of the Orc army. These unit placements are shown in Diagram 1.

The Chaos Army was organised as follows:

- | | |
|--------------|--------------|
| A. Beastmen | E. Beastmen |
| B. Thugs | F. Minotaur |
| C. Centaurs | G. Marauders |
| D. Marauders | H. Thugs |

The Orc and Goblin Army contained the following units:

- | | |
|--------------------|--------------------|
| 1. Savage Orcs | 6. Stone Throwers |
| 2. Goblin Archers | 7. Orc Infantry |
| 3. Goblin Javelins | 8. Orc Boar Riders |
| 4. Orc Crossbows | (+1 Shock Elite |
| 5. Wolf Riders | 9. Orc Boar Riders |



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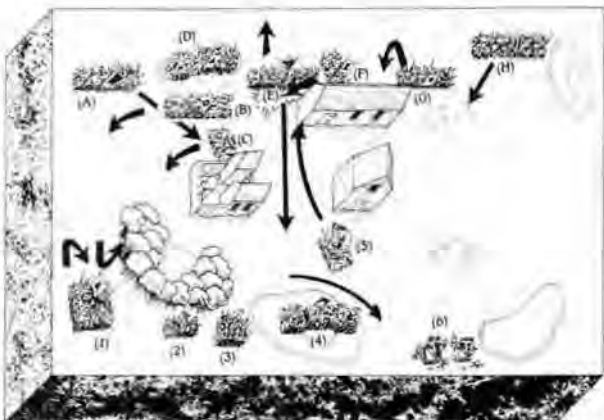
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THE BATTLE

Almost immediately, a chance to unhinge the Chaos battleline presented itself to the Orc General who opened the battle by sending his Wolf Riders (5) hurtling forward through the village streets to attack the Beastmen (E) standing at the centre of the enemy line. As a support for this attack, the Stone Throwers (6) were instructed to fire at the Chaos Marauders on the hill (D). Unfortunately, the Goblin accuracy was lacking and the stone fell short, landing with a whistling splat right in the newly-initiated scuffle between the Wolf Riders and the Beastmen, killing three of the Goblins and seven of the Beastmen. The Goblins were more than used to such cavalier treatment from their master and paid little attention. Not so the Beastmen, who routed away pursued by the exultant Gobboos.

This enthusiastic pursuit came to a blood-soaked halt as the unit of Minotaurs (F), outraged at someone picking on their lesser cousins, came pounding into the flank of the now dismayed Wolf Riders. A short spell of being ripped apart convinced the Wolf-mounted Orcs that this battle wasn't for them and they went streaming away in disorderly flight, hotly pursued by the blood-hungry Minotaurs and sped on their way by a Stampede spell employed by the Chaos Wizard. The Minotaurs had no hesitation in pursuing the luckless Wolf Riders and finished up in an extremely advantageous position at the base of the hill.

Impressed by the power of the Goblinoïd catapults, the Chaos horde began to slide off to its right flank leaving a unit of Thugs (H) to occupy the attention of the Stone Throwers (6). The sly Goblins didn't fall for this and chose instead to try a round of speculative fire over the house at the unit of Chaos Warriors (G) led by the General. Bullseye! The stones struck the skulking Chaos



Warriors, almost nailing the great man himself, slaying 7 out of the 10 Warriors and causing the Chaos General's armour to change from black to blood red in a sudden and extremely messy fashion. Orc War Machine crews quickly rose to the top of the General's hit list.

Over on the Chaos left, the steady progress of a massive unit of Savage Orcs (I) had not gone unnoticed. The Thug unit (B) at the base of the hill now moved forward to block the advance of this sea of obscene, green bodies, and the unit of Chaos Centaurs (C) came trotting across to lend a hand. Faced by this threat and observing the Beastmen (A) sliding around the back of the Thugs and into the cover of some houses, the Orcs thought the better of any rash behaviour and retired a short distance to consider things more carefully.

As the Savage Orcs executed a tactical withdrawal, another large unit of Orcs (7) appeared on the field, well-placed to give good support, as did a further two units of Boar Riders. One of the units of Boar Riders (9) began an immediate advance on the



Thugs on the Chaos left (H), and the other unit (8) began to advance through the gap left by the swift departure of the beaten Wolf Riders. At the same time the Goblin assault troops (3) pushed forward between the wood and the hill to their front. Could the thoroughly upset Minotaurs be tempted to take them up as bait and leave the more useful Orcs on the hill alone? Finally, the Stone Throwers launched a supporting shot at the isolated Thugs, killing 9 of them.

Any ideas about distracting the Minotaurs came to nothing. After all, frontal targets are so much easier to reach and destroy! Snorting and bellowing, they scrambled up the hill and began to do horrible things to the luckless Orcs (4). These Orcs were in need

from sheer discouragement than the Wolf Riders, and took to their tails with impressive speed.

At this moment, the Minotaurs received some of their own medicine as a Chaos Knight armed with a Parasitic Blade detached himself from the Boar Riders (8) and came charging into the flank of the hulking half-men. Even the Chaos Minotaurs were impressed with the ferocity of this attack, which promptly eliminated 1 Minotaur. The Minotaurs were even more impressed by the way the Knight grew in power as the Parasitic Blade sucked strength from the victim to give him two more points of Weapon Skill and one point of Toughness. The blood-drunk Bull Heads sobored up!

To lend some support to the Minotaurs, the Chaos Marauders (D) had been surging forward through the centre of the village, but now, faced with the advancing Orc Boar Riders (8), their advance lost some of its enthusiasm. The General and the shattered remains of his unit could do no more than advance to the cover of the next house to their front. This would not do! If Chaos was to prevail they must come to close quarters with the squalid Orcs and rend them limb from limb.

On the right, the Centaurs (C) responded by continuing their advance, supported by the Beastmen (A) who eased in a narrow column down the side of the house to their front.

All this was too much for the Savage Orcs (I). Still upset by their tactical withdrawal ("runnin' away, we callin'"), they chose this moment to fail their frenzy test and rushed in a shrieking green wave at the totally amazed Centaurs, who had been expecting to do the charging themselves. Hacking with their weapons and stomping with their hoofs, the Centaurs could not halt the wild onrush and were steadily pushed back for their trouble. Nor could the Centaurs look to the Thugs for help as the other unit of Orcs was forging forward in support.

Even as this was happening, a worse humiliation was besetting the Chaos General. As his column of Beastmen (A) trotted round the end of the village they were met by a stinging charge from the mob of Goblin spearmen (3) placed there as bait for the Minotaurs. To everyone's stunned amazement the Goblins won the engagement and pushed the column of Beastmen back. Now the world *had* turned upside down! Even the Goblin General could not believe it. No doubt the disgusting little creatures would have to be slapped back into line later.

As is the way in the Warhammer world, the smile on the face of fortune quickly turned into a snarl. The Boar Riders in the centre (8) attempted to charge the Chaos Marauders (D), but they misjudged the distance and ran out of steam before contact could be made. This was too good an opportunity to be missed. Pausing only to draw their weapons, the Marauders charged into the Boar Riders like a buzz saw into raw meat. Completely outclassed, the Boar Riders hurtled off the battlefield along the same path beaten down by the Wolf Riders.

The other unit of Boar Riders (9) also came to grief when the Orcs found out the hard way that the Thugs to their front (H) were now armed. Perhaps the Chaos army could make use of this. If the Boar Riders could be held in place for a while, the archers could reduce them to more manageable proportions. The Chaos Wizard, who was at the back of the army, quickly ran up to the top of a nearby hill to make use of a Windblast spell. From his lofty vantage point he had a clear line of fire to the Boars. However, with his wizardly intelligence, he could not fail to notice that the two Goblinoid War Machines (6) were also lined up on him. Doubting his ability to catch large stones, he promptly shot back to the bottom of the hill, sweating heavily (and not from exertion!).

VICTORY

On the other side of the village, an epic struggle had developed as the Minotaur Champion came boiling through the ranks and threw himself at the Chaos Knight. Unimpressed, the follower of Chaos stood his ground and traded blow for blow, his Parasitic Blade seeking to gain new strength at the expense of the Minotaur. However, this was not to be. The Minotaur leader was a much tougher proposition than his herd and his proved much harder to achieve.

A short distance from this whirling maelstrom of death, the Goblins (3) had lapped round the uneasy column of Beastmen (A) and had succeeded in pushing them back again - but this could not last long. Nor could the struggle between the Centaurs (C) and the mob of almost naked Savage Orcs (I). Though the Centaurs were giving a good account of themselves they were far fewer in numbers than their frenzied opponents. The end result was inevitable!

These localised successes could not alter the fact that the Orc situation was steadily worsening. The Chaos Knight was

neutralised, the Crossbows, Wolf Riders and a unit of Boar Riders had departed the area in unseemly haste, and both units of Chaos Marauders were now free to intervene in any combat that might take their fancy. Fortune had come down on the side of Chaos and all the Orc army could do was retire to regroup its shattered forces.

This battle was a closely-fought, but extremely enjoyable engagement by two colourful and well-painted armies. Both sides made an effort to destroy their opponents and both made mistakes. Yet in the end, both Orc and Chaos forces showed a gratifying lack of regard for their own troops' welfare that was definitely in the best traditions of evil armies.



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UZGRIM'S MARAUDERS

2,000 POINT ORC AND GOBLIN ARMY

The wolves howled as Uzgrim's battle chariot ground to a halt atop the hill overlooking the sleeping Humie village. The Orc commander wiped the spittle from his mouth and smacked his driver over the head. "Shaddup!"

"I didn't say nuthin'."

Uzgrim smacked him again. "Don't get smart wit' me or I'll feed ya to the boyz!" He whipped his head around to scream orders to the Ugly Crunchers coming up behind him.

"Boyz, boyz! Lissen up. I gots things ta tell ya."

"Ughad, you and yer Arret Boyz git up 'ere on dis hill wit' me!" The archers moved forward. "Not yet, ya gits."

"Zogwort and Skarfang, git yer Gobbos and Sticks over on the other side of the town. We is gonna use strategy here, so don't do nuthin' until ya gets me signal!" The Goblin warriors and archers trundled off towards the town. Rippert the musician pounding out an off-beat march. "And shut that stoopid idjit up! This is supposed to be surprise-like."

"Gorfung, git yer Man-manglers up here next to Ughad's boyz. Nardreg, you and yer boyz stand in front of dem. And Naznob, git yer zoggig Snortas in front of dem!"

The war machines into position, and the archers formed an erratic line next to them. The Orc Warriors deployed between them, and the Boar Riders wrestled their beasts into a line in front of the foot soldiers.

Uzgrim leaned forward in his chariot and inspected his troops. Everything was going quite smoothly. He broke into a toothy grin and his soldiers shuddered. He was pleased.

"Royt! Now what we is gonna do is I'm gonna charge in first and rip through the town. You Snortas barrel down right behind me. Nardreg, you bring yer boyz up as fast as you can follow. Meanwhile, you Arret Boyz and Man-manglers keep firing into the town till there ain't nuthin' left moving 'cept us. Git it?"

The chariot driver spoke up. "Boss, when we sposed ta start?"

Uzgrim whacked him on the head, and he keeled over dead. "Told ya ta shut up. Royt! Now I need a volunteer to drive me wagon."

Nardreg cleared his throat. "Boss, when we sposed ta start?"

"What izzu wi' ya dopes? We go when I gives the signal!"

"How cum we gotta wait? The Gobbos are mixin' it up already."

"Quit yer crying - what did you say?" Uzgrim whipped around and saw the Goblins happily tearing through the now lit streets of the town.

"Blast those zoggin' gits! I told 'em to go around the town, not through it!" He bent down and grabbed the chariot's reins and then turned back to his men.

"Royt! There ain't nuthin' for it now. Charge!"

UZGRIM

Battle Chariot with 1 Level 25 Orc Hero
Light Armour, Shield and Hand Weapon
Magic Standard
308 points



NAZNOB

10 Snortas (+1 Orc shock elites on War Boars),
including 1 Level 20 Orc Hero and 1
Standard Bearer
Light Armour, Shield and Spear
422 points



ZOGWORT

20 Gobbos (Goblin Warriors), including
1 Level 15 Goblin Hero and 1 Standard Bearer
Light Armour, Shield and Hand Weapon
(3 Gobbos are hidden Goblin Fanatics
with ball and chain)
234½ points



SKARFANG

20 Sticks (Goblin Archers), including
1 Level 20 Goblin Hero and 1 Standard Bearer
Short Bow and Hand Weapon
(3 Gobbos are hidden Goblin Fanatics
with ball and chain)
203½ points



UGBAD

20 Arret Boyz (Orc Archers), including,
1 Level 15 Orc Hero and 1 Standard Bearer
Bow and Hand Weapon
(Hero has Light Armour)
282 points



NARDREG

20 Boyz (Orc Warriors), including
1 Level 20 Orc Hero, 1 Musician and
1 Standard Bearer
(magical Army Standard: War Banner)
Light Armour, Shield and Hand Weapon
364 points



GORFUNG

2 Man-Mangler Stone Throwers
plus Orc crew with
Hand Weapons
186 points



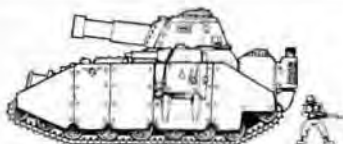
TOTAL: 2,000 points

SPACE MARINE WAR MACHINES

By Karl Tebbutt and Roger Gerrish

A few months ago we published the data for a range of new Epic scale vehicles. Since then we've been fighting a lot of *Space Marine* and *Adeptus Titanicus* battles using these vehicles and we've decided that several of the figures we gave weren't quite right. So here's an update on the full range, now including the data for the Imperial Leman Russ tank and four new Ork Battlewagons.

BANEBLADE



Name	AR	SV	CAF	SPD	BR
Baneblade	0	2+	+4/+2	12/10	520

Weapons: Las-Cannon (SwL1, SwR1, SwF1, T1); Battle Cannon (T1, FxP1); Heavy Bolter (SwL2, SwR2, T1).

Notes: Heavy vehicle. The las-cannon and Battle Cannon mounted in the turret must both fire at the same target. Armoured vehicle.

MANTICORE

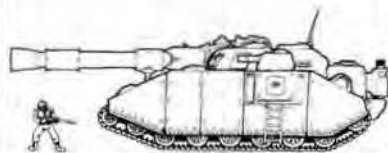


Name	AR	SV	CAF	SPD	BR
Manticore	0	4+	+0/+2	8/12	150

Weapons: Multi-Launcher (T1,2); Heavy Bolter (SwF1); Bolters (SwR2, SwL2).

Notes: The multi-launchers may fire indirectly, at up to twice their normal range. Armoured vehicle.

SHADOWSWORD



Name	AR	SV	CAF	SPD	BR
Shadowsword	0	2+	+4/+2	12/10	300

Weapons: Defence Laser (FxP1); Las-Cannon (SwL1, SwR1); Heavy Bolter (SwL2, SwR2).

Notes: Heavy vehicle.

GORGON

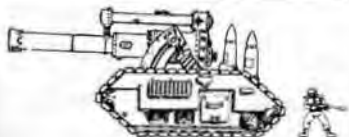


Name	AR	SV	CAF	SPD	BR
Gorgon	0	4+	+0/+2	12/10	150

Weapons: Auto-Cannon (T1); Bolters (SwR2, SwL2).

Notes: Minesweeper and minelayer. Armoured vehicle.

BASILISK

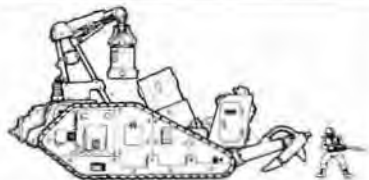


Name	AR	SV	CAF	SPD	BR
Basilisk	0	4+	+0/+2	8/12	150

Weapons: Macro-Cannon (FxP1); Heavy Bolter (SwF1); Bolters (SwR2, SwL2).

Notes: The macro-cannon may fire indirectly, at up to twice its normal range. The macro-cannon may only fire if the vehicle has first fire orders. Armoured vehicle.

BOMBARD



Name	AR	SV	CAF	SPD	BR
Bombard	0	4+	+0/+2	6/12	200

Weapons: Siege Mortar (SwF1); Heavy Bolter (FF1); Bolters (SwR2, SwL2).

