

This month we continue our feature on Fanatic Studio's latest offering, *Epic: Armageddon*. In this article, Jarvis Johnson takes a look at an alternative Ork army list, the *Speed Freaks*, as well as presenting a new scenario for using them.

DA KULT OF SPEED

EPIC SCALE WARFARE IN THE 41ST MILLENNIUM



Jervis: This article provides an Ork Speed Freak army list for use in *Epic: Armageddon* tournament games. *Epic* is rather different to most other Games Workshop games in that rather than having generic army lists that cover a wide variety of different forces for a single race, it has specific army lists that each cover a single specific army. For example, the Imperial Guard list that appears in the *Epic* rulebook is based upon the *Armageddon Steel Legion*, while the Space Marine army list covers *Codex Astartes Space Marine* chapters. In a similar manner, the army list included with this article covers the *Burning Death Speed Freaks* tribe that fought during the 3rd *Armageddon War*.

There are two reasons for adopting this approach. First of all, it gives me a way of adding exciting new models to the *Epic* range without having to go back and retroactively add them to an existing army list. For example, I plan to produce a *Black Templar* army list in the future, and when I do we'll be bringing out an *Epic* scale *Land Raider Crusader* for use with the army. What I won't have to do then is go back to the *Codex Astartes* list and add the option of taking *Land Raider Crusaders*. What this means in practical terms is that you'll know that once an army list is published, it won't change or be added to.

Secondly, it allows me to make sure that each army list is as balanced as it can possibly be. It is extraordinarily difficult

to 'balance' generic army lists, as they need to include a huge number of different options in order to cover all of the different forms of army that a race can field. This open-ended nature means that hidden within them are usually one or two combinations of troops that are far more effective in a game than any other combination of troops. Sadly these troop combinations are rarely ones that make sense in terms of the army's background, but players will use them nonetheless to get a small edge in the games that they play. By using specific, rather than generic, lists I'm able to cut down on the number of choices I need to make available to a player in any one list, making the task of balancing it much easier.



The Black Templars try to hold back the advance of the Speed Freaks, until much needed reinforcements arrive.

Finally, some players have asked if this approach means that they can't use models unless they are painted in exactly the right colour scheme for the army list being used. This categorically is not the case. Although the army lists are specific, they can be used quite happily as stand-in lists for models painted to represent other armies. For example, if you have a Blood Angels Space Marine chapter, then you can use the models with the Codex Astartes army list, or at least you can until we publish an army list specifically for the Blood Angels. By the same token, if you have a Cadian Imperial Guard army, you can use your models with the Steel Legion army list until we publish an army list specifically for Cadian regiments, and so on.

In this article I present a new Epic list that will allow players to field Speed Freek armies in their games of Epic. Although it has similarities to the 'Waaargh Ghazghkull' Ork list in the Epic: Armageddon rulebook, there are subtle but important differences between the two, allowing Ork players to field two quite different styles of Ork army. I hope you enjoy using it. If you have any questions about the list, I recommend visiting the Epic forum on the Epic website at www.epic-battles.com. You will also be able to find other new lists to try out on the website.

NEW SPEED FREEK UNITS

The following new units can only be used in Speed Freek armies. There are three types of unit: Mekboy Bad Ork Bikeboyz, Mekboy Speedstas and Ork Trukks. These are described in detail below, along with the rules you will need to use them in your games.

Mekboy Bad Ork Bikeboyz: The Kult of

BURNING DEATH SPEED FREEKS

Below was some sort of Humie supply dump, with stacks of crates and barrels, and Imperial Guardsmen scuttling around dousing fires. Skargrim grinned and sounded the Waaagh-horn before kicking his driver to go faster. Around him, the massed vehicles of the Speed Kult raced down towards the shocked Humies at full throttle. Warbuggies vied with bikes and Traks to cover the ground the fastest, Trukks packed with Boyz careened against each other as they fought to get ahead, the greenskins' shouts inaudible over the thunder of engines. The column of ramshackle, bellowing vehicles snaked and twisted like a living thing as it converged on its prey.

