

1.2 IMPERIAL GUARD
SIEGE REGIMENTS

“For seven terrible years the Siege regiments of the Imperial Guard carried out their onerous duty, manning the hundreds of miles of trenches and fortified positions that served to contain the arch-heretic’s forces. Success was measured in yards of ground gained, and every inch of that deadly ground was bought with the blood and lives of men.”

From the official history of the Kaiserschlect campaign, M41.745

The Imperial Guard is the Imperium’s sledgehammer, but sometimes it runs into a nut that is just too tough to crack with a single blow. When this happens the campaign will devolve into a battle of attrition, with neither side being able to make the break-through needed to achieve a decisive victory. Under these circumstances the armies will start to dig in, in order to ensure they can hold the ground they have captured, and this quickly leads to the building of trench systems and fortified positions that can span entire continents from one end to the other. At other times a defeated enemy will retreat back to an all-but impregnable bastion or fortress that cannot be taken quickly, and which must be besieged for a prolonged period of time.

It is as such times that the Siege regiments of the Imperial Guard are employed to grind down the enemy. Siege regiments are not expected to take part in wars of manoeuvre. It is their task to hold defensive positions against any enemy attack, fighting to the last man if required in order to allow other more mobile and well-equipped reserve formations the time needed to mount a counter-attack. When the time is right to launch a major offensive, it will be the troops of the Siege Regiments that will be in the forefront. They will be set the task of smashing through the enemy defences, opening a path for other regiments to move through and exploit. It is common for Siege regiments to suffer casualty rates of over 90% on the first day of such an offensive.

As Siege regiments often sustain such terrible casualties they are equipped with weapons and equipment that are as simple to maintain and produce as possible. This ensures that shattered regiments can be pulled out of the line and replaced quickly with fresh formations that can carry on the battle. Because of this Siege regiments often use locally produced equipment which, while cruder and less reliable than the standard equipment used by other Imperial Guard regiments, is both more easily and more cheaply obtained. If a Siege regiment is moved from one front to another, this policy can quickly lead to the troops having a slightly rag tag appearance, with different units being equipped with different types of weapon, and even different uniforms.

Siege regiments are not expected to take part in mobile warfare, and so are not equipped with either transport vehicles, or the sophisticated man-portable heavy weapons used by Infantry and Armoured Fist regiments. Instead Siege regiment infantry have to make do with crude machine guns that are commonly known as heavy stubbers. These are supplemented by large heavy weapon platforms which, while powerful, are by no means easy to move or deploy quickly. Fortunately ease of movement and deployment are not major concerns for Siege regiments. The most common such weapons used by Siege regiments are Rapier laser-destroyers and Thudd guns, but many other similar weapons are also used on occasion, such as the Tarantula weapon Platform and the Mole mortar.

The same principles apply to the support formations attached to a Siege regiment. While other Imperial Guard regiments are lavishly equipped with self-propelled artillery and anti-aircraft weapons, this is very rarely the case with Siege Regiments. Instead they have to make do with immobile weapon support platforms that are pulled slowly into position by tractors or transporters. Common examples of these are the Basilisk and Manticore weapon platforms, which consist of the weapon systems from the vehicles of the same name mounted on an immobile weapon platform. It is not uncommon for Siege regiments to simply use their infantry to drag artillery into new positions, or use local draft animals to pull the equipment where needed.

There is one area, however, where Siege regiments are considerably better equipped than other Imperial Guard regiments, and that is their engineers. All Siege Regiments include a corps of sappers and miners, who are equipped to quickly build and maintain trenches and fortified positions. These troops are also trained in the art of siege warfare, and in time can defeat even the most well built fortifications. Sappers are also called upon to fight, and will often be used to spearhead assaults against enemy fortified positions using special assault equipment such as flame-throwers and meltabombs.