Notes: The siege mortar may fire indirectly, at up to twice its normal range. The siege mortar may only fire if the Bombard has first fire orders, but it does not receive the +1 to hit modifier. Armoured vehicle.

EAVY METAL

The *Space Marine Painting Guide* shows you how to paint Marines, with examples of squad markings and the personal heraldry of Marine officers. The miniatures on these pages take you further into the uniform schemes approved by the Index Astartes.



SALAMANDER CAPTAIN WITH
TERMINATOR HONOURS AND
PERSONAL HERALDRY



ULTRAMARINE CAPTAIN
WITH PERSONAL HERALDRY



SPACE WOLF CAPTAIN WITH
PERSONAL HERALDRY



NIGHT LORDS RENEGADE CAPTAIN
IN TERMINATOR
ARMOUR



LIEUTENANT COMMANDER
OF THE SALAMANDERS



CAPTAIN STORM OF THE
BLOOD ANGELS
(PLASTIC MARINE)



SPACE WOLF CHAPLAIN



ULTRAMARINE CAPTAIN IN
TERMINATOR ARMOUR
(CONVERSION)



DEATH EAGLE MARINE IN
VARIANT ARMOUR



MARINE IN ARMOUR
VARIANT



URBAN CAMOUFLAGE
IMPERIAL FIST MARINE IN
ARMOUR VARIANT



GREY KNIGHT MARINE



DARK ANGEL MARINE IN
ARMOUR VARIANT



ULTRAMARINE IN ARMOUR
VARIANT

HEAVY METAL

The Index Axioms provides a Marine Chapter with guidelines for squad and rank markings. Beyond these simple rules, each Chapter, and often each Marine, is able to personalise armour and a wide variety of designs and markings are seen. Kill markings, purity seals and campaign badges are common. Officers also add personal decoration with heraldic images that are repeated on their back banners. Some use variations of their Chapter symbols; others take symbols based on their name or use ancestral heraldry. The insets show details of shoulder pads.



GREY KNIGHT IN TERMINATOR
ARMOUR



SALAMANDER CAPTAIN
WITH PLASMA GUN



SPACE WOLF LIEUTENANT
COMMANDER



ULTRAMARINE
EPISTOLARY LIBRARIAN
FROM GENESTEALER



CONVERTED PLASTIC BLOOD ANGEL MARINE
ON MOTORBIKE



SPACE WOLF CHIEF LIBRARIAN
FROM GENESTEALER



GREY KNIGHT IN
TERMINATOR ARMOUR



SALAMANDER MARINES SUPPORTING LIEUTENANT COMMANDER AND PERSONAL RHINO

LEMAN RUSS



Name	AR	SV	CAF	SPD	BR
Leman Russ	0	5+	+3/+1	14/20	160

Weapons: Battle Cannon (T1), Las-Cannon (FxF1), Heavy Bolters (SW1, SW2), FxFl.

Notes: Armoured vehicle.

RHINO



Name	AR	SV	CAF	SPD	BR
Rhino	0	5+	+3/+1	20/30	45

Weapons: Bolters (T1), (T2).

Notes: May carry up to 2 infantry stands. Armoured vehicle.

VINDICATOR



Name	AR	SV	CAF	SPD	BR
Vindicator	0	5+	+2/+1	20/30	90

Weapons: Thunderer (SW1).

Notes: Armoured vehicle.

WHIRLWIND

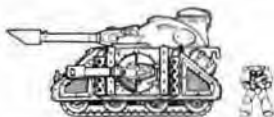


Name	AR	SV	CAF	SPD	BR
Whirlwind	+1	5+	+2/0	10/50	70

Weapons: Multi-Launcher (T1), Bolters (T1), (T2).

Notes: May carry up to 2 infantry stands. Armoured vehicle.

PREDATOR

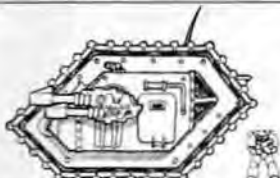


Name	AR	SV	CAF	SPD	BR
Predator	-1	++	+2/+1	20/40	155

Weapons: Auto-Cannon (T2), Bolter (T2), Las-Cannon (SW1, SW2).

Notes: Armoured vehicle.

LAND RAIDER



Name	AR	SV	CAF	SPD	BR
Land Raider	0	5+	+3/+1	10/24	200

Weapons: Las-Cannon (SW1, SW2), Heavy Bolters (FxFx2).

Notes: May carry up to 2 infantry stands. Armoured vehicle.

TERMITE

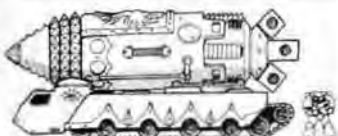


Name	AR	SV	CAF	SPD	BR
Termite	+1	5+	+2/0	10/24 (T2)	130

Weapons: TERMITE: Las-Cannon (FxF2), Heavy Bolter (T1).

Notes: May carry 2 infantry stands. Armoured vehicle. Thunderer.

IMPERIAL MOLE

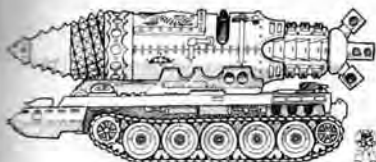


Name	AR	SV	CAF	SPD	BR
Imperial Mole	0	5+	+2/+1	10/24 (T2)	160

Weapons: MOLE: Multi-Launcher (T2), Heavy Bolter (T2).

Notes: May carry 1 infantry stand. Armoured vehicle. Thunderer.

HELLBORE HEAVY MOLE

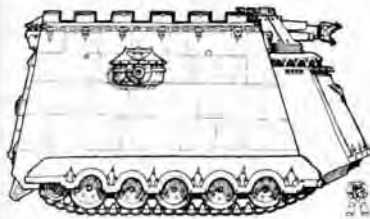


Name	AR	SV	CAF	SPD	BR
Hellbore	0	2+	+4/+2	8/12	250

Weapons: HELLBORE Multi-Launcher (T12), Heavy Bolters (SWL4, SWR4) TRANSPORTER Bolter (SWT1)

Notes: Both the Hellbore and its transporter are heavy vehicles. The Hellbore is a tunneller and may move up to 10cm underground. It may carry 8 infantry stands/dreadnoughts or 4 light vehicles or 2 Rhinos.

CAPITOL IMPERIALIS



Name	AR	SV	CAF	SPD	BR
Imperial Heavy Transporter	0	3+	+5/+1	4/8	305

Weapons: Heavy Plasma Gun (SWL4, SWR4), Defence Laser (T1), Heavy Bolters (SWL4, SWR4)

Notes: May carry up to 8 infantry stands or equivalent. Heavy vehicle. 2 Power fields. Transport

TEMPEST



Name	AR	SV	CAF	SPD	BR
Tempest	0	3+	+5/+2	16/32	250

Weapons: Las-Cannon (T12), Shuriken Cannon (T1), Shuriken Catapults (SWL3, SWR3)

Notes: Heavy vehicle and Skimmer. The las-cannon may be fired together as a single pulse laser if the Eldar player states this before firing.

GUTRIPPA



Name	AR	SV	CAF	SPD	BR
Gutrippa	+1	4+	+4/3+	20/30	100

Weapons: Battle Cannon (T1), Bolters (SWL1, SWR1), Fx2

Notes: The effects of the Gutrippa's pincers have been included in the CAF Armoured vehicle.

BONECRUNCHA

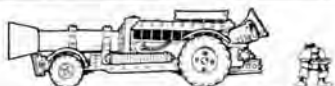


Name	AR	SV	CAF	SPD	BR
Bonecruncha	0	4+	+5/+2	20/30	100

Weapons: Auto-cannon (T12), Heavy Bolter (T1)

Notes: The effects of the Bonecruncha's large anti-personnel death roller have been included in the CAF Armoured vehicle.

SPLEENRIPPA

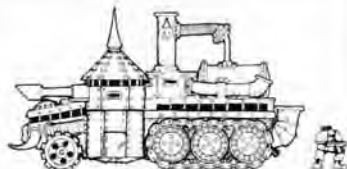


Name	AR	SV	CAF	SPD	BR
Spleenrippa	+1	4+	+2/+1	20/30	100

Weapons: Battle Cannon (FAF1), Bolters (SWL1, SWR1)

Notes: Armoured vehicle.

SKULLHAMMA



Name	AR	SV	CAF	SPD	BR
Skullhamma	0	5+	+5/+3	16/24	260

Weapons: Battle Cannon (SWR1, SWL1), Heavy Bolters (SWR1, SWL1), Bolters (Fx2)

Notes: Heavy vehicle. Can carry up to 4 infantry stands internally and 1 infantry stand externally.



**JUST SOME OF THE EXCITING
MODELS FROM THE WIDE RANGE
OF ORK MINIATURES**



STRIKINGLY ATTIRED
WEIRDBOY FROM BAD MOON
CLAN



GOFF NOB SHOWING CLAN
ICON ON BACK BANNER



CONVERTED SNAKE-BITE
ORK



BAD MOON MADBOY



BLOOD AXE CLAN ORK



EVIL SUNZ ORK WIELDING
CHAINSWORD



GOFF WARBOSS AND RETINUE



MOB OF EVIL SUNZ BOYZ

Ork nobles are known as Nobz, and are able to afford much better weapons, battle dress and equipment than Da Boyz - the rank and file Ork warriors. They can be found commanding Ork units or fighting together in their own Mobs.



GOFF CLAN ORK



BAD MOON CLAN ORK



NOB. EVIL SUNZ



NOB. GOFF CLAN



NOB. BLOOD AXE CLAN



NOB. EVIL SUNZ CLAN



GOFF CLAN ORK



MOB OF BAD MOON CLAN BOYZ



EVIL SUNZ BOSS WITH PERSONAL BANNER, MOUNTED ON WARBIKE

NEW RULES

The following new rules cover the special abilities of the above vehicles.

MINESWEEPERS

Whenever the Gorgon moves within 3cm of a mine counter, roll a D6 - on a 1-5 the mine is destroyed (remove the counter) and on a 6 the mine detonates.

INDIRECT FIRE

Weapons that may fire indirectly do not need to have a LOS to the target - they may fire as long as any friendly unit has a LOS to the target. The range is still measured from the attacking unit. Units that fire indirectly suffer a -1 to hit modifier.

SIEGE MORTARS

If a building is hit by the siege mortar, roll a D6 to determine the number of critical hits.

- 1-5 1 Critical hit
6-7 2 Critical hits
8-9 3 Critical hits

A siege mortar only ever inflicts 1 critical hit on non-building targets. Note that the siege mortar has a maximum range of 20cm.

MINELAYER

One mine may be released at any time during the Gorgon's move - place a counter at the appropriate point. The mine becomes active at the start of the next phase. A mine ignores void shields and causes critical damage on a 2+. The Gorgon carries 4 mines.

HEAVY VEHICLES

Heavy vehicles can sustain more damage than normal vehicles. The first hit that would have destroyed the vehicle is ignored. The second damaging hit destroys the vehicle as normal. Place a damage marker beside a heavy vehicle that has suffered one hit, as a reminder that the second hit will destroy it.

NEW WEAPONS TABLE

Weapon	Range		To Hit Roll		CHR
	Short	Long	Short	Long	
Battle Cannon	60cm	72cm	5+	5+	4+
Siege Mortar	20-72cm		3+(B)	-	3+

Weapon	Range		To Hit Roll		SRM
	Short	Long	Short	Long	
Battle Cannon	60cm	72cm	4+	5+	1
Siege Mortar	20-72cm		4+(B)		2

ELDAR

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
TEMPEST	16/32	3+	+3/+2	0	LAS CANNON (1/2) SHURIKEN CANNON (1/1) SHURIKEN CAPSULES (2w1.5, 3w2)	HEAVY VEHICLE AND SHURIKEN LAS-CANNON MAY BE FIRED TOGETHER AS SINGLE PLASMA LASER	250

ORK

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
SKULLHAMMA	16/24	3+	+5/+3	0	BATTLE CANNON (2w1, 3w1) HEAVY BOLTERS (2w1, 3w1) BOLTERS (1w2)	HEAVY VEHICLE CAN CARRY UP TO 8 INFANTRY STANDS INTERNALLY AND 1 EXTERNALLY	260
BONECRUNCHA	20/30	4+	+5/+2	0	AUTO-CANNON (1/2) HEAVY BOLTER (1/1)	EFFECTS OF THE BONECRUNCHA'S LARGE ANTI-PERSONNEL DEATH ROLLER INCLUDED IN CAP ARMOUR VEHICLE	100
GUTTRIPPA	20/30	4+	+4/+3	+1	BATTLE CANNON (1/1) BOLTERS (2w1, 3w1) (1w2)	EFFECTS OF THE GUTTRIPPA'S PRINCES INCLUDED IN CAP ARMOUR VEHICLE	100
SPLEENIPPA	20/30	4+	+2/+1	+1	BATTLE CANNON (1w1) BOLTERS (2w1, 3w1)	ARMOUR VEHICLE	100

IMPERIAL

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
CAPITOL IMPERIALS	4/8	3+	+3/+1	0	HEAVY PLASMA GUN (2w4, 3w6) DEFENCE LASER (1/1) HEAVY BOLTERS (2w4, 3w6)	MAY CARRY UP TO 8 INFANTRY STANDS OR EQUIVALENT, 2 POWER FELDS, HEAVY VEHICLE	305
BANECLADE	12/16	2+	+4/+2	0	LAS CANNONS (2w1, 3w1, 3w1) TO: BATTLE CANNON (1/1) (1w1) HEAVY BOLTERS (2w1.5, 3w2, 1w1)	HEAVY VEHICLE, LAS-CANNON AND BATTLE CANNON MOUNTED IN TURRET MUST BOTH FIRE AT SAME TARGET, ARMOUR VEHICLE	320
SHADOWSWORD	12/16	2+	+4/+2	0	DEFENCE LASER (1w1) LAS-CANNON (2w1.5, 3w2) HEAVY BOLTER (2w1.5, 3w2)	HEAVY VEHICLE	300
BASILISK	8/12	4+	+0/-2	0	MACRO CANNON (1w1.5) HEAVY BOLTER (2w1) BOLTERS (2w2, 3w2)	MACRO CANNON MAY FIRE INDIRECTLY AT UP TO TWICE ITS NORMAL RANGE, ARMOUR VEHICLE	150
MANTICORE	8/12	4+	+0/-2	0	MULTI-LAUNCHER (1/2) HEAVY BOLTER (2w1) BOLTERS (2w2, 3w2)	MULTI-LAUNCHERS MAY FIRE INDIRECTLY AT UP TO TWICE THEIR NORMAL RANGE, ARMOUR VEHICLE	150
GORGON	12/16	4+	+0/-2	0	AUTO-CANNON (1/1) BOLTERS (2w2, 3w2)	MINESWEEPER AND MINELAYER, ARMOUR VEHICLE	150
BOMBARD	8/12	4+	+0/-2	0	SIEGE MORTAR (2w1) HEAVY BOLTER (1/1) BOLTERS (2w2, 3w2)	SIEGE MORTAR MAY FIRE INDIRECTLY AT UP TO TWICE ITS NORMAL RANGE, ARMOUR VEHICLE	200
HELLBORE	8/12	2+	+4/+2	0	MULTI-LAUNCHER (1/2) HEAVY BOLTERS (2w1.5, 3w2) BOLTER (2w1)	HELLBORE AND TRANSDUPTER ARE HEAVY VEHICLES, HELLBORE IS A TUNNELLER, MAY MOVE UP TO 10CM UNDERGROUND, MAY CARRY 8 INFANTRY STANDS, DREADNOUGHTS OR 4 LIGHT VEHICLES OR 2 BRIGGS	250
LEMAN RUSS	14/20	3+	+3/+1	0	BATTLE CANNON (1/1) LAS-CANNON (1w1) HEAVY BOLTERS (2w1, 3w1) (1w1)	ARMOUR VEHICLE	160



WAAAAGH! The Orks are coming!

Very soon Waaagh! the Orks will be in the shops and you will be able to read all about Ork history, society, and many other fascinating aspects of Ork Kultur in the Warhammer 40,000 galaxy. Meanwhile, a second volume of special rules and a complete army list for Orks is under development - we don't even know what to call this volume yet... it could be Son of Waaagh! the Orks, or Orks II, or anything at all!

