



## GREEN IS MEAN

*'Green is mean, and in this month's edition of White Dwarf we're taking a look at how several Warlords have been getting on with their Epic 40,000 Ork armies. We ask them about their favourite detachments, what they like painting most, and how their forces have been performing on the battlefield.'*

### WAAAGH! FAT BLOKE

**Paul Sawyer**, Editor of the Citadel Journal, has been playing Orks in Epic battles for years. He says the thing he loves most about Orks is their unpredictability. "You either win hands down or get slapped all over the battlefield," speaks the voice of experience. Paul's core force consists of a huge detachment of Boarboyz, backed up with several smaller Kults of Speed and lots of Gretchin and Pulsa Rokkits. His detachment of Fighta-Bommerz destroyed three of Jake Thornton's nine Land Raiders in one deadly ground attack. He now calls them the "Lucky Sixes" because Land Raiders have an armour rating of 6+. As you can see, Paul prefers to design each of his detachments around a specific purpose – this makes them easier to handle on the tabletop.

### MODELLING ORKS

Paul has spent quite a few hours modelling and converting his army, and the troops he's making on the new Epic bases are no exception. These conversions include using springs to erratically propel some of his Stormboyz skywards and making a crazy Cyboar for his Boarboyz command unit. "I see the Ork hordes as a rag-tag collection of unique vehicles," he says, "and try to convert as many as possible."

Paul also uses lots of older models and parts from the vast Citadel Miniatures back catalogue. By using some of these older metal miniatures he's created the rag-tag looking army he fondly talks about, but all painted to an incredible army standard.

### TERRAIN

As Paul already has an enormous Ork horde he's taken the opportunity to get into terrain modelling, an aspect of the hobby he thoroughly enjoys. He set about making up some of the small wall sections that you get on the Epic 40K bases sprue. He added some sand and flock as well as destroyed tanks and the odd dead Space Marine (hurrah!) and there you have it, some great looking terrain that takes next to no time to make.

### PAINTING ORKS

Paul's been painting for years, in fact he considers himself more of a painter than a gamer. He tends to use black to undercoat his Orks as it lends depth to the models but will use white if they are Bad Moons for instance. When it comes to painting metal on his models, Paul uses his own method, "Instead of just drybrushing metal paint onto a black undercoat I prefer to paint a base colour of Boltgun Metal, shaded with Armour Wash and highlighted with Mithril Silver. I then add a watered down Brown Ink wash to create a rusted look to the models. I also like to cover my Ork vehicles in transfers, glyphs and sigils."

Although Paul's army is huge he still has much more he wants to do. "As well as rebasing my infantry with the brilliant new Epic bases, I'm currently working on a Goff Mega-Gargant with every inch covered in deadly close combat weapons and a large detachment of captured or traded Imperial vehicles that have been suitably kustomized by the Blood Axes."

### THE FAT BLOKE SPEAKS...

Paul has three very simple tactical tips for using Orks which work well against any opponent.

1. Always take Gargants, any size will do, as they attract enemy fire away from the Ork warbands and are dead shooty too.
2. Pulsa! Pulsa! Pulsa! Pulsa Rokkits, like all disrupt weapons, are really underrated. Any weapon that puts more Blast markers on the enemy on a roll of 4+ can only be good. Blast markers drastically effect an enemy detachment's ability to shoot, move and affects army morale as well.
3. Get stuck in! "If you want to skulk around at the back of the battlefield then collect an Imperial Guard army instead!"

# ANDY CHAMBERS

## WAAAGH!

**Andy Chambers** collected his army for a specific reason. When he and his mates decided they wanted to start playing the Piscina Campaign, which we reported on a year ago, (see *White Dwarf* 199) in *Epic* 40,000 they also swapped sides. Andy, who has been fighting with his Iron Warriors Chaos Space Marines decided to build up an Ork Waaagh based loosely on his opponent Slim's army, who himself now has a Chaos Space Marine army. At the moment Andy is playing with a whole campaign system for fighting *Epic* 40,000 battles, which we'll let you into soon I'm sure. Andy's first task with his Ork force was to revamp his Ork army. He began by painting a load of models first, but couldn't make up his mind about the detachment composition. Then he began to put his detachments together, giving each one some kind of theme.

## MODELLING DA BOYZ

Andy had a very strong image in his mind about how he wanted his army to look. Each battlewagon was converted and, like Paul Sawyer, he used a lot of older models from the Ork back-catalogue to make his army look rag-tag. Even as I write this he is converting some Imperial vehicles into Ork battlewagons. Andy got a lot of inspiration from looking at other people's armies. He converted his Shooty Boyz heavy weapons, making all manner of heavy bolters, lascannons and autocannons, etc. Some of his sprues of Orks were old and slightly damaged and his Nobz often didn't have banner poles. However this turned out to be a blessing in disguise as a Nob unit with some of the Nobz without back banners looks really good. Time to get the clippers out I think!