The troops that make up the Siege regiments take a grim, fatalistic pride in their task. Amongst themselves they will often grumble about their lack of decent equipment and the terrible conditions that they must endure. More than one newly appointed Commissar has been driven to distraction by the lack of respect for authority, especially the ‘Big Hats’ who send them into battle from their lavish command bunkers far behind the front line. But if these new Commissars survive long enough, they soon learn that the troops that make up the Imperial Guard Siege regiments are amongst the staunchest and bravest of humanity’s defenders.

1.2.1 IMPERIAL GUARD UNITS

A Siege regiment is allowed to use the following new Imperial Guard units. All other units that may be used in a Siege regiment army are covered in section 5.2.1 of the Epic: Armageddon book.





IMPERIAL GUARD SIEGE INFANTRY

Infantry make up the bulk of all Imperial Guard Siege regiments. In appearance they are very similar to the Guardsmen that make up Infantry and Armoured Fist companies, the main difference being that they are equipped with heavy stubbers instead of the more sophisticated heavy weapons used by other Imperial Guard infantry regiments. Heavy stubbers (sometimes referred to as sluggers after the projectiles they fire) are a fairly primitive form of automatic weapon that fire a hail of solid bullets. Although not as effective as an

autocannon or heavy bolter, they are cheap and easy to produce, allowing Siege infantry to be lavishly equipped with them. As well as their heavy stubbers, sometimes Siege infantry are equipped with locally produced small arms instead of the standard issue lasguns usually used by Guard infantry. During the Taurus Campaign entire companies of the 23rd Neuvo Hawks regiment were equipped with single shot Kentrukian long rifles, as this was the only ranged weapon produced in the area. Although the long rifle had a very low rate of fire, the 23rd quickly learnt to appreciate both its long range, as well as the prodigious stopping power of the heavy lead bullets that it fired. Snipers from the 23rd regiment still use Kentrukian long rifles to this day.

SIEGE INFANTRY				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	—	



RAPIER LASER DESTROYER

The Rapier laser destroyer is a slow moving but potent support weapon. The Rapier is bulky and heavy, and is usually mounted on a set of caterpillar tracks rather than being carried by hand. It consists of a modified lascannon with four separate barrels. Because the laser blast is diffused through four barrels the range is shortened and the blast spread slightly. As a result the Rapier is capable of hitting dispersed targets

such as infantry. This said, the Rapier is primarily an anti-tank weapon, and is usually used to provide an integral anti-tank capability for Siege infantry companies. At the Battle of Bedda Fomm in M40.008, batteries of Rapiers belonging to the 293rd Egyptus Siege regiment were able to turn back repeated breakout attempts by the massed buggies, wagons and fortresses of Ork Warlord Mussgak Eyestab. The Rapiers were housed in specially constructed fortified bunkers, positioned to cover the only escape route the Ork vehicles could travel along. At the end of the battle over two-hundred Ork vehicles were destroyed for the loss of less than a dozen Rapiers.

RAPIER LASER DESTROYER (KRIEG PATTERN)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	—	5+
Weapon	Range	Firepower	Notes	
Rapier Laser Destroyer	45cm	AT4+/AP6+	—	



THUDD GUN

The Thudd gun is a light artillery piece that fires explosive shells. It is used by the Siege regiments to provide close range supporting fire. The Thudd gun shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession. This firing mechanism creates a distinctive ‘thud-thud-thud’ noise, hence the common name of Thudd

gun. The Thudd gun is usually mounted on a small, wheeled chassis that is light enough in its construction for its crew to manhandle the Thudd gun over short distances. Most Siege infantry companies include a battery of Thudd Guns, which are used to lay down a curtain of high explosive fire that is especially effective against enemy infantry and light vehicles. The Thudd gun’s high explosive shells are of limited use against armoured targets, but sometimes shots may be lucky enough to strike a vulnerable location.

THUDD GUN (KRIEG PATTERN)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	—	5+
Weapon	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+/AT6+	Indirect Fire	

Notes: Thudd Guns are allowed to use the Indirect Fire rules normally only allowed to units that can fire barrages (see 1.9.8). All of the rules for Indirect Fire apply in full, including the rules for doubling the Thudd Gun’s range when it fires indirectly.