This article features an army list put together from Ork writer Nigel Stillman's work to date. We don't have the space or the time to print all the special rules that are being developed - although we'll be whisking anything new from Nigel's desk just as soon as he's finished, so we can print it in forthcoming White Dwarfs.

You will find references in the list to various special rules, new weapons, and the many special kinds of Orks such as Mekaniaks and Weirdboyz. These will be explained in full detail in forthcoming publications, but we've added designers notes to the list where we felt they might be usefule.

We hope you enjoy this extract from our current project!





BAD MOONS

BACK PLATES



MOONGLEAMZ
HEAD FAMILY



FANGZ



MOONFIRES



BLOODSKULZ



MOONBATZ



DAGGERZ



NOB



The totem of this clan is a grimacing, yellow moon surrounded by a halo of black flames. The Bad Moons are a very wealthy and ostentatious clan. Their style of dress is flamboyant, with yellow and black as predominating colours. They favour striking patterns and garish war paint and flaunt their wealth by wearing elaborate personal adornments.

The Bad Moons have many cheerful Gretchin artists who lavish their time and talents on the family regalia. Each family elaborates or customises the traditional family backplate glyph. Head families adhere to the moon symbol of the clan. The traditional Bad Moon colours of black and yellow predominate in their insignia. Each family has its own pattern of warpaint, and although standardised uniforms do not exist as such, each member of a family usually attempts to outfit himself in a roughly similar manner to his comrades.

DEATH SKULLS



BACK PLATES



DEATHGRINZ
HEAD FAMILY



ACE OF SKULLS



DEATHBONEZ



LOOTERZ



BONEHEADZ



This clan are the plunderers of the battlefield. They strip the bodies of the fallen to augment their own wargear. This results in their bizarre style of dress, made up of fragments of clothing sewn together. For example, the Boneheadz family of Death Skulls once overran and plundered an Imperial penal colony, and wore fragments of convict clothing printed with black arrows for generations afterwards.

The families of this clan show their identity with variations of their clan motif, the horned skull. There are many variants of this motif, a selection of which is shown here. The skull is coloured white against a blue ground. Blue is considered to be a magical colour among this clan, who also paint themselves with blue warpaint to attract good luck. This clan adheres to the superstition that striking war paint wins the favourable attention of the gods - and what can be more eye catching than to paint their faces vivid blue?

SOCIAL ORGANISATION

THE HOUSEHOLD

The Ork household is the basic element of the Orks' social organisation and the basic fighting unit of their armies. Every household has its most important or senior members - called Nobz. It also contains many more ordinary Orks - Da Boyz - plus maybe a few of the strange Oddboyz. Households also have plenty of Runtz - Gretchin and Snotling servants.

THE FAMILY

An Ork family is an extended social group that includes many Households. The leader of a family will be the top Nob of all the Households.

Each family has a heraldic symbol and a family name. If the family symbol is a totem beast, the name reflects some savage aspect of the animal, such as the Rabid Fangs, Venomous Bites, Raging Beasts, or Snarling Jaws. A few families have adopted or acquired newer names, such as the Blasting Bolters, Melta-Maniaks or Wicked Fire.

THE CLAN

An Ork clan includes many families. Each clan incorporates Nobz, Boyz and Oddboyz, and the Gretchin and Snotling Runtz, but in differing proportions. These reflect the character and traditions of that clan. The six principle clans are briefly described below, though there are undoubtedly more.

The **Goffs**, a very militaristic clan, have many Nobz. These nobles form an arrogant military aristocracy within the clan. They also have the largest number of ultramilitaristic young Orks, known as Stormboyz, but few Runtherdz or Weirdboyz.

The **Bad Moon** Clan are noted for their wealth and flamboyance. This clan has an unusually large number of Weirdboyz and a large number of particularly eccentric and ostentatious Nobz. The Bad Moons own many Gretchin servants, and rely on them to attend to most of their needs.

The **Death Skull** Clan are renowned as arch looters of the battlefield. This clan has many mischievous, thieving Gretchin - including many runaways attracted by the battlefield loot. They also have many Painboyz and Madboyz.

The **Evil Sunz** Orks are not only wealthy, but unusually obsessed with the cult of speed. There are many in this clan who display an aptitude for mechanics and technology. Consequently, they have more Mekboyz than any other clan.

The **Snake-Bite** Clan are the most wild and primitive of the known clans. They have the most Runtherdz, in addition to numerous herds of Gretchin and Snotlings. The Snake-Bite Clan has many Madboyz and Weirdboyz, but few Stormboyz.

The **Blood-Axe** Clan are the treacherous sell-swords of the Ork race. In return for payment from the Imperium, they raid other Ork clans. They are notorious trouble-makers, and are often responsible for stirring up dissension among the ranks.

As a result of their work for hire, they have plenty of rich Nobz. This clan has few Runtherdz or Weirdboyz, but lots of Mekboyz, who do their best to copy Imperial technology.

THE TRIBE

Any large gathering of Orks under the leadership of a single great Warlord is called a tribe. A tribe may be settled or nomadic and may dominate a settlement, or an entire world. It may have an empire of its own, or be just a migrating horde of pirates and raiders whose only home is their fleet of space hulks. A tribe usually includes Orks belonging to several of the major clans. Of course, the clans are so big and scattered that all its members are not included within any one tribe. Likewise, it is possible that only one or two clans may be represented in a tribe. As a general rule, however, most types of Ork are likely to be present in varying strengths in any tribe.

The tribe implies no common link in terms of kinship or descent (as does the clan), nor any common social role or status. A tribe is simply a great horde of Orks, and its composition may include any of the known Ork clans and social types.



TYPES OF ORK

The list given below covers all the types of Ork described in the Warband list - they are gathered here for you to refer to as you read the list.

Warboss

The Warboss is the ruler of the tribe and boss of the Warband. Infamously powerful, cunning and ruthless leaders can assume the title of Warlord.

Warboss Retinue

The Warboss is accompanied by his retinue of Nobz, Oddboyz and attendants. The Nobz and Oddboyz include close relatives, mates, and drinking cronies.

Boss Nobz Mob

These are Nobz belonging to the same Clan as the Warboss. They come from the same households that provide the Big Mob and Boyz Mobz.

Big Mob

This is the largest unit of Boyz in the Warband. The Mob is raised from the same family as the Warboss. The Warboss uses the Big Mob to enforce his authority over the rest of the tribe.

Oddboyz

Oddboyz include Mekaniaks, Painboyz, Runtherdz and Weirdboyz. They are all highly individual and usually rather eccentric characters.

Mekaniaks

Mekaniaks are Oddboyz with exceptional technical know-how. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

Painboyz

Painboyz are Oddboyz and the surgeon-doctors of the tribe. If there are plenty of Painboyz in the Warband, more wounded Orks can be recovered from the battlefield and restored with bionic implants.

Weirdboyz

Weirdboyz are Oddboyz psyker-shamans. They can focus the psychic energy of the Orks around them and unleash it in the form of psychic attacks. Weirdboyz are very powerful and need fear no other psykers or even creatures of the warp, but they are also very erratic.

Runtherdz

Runtherd Oddboyz breed and raise the Gretchins and Snotlings which are vital to Ork society. Runtherdz are required to supervise the hordes of Runtz in the Warband, train Gretchin in the use of arms and prepare Snotling assault groups for Shokk Attacks.

Mobz

A Mob is a group of Orks - sometimes a fighting unit, sometimes just a bunch of Orks who all fight as individuals.

Boyz Mobz

Boyz Mobz are units of fighting Ork warriors, known as Da Boyz. According to tradition, each household in the tribe sends a Mob of at least 5 Boyz to join the Warband.

Nobz Mobz

Nobz belonging to any of the clans in the Warband apart from the Bossclan. They come from the same households that provide the Boyz Mobz.

Stormboyz Korps

Stormboyz are young Orks who have rebelled against the time-honoured Ork traditions of unruly misconduct. They extol the virtues of discipline, regimentation and obedience. They drill regularly, march in step, salute the Boss Orks and even polish their jackboots!

Mad Mob

Madboyz are deranged and eccentric orks. Due to their unpredictable and erratic behaviour they are gathered together into a Mad Mob. Madboyz are regarded with a mixture of amusement and awe by other Orks.

Wild Mob

Wildboyz are young feral Orks taken from the wild and primitive bands in which they were born. They sometimes accompany the Warband to battle under the direction of Drillbosses who instruct them in Orkish Kultur and Kustoms. They have not yet learned civilised Ork ways and are still armed and dressed in a primitive manner.

Freebooterz Mobz

Freebooterz are Orks who have abandoned their tribes and clans and formed roving bands of renegades, bandits, pirates and other outcasts. Some of these Orks are fugitives, eccentrics and the remnants of shattered tribes. Many of them are very treacherous and unpleasant characters indeed.

Ogryn Mobz

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them, sharing their delight in noise and destruction.



BLOOD-AXES

BACK PLATES



GORE AXES
HEAD FAMILY



AXEGLEAMZ



TEEF SNATCHAS



BLADES



NOB



AXSMAKZ



CHOPPERZ



Blood-Axes wear combat fatigues and forage caps in shades of green or drab colours, commonly in camouflage patterns. This betrays the influence of Imperial military style, as do other personal adornments in the form of eagle wings, cap badges and medals. Other Orks suspect the Blood-Axes of having secret dealings with Humans from whom they have copied these ideas. These militaristic icons hold no meaning for the Blood-Axes, who have adopted the symbols purely as warlike decoration. When actual medals and badges are acquired they are deeply revered, and thought to contain potent magic for their owner. Despite outside influences, the clan has not totally abandoned traditional Ork style, and still wear warpaint, backplates, and grotesque Ork jewellery.

Members of this clan bear the clan motif of crossed axes on their backplates. Family affiliation is indicated by the ground colour. The motif itself changes colour according to family in order to contrast the ground colour and ease recognition. This neat system may have been inspired by rank markings on human uniforms.

EVIL SUNZ



BLOODSUNZ
HEAD FAMILY



BLOODGRINZ



SUNFANGZ



SUNBITEZ



NOB



SUNBLASTS



SUNGRINZ



The totem of this clan is a blood-red grinning sun, and red is their most prized colour, perhaps because it is ritually associated with speed and power. Evil Sunz always wear at least one item of red clothing. Red is a particularly hard colour for Orks to get hold of because Mekboyz use so much painting Ork vehicles red to make them go faster. The more red an Evil Sun wears the more prestige he acquires among his comrades. Only the most respected and wealthy warriors are able to wear lots of red.

As far as the Evil Sunz are concerned, the image of the grinning blood-red sun is all important. Evil Sunz hold clan affiliation in higher esteem than family ties, and so they bear variations of the Evil Sun symbol on their backplates, regardless of family. This is a proud clan with a strong sense of clan identity.

THE ORK WARBAND

This Ork Warband is made up from five different types of troops which are:

1. THE WARBOSS AND HIS BOSSCLAN ORKS
2. ODDBOYZ
3. MOBZ
4. FREEBOOTERZ
5. ODDBITZ

Some of these troops are an inevitable part of every Warband while others are options which the player can choose or not. Some of these choices depend on which Clan the Warboss belongs to - the Bossclan as it is called.

1. THE WARBOSS AND HIS BOSSCLAN ORKS

The Ork Warband is led by a Warboss, or by a Warlord in the case of a really top Warband. He is accompanied by a core of faithful Bossclan Orks. These comprise the following:

- | | |
|----------------------|--|
| 1 WARBOSS or WARLORD | The leader of the Warband. |
| 1 RETINUE | Nobz, Oddboyz and attendants of the Warboss's own Household. |
| 1 BOSS NOBZ MOB | Nobz from other Households and Families of the Warboss's Clan. |
| 1 BIGMOB | The Warband's top Boyz belonging to the head family of the Warboss's Clan. |

2. ODDBOYZ

The Warband always includes at least four Oddboyz, one of each type, and may also include other Oddboyz as described in the list. These therefore comprise the following:

- 1 MEKANIAK + 1 PAINBOY + 1 WEIRDBOY (with 2 Minders) + 1 RUNTHERD + OTHER ODDBOYZ

3. MOBZ

Groups of Ork fighters are called Mobz and they make up the bulk of the Warband. Mobz don't necessarily belong to the same Clan as the Warboss. The number and type of Mobz in the Warband can vary as indicated in the list below.

- | | |
|-------------------------------------|--|
| An unlimited number of
BOYZ MOBZ | Traditionally, each household in the tribe sends a Mob of at least 5 Boyz to join the Warband. |
| Up to 1 NOBZ MOB | |
| Up to 1 STORMBOYZ KORPS | |
| Up to 1 MAD MOB | |
| Up to 1 WILD MOB | |
| Up to 3 GRETCHIN MOBZ | |

4. FREEBOOTERS

Orks do not really need help from uncultured softies - but a Warboss can hire troops to fight in his Warband if he wants. Ork mercenaries are called Freebooters. A Warboss can also hire Ogyrn Mobz, and a Blood-Axe Warboss can even hire Human Mercenaries.

- An unlimited number of FREEBOOTERS MOBZ
Up to 1 HUMAN MERCENARY SQUAD
Up to 1 OGYRN MOB

5. ODDBITZ

Oddbitz are all the extra bits of equipment and unusual things like Snotling and Gretchin Herdz. Oddbitz are inevitably the concern of Oddboyz - the more Oddboyz there are in the Warband, the more Oddbitz it can have.

- Up to 1 HERD for every Runtherd in the Warband
Up to 1 RUNTBOT for every Runtherd in the Warband
Up to 4 MEKANIAK BATTLE ROBOTS or CAPTURED BATTLE ROBOTS for every Mekaniak in the Warband
Up to 1 DREADNOUGHT for every Painboy in the Warband
Up to 3 SUPPORT WEAPONS with crew for every Runtherd in the Warband

THE WARBOSS

The Warboss is the commander of the Warband. The commander of an especially large or successful Warband can call himself a Warlord. Choose either a Warboss or Warlord to lead the Warband.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
WARLORD at 90 points	4	6	6	4	5	3	5	3	9	8	9	9

WARGEAR: The points value includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Warbosses can have the following extra gear for the points shown.

POWER ARMOUR	6
EXTRA BOLT PISTOL	1

As the absolute top Ork in the Warband, the Warboss, gets the pick of all the best gear that's available. To represent this, the Warboss can have any gear from the special charts listed below. Refer to the charts at the end of this article. Choose any chart, randomly generate a bit of equipment and pay the points indicated. You can roll as many times on how many charts as you want, and the Warboss can use whatever equipment you can generate.

CHART

COST PER RANDOM ROLL

RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5
MEKANIAC POWER FIELDS	10
PAINBOYZ BIONIK BITZ	20
MEKANIAC KUSTOM WEAPON	Random type at 25 points per weapon

CLAN MODIFIERS

A **SNAKE-BITE** Warboss can be mounted on a Boar at 6 points or a Cyboar at 10 points. **SNAKE-BITES** are closer to their primitive forebears than other Orks and they still maintain herds of riding Boars. See next month for details.

A **BAD MOON** Warboss does not roll on the on equipment charts indicated above - instead he can roll on the Bad Moon Equipment Charts with its better selection of weapons. **BAD MOONS** are richer than other Orks because Orks use teeth as currency, and Bad Moons grow their teeth faster!

A **GOFF** Warboss is restricted to the following Equipment Charts which contain all the loud and dangerous weapons that Goffs so appreciate:

Assault Weapons, Goff Heavy Weapons Chari, Stikkbomz, Mekaniac Power Fields, Painboyz Bionik Bitz, Mekaniac Kustom Weapons





SNAKE-BITES

BACK PLATES



KOBRA STINGZ
HEAD FAMILY



SERPENTZ



SWIFT WOLVES



BATWINGZ



CLAWZ



DRAGON BREF



The Snake-Bites are a savage clan who are probably the most like their primitive Ork ancestors in their style of dress. Their clan totem is a serpent. They often wear hair squigs trimmed and dyed into crests and topknots, and some decorate their bodies with swirling red tattoos in the likeness of coiling snakes. They like to wear the bones and pelts of wild beasts, and the claws and feathers of birds of prey. Belts are often made from snakeskin and may be fastened with metal snake-shaped buckles.

