

Gordon Rennie & Paul Jeacock

DEFF SKWADRON

'Death, carnage and war on a universal scale.'

SFX Magazine





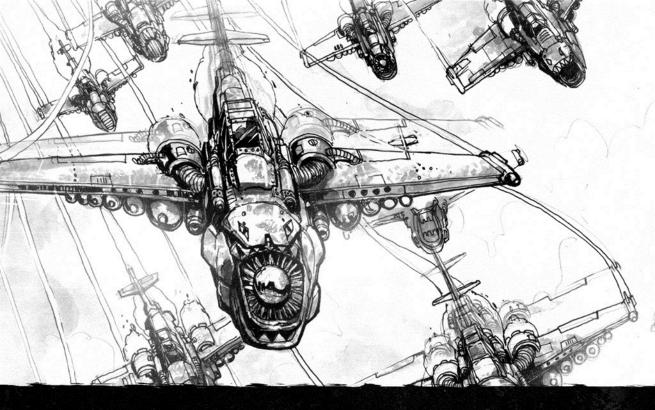
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Gordon Rennie Paul Jeacock



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First published in Great Britain in 2004 by BL Publishing, Games Workshop Ltd, Willow Rd, Lenton, Nottingham NG7 2WS, UK

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A CIP record for this book is available from the British Library.