GÖTTERDÄMMERUNG

In 433.M40, the Autarch of the planet Krieg in Segmentum Tempestus declared himself independent from the Imperium and renounced the Emperor as his divine master. Regiments raised on Krieg to crush this rebellion acted with commendable haste and righteous fury and the Götterdämmerung was developed to provide artillery support during the five-hundred year long civil war that followed. The war was largely static, with success being measured in gains of yards or even feet rather than miles, and this, combined with the need to man continent-wide

trench systems and defence lines, led to the formation of large numbers of Siege regiments (though at the time most were known by a variety of other names) since most formal regimental distinctions broke down in the anarchy of the civil war. These soldiers would often man sections of the line for decades, and the Götterdämmerung Howitzer was developed to provide them with cheap and plentiful artillery support. The Götterdämmerung fires the same shells as the more common Earthshaker cannon used on the Basilisk, making it easy to supply it with ammunition. The howitzer is much easier to construct than Basilisk which allows the Gotterdammerung to be used in prodigious numbers.

GOTTERDAMMERUNG HOWITZER (KRIEG PATTERN)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	None	—	6+
Weapon	Range	Firepower	Notes	
Howitzer	90cm	1BP	Indirect Fire	



BLITZEN

The Blitzen anti-aircraft gun was developed from the Götterdämmerung howitzer, utilising the same chassis, cheaper to produce, and easy to build and maintain. As the Krieg civil war progressed, both sides launched huge bomber raids on opposing cities. Huge air combats took place, as the bomber formations and their escorting fighters attempted to battle their way through to attack the enemy’s

cities and factory complexes. The Blitzen was developed to ease some of the pressure on the hard-pressed defending fighters, and soon large numbers of them were being used to defend important targets against aerial attack. The Blitzen proved a popular and versatile weapon, and when, during the settlement of Baran, Von Paulus resurrected the Blitzen as an obvious choice of weapon to provide AA cover. Although the Blitzen cannon lacks the sheer firepower of the Hydra autocannon, it is longer ranged, and is can be pressed into service as a perfectly capable anti-tank weapon.

BLITZEN AA GUN (KRIEG PATTERN)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	None	—	6+
Weapon	Range	Firepower	Notes	
Blitzen Cannon	60cm	AP6+/AT5+/AA5+	—	



BRUENNHILDE

The Bruennhilde is one of several dozen variants of the common Land Crawler. The Land Crawler is another of the STC constructs re-discovered by Arkhan Land at the birth of the Imperium. Unlike the more famous Land Raider and Land Speeder, the Land Crawler is not a military vehicle but an agricultural one. Countless billions of Land Crawlers are used on agriworlds across the Imperium, where its' versatility, ease of maintenance, and forgiving driving characteristics make it hugely popular. It has been

argued by more than one Imperial historian that the humble Land Crawler is by far the single most important STC Construct discovered by Arkhan Land; after all, even Space Marines need to eat. The Land Crawler has been pressed into military service countless times, either as a engineering vehicle, or, as in the case of the Bruennhilde, as a gun transporter. Unlike the Götterdämmerung and Blitzen, the Bruennhilde predates the Krieg civil war, and has been used as a lightly armoured transporter by PDF units of Krieg for several millennia. Although it is armed with a single heavy stubber, the Bruennhilde is not really designed for front-line duty, though at times it is pressed into service.

BRUENNHILDE				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	6+	—	6+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	—	

Notes: Transport (may transport one of the following units: Blitzen AA Gun, Gotterdammerung Howitzer, Thudd Gun or Rapier).





SIEGFRIED

The Siegfried is another variant of the famous Land Crawler. It is produced in the huge underground factory complexes of Krieg, and was developed during the Krieg Rebellion as a replacement for the Sentinel, whose complex gyro-stabilised locomotive system and light armour were considered unsuitable for the conditions that prevailed at the time. Although no longer used by Death Korps regiments, who prefer to

use the more versatile Sentinel, the Siegfried is still utilised in large numbers by Siege regiments. The Siegfried replaces the simple and sturdy catalytic engine of the Land Crawler and Bruennhilde with a considerably more powerful gas turbine engine. The improved power-weight ratio gives the Siegfried almost double the top speed of the Land Crawler, even though it is fitted with considerably more armour. Siegfried tanks are used as a mobile reserve by the Baran Siegemasters, and are also used to exploit breaches in an enemy line.

