

BLOOD AXE ORK CLAN ARMY LIST (VERSION 1.1)



The Blood Axes were the first clan to encounter the armies of the Imperium, and it is they who have had most contact with the Imperial culture. This has led to the Blood Axes picking up a number of Imperial battle practices which are not used by other clanz, most notably the wearing of camouflaged wargear and the use of captured or traded Imperial vehicles. The Blood Axes' Warlords tend to have a better understanding of grand strategy, and will even retreat if they are losing rather than fighting to the bitter end like the other clanz, normally coming back later reinforced with more Boyz and better prepared than they were before!

The Blood Axe clan is known by the sign of the blood-drenched axe. They are always at odds with every other clan, over and above the inevitable animosity and constant feuding of the Ork race.

This clan was once very powerful, and easily dominated Ork society for a long time. When they began having too many friendly dealings with aliens (especially Humans), it was too much for the other clans to bear. A lot of the Blood Axe Boyz were wiped out in a nasty inter-Ork war known as Da Big Party. As a result the clan were overthrown and the surviving Blood Axes fled into hiding for many years.

There are a few utterly corrupt and devious rogue traders and pirates who trade weapons with the Orks. Although the Imperium does not supply the Blood Axe Orks with weapons, the influence of Imperial military style is there for all to see. There is, however, a preponderance of Meks and heavy weapons in the Blood Axe clan. Warriors wear helmets, combat fatigues, and forage caps. These accoutrements are drab in colour and are usually patterned in camouflage. High-rankers in this clan love to don military trappings, such as medals, eagle-wing or axe cap-badges, binoculars, monocles, and bandoliers festooned with grenades.

Worn along with these trappings are Orkish adornments, such as back-plates bearing the clan symbol, axe-shaped earrings, and black or blue facial war paint - the designs which identify individual warbands. The favourite hand-to-hand weapon of the Blood Axes is naturally an axe. This weapon is usually stuffed down a long, lace-up combat boot. True to the tradition of the clan, the Blood Axe Orks do not wipe the blood off the blade after a battle.

By means of a few working spacecraft crewed by slaves, and by infesting suitable space hulks, the Blood Axes are able to launch sporadic raids on other Ork clanz. They do this to settle old scores; to capture loot, slaves and Gretchin.

DESIGN NOTES: The goal of writing a Blood Axe list was to create an army list that is Orky in feel, yet different enough from the core list to give it a distinct flavour. The following were the major ideas that I wished to include:

- 1) Looted imperial vehicles. I believe this is mandatory for a proper Blood Axe list.
- 2) In keeping with their background of raiding from spacecraft, I felt there needed to be a substantial Planetfall potential.
- 3) Create a new concept for Ork armies similar to a 20th century Air Assault force that operates with rapid, helicopter insertion into dangerous areas.

These goals were accomplished by:

- 1) Adding new looted vehicle units and removing formations of vehicles without Imperial counterparts.
- 2) Adding a Drop Kan option similar to Space Marine Drop Pods, including modifications to spacecraft.
- 3) Replacing traditional Ork Fortress transport with Da Big Kopta skimmer transport while removing the Landa option to emphasize "helo inserts" over aircraft-based assaults.

BA1.0 Blood Axe Special Rules

The following special rules apply to Blood Axe formations and units.

BA1.1 Strategy Rating

While known to do considerably more advance strategic planning than regular Orks, Blood Axe Orks are still Orks and prone to petty internal squabbling or moments of sheer megalomania. Blood Axe armies have a strategy rating of 3.

BA1.2 Initiative Rating

Blood Axe formations have an initiative rating of 3+.

BA1.3 They're Orks!

Blood Axe formations benefit from the **Waaagh!** And **Mob Up** Ork special rules.

BA2.0 Blood Axe Units

Blood Axe Orks frequently loot and “orkify” imperial vehicles to make them better. Due to their extensive “convershuns,” looted imperial vehicles tend to fall into broad categories like more traditional ork vehicles. Following is a “counts as” list to determine which Unit Data Sheets to use for looted Imperial vehicles. In addition to the examples in the list the unit datafaxes contain a general description to help determine how to treat any new units that might be introduced to the game in the future.