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PUBLISHER: MARC GASCOIGNE

EDITORS: ANDY JONES, MARC GASCOIGNE & CHRISTIAN DUNN

DESIGN & PRODUCTION: DARIUS HINKS, DAN PRANE & ANDY WALSH

ADDITIONAL MATERIAL: MATT RALPHS

COVER: PAUL JEACOCK & NEIL HODGSON LETTERING: FIONA STEPHENSON





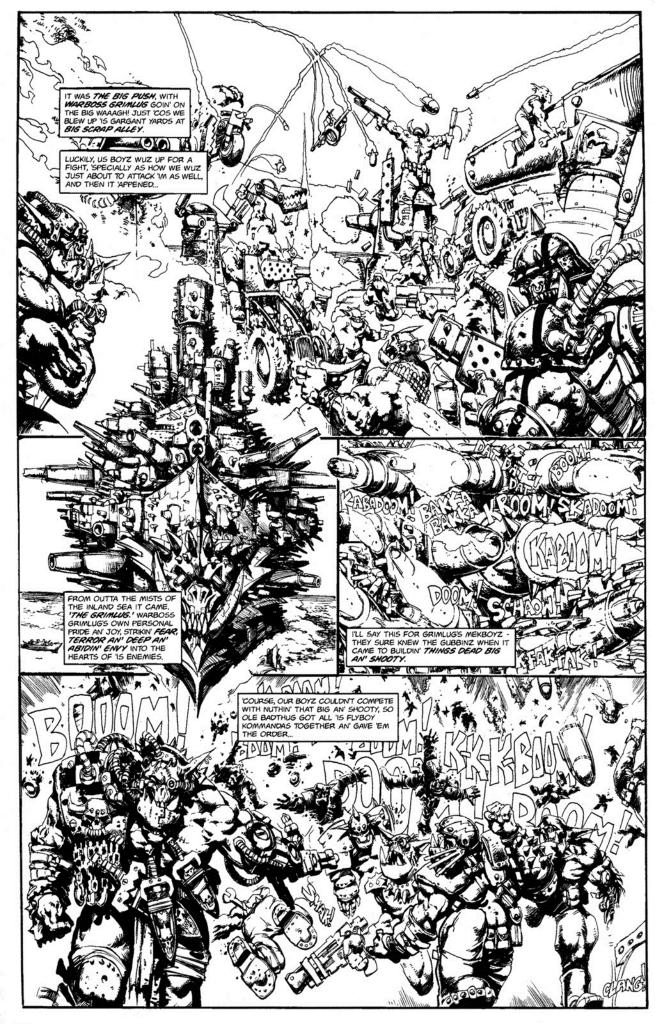






































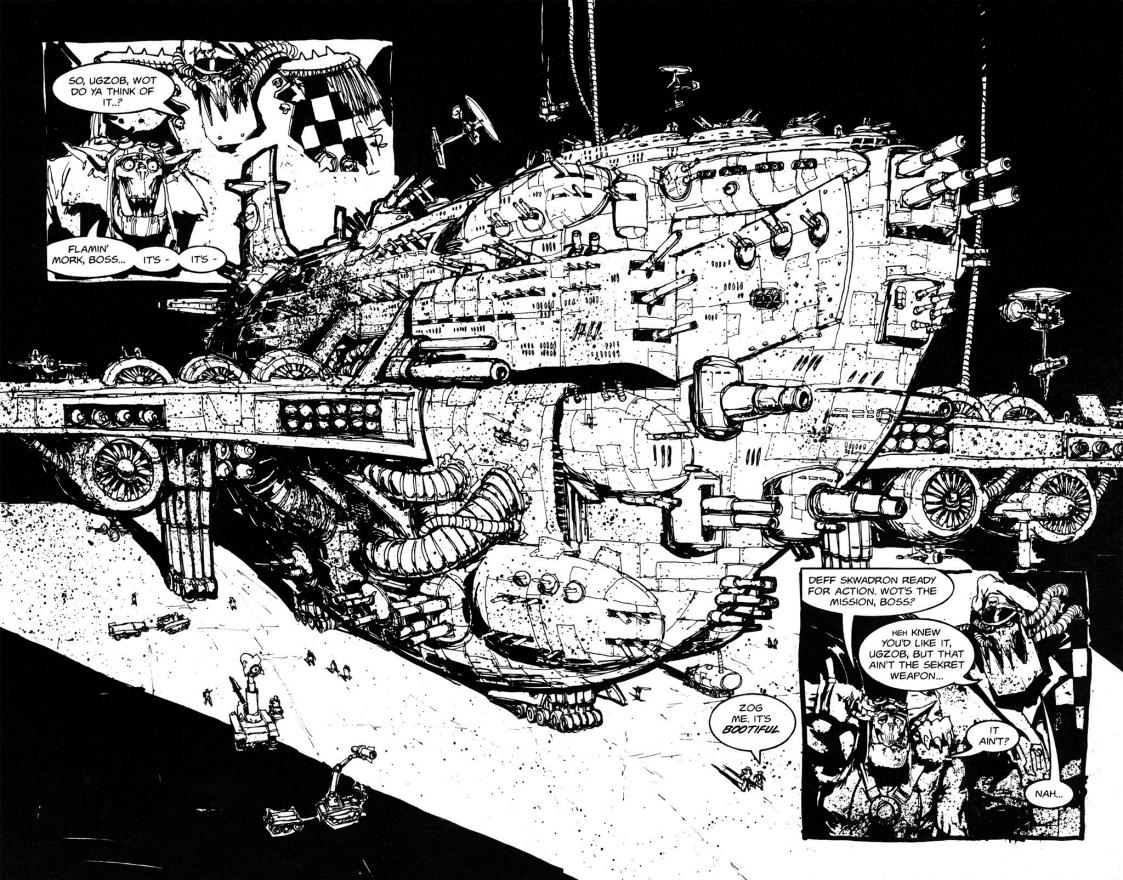




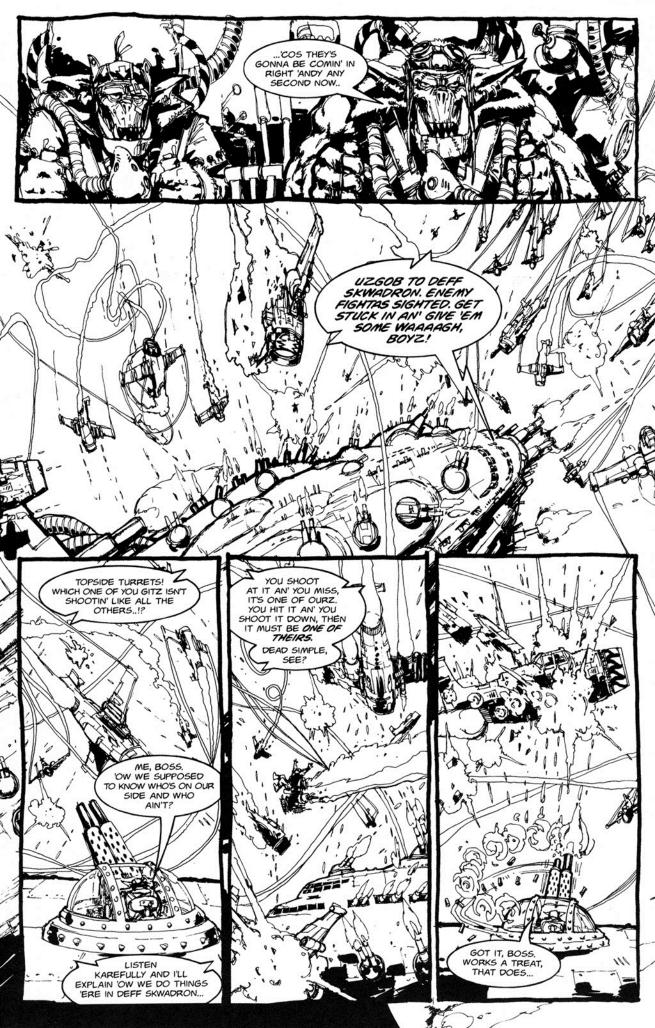








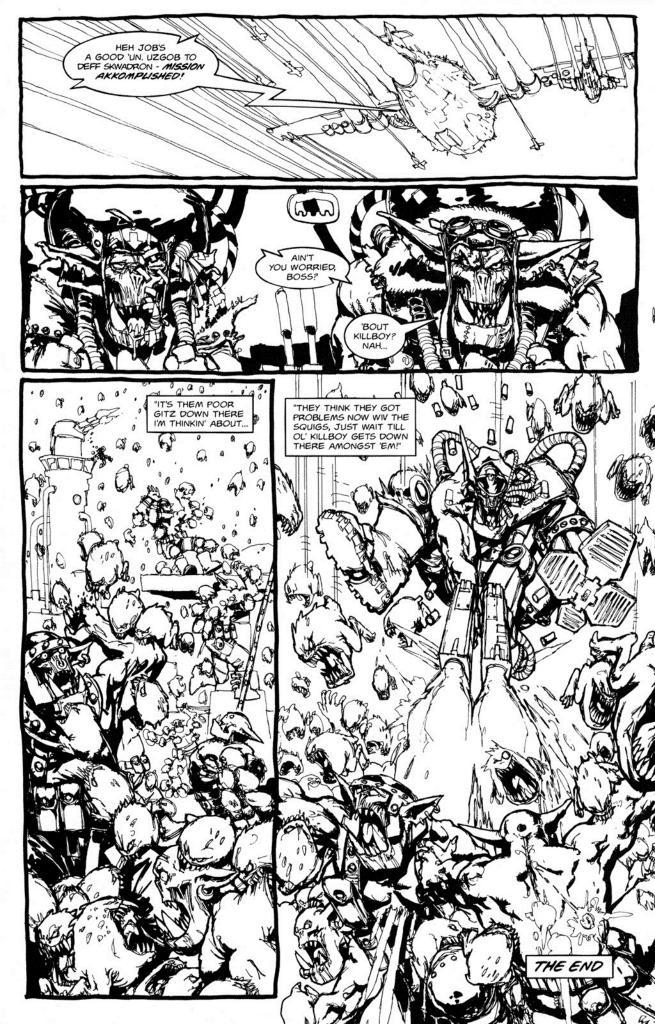




















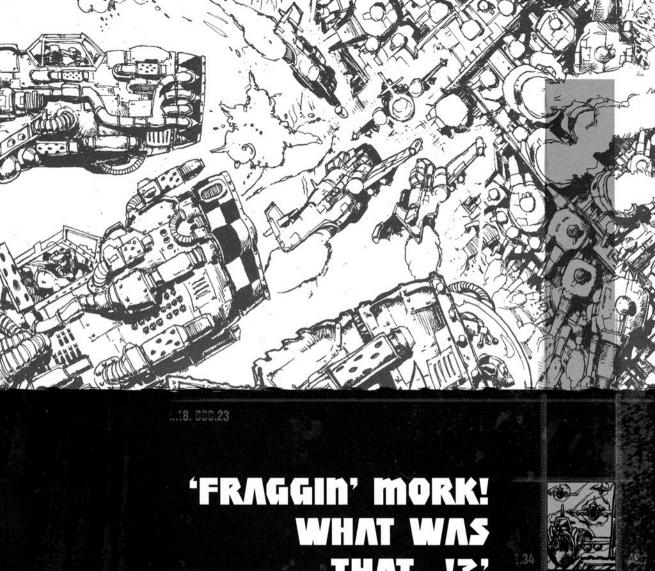








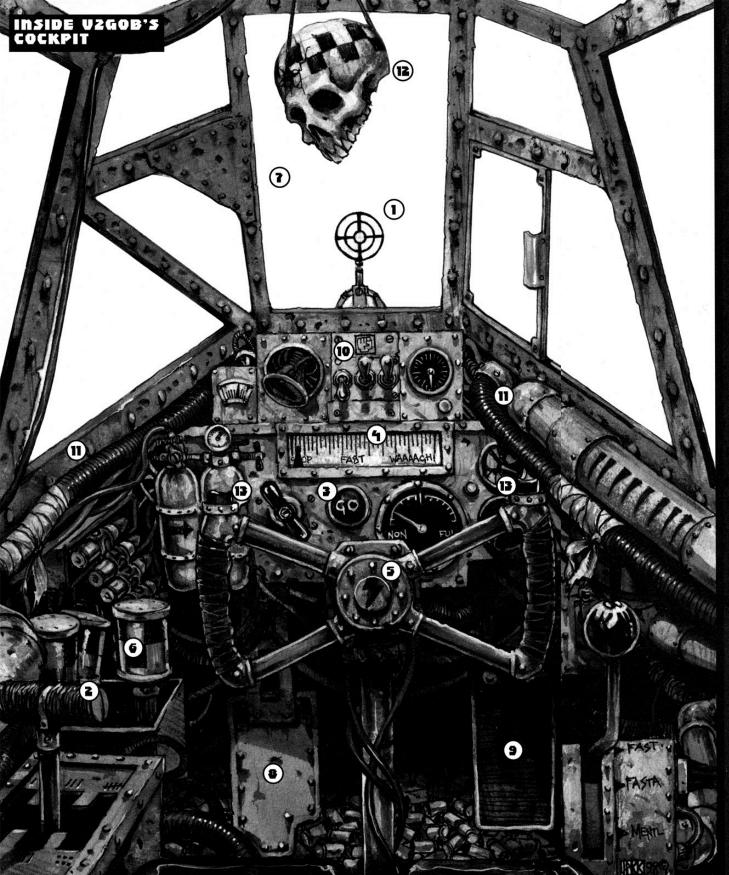




THAT...!?'

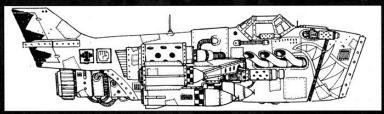






ORK FIGHTA-BOMMER

NS FLOWN BY KOMMANDA UZGOB, AKA "MAVERORK"



CREW: 1 Ork Flyboy

DIMENSIONS: 110 ft long

170 ft wingspan WEIGHT: 78 tons unladen

RANGE: 1800 ikm approx.

FUEL TYPE: Unknown

ARMAMENT: 2 nose-mounted heavy cannons

- 2-4 wing-mounted heavy cannons
- 2-4 air-to-air rockets

PAYLOAD: 6000 lbs of wing slung explosives.

Individual craft may vary widely from the sample above.

- l) The gun-sight: Never taken very seriously by the orks, not least because their weapons are notoriously inaccurate.
- 2) The gear lever: Orks will permanently keep this in the highest gear, even when landing*.
- 3) The 'go' stud: This button starts the aircraft, fuss-free, negating any need for boring and useless pre-flight checks.