True to clan custom, which harks back to feral Ork traditions, families are named after totem animals. These are always beasts noted for their ferocity, venom, or big sharp teeth. Clan whelps have to prove themselves by hunting the pelt, skull or claw of the family beast as a rite of initiation. The whelps are also toughened by allowing venomous creatures, especially snakes, to bite them, hence the name of the clan. These rites earn them the right to wear a backplate. A glyph representing the totem beast is painted on the backplate to indicate family membership, some examples of which are shown above. A more sophisticated version of this can be found on their back banners. The head family is denoted by the serpent glyph of the clan.

GOFFS



BACK PLATES



BIG HORNED ONES
HEAD FAMILY



BULLZEYES



BAD BUTTERZ



BLACK GRUNTZ



GOREBOYZ



BOMMERZ



The Goffs are identified by their preference for black gear and the clan totem, which is a black bull's head. This clan's favourite colours are black and red, and they prefer to decorate their clothes with chequer patterns or with a solid border in a contrasting colour. Very bright colours, war paint and tattoos are generally shunned. As in all the clans, Nobz often wear long coats decorated with glyphs. These can say virtually anything the Nob wants: his name, battle honours or favourite sayings and insults. Another common custom is to paint clan or family insignia on weapons and other property to show ownership.

Backplates are usually black, with the family number indicated by a coloured number rune. This is typical of the Goff's no-nonsense view of life. They say who they are in a straightforward and simple way. The head family replaces numerals with the clan's bull's-head symbol. Excessive decoration and bright colours are held to be highly unsuitable in the Goffs' eyes, and they consider clans like the Bad Moons to be quite decadent in their tastes.

WARBOSS'S RETINUE

The Retinue contains Orks from the Warboss's own Household - his close relatives in fact, plus any of his mates and drinking cronies that he cares to favour. The Warboss is rich enough to raise his relatives and mates to the status of Nobz. These Nobz, plus various Oddboyz and attendants, make up the Warboss's Retinue. The Retinue is a single unit and it always contains the Orks indicated below. Profiles for Oddboyz are given under Oddboyz rather than waste space printing them twice.

NOBZ IN THE RETINUE

Every Bossclan Retinue contains 5 Nobz and it may include more if the player wants - there is no limit on the number so long as you pay the points for them. Some Nobz are bigger and tougher than others and so have better profiles - they are also more expensive! You can select any of the different Nobz listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
CLANBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nobz includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HANDWEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

The Retinue consists of the Warboss's own relatives - so they get any of the best gear that's going so long as the Warboss doesn't want it. To represent this, the Nobz can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Nobz can roll as many times on how many charts as the player wants, and the equipment can be distributed between the Nobz as you want.

CHART

COST PER RANDOM ROLL

RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5
MEKANIAC POWER FIELDS	10
PAINBOYZ BIONIC BITZ	20
MEKANIAC KUSTOM WEAPON	Random type at 25 points per weapon



One of the Nobz always carries the Warboss's own banner or the Clan banner. This is a great honour and it is traditionally conferred upon the youngest Nob in the Retinue - a young relative of the Warboss.

CLAN MODIFIERS

SNAKE-BITE Nobs can be mounted on a Boar at 6 points or a Cyboar at 10 points - (covered next month).

BAD MOON Nobs don't use the equipment charts given above - instead they can roll on the Bad Moon Equipment Charts.

GOFF Nobs are restricted to the following Equipment Charts:

Assault Weapons; Goff Heavy Weapons Chart; Stikkhoms; Mekaniak Power Fields; Painboyz Bionik Bits; Mekaniak Kustom Weapons

ODDBOYZ IN THE RETINUE

The number of Oddboyz in the retinue depends on the Warboss's own clan as indicated below - profiles and points values for Oddboyz are given in the Oddboyz section.

GOFF RETINUE

1 MEKANIAC, 1 PAINBOY, 1 RUNTHERD

BAD MOON RETINUE

3 MEKANIACS, 1 PAINBOY, 1 RUNTHERD; 1 WEIRDBOY - 2 OF THE NOBZ ACT AS HIS MINDERZ

EVIL SUNZ RETINUE

1 MEKANIAC; 1 PAINBOY; 1 RUNTHERD; 1 WEIRDBOY - 2 OF THE NOBZ ACT AS HIS MINDERZ

DEATH SKULLS RETINUE

1 MEKANIAC; 1 PAINBOY; 1 RUNTHERD; 1 WEIRDBOY - 2 OF THE NOBZ ACT AS HIS MINDERZ

SNAKE-BITES RETINUE

1 MEKANIAC; 1 PAINBOY; 1 RUNTHERD; 1 WEIRDBOY - 2 OF THE NOBZ ACT AS HIS MINDERZ

BLOOD-AXE RETINUE

1 MEKANIAC; 1 PAINBOY; 1 HUMAN ADVISOR

CLAN MODIFIERS

The Human Advisor is a character selected from the Space Marine or Imperial Guard army lists. His points value is indicated in the list.

ATTENDANTS IN THE RETINUE

Because the Retinue is the most important bit of the Warband apart from the Warboss himself, it can be attended by as many servant Gretchin and other attendants as the player wants. These include musicians beating skulldrums, playing squigpipes, or just shouting enthusiastically whenever their side does something spectacular. These attendants don't fight - they are just there to show how rich and powerful the Warboss and his household is.

A Goff retinue may include a raucous Goffik Rokk band. The Goffik Rokk Band doesn't fight - it doesn't have to - it just plays loud Goffik Rokk muzik. The band of Goff Orks wear black gear and spiky hair, and they wield the latest Mek design of kustom electronic instruments. Their loud music gets any Goffs nearby really excited and worked-up. Any Goff within 12" of a Goffik Rokk Band can fire twice in its turn if you want, although their accuracy is impaired by their manic enthusiasm so deduct 1 from each dice roll 'in hit'.

VEHICLES FOR THE BOSSCLAN RETINUE

The Retinue naturally gets first pick of any vehicles that are going in the Warband. The Retinue can ride any vehicles bought for the Warband. If the Retinue rides vehicles then any non-combatant attendants may ride their own unarmed vehicle or vehicles - these extra vehicles cost no points and so are a free bonus.



ORK BANNERS



WAR BANNERS

The war banner is the principal banner of an Ork warband. The main function of the banner is to show who is in charge of the warband, so the symbol of the Warboss' own clan (the Bossclan of his tribe) is prominently displayed. The banner will often also be decorated with glyphs or runes indicating the name of the tribe and its leader, battle honours or the Warboss' favourite mottoes. War banners tend to acquire plenty of battle damage and a few trophies, as these typical examples show.



Goffs



Evil Sunz



Snake-Bites



Death Skulls



Blood-Axes



Bad Moons

NOBZ BANNERS



Bad Moons



Evil Sunz



Snake-Bites



Bad Moons



Evil Sunz



Goffs

The six banners here are typical of the banners carried by Nobz and Warbosses. Both follow the same system, as the Warbosses are simply Nobz who have made it to the top.

The banners usually display a personal version of the clan motif, accompanied by glyphs bearing the Nob's name and his favourite mottoes or challenges. Upon becoming a Warboss, a Nob often embellishes his old banner with glyphs and trophies to reflect his new status.

MEKANIAC BANNERS



Goffs



Bad Moons



Evil Sunz

Typical examples of Mekaniak back banners proclaiming their clan, caste and skills. The spanner motif, which is also the glyph meaning Mekaniak, is often combined with clan imagery. Glyphs indicating the owner's name or boasting of his skills may appear on such banners.

RUNTHERDZ BANNERS



Three typical Runtherdz banners showing highly individual motifs. Clan emblems are notably absent since Runtherdz consider their caste to be more important to them than any clan allegiance.

The left hand example bears a glyph-motto reading "I am a minder of large herds of many Gretchin and Snottlings that are clever fungus-finders and are worth many teeth."

BOYZ BANNERS



Snake-Bites



Evil Sunz

The Evil Sunz and the Snake-Bites are two clans notable for the use of back banners among rank and file Boyz as well as Nobz and specialists.

PAINBOYZ BANNERS



Snake-Bites



Death Skulls



Bad Moons

Typical Painboyz back banners, bearing unmistakable symbols of their caste and unique skills. Clan images may also appear, as do glyphs indicating the owner's name and skill at treating wounds. The marker pennants are used to mark (and claim) casualties on the battlefield, and help the Painboyz find and treat wounded Orks after the battle.

ALLIES BANNERS



Human Mercenaries



Ogryn Mercenaries

These are typical of the type of banners given by the Warboss to friendly units of Ogryns or Human mercenaries - though the latter are only hired by the Blood Axe clan.

The glyphs translate as "Look out! Friendly skum, Ork allies", or words to that effect.

This motto must be very prominent if the unit's members are to avoid being mistaken for enemies and fired upon.

VEHICLE PENNANTS



Evil Sunz

Owning a vehicle carries much prestige in Ork society, so ownership is prominently displayed by means of pennants. Variants of the clan motif are most commonly used.

FREEBOOTERZ BANNERS



Doom Blades Mob



Steel Fangz Krew



The Jolly Ork

Typical examples of the many diverse banners flown by the Freebooter mob. Freebooterz are bands of Ork pirates, renegades and bandits, outside any clan or tribe, who can be hired as mercenaries. Their dreaded symbol is an Ork skull and crossbones, known as the Jolly Ork. There are innumerable variants of this motif, which is often combined with the personal symbols of the Freebooterz' leader.

BOSS NOBZ MOB

All the Nobz belonging to the Bossclan, except for those in the Warboss's Retinue, are known as the Boss Nobz Mob. So, if the Warboss is a Snake-Bite, then the Boss Nobz Mob is made up from all the Snake-Bite Nobz other than the Nobz from the Warboss's own household. These Boss Nobz don't necessarily form a single unit in the battle. If you wish they can act as individuals, they can be appointed leaders for Boyz Mobz, or they can be grouped into 1 or more small units. It's up to you.

The maximum number of Nobz in the Boss Nobz Mob depends on how many Boyz Mobz there are from the Bossclan in the Warband. The Nobz are in fact the top Orks from the households whose Boyz fight in the Boyz Mobz. You can choose 2 Boss Nobz for every Boyz Mob of the Bossclan in the Warband, plus a further 2 Boss Nobz for the Big Mob. For example, if the Bossclan is Snake-Bites then there are 2 Snake-Bite Boss Nobz for every Snake-Bite Boyz Mob plus 2 Snake-Bite Boss Nobz for the Big Mob.

Nobz can be chosen from the types listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear:

FLAK ARMOUR

A BOLTGUN OR BOLTPISTOL - choose which you want

A SUITABLE HANDWEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nobz who want can have the following extra gear for the points shown.

POWER ARMOUR 6

EXTRA BOLT PISTOL 1

The Bossclan Nobz are the richest and toughest Orks in their Household so they get to snaffle any good war gear that comes along. They can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Nobz can roll as many times on how many charts as the player wants, and the equipment can be distributed between the Nobz as you want.

CHART	COST PER RANDOM ROLL	CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5	ASSAULT WEAPONS	5
HEAVY WEAPONS	5	STIKKBOMZ	5
MEKANIKA POWER FIELDS	10	PAINBOYZ BIONIK BITZ	20
MEKANIKA KUSTOM WEAPON	Random type at 25 points per weapon		

CLAN MODIFIERS

EVIL SUNZ have more Nobz than other Clans - instead of 2 Nobz per Boyz Mob the Nobz mob can have up to 3 Nobz for every Boyz Mob and for the Big Mob

SNAKE BITE Nobz can be mounted on a Boar at 6 points or a Cybeard at 10 points (covered next month).

BAD MOON Nobz don't use the equipment charts given above - instead they can roll on the Bad Moon Equipment Charts.

GOFF Warbosses are in luck - Goffs are tough Orks with more Nobz than other Clans. Instead of 2 Nobz per Boyz Mob the Nobz mob can have up to 3 Nobz for every Boyz Mob and for the Big Mob. Goff Nobz like loud and destructive weapons and so only use the following Equipment Charts:

Assault Weapons; Goff Heavy Weapons Chart; Stikkboms; Mekanika Power Fields; Painboyz Bionik Bitz; Mekanika Kustom

ATTENDANTS IN THE BOSSCLAN NOBZMOB

The Bossclan Nobz mob can be accompanied by as many non-combatant attendants as the player wishes. These are servants and other members of the Nobz' households. Attendants don't fight, but they can include musicians playing skulldrums, squigpipes, or just servants bought along to cheer loudly when their Nob manages to hit anything.

VEHICLES FOR THE BOSSCLAN NOBZMOB

The Bossclan Nobz mob can ride any vehicles bought for the Warband. If the Bossclan Nobz mob rides vehicles then any non-combatant attendants may ride their own unarmed vehicle or vehicles - these extra vehicles cost no points and so are a free bonus.



BIG MOB

The Big Mob is made up from Boyz belonging to the same family as the Warboss - the top family of the Bossclan. This is always the largest unit of Boyz in the Warband because the Warboss depends on the Big Mob to enforce his authority over the whole Warband. The Big Mob has two heavy weapons - these are weapons entrusted to the family which they are supposed to bring along to the Big Mob. The Big Mob consists of:

FOR 100 POINTS:

8 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN
(Choose which you want for the whole unit)

AND

2 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN
AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON
AND A BOLT PISTOL OR BOLTGUN AT A COST OF 7 POINTS EACH.

BUT REMEMBER

THE BIG MOB MUST BE AT LEAST TWICE AS BIG AS THE LARGEST BOYZ MOB IN THE WARBAND

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

HEAVY WEAPONS: The two Boyz with a heavy weapon can have any of the weapons chosen from the list below. They can both have the same weapon or they can have different weapons. Extra points are paid for these weapons so you can choose cheap ones or expensive ones. It's entirely up to you.

HEAVY WEAPON	COST FOR EACH WEAPON
AUTO-CANNON	35
GRENADE LAUNCHER	15
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LAS CANNON	90
MISSILE LAUNCHER	30
MULTI-MELTA	50
FRAG MISSILES	1
KRAK MISSILES	20
MELTA MISSILES	4
SMOKE MISSILES	1



EXTRA WARGEAR: The Big Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the two Boyz with the heavy weapons. Boyz are very fair minded - if one gets it the rest gets it too!

WEAPON

COST PER MODEL

EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINWORD	2
POWERGLOVE	15
POWERSWORD	7
PLASMA-PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



Lucy Chase

CLAN MODIFIERS

BIKEBOYZ. Evil Sunz are dead keen on bikes, buggies and other mechanical things. An Evil Sunz Bignob can be mounted on bikes selected from the vehicles section of the list - covered next month.

BOARBOYZ. Snake-Bites are old fashioned Orks who are proud of their ancient roots. A Snake-Bite Bignob can be mounted on Boars or Cyboars at a cost of 6 points for each Boar or 10 points for a Cyboar - covered next month.

BAD MOON Orks have more teeth and so more wealth to buy more weapons than other Clans. A Bad Moon Bignob can have up to 4 Orks armed with Heavy Weapons instead of the usual 2 - it must have at least 2 just like everyone else!

GOFFS. Up to 5 of the Boyz in a Goff Bignob can be really hard veterans. These extra tough Boyz prefer to stay in the ranks rather than claw their way up to Nob status. Each upgraded Ork can increase one characteristic - this can be his WS, BS, S, T, I, W or A and costs 5 extra points for each veteran. All veterans don't have to increase the same characteristic, they can increase different ones if you prefer.

GOFFS like to get to grips with the enemy at close quarters. They always carry a bolt pistol and either a second bolt pistol or a bolgun for no extra cost. They can carry any of the other extra weapons given under 'Extra Wargear'. The 2 Boyz with heavy weapons will carry one of the following noisy and destructive weapons which appeal especially to the warlike Goffs:

Auto Cannon; Heavy Bolter; Heavy Plasma Gun; Heavy Stubber; Missile Launcher; Frag, Krak and Melta Missiles.



Illustration: P. H. H.