Battlewagons

Rhino
Chimera

Big Gunz

Rapier Laser Destroyer
Blitzen

Lobba

Gotterdammerung Howitzer
Thudd Guns

Gunfortresses

Baneblade
Shadowword

Gunwagons

Razorbacks
Vindicators
Hellhounds
Predator

Lobba Wagons

Whirlwind
Basilisk
Manticore
Bombard
Deathstrike
Griffon

Flakwagons

Hunter
Hydra

Big Wagons

Land Raider
Leman Russ
Ragnarok

Buggies/Wartraks

Siegfried

LOBBA

Lobbas include various looted field guns, usually ones that were once capable of indirect fire. Orks, of course, do not see the point in firing at anything that you cannot see explode and Meks convert them to fire directly. If not self-propelled, heavier artillery pieces will frequently be lightened to an “Ork-portable” level.

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	n/a	6+	6+
Weapon	Range	Firepower	Notes	
Lobba	45cm	1BP		

Notes:

BIG WAGONS

Big Wagonz are looted tanks that have substantial size and firepower. Frequently they are converted with additional stowage and handholds for Orks to “hitch a ride” during battle as well as proper Ork weaponry.

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	25cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
3x Big Gunz	45cm	AP5+/AT5+		

Notes: Reinforced Armor. Transport (may carry any one of the following units: Boyz, Grots, Kommandos, Nobz, Big Gun)

LOBBAWAGON

Blood Axe Orks call various looted artillery pieces Lobbawagonz. As with Lobbaz, Orks want to see their handiwork on the battlefield and Meks will modify the weapons for direct fire. In addition, no Ork vehicle would be proper without deth rollas or spiky bits and the end result of the convershuns is generally significantly better in assaults than the original artillery pieces from which they are made.

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	25cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Big Lobba	60cm	1BP		

Notes:

BIG KOPTA

After observing the Imperial Guard Vultures in action unloading Stormtroopers one enterprising Blood Axe Mek decided to use a bigger version of the Deth Kopta to do the same thing. Of course, not content to just copy the Imperial units, the Mek decided his Kopta would have to be bigger. The end result was something similar to a flying Battlefortress.

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
3x Twin Big Shootaz	30cm	AP5+/AT6+		
Big Gun	45cm	AP5+/AT5+		

Notes: DC3. Skimmer. Transport (may carry any six of the following units: Boyz, Kommandos, Nobz, Grots. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units)

Critical Hit: Big Kopta crashes to the ground, destroying it and killing all aboard.

ORK BIG BOMMER

The Ork Bommer is a strange hybrid of the Fighta Bommer. Frowned upon by most right thinking Flyboyz due to its lack of shooty bitz the Bommer sacrifices rokkets direct firepower for heavy bombs and a slightly wider wingspan. To the discerning Ork Flyboy the Bommer offers the opportunity to make even more noise and cause even larger explosions.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	5+	-	-
Weapon	Range	Firepower	Notes	
2x Heavy shootaz	15cm	AP5+/AA5+	Fixed Forward	
Heavy Bomb Racks	15cm	1BP	Fixed Forward	

Notes:

DROP KANZ

Similar to the Space Marines' drop pods, the Orks drop various unpowered containers filled with Orks from orbit to the battlefield. Methods for surviving re-entry vary from late opening parachutes to rokkits to simply packing in grots as shock absorbing padding. However, unlike the Marines, Ork Meks lack the sophistication to create automatic weaponry that can survive the trip and Ork Drop Kanz rarely have weaponry mounted on them.

Type	Speed	Armour	Close Combat	Firefight
Drop Pod	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
None				

Notes: Planetfall, Transport (may carry one mob that includes only Nobz, Boyz, Grotz, Stormboyz, kommandos, Killa Kanz, and Dreadnought units). Any troops carried in the drop kan must disembark within 5cms of the drop kan or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the drop kan. Drop kans may not be used to claim a crossfire

All other units are as Ork units in the Epic: Armageddon rulebook.

BA3.0 Blood Axe Army List

BA3.1 Using 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. **Important Note:** Up to one-third of the points of the army may be spent on Gargants, aircraft and spacecraft formations.

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 gargants, aircraft and Spacecraft.

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 Gun Mob can include 0 -1 Big Meks, a big Gun Mob can include 0 -2, and a huge Gun Mob 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.