SIEGFRIED LIGHT TANK (KRIEG PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-laser	30cm	AP5+/AT6+	—	

Notes: Scout.



RAGNAROK

The Ragnarok is the largest and most impressive of the vehicles developed on Krieg during the civil war. As the war progressed it turned into a deadly stalemate. The forces of the two sides confronted each other from their trench-lines and fortified bunkers. The no man's land between the two forces was a sulphurous quagmire littered with the burnt-out hulks of ruined tanks and the rotting bodies of soldiers. As the war turned into a battle of attrition it was clear that victory would go to the side that fielded the largest number of troops and guns. It was under these circumstances that the Ragnarok was developed. It was conceived as an alternative to the famous Leman Russ battle tank, but one designed for the specific circumstances that

prevailed in the campaign (not least, circumstances where the Leman Russ was unavailable to the increasingly under-equipped militias which contested the civil war). It was decided that the Ragnarok did not need to be fast, but did need to be capable of dealing with the treacherous terrain of no man's land. Likewise it did not require very long range, as visibility was limited under the pollution-clouded skies of Krieg. But most of all, it needed to be as simple as possible to construct and use, as then it could crush the opposition through sheer weight of numbers. The result was an ugly, slab-sided vehicle, but one that admirably fulfilled the needs of the time. It is testament to its solid design that the Ragnarok was so gloriously restored to service by the Baran Siegemasters, who use it to this day and know it affectionately as the 'Mk 1 Mobile Bunker'.

RAGNAROK HEAVY TANK (KRIEG PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Ragnarok Battlecannon	60cm	AP4+/AT4+	—	
2 x Heavy Stubber	30cm	AP6+	—	

Notes: Reinforced Armour, Walker (represents ability to move over difficult terrain).



IMPERIAL GUARD
SAPPERS

Imperial Guard regiments often include a corps of sappers. It is their job to construct and maintain the fortified positions occupied by the regiment, but they are also trained in the art of siege warfare. When confronted by a strong defensive position, sappers will work to literally undermine it, digging tunnels under the enemy position from which surprise attacks can be launched or explosive charges detonated. Opposing groups of

sappers seek to counteract these mining operations, attempting to breach the enemy tunnel in order to capture it before it is complete. If they do so, a deadly underground battle will be fought in the tunnels under no man's land, with no quarter given or asked for. Sappers are also expected to spearhead direct attacks on fortified positions, and are trained in the use of special assault weapons such as flame-throwers and meltabombs that they use to breach the enemy position. Considering the dangerous nature of the tasks they are called upon to perform it will be no surprise to hear that sappers often fashion crude homemade carapace armour to protect themselves.

IMPERIAL GUARD SAPPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Flamer	15cm	AP4+	Ignore Cover	
Meltabombs	(base contact)	Assault weapon	Extra attack (+1), Macro-Weapon	

Notes: Sappers can be represented by any suitably painted Imperial Guard infantry or Ogryn miniatures.



FORTIFIED POSITIONS

When a campaign bogs down, the Imperial Guard will immediately start to dig in and create fortified positions. Soon trenches will spring up all along the frontline, providing cover and safety for the troops that occupy them. Thickly walled bunkers will usually

supplement these trenches, and gun emplacements will be built for artillery and tanks to protect them against enemy fire. Razor-wire will be laid out in front of the trenches to slow down enemy infantry assaults. In a lengthy campaign these fortified positions can become extensive, with multiple trench lines one behind the other, and massive bastions designed to protect vitally important positions.

FORTIFIED POSITIONS

Terrain	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect

Notes: Bunkers are Fortifications (see 1.8.4). Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see 1.8.3). Each gun emplacement can hold one unit, and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length.