ODDBOYZ

A Warband always includes some Oddboyz in the Warboss's Retinue and always includes a further four Oddboyz from his own Clan. In addition, the Warband can include other Oddboyz from any of the Clans. These other Oddboyz join the Warband along with the Nobz and Boyz in their household - so the number available to the Warband will depend on how many Boyz Mobz are present. In total the Warband has the following:

1. The Oddboyz in the Warboss's Retinue - this varies depending on the Clan as indicated in the section on the Retinue. Their points value and the cost of any extra gear are shown in the description for each type of Oddboy. These Oddboyz are part of the Retinue unit and cannot leave it.
2. Four Oddboyz from the Bossclan - these are 1 Mekaniak, 1 Painboy, 1 Runtherd, and 1 Weirdboy with 2 Minderz. These 4 Oddboyz are free - they cost no points! However, if you want, you can buy them the extra gear indicated in the descriptions below. The Oddboyz are free to act as individual models or they can be grouped into small units. It's up to you.
3. Other Oddboyz who join the Warband along with members of their households. The Warband may include 1 further Oddboy for each Boyzmob plus 1 more Oddboy for the Bigmob. The Oddboy is always from the same Clan as the Boyzmob or Bigmob. For example, if you have a Snake-Bite Bigmob and 3 Blood-Axe Boyz mobs, then you can have up to 1 Snake-Bite Oddboy and 3 Blood-Axe Oddboys. These Oddboyz are not a compulsory part of the Warband - you can have them if you want and if you can afford to pay the points for them. Their points value and the cost of any extra gear are shown in the description for each type of Oddboy. The Oddboyz are free to act as individual models or they can be grouped into small units. It's up to you.

CLAN MODIFIERS

Because the Clans have idiosyncratic and colourful traditions and preferences, Boyz from a specific Clan will only bring along certain sorts of Oddboy. Similarly, in some Clans the Boyz don't bring along an Oddboy if they have already brought along an extra Nob.

EVIL SUNZ Boyz mobs and Bigmobs allow the player to buy an extra Mekaniak. But - you can't buy the extra Mekaniak if you buy the extra third Nob that the Mob also entitles you to.

SNAKE-BITE Boyz mobs and Bigmobs allow the player to buy an extra Painboy or an extra Runtherd.

BLOOD-AXE Boyz mobs and Bigmobs allow the player to buy an extra Mekaniak.

BAD MOON Boyz mobs and Bigmobs allow the player to buy an extra Weirdboy.

DEATH SKULL Boyz mobs and Bigmobs allow the player to buy an extra Runtherd or Painboy.

GOFF Boyz mobs and Bigmobs don't bring along extra Oddboys - if they want to bring extra troops they prefer to bring along an extra Nob instead.

ODDBOYZ RULES

Oddboyz have many useful special rules and options. Among other things these cover the use of Mekz in the maintenance of vehicles, the Shokk Attack gun operated by Mekz and Runtherdz, Wierdboyz psychic attacks, and the recovery of wounded Orks due to the emergency first aid administered by the Painboyz. Full details of these and other aspects of Oddboyz activity will be forthcoming in *White Dwarf* and the second volume of *Waaagh!* The Orks. If the rules are ready in time you can be sure we'll include them in next month's *White Dwarf*.



MEKANIAKS

Mekaniaks are Orks with exceptional technical know-how. If there are plenty of Meks in the Warband, vehicles and equipment can be properly maintained with less risk of breakdowns in the middle of the battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MEKANIAK at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Mekaniak includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Mekaniak can have the following extra gear for the points shown.

ADDITIONAL BOLTPISTOL	1
SHOKK ATTACK GUN	75

Mekaniaks are expert if eccentric mechanics - they can carry all kinds of off-beat gear. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Mekaniak can roll as many times on how many charts as he wants, and he can use whatever equipment he generates.

CHART

RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	5
STIKKBOMZ	5
MEKANIAK POWER FIELDS	5
PAINBOYZ BIONIK BITZ	15
MEKANIAK KUSTOM WEAPON	

COST PER RANDOM ROLL

Random type
at 10 points per weapon

SERVANTS

Mekaniaks are usually surrounded by servants to carry their tools and do all the unexciting jobs for them. A Mekaniak can be accompanied by unlimited non-combatant Gretchin or Snottling spannerboyz, tool-bearers, bit-box bearers and bannerboyz at no extra cost.

CLAN MODIFIERS

SNAKE-BITE Meks can be mounted on a Boar at 6 points or a Cyboar at 10 points - covered next month.

GOFF Meks don't like to muck about with anything less than the lowliest and most destructive gear. They are restricted to the following Equipment Charts:

- Assault Weapons
- Stikkbomz
- Mekaniak Power Fields
- Painboyz Bionik Bitz
- Mekaniak Kustom Weapons



PAINBOYZ

Painboyz are surgeon-doctors with a fair bit of mechanical know-how. They are specially good at sticking artificial limbs and other mechanical bits onto Ork bodies. If there are plenty of Painboyz in the Warband then wounded Orks are more likely to be recovered from the battlefield so they can be restored with bionic implants. Painboyz are also vital for the proper maintenance of Dreadnoughts because they are needed to surgically prepare the Gretchin pilots.

PAINBOY at 15 points	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	3	4	4	2	3	1	7	8	7	7

WARGEAR: The points value of the Painboyz includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Painboy can have the following extra gear for the points shown.

EXTRA BOLT PISTOL 1

Painboyz are expert at making bionik bitz so they can have bionik bitz themselves. Other special gear is sometimes given to them as a fee from a patient. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Painboy can roll as many times on as many charts as he wants, and he can use whatever equipment he generates.

CHART	COST PER RANDOM ROLL
RANGED WEAPONS	5
MEKANIAC POWER FIELDS	10
PAINBOYZ BIONIK BITZ	5



SERVANTS

Painboyz have Gretchin and Snotling helpers to help them carry heavy gear and clean up all the sticky bits after they have been at work. A Painboy may have unlimited non-combatant Gretchin or Snotling medical orderlies, stretcher bearers and bannerboyz at no extra points.

CLAN MODIFIERS

SNAKE-BITE Painboyz come from a Clan that respects the traditional time-honoured ways of Ork kind and so maintains a stable of Boars just like they've always done. Painboyz can ride a Boar at 6 points or a Cyboar at 10 points.

GOFF Painboyz come from a Clan where loud powerful weapons are much admired. Goff Painboyz can only roll on the following charts if they want random bit of gear:

Assault Weapons, Mekaniac Power Fields, Painboyz Bionik Bitz

WEIRDBOYZ

Weirdboyz are Ork psyker shamans. They can focus the psychic energy of the Orks around them and unleash it in the form of psychic attacks. They are very powerful and need fear no other psykers or even creatures of the warp, but they are also very erratic. Weirdboyz suffer from the stress of their psychic talents and are reluctant use them in battle. Each Weirdboy is so susceptible to the psychic energy generated by Orks in his vicinity that he will carry a copper staff to direct the energy harmlessly into the ground. Even so he will still appear jittery and cause minor poltergeist activity around him. Naturally, Weirdboy will often wander off on their own away from other Orks to enjoy some relief from the psychic stress, and they certainly wouldn't voluntarily turn up at a battle with all the psychic energy created by the chanting and stamping Orks. This means that the Warboss has to appoint sturdy Ork Minderz to escort the Weirdboy into battle and generally 'look after' him. In battle, the Minderz grip the Weirdboy and take away his copper staff so that the psychic energy builds up within him and doesn't drain away. Eventually the energy surge becomes so great that the Weirdboy releases it in the form of a devastating psychic attack. Unfortunately there is a risk that the Weirdboy's head will explode if the psychic surge exceeds the limit he can withstand.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WEIRDBOY at 50 points	4	3	3	4	4	1	4	1	7	8	7	9
2 MINDERZ free	4	4	3	4	4	1	2	1	7	6	7	7

WARGEAR: The points value of the Weirdboy and Minderz includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Weirdboy and Minderz can have the following extra gear for the points shown.

ADDITIONAL BOLTPISTOL

1

Weirdboyz are valuable assets to the Warboss, so he like to make sure they're well looked after. They are sometimes protected from the enemy by Mekaniak Power fields, and when this doesn't work they can sometimes be stuck back together with the help of the Painboyz and their Bionik expertise. Choose a chart and randomly generate a bit of equipment for the points indicated. The Weirdboy can roll as many times on how many charts as he wants, and he can use whatever equipment he generates.

CHART

COST PER RANDOM ROLL

MEKANIAK POWER FIELDS

10

PAINBOYZ BIONIK BITZ

15

SERVANTS

Any Weirdboy may have unlimited non-combatant Gretchin and Snotling servants, musicians, scribes, scroll-bearers and bannerboyz at no extra points.

CLAN MODIFIERS

SNAKE-BITES. Because Snake-Bites have a proper sense of tradition and maintain a decent stable of Boars, Weirdboyz and their Minderz may be mounted on Boars at 18 points or Cyboars at 30 points.

SNAKE-BITE. Weirdboyz are more susceptible to psychic energy than other Weirdboyz. This is partly due to their respect for old ways and traditions, but is also a result of the residual venom in their bloodstream. Compared to other Weirdboyz the Snake-Bite Weirdboy adds an extra D10 power-points for each turn of chanting. The special rules for Weirdboyz are too detailed and extensive to include here and will be covered in the second volume of *Waaagh the Orks!*



RUNTHERDZ

Runtherdz breed and raise the Gretchins and Snotlings (Runtz) which are vital to Ork society. Runtherdz are required to supervise the herds of runtz in the Warband, to train Gretchin in the use of weapons, and to prepare Snotling assault groups for Shokk Attacks.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
RUNTHERD at 15 points	4	4	4	4	4	1	3	1	7	7	7	7

WARGEAR: The points value of the Runtherd includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLT PISTOL - choose which you want

A SUITABLE HAND WEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: The Runtherd can have the following extra gear for the points shown.

EXTRA BOLTPISTOL 1

Runtherdz can have extra gear which they have bought or traded. If the player wants to use this gear then it is generated from the chart below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Runtherd can roll as many times on how many charts as he wants, and he can use whatever equipment he generates.



CHART

COST PER RANDOM ROLL

RANGED WEAPONS	5
ASSAULT WEAPONS	5
MEKANIAC KUSTOM WEAPONS	5
MEKANIAC POWER FIELDS	5
PAINBOYZ BIONIK BITZ	15

SERVANTS

Runtherdz can have loads of servants who run errands and busy themselves with menial jobs while the Runtherd gets on with the important stuff. A Runtherd may have unlimited non-combatant Gretchin and Snotling servants, musicians, squighandlers, apprentices and burnerboyz at no extra points.

Runtherdz train and deal in Gretchins and Snotlings, so a Warband may include various Gretchin or Snotlings. The number of these Gretchin and Snotling groups depends on how many Runtherdz there are in the Warband.

HERDZ: The Warband can include up to 1 Gretchin or Snotling Herd for every Runtherd in the Warband. A description of the Herdz is given later.

SUPPORT WEAPONS: The Warband can include up to 3 Support Weapons with their Gretchin or Snotling crew for every Runtherd in the Warband.

RUNTBOT: The Warband can include a herding Robot, called a RUNTBOT, 1 for every Runtherd in the Warband.

CLAN MODIFIERS

A SNAKE-BITE Runtherd can be mounted on a Boar at 6 points or a Cyboar at 10 points - covered next month.

A GOFF Runtherd can only use the following Equipment Charts, containing the suitably loud and destructive weapons that the Goffs like:

Assault Weapons, Mekaniac Power Fields, Painboyz Bionik Bitz, Mekaniac Kustom Weapons

BOYZ MOBZ

The Warband can include as many Boyz Mobs as you want and can afford. Boy Mobz are units, literally mobs, of Ork Boyz. They fight as a unit consisting of 5 or more Ork Boyz from a single Household. Some Ork Households turn up with only the 5 Boyz including the one with a heavy weapon which they're traditionally supposed to bring when the Warband gathers. Other Households are more enthusiastic and more Boyz are sent along - especially if the prospects of loot are good! In practice the Households turn up for battles more or less as they please, and how many come along depends a lot on the prospect of a good time and rich pickings.

No matter how many Orks turn up, only one heavy weapon is carried by the Boyz Mob - this is a customary obligation and any other heavy weapons belonging to the household are snaffled by the Nobz.

A tribe usually includes Orks belonging to several different Clans, so there may be Boyz Mobs belonging to differing Clans in the Warband. A Boyz Mob consists of:

FOR 50 POINTS:

- 4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND
A BOLT PISTOL OR BOLTGUN. (Choose which you want for the whole unit)

AND

- 1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN
AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

- AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON
AND A BOLT PISTOL OR BOLTGUN AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ORK BOYZ	4	3	3	3	4	1	2	1	7	6	7	7



HEAVY WEAPONS: A Boyz with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can choose a cheap one or an expensive one. It's entirely up to you.

HEAVY WEAPON COST FOR WEAPON

AUTO-CANNON	35
GRENADE LAUNCHER	15
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LAS CANNON	90
MISSILE LAUNCHER	30
MULTI-MELTA	50
FRAG MISSILES	1
KRAK MISSILES	20
MELTA MISSILES	4
SMOKE MISSILES	1



EXTRA WARGEAR: A Boyz Mob can also have any of the extra gear shown on the chart below. Every Boyz has to have the same extra gear, even the Boyz with the heavy weapon. Boyz are very fair minded - if one gets it the rest get it too!

WEAPON COST PER MODEL

EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINWORD	2
POWERGLOVE	15
POWERSWORD	7
PLASMA-PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



CLAN MODIFIERS

BAD MOON ORKS have more teeth and so more wealth, enabling them to buy more weapons than other Clans. A Bad Moon Boyz Mob is allowed to have up to 2 Orks armed with heavy weapons instead of the usual 1 - though it must have at least 1 just like everyone else!

GOFFS. Up to 3 of the Boyz in a Goff Boyz Mob can be really hard veterans. These extra tough Boyz prefer to stay in the ranks rather than claim their way up to Nob status. Each upgraded Ork can increase one characteristic - this can be his WS, BS, S, T, I, W or A and costs 3 extra points for each veteran. All veterans don't have to increase the same characteristic; they can increase different ones if you prefer.

GOFFS like to get to grips with the enemy at close quarters. They always carry a bolt pistol and either a second bolt pistol or boltgun for no extra cost and can carry any of the other extra weapons given under 'Extra Wargear'. The Boyz with heavy weapons will carry one of the following noisy and destructive weapons which appeal especially to the warlike Goffs:

Auto Cannon, Heavy Bolter, Heavy Plasma Gun, Heavy Stubber, Missile Launcher, Frag, Krak and Melta Missiles

DEATH SKULLS are infamous looters and scavengers. A single Death Skull Boyz Mob can have enough looted wargear to give the entire Mob Power Armour for an extra 6 points per Boyz.

DEATH SKULLS can also have as many heavy weapons as they want - any or even all the Boyz in a single Boyz Mob can have heavy weapons if the player can afford to pay the points.

BLOOD-AXE. Blood-Axe Boyz Mobs only fight well if the Bloodclan in the Warband is the Blood-Axes. If the Bloodclan is some other Clan they are inclined to be treacherous and unenthusiastic, mostly because other Clans look down on them and force Blood-Axe Boyz to salute and call them 'Sir'. Because of this there are special rules in the second volume of *Waaagh!* the Orks which make them less reliable when fighting in another Clan's Warband. To off-set this the Warboss of another Clan can include Blood-Axe Warbands at a basic cost of only 40 points for the first 5 Boyz - additional Boyz cost 7 points as usual.

BLOOD-AXE. No other Clan would fight under the leadership of a Blood-Axe Warboss - after all they are well known for cooperating with humans and no real Ork would do that. If the Warboss belongs to the Blood-Axe Clan then all the Boyz Mobs must be Blood-Axe Orks.

NOBZ MOB

The Nobz mob is a Mob of Nobz - like you'd expect! It contains all the Nobz in the tribe that don't belong to the Bossclan. These Nobz don't necessarily form a single unit in the battle - if you wish they can act as individuals, they can be appointed leaders for Boyz Mobz, or they can be grouped into 1 or more small units. It's up to you.

The Nobz are the top Orks from the Households whose Boyz fight in the Boyz Mobz. The maximum number of Nobz you can have in the Nobz Mob depends on how many non-Bossclan Boyz Mobz there are in the Warband. Boss Nobz have their own separate Mob. You can choose up to 2 Nobz for every non-Bossclan Boyz Mob in the Warband. These Nobz will obviously belong to the same Clan as the Boyz Mob. Nobz can be chosen from the types listed below.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CLANBOSS at 45 points	4	5	5	4	5	2	4	2	8	7	8	8
BIGBOSS at 25 points	4	5	5	4	4	1	4	1	8	7	8	7
DRILLBOSS at 20 points	4	4	4	4	4	1	3	1	8	6	8	7
BOSS at 15 points	4	4	3	3	4	1	3	1	8	6	8	7

WARGEAR: The points value of the Nob includes this Wargear.