Speed is a constant social problem for the Orks. Nobody minds a few reckless races around the stronghold, but sometimes it gets out of hand, especially if the Warboss' fleet of new red wagons gets smashed up by crazed hoodlums in ramshackle Mekboyz hot-rodz. The Warboss is sometimes left with no option but to banish the offenders together with their vehicles. From that moment on they become a roving band of troublemakers looking for adventure, willing to fight for anybody.

These wandering bands of homeless renegades are known as Bad Ork Bikeboyz. Their favourite sport is running over ranks of drilling Stormboyz, but they are quite happy to practise on Gretchin, Snotlings, Madboyz or anyone else who gets in the way.

Unfortunately, some Ork Mekaniaks don't just love fixing bikes, they love

riding them too, and this can lead some of them to becoming dedicated members of the Kult of Speed and much feared Bad Ork Bikeboyz in their own right. The most skilled and fearsome Mekaniak Bad Ork Bikeboyz can rise up through the ranks to become the leader of entire Speed Freek clans.

Arguably the most famous Mekaniak Bad Ork Bikeboy is Wazdakka Gutsmek. Although Wazdakka started out as a simple Mekaniak, he quickly became seduced by the Kult of Speed and soon thereafter was banished from his warband to become a Bad Ork Bikeboy. Most Bikeboyz like to ride around in gangs, but Wazdakka prefers to travel on his own. It is rumoured that he only leaves the saddle when he has to perform repairs on his highly kustomised warbike. All the rest of the time he rides hard and fast, kept awake by a dangerous cocktail of drugs supplied by an outlawed Mad Dok, and with complete disregard for his own or anyone else's safety.

MEKBOY SPEEDSTAS

Mekaniaks are the technical engineers and master mechanics of Ork civilisation. Their understanding of the principles behind the technology they use is somewhat vague and crude. In fact, Mekboyz are often as mystified as the rest of the Orks as to why something they've put together actually works (but it usually does). The Meks have an instinctive talent with machines and their unlikely creations often work surprisingly well, though it must be said that there are often some spectacular accidents and malfunctions.

Meks build and maintain a bewildering array of vehicles, weapons, spacecraft and machinery. They are great

SPEED FREEK REFERENCE

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Mekboy Bad Ork Bikeboy	INF	40cm	5+	4+	5+	Sawn-off Kustom Blasta*	15cm	MW5+ AND Small Arms Assault Weapons	- Extra Attack (+1), Macro Weapon Extra Attack (+1), Macro Weapon Mounted, Invulnerable Save, Supreme Commander.
						Choppa Blades	base contact		
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	Power Field (D3)
Ork Trukk	LV	35cm	5+	6+	na	none	-	-	Transport**

*The sawn-off kustom blastas can be used to shoot and in an assault as small arms.

**May carry one of the following units: Boyz, Nobz, Grots, Big Gunz. Units other than Big Gunz may shoot or while being transported.

innovators and inventors but seldom plan their creations before they begin; rather they take an idea from something they've seen or heard about and construct it, kustomising it in typically Orky fashion with additional bolts and spiky bits as they go along. Each Mek produces highly original work and every item of Ork machinery bears the indelible stamp of an individual Mek's handiwork. Often Meks 'eksperiment' with vehicles or weapons they're repairing, fitting extra armour or kustom force fields. The result of all this is that Ork weapons and vehicles are seldom identical, mass produced articles – they are kustom-built.

The Kult of Speed always attracts lots of Mekboyz who endlessly tinker with the Speed Freeks' buggies and bikes to make them 'go fasta'. The only thing Mekboyz like more than tinkering with machines is building and tuning their wickedly fast Kustom Battlewagons. Every Mekboy has his own pet 'projikt' he's working on. These often lie about forgotten for months or years but when the Waaagh-Ork starts, a Mekboy will find the time (inbetween building weapons and Gargants) to finish off his special Kustom Speedsta with a few more widgeits and gubbins and (most of all) new, shiny kustom weapons.