- 4) Speedo: Tells the ork roughly how fast his aircraft is going. Travelling at any speed lower than Waaagh! is tantamount to cowardice. This sort of mindset ensures that mortality rates for ork pilots remains high.
- 5) Steery stick: The ork pilot pushes and pulls this most temperamental of devices, which allows him to guide his aircraft roughly in the direction he intends to go.
- 6) Stikk bombs: An ork's preferred air to ground ordnance. The pilot can throw them out of the window because, as demonstrated below, there probably won't be any glass in them.
- 7) Windshield: Made from toughened glass but rarely lasts more than one sortic. If it is not broken by enemy or

- stray 'friendly' fire, the pilot will probably smash it, either in frustration at missing a target (due to his inaccurate guns, not using his sights, excessive speed or unreliable steery stick) or to give him a clearer view of the action.
- 8) Footbrake: Very rarely used. Some orks go as far as to remove it altogether.
- 9) Clutch: Never used, even by orks who bother to change gear.
- 10) Unknown: Most pilots don't know what these switches are for so they tend to pull them off.
- ll) Fuel lines: These are routed through the cockpit in case the pilot gets thirsty.
- 12) Skull trophy: Hanging such objects is common, and the danger they pose because of the distraction they cause the pilot is ignored, because it looks good.
- 13) Shooty-button: The orks' favourite part of the whole aircraft. Its use is rarely confined to when a target is in the sights.

*Crashing



DEFF SKWADRON SERVIS REKORD

KOMMANDA UZGOB "MAVARORK":

Flown 52 missions, 89 confirmed kills, 14 dogfight victories. Shot down twice. Favourite manoeuvre: 'Comin' out of da sun - sneaky!'

RAZAUTS "DA GOOSE":

Flown 31 missions, 27 confirmed kills (219 unconfirmed), 2 dogfight victories. Never shot down. Favourite manoeuvre: triple-axel Immelmann stall-turn with salko and dismount (often claimed, but never in front of witnesses).

GORTHUNK "KILLBOY":

Flown 34 missions, 66 confirmed kills, 10 dogfight victories. Shot down 14 times. Favourite manoeuvre: flying plane into target.

NB: Kills tally includes only ground targets, rear-area support personnel, refuelling and supply vehicles, also ground staff (enemy and friendly), or hard points such as ground-to-air defence sites, bunkers, bridges, hillsides, huts, munitions dumps, Ork stockades, trees, etc. Dogfight tallies include aerial targets shot down.





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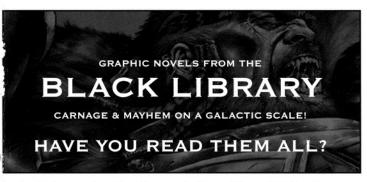
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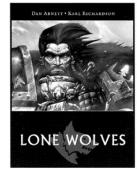
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