FLAK ARMOUR

A BOLTGUN OR BOLTPISTOL - choose which you want

A SUITABLE HANDWEAPON - such as a knife, club, or sword

OPTIONAL WARGEAR: Any Nob who wants can have the following extra gear at the points cost shown.

BOLT PISTOL 1

Nobz are the richest and toughest Orks in their Household so they get to snaffle any good war gear that comes along. They can have any gear from the special charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Nobz can roll as many times on how many charts as the player wants, and the equipment can be distributed between the Nobz as you want.

CHART

COST PER RANDOM ROLL

RANGED WEAPONS 5

ASSAULT WEAPONS 5

HEAVY WEAPONS 50

STIKKBOMZ 5

MEKANIAK POWER FIELDS 10

PAINBOYZ BIONIK BITZ 20

MEKANIAK KUSTOM WEAPON

Random type
at 25 points per weapon



CLAN MODIFIERS

EVIL SUNZ have more Nobs than other Clans - instead of 2 Nobz per Boyz Mob the Nobz Mob can have up to 3 Nobz for every Evil Sunz Boyz Mob in the Warband. However, if the Boyz bring along this extra third Nob they can't bring along the extra Mekaniak they are otherwise entitled to. You get the choice - Nob or Mekaniak.

SNAKE-BITE Nobs can be mounted on a Boar at 6 points or a Cyboar at 10 points - covered next month.

BAD MOON Nobs don't use the equipment charts given above because they are richer than other Nobz and can afford better gear. Instead they can roll on the Bad Moon Equipment Charts.

BAD MOON Nobz can also buy Power Armour at a cost of 6 points per Nob if they want.

GOFF Warbosses are in luck - Goffs are tough no nonsense Orks with more Nobz than other Clans - instead of 2 Nobz per Boyz Mob the Nobz Mob can have up to 3 Nobz for every Boyz Mob in the Warband. Goff Nobz are restricted to the following Equipment Charts:

Assault Weapons, Goff Heavy Weapons Chart, Stikkbomz, Mekaniak Power Firds, Painboyz Bionik Bitz, Mekaniak Kustom Weapons

ATTENDANTS IN THE NOBZMOB

The Nobz Mob can be accompanied by as many non-combatant attendants as the player wishes. These are servants and other members of the Nobz' households. Attendants don't fight, but they can include musicians playing skuldrums, squigpipes, or just servants bought along to cheer loudly when their Nob manages to hit anything.

VEHICLES FOR THE NOBZMOB

The Nobz Mob can ride any vehicles bought for the Warband. If the Nobz Mob rides vehicles then any non-combatant attendants may ride their own unarmed vehicle or vehicles - these extra vehicles cost no points and so are a free bonus.



Stormboyz Korps

STORMBOYZ KORPS

Stormboyz are young rebellious Orks who have broken with the traditions of their Clan. These Orks group together to create their own separate communities where their revolutionary values of discipline, regimentation and obedience hold sway. Stormboyz drill regularly, march in step, salute the Boss Orks and even polish their jackboots. Such Human style military behaviour is rightly frowned upon by traditionally minded Orks. Nevertheless, Stormboyz take war very seriously indeed, and are grudgingly acknowledged as amongst the hardest of all the Boyz. Stormboyz all live together in Barracks next to the Warboss's stronghold. Because they are disciplined and efficient they choose to call themselves the Stormboyz Korps rather than a Mob - in the words of the Drillboss, 'Mobs is for Slobs'.

Stormboyz are very keen on efficient mechanical weapons and other wargear. They sometimes even use jump-packs to make airborne assaults. Most other Orks would be too afraid of flying to even think about doing this. Stormboyz however like the idea of being able to swoop into close combat like a flock of vultures. Unfortunately such attacks are prone to the traditional Ork inaccuracy even when carried out by the discipline obsessed Stormboyz. A Stormboyz Korps consists of:

FOR 60 POINTS

4 STORMBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND

A BOLT PISTOL OR BOLTGUN

(Choose which you want for the whole unit)

AND

1 STORMBOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA STORMBOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 9 POINTS EACH.

ORK STORMBOYZ	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	3	4	1	2	1	8	6	8	7

HEAVY WEAPONS: A Boy with a heavy weapon can have any of the weapons chosen from the list below. Extra points are paid for this weapon so you can chose a cheap one or an expensive one. It's entirely up to you.

HEAVY WEAPON	COST FOR WEAPON	HEAVY WEAPON	COST PER WEAPON
AUTO-CANNON	35	MISSILE LAUNCHER	30
GRENADE LAUNCHER	15	MULTI-MELTA	50
HEAVY BOLTER	15	FRAG MISSILES	1
HEAVY PLASMA GUN	75	KRAK MISSILES	20
HEAVY STUBBER	10	MELTA MISSILES	4
LAS CANNON	90	SMOKE MISSILES	1

EXTRA WARGEAR: A Stormboyz Korps can also have any of the extra gear shown on the chart below. Every Stormboy has to have the same extra gear, even the Stormboy with the heavy weapon. Stormboyz are efficient and take great pride in their uniformity. If the Korps is equipped with jump-packs then any Nobz or Oddboyz with the unit can also be bought at a jump-pack at the same cost.

WEAPON	COST PER MODEL	WEAPON	COST PER MODEL
EXTRA BOLT PISTOL	1	PLASMA GUN	5
CHAINWORD	2	POWERGLOVE	15
POWERSWORD	7	PLASMA-PISTOL	5
FRAG STIKKBOMZ	1	KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4	SMOKE STIKKBOMZ	1
JUMP PACKS	2		

CLAN MODIFIERS

SNAKE-BITES are very traditionally minded and are dead set against innovation. If the Warboss belongs to the Snake-Bite Clan he won't have Stormboyz in his Warband.

GOFFS on the other hand are really keen on anything that improves their status as the most warlike and successful fighters. If the Warboss is a Goff then he is not restricted to the normal 1 Stormboy Korps but can have as many as he likes!

MAD MOB

Madboyz are deranged Orks who display a wide variety of idiosyncratic and often imitative mental disorders. Due to their behaviour they are grouped together in a mob of their own - the Mad Mob. The Mad Mob goes to battle with the rest of the Warband, but the other Boyz may wisely decide to keep a safe distance from them. The Madboyz will probably cause equal discomfort to both sides, but they have an uncanny knack for doing exactly the right thing at the right time. Madboyz are regarded with a mixture of amusement and awe by ordinary Orks. The Mad Mob consists of:

FOR 50 POINTS

5 MADBOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN

(Choose which you want for the whole Mob)

PLUS

AS MANY EXTRA MADBOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 7 POINTS EACH.

ORK MADBOYZ	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
	4	3	3	3	4	1	2	1	7	6	7	7

EXTRA WARGEAR: A Mad Mob can also have any of the extra gear shown on the chart below. Every Madboy has to have the same extra gear - otherwise the whole lot would fall about squabbling and bickering over what gear there was.

WEAPON COST PER MODEL

EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINWORD	2
POWERGLOVE	15
POWERSWORD	7
PLASMA PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



CLAN MODIFIERS

SNAKE-BITES have a more primitive view of the universe than other Clans - this often causes trouble when they are confronted by advanced technology or changing ways. As a result they tend to have more Madboyz than other Clans. If the Warboss is a Snake-Bite then he can have any number of Mad Mobz in his Warband.

DEATH SKULL Orks are also inclined to throw up more Madboyz than other Clans. If the Warboss is a Death Skull then he can have any number of Mad Mobz in his Warband.

GOFF Madboyz are mad... but they are still Goffs with the usual Goff predilection for getting stuck in! Goff Mad Mobz always carry a bolt pistol and either a second bolt pistol or boltgun at no extra cost. They can carry any of the extra wargear too.

WILD MOB

Wildboyz are young Orks taken from the primitive wild bands where they are born. As only the wild bands of old feral Orks actually breed, all Orks are born and reared in this way. Normally such Orks are distributed amongst the Clans where they get a proper Ork upbringing and become grown up Orks. Sometimes Wildboyz are taken into battle before they are properly broken in. This provides them with an opportunity to prove themselves worthy to join the Clans of the Tribe. As they have not yet learned the benefits of Ork Kultur and Kustomz they dress and fight in a primitive manner using simple weapons such as swords and bows. The Wild Mob must be accompanied by 1 Nob Drillboss for every 5 Wildboyz. These Drillbosses are detached from the Boss Nob's Mob or Nobz Mob and assigned to the Wild Mob to instruct them. Wild Mob may include:

AN UNLIMITED NUMBER OF WILDBOYZ ARMED WITH A SWORD, CLUB OR OTHER HANDWEAPON
AT 3 POINTS EACH

AND

MUST INCLUDE 1 DRILLBOSS FOR EVERY 5 WILDBOYZ

WILDBOYZ	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	3	4	1	2	1	7	6	7	7

EXTRA WARGEAR: A Wild Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear - this uniformity is instilled in them by their Drillbosses as their first lesson in Ork Kultur.

WEAPON COST PER MODEL

SHIELD	1
EXTRA HAND WEAPON	1
DOUBLE-HANDED WEAPON	1
HAFTED WEAPON	1
SPEAR	1
BOW	2



CLAN MODIFIERS

SNAKE-BITES are more like Wildboyz than other Clans. A Warband led by a Snake-Bite Warboss can have any number of Wild Mobz.

BOARBOYZ. One Wild Mob in a SNAKE-BITE Warband can be mounted on Boars at a cost of 6 points per Boar.

EXTRA DESIGNER'S NOTE: Wildboyz can be represented by any Orc or Goblin models from the Citadel or new Marauder ranges - you can use Goblins because Wildboyz are often only half grown when they are led into battle.

GRETCHIN MOB

Orks despise Gretchin as runty and feeble but regard them as useful fetchers and carriers. Although an Ork might be forced to thump a Gretchin now and again to remind him who is Boss, this is done only for the Gretchin's own good. Gretchins recognise this natural affection in their big cousins and admire them for it. In fact, all a Gretchin really wants to be is an Ork. If a Gretchin works hard enough, doing extra menial tasks for a few teeth, then he can earn enough to buy himself weapons and other wargear so he can accompany the Warband in battle. Their ambition is to emulate the Orks which they admire and respect.

In battle the Gretchin Mob will latch on to a particularly tough or interesting Mob of Orks and follow it at a discreet distance all over the battlefield. At least one of the Gretchin Mob has to stay within 6" of the Ork Mob which it has chosen to follow. The Gretchins all try to copy everything the Orks do so they can be 'just like Da Boyz'. When the Orks shoot, the Gretchin will shoot, when the Orks charge the Gretchin will charge, if the Orks rout the Gretchin will run after them and so on. If the Ork unit is wiped out, the Gretchin will simply latch on to another unit.

The Ork Mob will often be very annoyed by this behaviour because Gretchin are always doing stupid things which draw attention to them on the battlefield. So the Orks will often pelt them with stones and discarded battlefield detritus to make them go away. Unfortunately the Gretchin interpret this as just another aspect of boisterous Ork camaraderie and start pelting the Orks in return. The Gretchin Mob consists of:

ANY NUMBER OF GRETCHIN ARMED WITH A HANDWEAPON AND BLUNDERBUSS AT 3 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN	4	2	3	3	3	1	2	1	5	5	5	5



CLAN MODIFIERS

BAD MOON Gretchins have more opportunity to get hold of wargear because the Bad Moons are notoriously wealthy due to the rate at which they grow their teeth. A Bad Moon Warboss can include as many Gretchin Mobz as he wants.

DEATH-SKULL Gretchins also have more opportunity to get wargear because of all the looting and scrounging which goes on. A Death-Skull Warboss can include as many Gretchin Mobz as he wants.

FREEBOOTERS MOBZ

Following the ravages of war or some other disastrous disruption of their lives, some Orks abandon what is left of their tribe and join a roving band of renegades, bandits, pirates or other outcasts. These Orks are called Freebooters. Sometimes fugitives or strange eccentrics will leave their tribe and join a Freebooter Mob, so it is hardly surprising that many Freebooters have very treacherous and unpleasant characters indeed. Most Freebooter Mobz hire themselves out as mercenaries, or else they can be persuaded to join in a battle with promises of loot.

Using the full Freebooters rules described in the second volume of Waaagh the Orks you can create your own unusual and bizarre Freebooter Mobz. We only have room here to give you details of a typical Freebooters Mob, but you might like to know that other kinds include: Khome's Stormboyz, Renegade Stormboyz, Outcast Oddboyz, Renegade Runtherdz, Tourturer-Painboyz, Renegade Weirdboyz, Armoured Freebooters, Gretchin Bandits, Outcast Nobz, Renegade Speed Freaks, Ork Outlaws, Weirdboy with Madboy Retinue, Mekaniak Dreadnoughts, and Freebooter Assassins. All worth waiting for! Meanwhile the typical Freebooters Mob consists of:

FOR 75 POINTS:

1 FREEBOOTER KAPTIN WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN.

AND

4 BOYZ WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN (Choose which you want for the whole unit)

AND

1 BOY WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AND CARRYING A HEAVY WEAPON CHOSEN AT ADDITIONAL COST FROM THE CHART BELOW.

PLUS

AS MANY EXTRA BOYZ AS YOU WANT - WEARING FLAK ARMOUR AND ARMED WITH A HAND WEAPON AND A BOLT PISTOL OR BOLTGUN AT A COST OF 7 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BOYZ	4	3	3	3	4	1	2	1	7	6	7	7



HEAVY WEAPONS: A Boy with a heavy weapon can have any weapon chosen from the list below. Extra points are paid for this weapon so it is up to you how much you want to spend.

HEAVY WEAPON COST FOR WEAPON

AUTO-CANNON	35
GRENADE LAUNCHER	15
HEAVY BOLTER	15
HEAVY PLASMA GUN	75
HEAVY STUBBER	10
LAS CANNON	90
MISSILE LAUNCHER	30
MULTI-MELTA	50
FRAG MISSILES	1
KRAK MISSILES	20
MELTA MISSILES	4
SMOKE MISSILES	1



EXTRA WARGEAR: A Freebooter Mob can also have any of the extra gear shown on the chart below. Every Boy has to have the same extra gear, even the Boy with the heavy weapon - the Kaptin does not have to have the same gear but can do so if he wants.

WEAPON COST PER MODEL

EXTRA BOLT PISTOL	1
PLASMA GUN	5
CHAINSWORD	2
POWERGLOVE	15
POWERSWORD	7
PLASMA-PISTOL	5
FRAG STIKKBOMZ	1
KRAK STIKKBOMZ	2
MELTA STIKKBOMZ	4
SMOKE STIKKBOMZ	1



KAPTIN'S GEAR: The Freebooter Kaptin obviously gets first pick of any good gear that the Mob buys or finds, so he can have any of the special gear from the charts listed below. Choose any chart and randomly generate a bit of equipment for the points indicated. The Kaptin can roll as many times on how many charts as the players want, and the Kaptin can carry any of the equipment generated.

CHART COST PER RANDOM ROLL

RANGED WEAPONS	5
ASSAULT WEAPONS	5
HEAVY WEAPONS	50
STIKKBOMZ	5
MEKANIAC POWER FIELDS	10

HUMAN MERCENARY SQUAD

These are only available to a Blood-Axe Warband because only Blood-Axes will have open dealing with humans. The Squad is chosen from the Imperial Guard Army List. These humans will claim to be from an obscure world which has lost contact or never been part of the Imperium, their uniform should not be too obviously recognisable as Imperial. In many cases these troops really are Imperial Guardsmen covertly supporting the Blood-Axes and stirring up dissent among the Orks. The Imperium wisely tries to prevent any unity between rival Ork tribes.

Alternatively, the unit can comprise a band of 10 Human adventurers or pirates who have nothing to do with the Imperium and may even come from a world which remains unknown to the Imperium. Human adventurers or pirates will have basic Human profiles, a Champion as leader and all are armed with flak armour, lasgun and powersword (typical armament of adventurers throughout the universe).