BA3.2 Blood Axe Army List Special Rules

Blood Axe Commandant

One Blood Axe Unit in the army must be upgraded to include a Blood Axe Commandant. It does not cost any additional points. The Commandant is in all ways identical to a standard Ork Warlord.

Blood Axe Meks

Blood Axe Mek Boyz in the Oddboyz upgrade may be added to Big Wagonz in addition to the normal options.

Bommers

Any Fighta Sqwadron that includes Bommers limits the entire formation (including Fighta Bommers) to the turn radius of the Bommers. As well, the formation is not eligible to be given CAP or Interception missions. If all the Bommers are destroyed then any remaining Fighta Bommers revert to their own turning radius and can be given any aircraft mission.

Big Koptas & Gun Fortresses

In tournament games, these units **may not** transport units from other formations. The rules for War Engine transports do not apply to them when using the tournament army lists and instead they use the normal transport rules.

Krooza and Battlekrooza

Blood Axe Kroozas can transport up to 40 units and the Drop Kanz necessary to transport them to the surface. Battlekroozas can transport up to 120 units and the Kanz to planetfall. **Important Note:** Drop Kanz are included in the price of the spacecraft and any formations transported aboard the spacecraft may be deployed in them.

Blood Axe Formations					
Type	Core Units	Normal	Big	Uge	Extras
Warband	2 Nobz, 6 Boyz, 2 Grotz	200	350	500	<p>Any number of the following for +25 points each: Boyz (+optional free Grot per Boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz</p> <p>Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75 points each Any number of Big Koptas for +125 points each Any number of Gunfortress for +135 points each</p> <p>Up to two Nobz for +35 points each Up to one Oddboy character for +50 points</p>
Stormboyz Horde	6 Stormboyz	150	n/a	n/a	<p>Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas</p> <p>Any number of Deth Koptas for +35 points each Any number of Big Koptas for +125 points each</p>
Kommando Squad	6 Kommandoes	150	n/a	n/a	<p>Any number of the following for +25 points each: Stormboyz, Kommandos</p> <p>Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Flakwagonz</p> <p>Any number of Big Koptas for +125 points each</p>
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz Lobbawagonz	150	250	350	<p>Any number of the following for +25 points each: Buggies, Warbikes, Skorchas</p> <p>Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75 points each</p> <p>Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each</p>
Tankaz	3 Big Wagonz	225	425	625	<p>Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75 points each</p> <p>Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each</p>
Mekboy Gunzmob	5 Big Gunz or Lobbaz	125	225	325	<p>Any number of the following for +25 points each: Big Gunz, Lobbaz</p> <p>Any number of the following for +35 points each: Battlewagonz, Flakwagonz</p> <p>Up to one Nobz for +35 points Up to one Oddboy character for +50 points</p>
Fly Boyz	3 Fighta Bommers	150	n/a	n/a	Up to six Fighta-Bommers or Big Bommers for +50 points each
Krooza	1 Kill Krooza	150			May be upgraded to Ork Battlekroozer for +50 points
Gargant	1 Gargant	650			
Great Gargant	1 Great Gargant	850			

Appendix Army Organization

An entirely different option for using the Blood Axe Orks is to use the Imperial Guard list. In this case, it would represent Blood Axe Orks that have been thoroughly 'indoktrunated' in Imperial culture. This is a good option for players who want to play the Imperial vehicles with their original abilities. Obviously, Imperial vehicles would function as normal, but could still be 'orkified' to give them an appropriate look. You may substitute ork infantry for imperial using the following counts as list:

Command units and Commisars – Nobz
IG Infantry – Boyz
Rough Riders – Boarz
Storm Troopers – Kommandoes
Fire Support – Big Gunz
Sentinels – Dreadnoughts and/or Kanz

To keep in theme with the army actually being Orks, some Imperial units would not be appropriate. Units that more advanced Imperial technology or that would require special skills or discipline should probably be excluded for form's sake. Vultures and Valkyries, for example, would be far too fiddly for even thoroughly indoktrunated Orks.

Obviously, Gargants would need to replace titans. Titans couldn't be maintained by Ork Meks even if the Imperium wouldn't expend all possible resources to keep them from falling into their greenskinned hands. Besides, not even a Blood Axe Commandant is that un-Orky...

