

THIRD WAVE

Experimental Rules to update Ork units in Epic 40,000

by **ANDY CHAMBERS**

I've undoubtedly played more games of Epic 40,000 using Orks than any other army and my own trusty war horde has now suffered ignominious defeat at the hand of Big Pete's Harbingers more times than I care to remember. Ever since working on the Ork Codex for 3rd edition 40K I've wanted to rework the Ork stats slightly in Epic 40,000 too. I'll admit that this is partially because the Orks tend to get trounced by any competently handled Imperial or Eldar army - basically Orks as they stand lack the manoeuvrability to fight the kind of mechanised conflict Epic battles often require. However I'm mostly motivated by a desire to use some of the cool new units the Orks have access to in the new Ork Codex and Codex Armageddon.

The new wave 'package' has two elements. Firstly a new rule for Ork Warbands so that the footsloggers stand a chance of actually achieving something other than static defence and disappearing under a welter of blast markers from opponents that can choose to out-range them or outrun them easily. Secondly a number of new Ork units that can be easily converted from existing metal miniatures or by simply redesignating them as having different game effects.

MOB RULE

Ork infantry warbands in 40K benefit immensely from a rule called "mobbing up". This reflects the Orks' stalwart belief that as long as there's a bunch of them still fighting together (slightly more than they can count up too is ideal) then there's always a chance that they'll prevail, no matter the odds. Orks from mobs whose morale breaks will join other mobs, bolstering their numbers so that Orks mobs will tend to keep attacking until accumulated casualties wipe them out altogether.

MOB RULE IN EPIC 40,000

In Epic 40,000 mob rule is represented by allowing Ork warbands to reduce the number of blast markers on themselves in the Rally phase by 'clumping up' their boyz units. Each group of three Ork infantry stands in base edge contact in the rally phase automatically removes one blast marker from the detachments in addition to the number rolled on the dice. The stands must be in contact over at least *half* of one of their *longest* base edges to count as mobbed up, meaning that the five formations opposite are permissible;

Note: If you are using the old square bases contact along half of any base edge is all that is required.

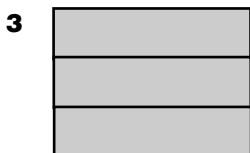
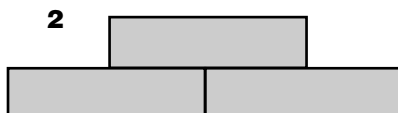
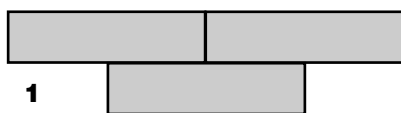
Only Ork warbands and the Warlord's detachments may mob up, Kults of Speed do not use this rule. In addition only the following Ork units may mob up (though any mix of three of the permissible types will do to remove a blast marker - it is not necessary for all three to be the same type);

Warlord, Warboss/Nobs, Orks, Shooty boyz, Kommandos, Skarboyz.

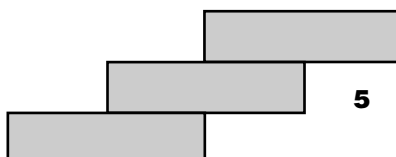
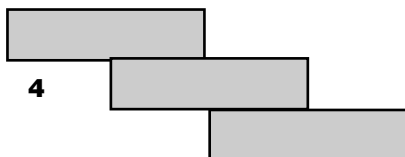
Weirdboyz, Boarboyz, Stormboyz and Gretchin may not mob up.

Designers Note

This rule should serve to give Ork warbands the same solidity they have in 40K and make them a more viable detachment type in Epic 40,000. The downside is that the closely grouped infantry units make tempting barrage targets, but that's as it is in 40K too. With this rule I'm hoping that adding to the stolid morale value of infantry units will make them a more tempting choice given their drawbacks on an Epic scale battlefield.



Possible Ork
'Mobbing Up'
formations.



NEW UNITS

The following new Ork units supplement those from the Ork army list in the Epic 40,000 Armies Book (ie they can be used in addition to the units shown in the Epic 40,000 armies book). By using them you can field detachments that are much closer in appearance and ability to the types of Orky army fielded in the current edition of the 40K rules. Note that some of the Ork vehicles below use the Vehicle Variants rules elsewhere in this issue.

BIG GUNZ & ROKKITS

Orks make use of a wide variety of different heavy guns manned by Gretchin slave crews. The type of guns in predominance is more often down to the personal preferences of the Mek that built them than an rational fire plan, but the Warboss is usually content as long as they get the job of flattening the enemy done.

	Speed	Range	Firepower	Assault	Armour	Special
Kannon	10cm	45cm	2	0	4+	
Lobba			as Kannon			+ Artillery
Zap Gun			as Kannon			+ Anti-Tank
Pulsa Rokkit	10cm	30cm	Disrupt	0	4+	Artillery

Miniatures

No conversion needed, this is just a re-definition of existing big gunz miniatures. The plastic shokk attack guns and traktor kannon can be used as zap guns.

Availability

As for Big Gunz. Note that the characteristics for Lobba and the Big Gunz entry in the Ork army list are identical.