1.3 THE FERAL ORKS

“What are these dirty little things doing here? Where are our cities? Who has murdered the Children of Asuryan?!”

Mauryon returns to Baran

Spored To Be Wild

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet’s inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.



All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a planet’s surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery.

Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

Survival of Da Biggest

At first these tribes are small in number and are of little threat to the planet’s inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks’ development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh! Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.



Da Tribe

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became cultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home-world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.

1.3.1 FERAL ORKS SPECIAL RULES

The following special rules apply to Feral Ork units.

1.3.2 FERAL ORK UNITS

A Feral Ork army is allowed to use the new units on the following pages. All other units that may be used in a Feral Ork army are covered in section 5.5.3 of the Epic: Armageddon rulebook and on the Feral Ork Army Reference Sheet.



Feral Ork Huntas

The Boyz in a Feral Ork army are known as Huntas. They have the same characteristics and can be represented by the same models as Ork Boyz, and so are referred to as Ork Boyz in the army list to avoid confusion.

SPECIAL RULE
1.3.1 Feral Ork Special Rules

Mob Rule

Orks believe 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. To represent this Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Grotz or Squig Katapultz units, receive a +1 modifier to any Rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule War Engines count each point of starting damage capacity as a unit.

SPECIAL RULE
1.3.2 Feral Ork Special Rules

Power Of The Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low Initiative rating. However, if there is one thing that will galvanise an Ork warband, it’s the thought of a good punch-up. Because of this Ork formations that are attempting to take Charge or Double actions receive a +2 modifier to their Action test roll.



ORK WYRDBOY

Although all Orks are innately psychic, a rare few have the ability to channel this power. Most of these shaman, or Wyrdboyz as they are more commonly known, are reluctant psykers who live in dread of their heads exploding when they become suffused with psychic energy. They draw their power from the Waaagh! energy subconsciously released by other Orks’ excited minds as they go into battle. This energy sometimes grows to such an intensity within the Wyrdboyz mind that he is unable to control it, resulting

in his brain bursting from his skull in an almighty blast. Although such accidents are rare, they mean that Wyrdboyz are understandably reluctant to take part in battles. Unfortunately for them, Feral Ork warlords need their talents to make up for the lack of heavy weaponry in their army and so insist that the Wyrdboyz turn up. On campaign they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, and channelling it into a powerful psychic attack. This attack is known as the Fist of Gork, and is perfectly capable of destroying the most heavily armoured tank, and can even swat aircraft out of the sky.

ORK WYRDBOY				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Fist Of Gork	45cm	MW5+ /AA5+	Macro-Weapon	

Notes: Character.. Note that the Wyrdboy may be added to any unit in the formation, includig Orkeosaurus and Squiggotbs.



ORK WILDBOYZ

A Feral Ork raiding party will often come across a small community of Orks that have spored up away from the larger tribes. These Orks are usually armed with the most basic primitive weaponry, such as clubs and spears and bows. The Ork raiding party will bring these wild Orks back to the tribe where over a period of time they will be taught the proper Orky way. However, before they are truly accepted in the tribe they must prove their strength in battle, while they are still new to the marvels of Ork kulture. Though they haven’t really

got the hang of using shootas and stikkbombs, they’re more than willing to have a go at the enemy with their clubs and spears and anything else that comes to hand. A Feral Ork warlord will often bring some of his Wildboyz along to a battle so that they can have some fun and get a bit of experience at the same time. The Nobz always keep a special eye on the Wildboyz and make sure that they don’t do anything too impetuous like running through minefields or standing around in the open. After the battle the Wildboyz who have done well are rewarded with a shoota and allowed to join the ranks of the Boyz mobs.