OGRYN MOB

Orks sometimes encounter communities of Ogryns which have not yet been found by the Imperium. Naturally the Warboss is only too keen to recruit them into his Warband. As for the Ogryns, they find the Orks very amusing company and are delighted at the prospect of campaigning with them. Ogryns share the same delight in noise and destruction as the Orks. They are also easily tempted by large quantities of tasty squigs offered to them by the Orks. These 'wild' Ogryns are armed with crude primitive weapons. If the Warboss wants to recruit a band of them he has to take them all, because the others won't stand for being left behind. Fortunately Ogryns tend to live in manageable family bands which can be recruited as ready made Mobz for the Warband. Only the treacherous Blood-Axes will recruit Ogryns tainted by Human contact, but this does give them access to Ogryns armed with the dreaded Ripper Gun. The Ogryn Mob consists of:

**D10 OGRYNS ARMED WITH A HAND WEAPONS AT 20 POINTS PER OGRYN -
THE PLAYER MUST TAKE ALL THE OGRYNS OR NONE AT ALL.**

OGRYN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	3	2	4	5	3	3	2	5	4	5	7

EXTRA WARGEAR: An Ogryn Mob can also have any of the extra gear shown on the chart below. Every Ogryn in the Mob automatically brings along the same gear - so they are all identically armed.

WEAPON	COST PER MODEL
EXTRA HAND WEAPON	5
DOUBLE-HANDED WEAPON	5

CLAN MODIFIERS

BLOOD-AXES are known to have dealing with humans and sometimes even with Ogryns that have already made contact with the Imperium. Because of this, if the Warboss is a Blood-Axe then he can have an Ogryn Mob with Ripper Guns at 1 point each.



ODDBITZ

DESIGNERS NOTE

Oddbitz is just the title we've chosen to cover all the vehicles, special weapons, and the herds of Runts that an Ork Warband may include. In fact, there are lots of new vehicles and special weapons planned, some of which are being made by the Citadel designers right now. So, what we've done is to describe the Oddbitz which are already available. We've also listed some of the up and coming special weapons, but rules for these aren't included, we just thought you might like to know what we're up to! The actual second volume of Waaagh the Orks will contain full descriptions and rules - meanwhile we hope you enjoy this glimpse at the work in progress!

HERDZ

These are Runtz - Gretchins and Snotlings - which have been bred and raised by Runtherdz but not yet sold to Orks as servants and run-arounds. Runtherdz are very fond of their charges, and take pride in their interesting colour variations and endearing characters. Every Runtherd believes his runts to be faster, smarter, and better bred than anyone else. When a Runtherd joins a Warband he can bring along Runtz from his herdz to fight alongside him. Such is his confidence and pride in his charges that the Runtherd will train his runts to use various primitive weapons - often by rewarding them with food whenever they succeed in some elementary drill manoeuvre or manage to hold the spear the right way up. Runtherdz don't like to see their beloved Runtz all smashed up unnecessarily, so they sometimes use a special herding robot called a Runtbot to look after them. Runtz are trained to associate the Runtbots with food and protection, so on the battlefield they all instinctively crowd round the Runtbot. Runtbots are equipped with Mekaniak Power Fields which protects the runts until they are ready for action. The Runtherd doesn't mind losing his Runtz so long as they are expended in some useful and decisive way - after all that's what they're for! Occasionally a herd will be used to clear mines or draw enemy fire - but the Runtherdz prefer to avoid such damage amongst their stock.

THE WARBAND MAY CONTAIN UP TO 1 HERD FOR EVERY RUNTHERD IN THE WARBAND. A HERD CONTAINS EITHER GRETCHIN OR SNOTLINGS.

A GRETCHIN HERD CONSISTS OF ANY NUMBER OF GRETCHIN ARMED WITH HAND WEAPONS AND SHIELD AT 3 POINTS EACH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GRETCHIN at 3 points	4	2	3	3	3	1	2	1	5	5	5	5

RUNTBOT: The Herd may be protected by a Runtbot.

A SNOTLING HERD CONSISTS OF ANY NUMBER OF SNOTLING BASES AT 15 POINTS EACH.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SNOTLING BASE at 15 points	4	2	2	1	1	3	3	3	4	4	4	4

EXTRA GEAR: The entire Snotling herd may be armed with spore weapons at a cost of 5 points per base. Spore weapons are special funguses and moulds which do not affect Snotlings, but which are deadly to other races. They will be fully explained in the second volume of Waaagh the Orks.

RUNTBOT: Any Herd may be protected by a Runtbot.

DESIGNERS NOTES: Anyone who has Citadel or Marauder fantasy Goblins or Snotlings can use them for Herdz - their primitive equipment will be quite suitable.



RUNTBOTZ

Runtbotz are made by Mekaniaks who sell them to Runtherdz or trade them for Runtz. The Runtbot is a radio controlled robot, operated by the Runtherd himself, enabling him to control his herd of Runtz from a distance. The radio controller has a range of 24". The Runtbot has a Mekaniak Power Field of a randomly determined type which covers a radius of 12".

EVERY HERD CAN HAVE 1 RUNTBOT EQUIPPED WITH A POWER FIELD AND GRENADE LAUNCHER AT A COST OF 50 POINTS

RUNTBOT	M	WS	BS	S	T	W	I	A	SAVE
	4	4	6	5	8	15	4	1	3+

EXTRA GEAR: The Runtboy can be equipped with any number of extra Mekaniak Power Fields chosen from the Power Field chart. Each extra Power Field costs a further 25 points. There is no limit to the number of Power Fields the Runtbot can have. Be warned! Mekaniak Power Fields are prone to sudden and unexpected failure.

DESIGNERS NOTE: Complete rules for controlling Ork robots are included in the second volume of Waaagh the Orks. Meanwhile we suggest that so long as the Runtherd is within 24" of the Runtbot it can move and fight how you like - if the Runtherd is further than 24" from the Runtbot, or if he is slain, then the Runtbot continues to do whatever it did in the previous turn.

MEKANIAK BATTLE ROBOTS

As well as making the Runtbotz for the Runtherdz, Mekaniaks also make Battle Robots for their own use. Like Runtbotz, these are radio controlled and have a control range of 24". The Mekaniak can control up to 4 Battle Robots at once. A Battle Robot has a Mekaniak Power Field with a 1" radius.

EVERY MEKANIAK CAN HAVE UP TO 4 BATTLE ROBOTS
EQUIPPED WITH A POWER FIELD, HEAVY BOLTER AND 2 POWER GLOVES
AT A COST OF 75 POINTS EACH.

BATTLE ROBOT	M	WS	BS	S	T	W	I	A	SAVE
	4	6	4	5	10	15	6	2	3+

EXTRA GEAR: The Battle Robot can be equipped with any number of extra Mekaniak Power Fields chosen from the Power Field Chart. Each extra Power Field costs a further 25 points. There is no limit to the number of Power Fields the Robot can have. Indeed, it is often a good idea to have several as Mekaniak Power Fields are prone to sudden failure!

OPTIONAL ROBOTS: A Mekaniak can have a captured stripped down Imperial Robot instead of one or more Battle Robots. These are Imperial Robots recovered from the Battlefield and rebuilt by the Meks. Most are just shells when the Meks get them, having been thoroughly looted by the Orks and Gretchins. Even when the Mek gets hold of a relatively intact robot he will usually take all the bits out just to fill his spares box. In this way, the new robots lose all of their sophisticated equipment and end up as radio controlled jobs just like the Battle Robots.

POINTS	IMPERIAL ROBOT	M	WS	BS	S	T	W	I	A	SAVE
115	KRUSADER ROBOT with Heavy Bolter, Melta Gun, Powersword	8	8	5	0	8	8	6	2	4+
135	KOLOSSUS ROBOT with Siege Hammer, Boltgun, Melta Gun	4	4	8	0	10	17	4	1	2+
145	KATAFRAKT ROBOT with Las-cannon, Boltgun, Flamer	6	6	6	5	8	11	6	2	2+
135	KASTELLAN ROBOT with 2 Power Gloves, Heavy Bolter	4	8	6	0	10	15	6	2	3+
135	KONKERER ROBOT with Heavy Bolter, Auto-cannon, Power Glove	6	3	6	5	8	13	6	1	2+

DREADNOUGHTS

Dreadnoughts look very much like large robots but they are not radio controlled, instead they have a Gretchin pilot. The Gretchin's tiny but adequate brain is wired in to the Dreadnought's control systems by a Painboy. Once installed, the Gretchin can only be properly maintained by a Painboy, so the number of Dreadnoughts in a Warband depends on the number of Painboys it contains. Oddly enough, there is never any shortage of Gretchins eager to volunteer for the job: Gretchins covet the chance to be made even more powerful and dangerous than their Ork masters. The Warband can contain:

UP TO 1 DREADNOUGHT FOR EVERY PAINBOY IN THE WARBAND. ARMED WITH A POWERCLAW, A HEAVY BOLTER, AND MEKANIAC POWER FIELD AT A COST OF 150 POINTS.

	M	WS	BS	S	T	W	I	A	SAVE
DREADNOUGHT	6	6	6	5	5	10	4	2	4+

MEK POWER FIELDS

The Dreadnought can have any type of Mekaniac Power Field. The Dreadnought can also be equipped with any number of extra Mekaniac Power Fields chosen from the Power Field chart. Each extra Power Field costs a further 25 points. There is no limit to the number of Power Fields the Robot can have. Indeed, it is often a good idea to have several as Mekaniac Power Fields are prone to sudden failure!

SUPPORT WEAPONS

Support Weapons are special weapons and bits of equipment made by Mekaniacs and usually crewed by Gretchins. The number of Support Weapons the Warband can contain depends of how many Runtherdz are about to provide Runtz and make sure they know what they're doing. The Warband may include:

UP TO 3 SUPPORT WEAPONS FOR EVERY RUNTHERD IN THE WARBAND.

We intend to invent lots of special Support Weapons and we'll be bringing out new ones all the time. These will include:

THE ORK FIELD GUN

THE BUZZING SQUIG CATAPULT

THE SHOKK-ATTACK GUN

The Ork Field Gun is already available and special rules have been printed in WD112. New rules and more support weapons will be grabbed from the desks of the designers and printed in *White Dwarf* as soon as possible - next month if work progresses well.

CAPTURED SUPPORT WEAPONS

Orks make use of captured Imperial equipment and other similar equipment made for them by humans on worlds they have conquered. This can include any equipment from the Imperial Army Lists such as:

MOLE MORTAR

THUDD GUN

RAPIER WITH: Multi-laser, Multi-melta, or Las-cannon

TARANTULA WITH TWO IDENTICAL WEAPONS: Grenade launcher, Heavy Plasma Gun, Heavy Bolter, Las-cannon, Missile Launcher, Multi-melta, or Conversion Beamer.

NEXT MONTH: ORK VEHICLES AND SPECIAL RULES FOR BOARS AND CYBOARS!



ORK EQUIPMENT CHARTS

Extra wargear for Ork Nobz and some others is randomly generated by rolls on the following Equipment Charts. Each roll provides one item to equip a single model. A roll on the Stikkbornz chart provides enough grenades for a single model for a single battle. Points are paid per roll, regardless of the item generated.

If a character generates a bit of equipment he must either use it himself or fix it onto a vehicle which he is riding.

Yer pays yer teef and takes yer chance! Yes, Orks use their teeth as currency but some Orks are powerful and find ways to get more teeth. Some clans are richer than others and so have more teeth and better gear. They can add up to the number shown on the chart below onto their dice roll.

WARLORDS may add or deduct up to 20 to any rolls

WARBOSSSES may add or deduct up to 15 to any rolls

NOBZ may add or deduct up to 10 to any rolls

BAD MOONS automatically add +10 to rolls on charts which are not specifically Bad Moon charts.

DEATH SKULLS may add or deduct up to a further 10 to any rolls

BLOOD-AXES may add up to +10 to any rolls

RANGED WEAPONS

D100	RESULT
01-5	SHOTGUN
6-10	AUTO-GUN
11-15	BOLTGUN
16-40	FLAMER
41-70	MELTA-GUN
71+	PLASMA GUN

BAD MOON RANGED WEAPONS

Bad Moon Orks are notoriously rich because their teeth grow faster than those of other Orks. They can therefore afford better weapons than other Clans.

D100	RESULT
01-30	FLAMER
31-50	PLASMA GUN
51-75	MELTA-GUN
76+	MEKANIAT KUSTOM WEAPON



ASSAULT WEAPONS

D100	RESULT
01-10	SAWN OFF SHOTGUN
11-20	BOLT PISTOL
21-40	CHAINWORD
41-50	HAND FLAMER
51-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81+	POWER GLOVE

BAD MOON ASSAULT WEAPONS

Bad Moon Orks are notoriously rich because their teeth grow faster than those of other Orks. They can therefore afford better weapons than other Clans.

D100	RESULT
01-10	BOLT PISTOL
11-25	CHAINWORD
26-45	HAND FLAMER
46-60	PLASMA PISTOL
61-70	POWER SWORD
71-80	POWER AXE
81+	POWER GLOVE

PAINBOYZ BIONIK BITZ

Painboyz are really good when it comes to sticking mechanical bitz onto Ork bodies. Every bit is made especially for each customer, so the result can be a bit varied. Roll on sub charts to determine full extent of surgical improvements of Bionik Bitz.

D100	RESULT
01-20	KUSTOM HANDS
21-40	KUSTOM ARMS
41-60	KUSTOM LEGS
61-80	REBUILT CRANIUM
81+	DOC'S SURPRISE

HEAVY WEAPONS

D100	RESULT
01-10	HEAVY STUBBER
11-20	GRENADE LAUNCHER
21-30	AUTO-CANNON
31-50	HEAVY BOLTER
51-70	HEAVY PLASMA GUN
71-90	MULTI-MELTA
91+	MISSILE LAUNCHER

GOFF HEAVY WEAPONS

Goffs like weapons which cause a lot of noise and a lot of damage - tough weapons for tough Orks! Their chart reflects this preference.

D100	RESULT
01-10	HEAVY STUBBER
11-30	AUTO-CANNON
31-60	HEAVY BOLTER
61-80	HEAVY PLASMA GUN
80+	MISSILE LAUNCHER

BAD MOON HEAVY WEAPONS

Bad Moon Orks are notoriously rich because their teeth grow faster than those of other Orks. They can therefore afford better weapons than other Clans.

D100	RESULT
01-15	AUTO-CANNON
16-30	HEAVY BOLTER
31-50	HEAVY PLASMA GUN
51-70	MULTI-MELTA
71-90	MISSILE LAUNCHER
91+	LAS CANNON

STIKKBOMZ (ORK GRENADES)

D100	RESULT
01-05	SMOKE
06-15	FUNGUS GAS
16-25	SQUIG-BOMB
26-40	SWARM-BOMB
41-50	SPORE-BOMB
51-65	FRAG
66-80	CRACK
81+	MELTA-BOMB

MEKANIAK KUSTOM POWER FIELDS

Mekaniaks are always inventing and tinkering, so every piece of equipment is slightly different to the next - Kustomised! These special Power Fields are typical examples of the art.

D100	KUSTOM FIELDS
01-35	DEFLEKTOR
36-70	REFRAKTOR
71+	KONVERSHUN

MEKANIAK KUSTOM WEAPONS

Kustom Weapons are specially modified or kustomised by the ever inventive Mekaniaks. Roll for type

D6	TYPE
1-2	Kustom Kombi-Weapon
3-4	Modified Heavy Weapon
5-6	Kustom Specials

KUSTOM KOMBI-WEAPONS

Kombi-weapons are weapons which combine two or more other weapons in one huge super-weapon. Well that's the idea anyway! Roll D6 for number of barrels.