Points Costs

Kannon 12pts **Zap gun** 16pts **Lobba** 14pts **Pulsa Rokkit** 14pts

DA BIKES 'N' BUGGIES

As well as their larger battlewagons, Orks make use of a bewildering variety of buggies, open trukks and half-traks to cart around both weapons and warriors. Speed kults often include big guns and boyz mobs mounted in the back of trucks for mobility.

I've also included alternative stats for Warbikes and Wartrak Skorchas to reflect their capabilities in 40K as being shorter ranged but extremely shooty and more useful in assaults. Using these stats is entirely optional, and it is permissible to use both stats as long as the models can be told apart with suitable conversions.

	Speed	Range	Firepower	Assault	Armour	Special
Warbikes			as Bikeboyz			+ Shootier, Assault
Skorchaz			as Buggy			+ Shootier, Siege
Trukks			as Buggy			+ Transport (2)
Gun Trukks (Zap)			as Buggy			+ Tank Destroyer
Gun Trukks (Lobba)			as Buggy			+ SP Artillery

Miniatures

Warbikes and Skorchas are represented by using standard bikeboyz stands or the buggy or trak, with Skorchas attached. Use Flakwagons without their main guns for trukks, enhanced by glueing a few Ork boyz models into the back to taste. For Guntrukks simply use a flakwagon body and replace its weapons with a zap or lobba model from the big guns selection.

Availability

Warbikes - As Bikeboyz.

Skorchas - As Speed Freeks.

Trukks - Ork Warbands (support choice) Kult of Speed (Main force or support choice) and Ork Warlord (bodyguard choice), consisting of 1-2 boyz units at 9 points per unit and 1 truk unit at 9 points each. Infantry Commanders may be mounted on a truk for +9 pts.

Gun Trukks - Kult of Speed (Support choice) only, consisting of 1-3 Guntruk units at 16 points each.

Points Cost

Warbikes 17pts **Skorchaz** 11pts **Trukks** 9pts **Gun Trukks (Zap)** 16pts
Gun Trukks (Lobba) 16pts

DA FLYBOYZ

Fighta-bommerz weighed down with extra bombs and rockets and kustom-built ground attack planes with turrets, heavy kannons and a serious thirst for strafing act as designated 'bommerz' for some Waaaghs. Bommerz work as flying artillery for the Orks, pounding enemy detachments which are out of reach of the Warbands.

	Speed	Range	Firepower	Assault	Armour	Special
Bommerz	flyer	15cm	Barrage	3/2	5+	Shootier

Miniatures

Use fighta-bommer models with extra bombs or rockets under their wings.

Availability

Flyboyz mobs only.

Points Cost Bommerz 42 pts each.

DA WAGONZ

The diversity of Ork battlewagons is legendary, with each one being constantly being tinkered with, rebuilt or altered in some way by Ork mekaniaks. While many are looted Imperial Predators, Rhinos and Leman Russ or copies of such vehicles like the Lungbursta, Gutrippa and Gobsmasha others are far less like human-made tanks and act as transports for large mobs of boyz. Killa kans are small Ork dreadnoughts with less gunz, which are commonly deployed in small assault groups rather than individually like larger machines.

Designers Note: The following stats replace those for the Battlewagon in the Armies Book. The original battlewagon stats are still used for more tank-like Ork vehicles such as the Lungbursta, Gutrippa and Gobsmasha etc, which we've called 'gunwagons' below. Orks can still hitch a lift on Gun Wagons

	Speed	Range	Firepower	Assault	Armour	Special
Battlewagon	25cm	30cm	2	1	5+	Transport (4)
B'wagon Skorcher			as Battlewagon			+ Siege
Battlewagon Zap			as Battlewagon			+ Anti-Tank
Gunwagon	25cm	45cm	1	2	5+	
Killa Kans	15cm	15cm	1	3	5+	Walker

Miniatures

For battlewagons use open-topped looking battlewagons, looted Land Raiders or ones with multiple gun turrets, or simply ones with deathrollas (illogical I know, but they just look right). Battlewagons with Zaps and skorchers will need a bit of conversion just to mark them out. Gunwagons can be represented by the appropriate models from the Epic range. Killa kans can be represented using the Old Ork Tinbot models or made by snipping one claw and one weapon off an ordinary Ork Dreadnought.

Availability

Battlewagons - Ork Warbands (support choice), Kult of Speed (Main force choice), and Ork Warlord (bodyguard choice), each consisting of 1 unit at 19 points each. Infantry Commanders may be mounted on a battlewagon for +19 pts.

Gunwagons – The original battlewagon entries in the army lists now refer to Gunwagon instead.

Killa Kans - Ork warbands (support choice), and Ork Warlord (bodyguard choice), consisting of 1 to 3 units at 11 points each.

Points Cost

Battlewagon 19pts **Battlewagon with Skorcherz** 19pts **Battlewagon Zap** 19pts
Gunwagon 14pts **Killa Kans** 11pts

AN ASIDE FOR IMPERIAL GUARD PLAYERS

Another thought that had struck me in relation to Imperial Guard infantry detachments is to show the tenacity their extensive HQ network lends them in 40K by applying a similar rule. This is represented by them removing one additional blast marker for each of their surviving HQ units in the rally phase. Note this rule applies *specifically* to Imperial Guard *infantry detachments*.