ORK TRUKKS

An Ork Truk consists of little more than a large engine strapped to a big enough chassis to transport a group of Boyz on the back. Like all Ork vehicles, Trukks come in a huge variety of different types and sizes, and the largest are nearly as big as a Battlewagon. The majority, however, are about the same size as a buggy, and have enough space to carry about half a dozen Orks and/or Grots. Because of their small size, there isn't usually room to carry a permanently attached weapon, but because of their open design the Boyz being transported on the back are able to shoot any weapons they are armed with, so the lack of a fixed weapon isn't usually much of a problem.

Trukks are used in great numbers by Speed Freek Kults, where their additional speed allows them to keep up with the rest of the buggies and traks in the army. In any case, the Boyz hitching a ride in a Speed Freek army are as addicted to speed as the drivers themselves, and much prefer to ride into battle hanging to the back of a Truk than to be cooped up in a stuffy (and slow) Battlewagon!

Imperial commanders been caught out a number of times by Speed Freek armies using their Truk- borne infantry to good effect. At the battle of Gett's Ridge, Speed Freek warbands rushed ahead of the main army and seized the vital high ground after which the battle was named. When Imperial Guard forces from the 222nd Armageddon Steel Legion arrived they found Gett's ridge already occupied by Speed Freek infantry. The Boyz were able to hold up the 222nd long enough for the rest of the army to turn up, and then leaped

back into their Trukks and proceeded to ride round the flank of the hapless Imperial Guard regiment, cutting off their line of retreat. Caught between the Ork warbands on the ridge and the Speed Freeks from behind, the 222nd was all but annihilated, for very little loss to the Ork army (including, rather typically, a number of accidental Ork deaths amidst high speed crashes with their own vehicles).

SPEED FREEK ARMIES

As well as their unceasing love of warfare, some Orks have also developed a strange addiction to speed. Orks like to go fast. Speed fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks and the din of battle. They like to feel the wind on their faces, see the dust rising behind them in a big cloud, and hear the roar of powerful engines. This being the case it is hardly surprising that bikes and buggies of all kinds are highly popular with the Orks. They may not be all that heavily armoured, but they are cheap, shooty and, most important of all, they go dead fast!

There are two unique sensory areas in the Ork brain. One of these is stimulated by noise, the other by the sensation of speed. When Orks are exposed to loud noise, such as the din of battle, or the thrill of going very fast on a vehicle, he experiences a sensation of utter delight and an overwhelming feeling of well-being. Undoubtedly, the Ork brain has naturally evolved in this way so that Orks will instinctively behave in a manner which benefits and expands the Ork race as a whole. In other words, Orks love the noise of battle and the din of heavy machinery and are consequently prone to reckless



behaviour. That this often leads to the destruction of individual Orks is of no consequence because the race as a whole is made dynamic, adventurous, cheerful in the face of adversity and heedless of danger.

Once an Ork has begun to indulge his natural instinct for speed, he is liable to become addicted to it. The part of his brain which responds to the sensation of rapid movement demands more and more stimulation. It may start by the Ork riding on a vehicle or becoming the proud owner of a Warbike. Soon the Ork is racing frantically against rivals. Next he is handing over bags of teeth to Mekboyz for kustom jobz on his beloved machine. Layer upon layer of red paint goes on and comes off again as soon as it is even slightly dull or scratched. The Ork is enmeshed in the Kult of Speed; he has become a Speed Freek.

These Speed Freeks principally come from the Evils Sunz clan, though not exclusively. They like nothing better than to roar into the heat of battle on their fast machines, tearing around at breakneck speeds. Like war itself, this seems to fulfil some deep requirement within the Orks' psyche and when they are not in battle, Speed Freeks spend their time racing around the Ork settlements or tinkering with their machines to get that extra ounce of speed from them. Buggies include vehicles such as Ork Wartraks and Scorchas, as well as the ubiquitous War Buggies themselves. The Orks who ride the impressively armed Ork Warbikes are known as Bikeboyz.