ORK WILDBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	n/a
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons	-	



ORK MADBOYZ

Most feral Orks have little understanding of technology and often their introduction to even the simplest mechanical devices will be too much for their small brains to handle. When this happens an Ork can become psychotic and lose what little rational thought processes he had in the first place. These Orks

are known as Madboyz or Nuttas. While some become just plain crazy, others are inspired geniuses whose inventions and ideas are immensely valuable to the Orks. All Madboyz are unpredictable and somewhat anarchic, and so are grouped together on the battlefield to ensure they don’t cause confusion in the ranks of the other mobs in the army. Other Orks have the utmost respect for the Madboyz, whose crazed notions are seen as sign of favour from the Ork gods Gork and Mork.

ORK MADBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons		
Shootas	(15cms)	Small Arms		

Notes: Fearless



ORK BOARBOYZ

For as long as any Ork can remember the warboar has been a favoured mount of the warrior Ork. It is a fierce and stubborn beast, with sharp tusks, a thick skull, and the odour of the dung-heap – much like it’s rider! Although most Ork tribes, with the notable exception of followers of the Snakebite clan, now favour bikes, buggies and other mechanical contraptions, Feral Orks still rely on the good old warboar with its familiar smell and violent temper to carry them into battle. Ork Boarboyz must first capture a

wild boar and then beat the creature into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of the boar, whilst the boar for his part in the bargain is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick! Amongst the more advanced tribes, the Nobz will take their best boarz to the tribe’s Meks and Painboyz to have them turned into a strange amalgam of animal and machine known as a cyboar. Basic improvements to the boar involve its tusks being replaced with steel ones, the addition of an armoured carapace, and the fitting of wheels or chemical injectors to increase the boar’s speed and ferocity.

ORK BOARBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	15cm	Small Arms	-	
Choppas	base contact	Assault Weapons	-	

Notes: Mounted, Infiltrators



SQUIG KATAPULT

Squig katapults lob large pots full of carnivorous buzzer squigs into the midst of the enemy. The pots crack open when they land and swarms of the enraged squigs pour out to attack anything nearby. Buzzer squigs are voracious insect-like creatures that are capable of stripping the flesh off a man-sized creature in seconds. Squig katapults are made from a combination of wood, box girders and scrap metal scavenged by the Orks from crashed and

wrecked vehicles. Any metal that is used is fashioned into girder-like sections, perforated with large holes to reduce weight and bulk. These sections are bolted together before the battle, and can be carried about at other times by the Grot gun crew. The katapult operates by a simple mechanism. The ammunition (a pot full of buzzer squigs) is loaded into a holder mounted on a long arm that is held under tension by powerful springs. The arm is wound back by a handle and fastened with a catch operated by a lever. When the katapult is loaded, the lever is released and the arm flings the pot of squigs towards the target.

SQUIG KATAPULT				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Squig Katapult	45cm	1BP	Disrupt	



JUNKATRUKK

It’s not uncommon for Feral Ork tribes to capture vehicles left by other forces. These vehicles will have been heavily damaged, and it’s rare that a feral Ork tribe will either have the mechanical expertise or spare parts needed to get them up and running in anything like their original form. But such minor problems don’t stop the tribe from making full use of the newly looted vehicles, far from it! The vehicles

will be given to one of the tribe’s Boilerboyz or Pigdoks, and they will quickly get it back up and running again. Boilerboyz are masters of primitive steam-powered technology, and can usually convert a captured vehicle to run on steam-power by the addition of a simple steam-powered engine. Pigdoks look after the tribe’s squigs, boars and cyboars, and by the simple expedient of harnessing two or more of their charges to the front of the captured vehicle they can create a crude yet surprisingly effective combat vehicle.

JUNKATRUKKS				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	25cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+ /AT6+	-	

Notes: Transport (may carry one Grot plus any one of the following units: Boyz, Nobz, Wildboyz). Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire.