1-2	2 barrels
3-4	3 barrels
5-6	D6 barrels

D100	BARREL TYPE
01-10	SHOTGUN
11-20	AUTO GUN
21-40	BOLTER
41-50	GRENADE LAUNCHER
51-65	FLAMER
66-80	MELTA
81-95	PLASMA GUN
96+	HEAVY BOLTER

MODIFIED HEAVY WEAPONS

D100	MODIFIED WEAPON
01-10	HEAVY-STUBBER
11-20	GRENADE-LAUNCHER
21-30	AUTO-CANNON
31-50	HEAVY-BOLTER
51-65	HEAVY-PLASMA GUN
66-80	MULTI-MELTA
81-95	MISSILE-LAUNCHER
96+	LAS CANNON

KUSTOM SPECIALS

D100	MODIFIED WEAPON
01-20	KUSTOM BOLTER
21-25	KUSTOM FLAMER
26-30	KUSTOM MELTA
31-35	KUSTOM PLASMA GUN
36-40	KUSTOM HEAVY-STUBBER
41-45	KUSTOM GRENADE-LAUNCHER
46-50	KUSTOM AUTO-CANNON
51-70	KUSTOM HEAVY-BOLTER
71-80	KUSTOM HEAVY-PLASMA GUN
81-90	KUSTOM MULTI-MELTA
91-95	KUSTOM MISSILE-LAUNCHER
96+	KUSTOM LAS CANNON





PRESENTED BY JOHN BLANCHE



John Blanche

This month we focus on Space Marines and Orks. With the *Space Marine Painting Guide* providing a basic outline of how Marine uniforms and symbols work, this issue's models start to give you a glimpse of the vast range of variants and personalized colour schemes used by Marines throughout the Imperium.

The three pages of Ork models accompany the six pages of Ork clan colour schemes and the spread of Ork banners. The Orks projects is one of our biggest ever, and you'll be hearing a lot more about Orks and Ork vehicles over the coming issues, so this month's *Eavy Metal* is just a foretaste of what's to come.

Before handing you over to Mike for a detailed look at this month's models, we'd just like to say how good it is to see so many of you entering the Golden Demon, Marauder Blade and Young Bloods painting competitions. As usual, we're overawed by the standard of entries, which just seem to get better and better every year. It's particularly rewarding to see such good work coming from the less experienced painters in the Young Bloods competition. Keep it up!



Paul L

ORK CLANS

Each of the six major Ork clans have certain colours and styles of dress that they favour and which serve to distinguish them from each other. The only consistent factor is the colour of their skin - green!

Flesh Tones

The easiest way to paint Ork flesh is to start from a fairly dark base and highlight up. The best colour to start with is a mix of Woodland Green and a tiny spot of Chaos Black. All skin areas can be painted with this mix then left to dry. Goblin Green is painted over the base coat, leaving a thin line of the darker colour in the deepest folds and where the skin meets clothes and equipment. This will give the model definition and shape.

Highlights are added by mixing Bilious Green with Goblin Green and blending on the model itself. Skull White can be added to the mixture to give the final highlights on the highest areas of flesh.

Bad Moons

The main colours this clan use are black and yellow. The best way to achieve a pure, bright yellow is to work with Sunburst Yellow over a 'clean' base of Skull White. This way, if thin layers of paint are used, the white will make them stronger. The yellow is highlighted by adding white to the base colour. If the result is too light, a thin wash of Yellow Ink can be applied to give extra depth of hue.

Evil Sunz

Members of this clan love the colour red and always wear at least one item of red clothing. When they can't obtain pure red, they will use ruddy browns. The same is true for painting red as for yellow and any other bright colour: it is always best to work over a white base. A base coat of Blood Red and Red Ink is best, highlighted with Hobgoblin Orange and Sunburst Yellow.

Snake-Bites

Natural colours are favoured by this clan, such as browns, buffs and tans. Bestial Brown, Orc Brown and Spearstaff Brown can be mixed to give an infinite range of earthy colours. Thin washes of Brown or Chestnut Ink can also be used to make the colours richer.

Death Skulls

Members of the Death Skulls think that blue is a lucky colour, and even go as far as to paint their faces blue to attract good luck. Use a base coat of Enchanted Blue with a small amount of Moody Blue to deepen it slightly. The highlights are a mixture of Enchanted Blue and Skull White.

Blood-Axes

The uniforms of this clan are very militaristic and the colours reflect this. Olive drab and khaki are the most common uniform colours. A good olive drab can be achieved by mixing Woodland Green with Chaos Black, while Orc Brown makes a good khaki.

Goffs

Goffs particularly favour black in their uniforms, and checks of red, black and white are a prominent feature of their decoration. The easiest way to paint checks is to paint the entire area with the lightest colour first, then paint horizontal and vertical lines over this using the darker colour to form a grid. Then fill in the alternate squares with the darker colour. Each square can be shaded if required.

Weapons and Equipment

Weapons should be given a base coat of Chaos Black, then drybrushed with Bolt Gun Metal, and highlighted with Chainmail and Mithril Silver. Leather equipment can be painted in Bestial Brown and Orc Brown.

Finishing Touches

The last things to be added to the miniature are the tattoos or war paint, which are done when the model is completely dry. The paint used should be slightly thinned down so that it flows more easily onto the model. If the colour is not strong enough, another coat can be painted over it.

Some models, especially the Nobz, have flat areas of clothing for displaying glyphs. This gives an ideal opportunity to characterise some of your more important models with personal messages and statements. Ork glyphs are very easy to use - there's a full list of them in the *Language* section of *Waaargh the Orks*.

The best way to paint glyphs is to work over a light base. Ideally Skull White. Using a very sharp hard-leaded pencil, lightly do a line drawing of the glyph, which will give you a guide to paint from. Use a brush with a very fine point to translate these lines to paint. To do this, mix Black Ink and paint together. When the lines are dry, the glyph can be coloured in using the appropriate colours. The last thing to do is to paint and shade the surrounding area.

The backplate and uniform guides in this issue give you colour examples for the six major Ork clans, to which you can refer for reference and inspiration. Of course, these represent only a few of the many possible variations between the different families and clans, so feel free to use your imagination!

ODD BOYZ

Weirdboyz

Of the four specialist (or Oddboy) castes, Weirdboyz are by far the most spectacular. They can be readily identified by their striking bright and patterned clothing - a gift from the Boss Ork.

Weirdboyz from five of the six major clans are shown this month, and although each one is extravagantly dressed it is immediately apparent which clan they are from. The general colours and iconography of the specific clans are carried through onto their clothing in an exaggerated form. This can be seen perhaps most clearly on the Bad Moon Weirdboy. The moon face is taken from the clan icon, and is repeated on the model's staff and hat. The main colours of the Bad Moon clan are black, yellow and blue, with black flames being a common device. The Bad Moons Weirdboy and his two Minderz have been painted to good effect using these guidelines - the blue and yellow quartering works particularly well and the black flames on the hat help to separate the two moon faces.

Although the Snake-Bite Weirdboy has been painted fairly brightly, the colours of the clothing still reflect the feral nature of the clan. The soft leather effect was achieved by applying washes of Brown Ink over blended highlights to tone them down.

The Death Skull Weirdboy is festooned with bones, and the horned skull on his hat is a very good representation of the main clan icon. The Weirdboy glyph is clearly displayed on his long coat tails. Areas like coat tails or flat expanses of clothing are ideal for painting glyphs or clan symbols onto.

Mekboyz

Mekboyz' clothing follows the same rules as apply to other members of the clan with regard to colours and designs, but it is far more likely to be dirty and stained with oil and grease. The best way to achieve this dirty effect is to paint the model as normal and add the stains last. This is done by mixing Black and Brown Ink and dappling it on in rough patches. If the ink mix is quite heavily watered down, lighter or heavier stains can be applied depending on how many layers of paint are laid on.

Staining and rust look very effective on the tools that Mekboyz carry. A dulled metal effect can be gained by putting a thin wash of a Blue/Brown Ink mix over a Chainmail, and Mithril Silver Base. Rust is painted the same way as oil stains on clothing.

ORK BANNERS

The Boss-Pole of the Warboss shown this month is worth a special mention here, as it was a major piece of construction. The frame was made from a 3mm brass rod which was soldered together into an L-shape, leaving about 10mm clear onto which the Minotaur's head was fastened. The banner itself was drawn on paper after the design had been carefully thought out. It was decided that the main clan symbol should be the focal point of the whole piece, with a glyph message about the Warboss himself.

The glyphs read WAA GOFF BOSS GARG GOB BAD GOF GRIM SNIK MOB GIT OG TEEF SLAG GROT WAA which translates as "We are the Goffs and Boss Garg Gob is the roughest, hardest Goff of all. He has killed many enemies and commands huge wealth and a stronghold with many servants. Watch out, here we come!"

This is a typical Orkish boast about fighting prowess and wealth. Garg Gob himself carries a simplified version of this message on his back banner: "Garg Gob slaughters his enemies and is fantastically wealthy." The paper banner was fastened onto the pole using PVA glue and the decoration was added last. Skulls, heads, backplates from other clans and especially Marine helmets are all prized trophies and give a model of this sort added character.



Garg Gob himself is quite heavily converted, being made up from parts of several different models. The left arm is from a power-armoured Ork with the addition of a plastic chainsword. This was attached by drilling a hole in the hand and another in the sword then fastening the two together with a short length of wire and superglue. The top of the head was carefully cut away using a fret saw and an old Minotaur's head was added.

The Snake-Bite Ork was a very simple conversion, as all that was added was the dagger and an animal's tail underneath it. The dagger is taken from a Space Marine sprue, cut off at the hilt and glued into place, while the tail was made from modelling putty and stuck under the hand where the pommel would be. Simple conversions like this are very quick and are great for individualising miniatures.

FRASER GREY

Nearly all of Fraser's Tzeentch models have been converted, mainly from parts of Pink and Blue Horrors. Fraser has really let his imagination run riot with these models. One of the Flying Discs, for instance, has the head of a Great Unclean One but is painted in typical Tzeentchian colours. The tail of a Fiend of Slaanesh has also been used to good effect on a couple of the models, both based on Pink Horror bodies.

Fraser is the only top miniature painter I know that uses enamels, taking several days over each miniature, but this time is reflected in the superb finish he achieves. A similar, but quicker, finish can be achieved with careful blending, using plenty of Skull White in the highlight mix, and very thin ink glazes over the top.

The bases on Fraser's models have been given the same attention to detail that he puts into painting each miniature, and this helps to set the models off beautifully.

NICK REYNOLDS

The Chaos Terminator Horse conversion by Nick 'Dreamsmith' Reynolds is also noteworthy. He has left the head off a plastic horse and then glued the top half of a Chaos Terminator in its place, modelling on some fur to hide the join.

The yellow and red colours on his Wizard are typical of the Bright College of magic and amply show how the Colleges of Magic colour schemes can be used to make spectacular miniatures.

Thanks to both Fraser and Nick for their great contributions to this month's *'Eavy Metal*.

SPACE MARINES

Following on from the *Space Marine Painting Guide*, this month we take a look at variations in Marine armour paint schemes and personal heraldry.

Marine Captains and higher ranks are allowed to display their own personal heraldry on their armour. This usually takes the form of a variation on symbols common to their Chapter. For example, stylized wolf tails and paws for Space Wolves, or blood drops for Blood Angels.

The heraldry is primarily displayed on their shoulder pads, but is also often repeated on other parts of their armour - down one leg, for example. This individualizes all high-ranking Marines. Even two Captains from the same Chapter will have different heraldry displayed on their armour, presenting you with the ideal opportunity to give each of your important Marines a totally separate identity by making up their own heraldic designs.

Plenty of examples of high-ranking Marines are given in the *Space Marine Painting Guide* - these should be a good starting point for ideas of your own.

Personalization does not stop at a Marine's armour. Take a look at the Blood Angel Captain on his motorbike or the Salamander Lieutenant Commander's Rhino for examples of this. The model riding the bike is converted; the head and chain sword are from metal Marines and have been painted and then glued in place. The right arm had to be slightly re-modelled to look as if it was holding on to the handle-bars. A hole was drilled into the back of the bike to accommodate the banner, which shows a repeat of the Captain's personal heraldry.

The new plastic Librarians are included in the latest *Space Hulk* expansion, *Genestealer* (five in each box, along with ten new plastic Stealer Hybrids), which also gives you colour schemes for different ranks of Librarians and Grey Knights. The back banners on the miniatures shown here were first drawn on paper and then coloured in, before being fastened to the banner poles.

Many different Marine armour variations have been used by the Imperium. Five of these are shown this month. The urban camouflage colour scheme was painted by laying down a gridwork of lines and colouring in the areas thus created with similar tones of blue and grey. The metallic Marine armour was produced in a factory that was under siege and was therefore released onto the battlefield before the Chapter colours had been painted on.

Captain Garrat of the Ultramarines was converted from several different Terminator models. The right shoulder pad is from a Grey Knight with most of the detail filed off. This is a very good example of how personal heraldry can spread over the whole model.

Painting fine detail on Marines looks difficult, but can be made easy if care is taken in the planning. A good tip is to use a very sharp hard-leaded pencil and gently draw out the overall shape of the design on the undercoated model. The lines are then painted in and any areas left are, if necessary, coloured.

As you can see, you can soon go beyond the basic colour schemes in the *Space Marine Painting Guide*, adapting and inventing your own designs to create a personalized force of Marines that still meet the standards laid down in the *Codex Imperialis*. The Imperium is a very large place and within it there are innumerable variants undreamed of by those scribes who first penned the *Codex* millennia ago.

BACK COVER

The Epic scale diorama on the back cover of the magazine (painted by Mike, Ivan, Dale and Tim) shows a Space Wolf Rhino and Marines deploying from an Imperial Heavy Transporter, backed up with more of the Chapter's Rhinos and Vindicators. The sides of the Transporter were painted with a patchwork of different greys, achieved by using Space Wolf, Elf and Ghoul Grey in different quantities and then highlighting with Skull White.

The diorama's background shows a Hellbore heavy Mole supported by Titans of the War Griffons Order. The Hellbore has been painted in the Space Wolf colours using the *Space Marine Paint Set*, showing that these paints are equally good for Marine vehicles as the Marines themselves.



070546 ORK ATTACK VEHICLES

DESIGNED BY KEV ADAMS

070546/1

WARTRAK AND FIELD GUN



MEK BOY



GRETCHIN SLAVES

MODEL REQUIRES ASSEMBLY

070546/2

WARTRAK SCORCHER



THE DRIVER MODELS FROM THE
WARTRAK AND THE SCORCHER ARE
INTERCHANGEABLE



MODEL REQUIRES ASSEMBLY

070546/3

WARBUGGY



HEAVY
PLASMA GUN

HEAVY BOLTER

MULTI-MELTA



THE ORK WARBUGGY IS SUPPLIED WITH 1 OF THE 3 ILLUSTRATED HEAVY WEAPONS
MODEL REQUIRES ASSEMBLY

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PREDATORS



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LEMAN RUSS MAIN BATTLE TANKS



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SUPER HEAVY TANK DESTROYER**



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SUPER HEAVY BATTLETANK**



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**MANTICORE
MULTI-LAUNCHERS**



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AVAILABLE
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THE MODELS SHOWN ABOVE ARE MERELY A FEW EXAMPLES OF THE MULTITUDE OF WAYS THE METAL BODIES AND PLASTIC ARMS AND WEAPONS CAN BE COMBINED

There are four specialist castes - Mekboyz, Painboyz, Weirdboyz and Runtherdz, collectively known as Oddboyz. Madboyz, particularly eccentric and deranged Orks, occur naturally throughout Ork society, and form into their own bands.



GOFF MADBOY



BLOOD AXE MADBOY



DEATH SKULL CLAN
WEIRDBOY - NOTE WEIRDBOY
GLYPH ON COAT TAILS



FERAL-LOOKING WEIRDBOY
FROM SNAKE-BITE CLAN



THE CAMOUFLAGE CLOTHING
SHOWS THIS MADBOY IS
FROM THE BLOOD AXE CLAN



BLOOD AXE PAINBOY



BAD MOON WEIRDBOYZ DRESS
EVEN MORE EXTRAVAGANTLY
THAN OTHER CLAN MEMBERS



BLOOD AXE CLAN WEIRDBOY



DEATH SKULL MEKBOY - THE
WHOLE HEAD IS BLUE TO
SHOW FAMILY GROUP



WEIRDBOYZ ARE NORMALLY GUARDED BY TWO MINDERZ - SHOWN
HERE ARE MEMBERS OF THE EVIL SUNZ CLAN



MEKBOY FROM THE EVIL
SUNZ CLAN WITH MEK
KUSTOM WEAPON



GOFF CLAN MADBOY IN
RATTLE FRENZY



BAD MOON WEIRDBOY AND TWO MINDERZ



BAD MOON PAINBOY



Imperial Heavy Transporter and Hellborn Heavy Mole of the Space Wolves, supported by War Griffon Titans, advance through the ruins of the Garveo fuel processing plant in an attempt to recapture it from the Wordbearer Traitor Marines.