Vehicles that go really fast have great prestige value, and Orks will hoard teeth for years to afford a really fast vehicle. Whenever an Ork takes his buggy or bike to a Mek for repairs, he always asks "Can yer make it go faster?". This usually necessitates a fresh coat of red paint, as well as a bit of noisy tinkering with the engine. For, as every Ork knows, red ones go faster. Rivalries between Nobz and Warlords as to who has the fastest machine leads to reckless racing around the perimeter of Ork settlements. The Orks' love of fast





Ork Speed Freeks ambush a convoy of Steel Legion Chimeras that has lagged behind the rest of the Imperial armoured column.

vehicles – known by the Orks as 'da Kult of Speed' – accounts for the vast array of customised buggies, bikes and ramshackle vehicles that can be mustered by an Ork Speed Freek warband. Most are in a constant state of disrepair, with bits falling off every few miles or so. A lot of these vehicles are owned by Mekks, who have been known to attempt repairs while the vehicle is in motion! Orks suffering from extreme speed addiction find it difficult to stop once they've revved up to full speed.

The mark of a hardened Speed Freek is unmistakable: his glazed eyes stare directly ahead, oblivious to the surroundings and conscious only of his machine and the distant horizon. Should he be forced to stop for fuel, he paces up and down, jittery and fidgeting while the Gretchin servant fills the tank. Those Warbosses, Nobz and other Orks who rely on a Speed Freek driver must always carry a hefty spanner or wrench about their person since the only way to ask him to stop is often a hefty belt on the head. These anti-social tendencies invariably lead to them eventually being banished from their warband, especially when their latest antics have resulted in the Warboss's favourite buggy being

trashed. These outlaws will more often than not join a Speed Freek warband, where all of the other Orks in the warband share their addition to the Kult of Speed. When several Speed Freek warbands gather together to take part in a Waagh they form their own Speed Freek tribes. There are several such tribes on Armageddon, of which the Burning Death Speed Freeks are arguably the most famous. Speed Freek tribes are usually led by a renegade Mekaniak Bad Ork Bikeboy, whose combination of extraordinary mechanical skills and fearsome fighting prowess make them the perfect leaders for the crazed Speed Freeks under their command.

As already noted there are several Speed Freek tribes taking part in the Armageddon campaign. Although they tend to lack the numbers and heavy equipment found in more typical Ork warbands, this is more than made up for by their speed and aggressiveness. In this campaign Ghazghkull has made good use of these traits, using the Speed Freeks under his command to outflank strongly held enemy positions, and to exploit any breaches in Imperial defence lines. Often the first sign that an

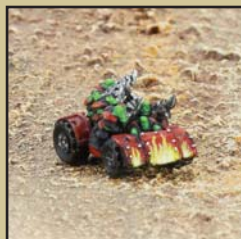
Imperial Commander will have of an attack is the rapidly approaching clouds of ash dust thrown up by the Speed Freeks buggies, followed moments later by an all-out assault led by hundreds of small Ork vehicles being driven at break-neck speed and with no thought for their own safety! Following close behind the Speed Freeks will be slightly slower-moving Blitz Brigades and Fortress Mobs, whose more heavily armoured vehicles will mop up any centres of resistance not overwhelmed by the initial attack. When unexpectedly strong resistance is met, the Speed Freeks will simply bypass it, leaving it for the Ork warbands following in their wake to deal with.

The following army list is for Ork Speed Freek armies. It is designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules.