## ANDY'S ORKY TACTICS

I asked Andy for some sagely advice on Ork tactics and was surprised by his response, "I'm still refining my tactics and my army to suit my style of play.

Broadly, I subscribe to the Green Wave theory of how to use Orks as described by Andy Kettlewell last issue (mass together and stay together to overwhelm the enemy with numbers)," he continued. "I'm trying to use quite small Kults of Speed (100-200 points) in conjunction with my warbands, holding them back behind the front line before rallying out with them when the time is ripe to encircle an opponent or break up an incoming assault with a firefight. Hiding out behind the warbands stops the kults getting vapourised by enemy fire too early in the game and means they are still fresh when they get committed. I suspect I need to get more battlewagons carrying Boyz to make this really work as the Speed Freaks I'm using at the moment can rarely make successful assaults against enemy detachments.

I have found (to my cost) that Gargants need the support of shooty warbands if they run up against enemy war engines like Warlord Titans. This is partly because the infantry can fire before the war engines and plonk a few Blast markers on the enemy. More importantly if the infantry use overwatch orders they get to re-roll misses – which is vitally important if you want to get hits on Armour 6 targets. All too often I've unleashed a storm of fire against a Warlord Titan and scored a miserable one or two hits on ten dice, but with re-rolls this can easily become three or four hits and weaken their shields to a point where the Gargants can inflict some damage. Against opposing infantry or tanks the warbands can concentrate on moving up using assault orders while the

## PAINTING

Andy's painting style was also inspired by someone else's efforts. "When I saw Waaagh! Grishnak I decided to paint my Orks the same kind of way. Start out with a black undercoat, then dawb a mix of Tin Bitz and Boltgun Metal paint all over it. Then you can paint either red or yellow directly over the metal, which works really well. I also left some armour plates in bare metal. With flames and other markings painted on in either Skull White or Chaos Black, I finished off the battlewagons with ork glyphs from the Ork Warbike transfer sheet."

Gargant's firepower and plethora of super heavy weapons pound the enemy into the dirt.

The warbands themselves are designed to be able to fight independently if need be because so many scenarios place parts of your army in reserve. This means they usually include some big guns and/or Pulsa Rokkits for support and some Nobz, Skarboyz, Boarboyz or Stormboyz for fighting in assaults. Whether this jack-of-all-trades approach is really worthwhile remains to be seen, but I think it's a good idea as long as the warbands don't get too big and diverse trying to cover every eventuality. I'd like to expand the army to include another Great Gargant and some warbands mounted on battlewagons for extra mobility, and I would also like to try out a Boyz/Dreadnoughts/Squigoths warband at some point. My personal pet hates are Land Raiders and massed enemy barrage artillery."

## ADRIAN WOOD

**Adrian:** Collecting and fighting with a brand new army is really exciting. It has to be said though that when I decided to collect a small points value *Epic* Ork army I was a little mystified where to start. Everyone I talked to had good advice but it was Robin Dews who suggested that I base my detachments on my Warhammer 40,000 Ork army, Waaagh! Grishnak.

This seemed like a great plan and I began to organise my Waaagh into detachments, approximately 200 to 300 points strong. These detachments were small enough to be manoueverable but large enough to take a pounding without being rendered useless in a fight. With an Ork Warband representing the core of my foot troops led by Grishnak, I added three Kults of Speed, two consisting of battlewagons and one with Warbikes and Speed Freeks. In battle the force is dead shooty, able to blast the enemy to pieces from a distance, inflicting large casualties. The battlewagons make the horde hard enough to send my opponent's detachments retreating from the assault in tatters.

I decided to paint my army in a very dark moody style. The models were undercoated black, then drybrushed with Boltgun Metal. I then built up the red armour first using Warlock Purple, then Crimson Gore, and Blood Red, varying the degree of colour from one model to another. I have also used this darker, moodier look on my new 40K Orks as well.

## JONAS FAERING

**Jonas Faering** isn't a particularly veteran Ork player, in fact he's only ever played two games with this army! This is because he hates playing with unpainted miniatures, and quite right too! Jonas has worked in the 'Eavy Metal team and this is reflected in his army painting style, nice and bright. The Kult of Speed is made up of battlewagons with parts from a Mega-Gargant glued on, so each battlewagon is different from another. Jonas always tries to Assault the enemy at all times, because in an Assault you can be sure there is always a winner and a loser... very effective and typically Orky tactic!