SQUIGGOTHS & ORKEOSAURUS


Squiggoths are large creatures that are normally hunted down by Orks as food. Feral Orks see the great beasts as more than simply food and also use them in battle. Squiggoths don't normally grow much bigger than a bull, but with the right fungus nutrients and tender loving care they can reach house-sized or even bigger! Really large Squiggoths are called Orkeosauruses by their proud owners, and are highly valued not just for the carnage they can cause in battle but also for the prestige that they bring their tribe. When the tribe marches off to war they are accompanied by the trumpeting calls and the thunderous tread of the mighty Squiggoths and Orkeosauruses. In battle the Pigdok who

nurtured the creature will sit proudly high up on the swaying carapace on its back, bellowing as the scurrying gun crews load and fire their guns, wincing as the odd Grot or Ork loses its grip and plummets out of the tower. Squiggoths and Orkeosauruses are deadly in close combat, trampling foot troops and goring tanks with their huge tusks. They are hard to kill, as their thick hide, awesome constitution and dull nervous system shields them from all but the most hideous wounds. The problem with the creatures is that when they finally realise they are hurt or, indeed, dead they tend to panic and rampage around until they finally keel over. This is especially true of the enormous Orkeosauruses, who are capable of rampaging around for almost ten minutes even after having suffered a mortal wound – which can be more than a little bit dangerous for any troops who happen to be in the way.

SQUIGGOTH				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shoota Teeth & Horns	30cm (base contact)	AP5+/AT6+ Assault Weapon	Macro-Weapon, Extra Attacks (D3)	
Big Gun	45cm	AP5+/AT5+		
Notes: Reinforced Armour. Thick Rear Armour. Transport (May carry any four of the following units: Boyz, Nobz, Wildboyz. May carry two Grotz in addition to any other units.)				



ORKEOSAURUS						
Type	Speed	Armour	Close Combat	Firefight		
War Engine	15cm	4+	4+	5+		
Weapon	Range	Firepower	Notes			
4 x Twin Big Shoota Goring Tusks	30cm (base contact)	AP5+/AT6+ Assault Weapon	Macro-Weapon, Extra Attacks (+D3)			
OR	(Base Contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D3)			
2 x Big Gun	45cm	AP5+/AT5+				
Notes: Damage capacity 6. Reinforced Armour. Thick Rear Armour. Transport (may carry any 12 of the following units: Boyz, Nobz, Wildboyz. May carry six Grotz in addition to any other units).						
Critical bit effect: The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then the Orkeosaurus is killed.						





STEAM GARGANT

There is great rivalry between the Boilerboyz and the Pigdoks in Feral Ork tribes. Each feel that they have the answer to the tribe's future; for the Pigdoks the way forward lies with sticking to traditional Orky values, while the Boilerboyz feel that creations powered by their new steam-powered teknoogy will lead the tribe to power and riches. Being Orks, each group tries to prove its point by creating ever bigger and more powerful war machines. For the Pigdoks the pinnacle of their art are the mighty Orkeosaurus that they breed, while for the Boilerboyz it is the huge steam-powered Gargants that they create.

The Steam Gargants used by Feral Ork tribes are, if anything, even more varied in appearance than the more traditional Gargants used by other tribes. This is because Feral Orks have not been exposed to the full extent of Ork kulture, and so will develop their own ideas of how to do things. While most Mekboyz know that a Gargant should be a living idol created in the form of the Ork gods Gork and Mork, a Feral Ork Boilerboy hidden away on a backwater planet will often have no idea of this, and so will create giant war machines in any shape and size that takes his fancy. In one way, however, Steam Gargants are the same as any other Ork Gargant, and that is in being large, well armoured, and very, very shooty!

STEAM GARGANT						
Type	Speed	Armour	Close Combat	Firefight		
War Engine	15cm	4+	4+	4+		
Weapon	Range	Firepower	Notes			
0-2 x Soopa Gun 0-2 x Mega-choppa	60cm (base contact)	2BP Assault Weapon	Macro-Weapon Macro-Weapon, Extra Attacks (+1) Titan Killer (D3)			
Fist of Gork	45cm	MW5+/AA5+	Macro-Weapon			
Critical Hit Effect: The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit.						
Notes: Damage Capacity 4. Reinforced Armour. Fearless. Walker. May not have more than two Soopa guns or Mega-choppas in total (one on each arm).						