The army list covers a specific army that took part in the 3rd Armageddon war. Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as 'stand in'

MODELLING THE NEW SPEED FREEK UNITS

The new Speed Freek units can be represented very easily using models in the current Ork range, as shown below. All you really need to do is take the model and paint it in appropriate Speed Freek colours. If it's a Mekboy vehicle then it should also be adorned with a Mekboy banner. The only model that requires any real modelling work is the Trukk, where you will need to fill in the small hole in the hull of the buggy where the vehicle's gunner is normally attached (the gunner is not used when the model is used as a Trukk, in order to allow room to carry the Boyz that travel in the back!)



Above Left: Mekaniak Speedsta.

Above Right: Converted Mek Bad Ork Bikeboy. Represent Nob Warbikes units by adding a small pennant like that on the model on the right of the Mek.

Left: Converted Ork Trukk with plastic Ork Boyz glued on the back.

Right: Ork Trukk, this simple conversion involved filling the hole where the gun normally sits.



BURNING DEATH SPEED FREEKS ARMY LIST

Ork Speed Freek armies have a Strategy rating of 3. All Ork units have an Initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see 5.5.1 & 5.5.2 in the Epic rulebook).

TYPE	CORE UNITS	NORMAL	BIG	HUGE	EXTRAS
Speed Freek Warband	One Nob, three Boyz, and four Trukks plus any four of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Ork Boyz (plus free Trukk unit), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz. Any number of the following for +35 points each: Battlewagons, Gunwagons, Deth Koptas, Flakwagons. Up to one of each of the following: Nobz Unit (+35 points), Mekboy Speedsta (+50 points).
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies; Warbikes; Skorchas. Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagons. Up to one Mekboy Speedsta for +50 points.
Warbike Outriders	Five Warbike units	150	225	300	No extra units allowed. All units receive the Scout ability for no extra cost.
Blitz Brigade	Any four of the following units: Gunwagons; Deth Koptas, Flakwagons.	150	250	350	Any number of the following for +25 points each: Ork Boyz, Buggies, Warbikes, Skorchas. Any number of the following for +35 points each: Gunwagons; Deth Koptas; Flakwagons. Up to one of each of the following: Nobz unit (+35 points), Mekboy Speedsta (+50 points), Gun Fortress (+135 points).
Fighta-Bommerz Sqwadron	Three Fighta-Bommerz.	150	N/a	N/a	Up to six Fighta-Bommerz for +50 points each.
Ork Landa	Ork Landa.	200	N/a	N/a	None.
Kill Kruiser	One Kill Kruiser.	200	N/a	N/a	May be upgraded to Ork Battlekroozers for +50 points.
Fortress Mob	Any two of the following units: Battle Fortress, Gun Fortress.	275	500	700	Any number of the following for +25 points each: Ork Boyz. Any number of the following for +35 points each: Flakwagons. Up to one of each of the following: Nob (+35 points), Battle Fortress (+125 points), Gun Fortress (+135 points).

lists for players that may already have collected an Epic army from a previous edition of the rules. Over time, we plan to produce additional army lists covering other armies from the Armageddon war and other famous conflicts of the 41st millennium. You can find out what additional army lists have been produced in Fanatic magazine and on the Epic website at:

www.epic-battles.com

The Speed Freek army list shows the formations that can be used in the army, the units that make up each formation, and lists a point value for each formation. It also includes the army's Strategy rating and the Initiative rating for any formations in the army. The datasheets for all of the units in the army

can be found in the Epic Armageddon rulebook (see section 5.5). A quick reference sheet detailing the characteristics of all of the units that can be used in the army is included with this article.

HOW TO USE THE ARMY LIST

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a huge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a huge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Fortress Mobs.

Extras: An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a huge formation. For example, a normal-sized Kult of Speed can include 0-1 Mekboy Speedsta, a big Kult of Speed can include 0-2, and a huge Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Nob Warbikes: Any Nob unit may be mounted on warbikes if desired, at no additional cost in points. The Nobz

speed becomes 35cm, and they count as having the Mounted ability. Note that any units upgraded in this fashion must be represented by a suitably converted Nob Warbike unit.