## CHRIS HARBOR

**Chris' army is quite different in many respects. Unlike the other armies we've looked at, Chris' Ork detachments don't contain a lot of conversions as such, "Radio aerials are about as far as I'll go really. The Ork range of plastic battlewagons has such a diverse assortment of close combat weapons, turrets, rollers and battleclaws that there isn't any need to do any serious conversion work. There is already plenty of variety."**

**However, Chris has got a number of converted Rhinos in his force, although once again these are simple turret swaps.**

Everyone seems to have a different idea of how Epic tanks and troops should be painted and Chris is no exception. To begin with his troops are sprayed with a black undercoat first then a second, lighter undercoat of white adds some easy shading. He then paints on all the details, the guns, Ork skin, and shoulder pads, which are really easy to pick out. When he paints tanks, Chris uses an even crazier technique. He uses car sprays to colour up his tanks and then applies a wash of Citadel ink to shade them and matt down the colour. Chris picks out the roofs and turrets in a contrasting colour, in the case of his yellow/sand coloured battlewagons this is red. Citadel transfers finish off the models. Like many of the Ork generals I've talked to Chris uses a lot of old Ork miniatures. Unlike the Imperial range of tanks the Ork range can be freely and easily mixed within detachments to create a disorganised looking Ork army.

*"How about this for a great idea. Chris has glued his Blast markers to pennies for extra strength and stability!"*

How does his army perform on the battlefield? "Orks are tactically challenged. They don't have flyers, drop pods or large flying transport vehicles to get them to the enemy fast so they tend to have one tactic, rumbling forward in a huge cloud of dust. Objectives can be a bit of a problem, depending on what they are. Some work better for Orks than others.

For instance, when I was playing against Paul Robins a while back my eighteen strong Kult of Speed had to race over a bridge in order to acquire two Capture objectives. Unfortunately Paul's Basilisks on the other side blasted them apart, leaving about four models left! (Speaking of dust clouds by the way, I quite like the idea of making a huge modelled dust cloud to cover the advance of the army. The

enemy just wouldn't be able to see what was coming, now that would be nasty! Ha! Ha! That is if he'd let me of course.)

I also find that Battle Fortresses work better for me instead of Gargants. They are cheaper you get three or four Fortresses for your points, rather than investing all of it in a single large target that can easily be blasted apart by sustained firepower."

**NOW THAT WE'VE SEEN THESE GREAT LOOKING ARMIES, I THOUGHT IT WOULD BE A GOOD IDEA TO PICK OUT THE MOST INTERESTING DETACHMENT FROM EACH. THESE SHOULD GIVE YOU LOTS OF IDEAS FOR YOUR OWN MIGHTY WAA-ORK!**

**ADRIAN WOOD.** Firstly, my Waaagh! Grishnak detachment is the only warband in the army, the rest are Kults of Speed, full of battlewagons and warbikes. This is an example of how you can base your Epic 40,000 army on your Warhammer 40,000 force, and even expand it, as I have done. It contains six units of Shooty Boyz, three units each of Boyz, Gretchin and Nobzmobs as well as the legendary Grishnak himself and is worth 217 points.

**ANDY CHAMBERS.** Unlike both mine and Jonas' detachments, Andy's Nazdreg's Bommas is a multi-role detachment, which is the style he really prefers. As well as Nazdreg himself, seven units of Nobz take care of business in close combat whilst five big gunz and two Pulsa Rokkits blast the enemy from a distance. As you can see, a much more all round fighting detachment at 236 points.

**JONAS FAERING.** In contrast to my warband, Jonas' Bigtooth detachment is a Waaagh seriously tooled up for close combat. It includes single units of Stormboyz, Nobz and Kommandos with four units of skarboyz. The force is backed up by three Dreadnoughts, two Stompas and two battlewagons! Truly this is a close combat monster detachment at 385 points.

**CHRIS HARBOR.** Kommandos, Boyz, Skarboyz, Stompas, battlewagons Nobz, Stormboyz, Gretchin, you name it, Chris will build a truly huge detachment out of it! Chris prefers really big 500 point detachments with a broad spread of different troops in them. This idea comes from his complete Ultramarines chapter that he's made in Epic scale. "I'm so used to fighting with complete companies that my Waaagh just has to be as immense in size!"

## DA WHEELZ OF DETH

If you are still having trouble choosing your detachments, or you want a different way to collect a force, it's worthwhile mentioning the new Epic 40,000 boxed army, Waa-Grodsnik's Wheelz of Deth. This boxed set has everything you'll need to start off a great Kult of Speed including two Battle Fortresses, a Gargant and metal objective models all featured in last month's White Dwarf. There is also a 16 page booklet written by Gav Thorpe describing Waa-Grodsnik as well as a great guide to collecting an Epic 40,000 Ork army. It's priced £45 and is an excellent starting point for an army.