Battle Fortresses & Gun Fortresses: In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

What, no Grots?!?: Sharp eyed readers will have noticed that the Speed Freek army does not include Grot units. This is because the Grots in a Speed Freek army are used as riggers, where they help to keep the vehicles in the army running properly instead of

fighting. Because of this they are not represented as units as they have no direct effect on game-play.

SPECIAL RULES

Every Speed Freek Ork army must include a Mekboy Bad Ork Bikeboy unit. The Bikeboy character is free, you don't have to pay any points for him, and it can be added to any formation in the army.

Every unit in a Speed Freek army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying the unit around.



SCENARIO : BAD DAY ON DEATH'S HIGHWAY

The frontline between the two armies on Armageddon was thousands of kilometres long. Even the huge armies fighting on Armageddon found it impossible to adequately patrol such vast distances, and because of this, fast-moving, highly mobile formations from both sides were able to infiltrate behind enemy lines and make hit and run attacks on the opposing sides' supply lines.

Typical of these types of raids were the actions carried out around Hive Tarturus by Speed Freek warbands belonging to the Burning Death tribe. A major Ork offensive breached the Imperial defence lines to the south-east of Tarturus, allowing Burning Death warbands to slip through. Once behind the lines, the Speed Freeks split into numerous small battle groups and launched a series of hit and run attacks that caused severe disruption to the vital convoys of vehicles that carried supplies to Tarturus. Before the war, the main highway that the supply columns used was known simply as Route 101, but soon the raids carried out by the Burning Death Orks gave it a new name: Death's Highway.

Forces: The Ork player picks a 3,000 point army from the Burning Death Speed Freeks army list. He may not include any Fighta-Bommerz or spacecraft in the army. His opponent then picks a 2,000 point army from the Imperial Guard Steel Legion army list (see section 6.4 in the Epic:

Armageddon rules). Note that the Imperial player has two-thirds of the points of the Ork player available. The Imperial Force may not include any Titan Legions or Imperial Navy formations, but receives a Supply Column consisting of seven Chimera for free (see the special rules below).

Gaming Area: Set up the terrain for the game in any mutually agreeable manner, as long as there is a road running from one narrow table edge to the opposite narrow table edge. It is recommended that the guidelines for setting up terrain in tournament games is followed for the remaining terrain in this scenario (see section 6.1 in the Epic: Armageddon rulebook).

Imperial Deployment: The Imperial player must set up first, and must set up the supply column first. One of the Chimeras in the supply column must be placed on one end of the road that links the two narrow table edges touching the edge of the table. The other vehicles in the formation must be set along the road, stretching forward from the first Chimera that was placed. Each Chimera must be within 5cms of another Chimera in the formation and within 30cms of the point where the road enters the table. All remaining Imperial Guard formations must be setup within 45cms of the point where the road enters the table, but do not have to set up on the road itself.

Ork Deployment: The Ork player must split his army into three separate

groups of formations. Each group must include at least one formation, and may not include more than half of the formations in the Ork army. At the start of each turn, one of these groups is randomly selected and then deployed within 15cms of a random point on the edge of the table. We used a Games Workshop Scatter dice to determine the set up point (we rolled the dice, and the Orks had to set up within 15cms of the point on the table edge where the arrow pointed) but you can use another method if you prefer. Ork units can deploy anywhere within 15cms of the point selected as long as it's not in an enemy zone of control or impassable terrain. If it's impossible for them to deploy then they are destroyed! Ork formations are allowed to take actions on the turn that they deploy.

Special Rules: The Chimera convoy in the supply column is filled with vital supplies. Because of this it may not transport any units, and is not allowed to leave the road. In addition the formation is not allowed to take March actions.

Victory Conditions: The Ork player wins the game by destroying all of the Chimera vehicles in the supply column before the end of Turn 4. The Imperial player wins immediately if any of the Chimera in the supply column are able to move off the table along the road at the point opposite that which they entered by. Any other result is a draw.