

Dug's Boyz



Craig Fleming Astronomi-con 2013

Dug's Boyz

That humans worship the Emperor of the Imperium is something Orks can easily understand - he is the war god of the humans, the controlling power behind vast armies, great fleets and awesome military technology and they have a great respect for such power even as they try to dismantle it.

For some Orks, the Emperor is envisaged as a vague, remote and ancient power who is everywhere they go throughout the Imperium. He motivates his long-suffering followers to take on irrational and pointless tasks which make no sense to the Orks. Like his human servants, the Emperor appears doomed to do everything the hard way or the wrong way.






Dug

Dug's is the original success story. He started his Joseph Orkbell journey with nothing but a simple leather jerkin and a large rock to bash people with.

Dozens of years later, he has worked his way through countless wars, studied the humans and their Imperium and decided that he could do better with a Waaagh of his own. Dug is no simple ork, with a "bash 'em lads" attitude - he is a skilled commander of orks, and he goes to war with specific objectives in mind.


His boys, however, just want to hit things. His mileage varies.

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Mega-armoured Warboss (1 ^k, 130 pts)												
Mega-armoured Warboss	1		5	2	5/10	5	3	4/1	4/5	9	2+/5(i)	130
(C:Orks, pp. 32 & 97); Infantry (Character); Mega Armour; Stikkbombs; Attack Squig; Bosspole; Cybork Body; Power Claw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!; Warlord ; Strategic Genius												



Anonymous

This weird boy showed up one day, and no matter what they did, no one could make him go away. It turned out that he was useful from time to time, so they eventually stopped throwing rocks at him.

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Weirdboy (1 ⚔, 85 pts)													
	Weirdboy	1		4	2	4	4	2	3	3	7	6+	85
(C:Orks, pp. 36 & 96); Infantry (Character); 1. 'Eadbanger; 2. Frazzle; 3. Zzap; 4. Warpath; 5. 'Ere We Go; 6. Waaagh!; Furious Charge; Independent Character; Mob Rule; Psyker; Waaagh!; Warhead													



Da Sneaky Flaemas, riding Whoosh

Da Flaemas were with Dug at the beginning, when his little Waaagh was just getting some power behind it. You start with a tank with some decent armour, add some fire -- a lot more fire -- stir vigorously and you have the recipe for a good meal.

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Burna Boyz (9 ⚔, 135 pts)												
Burna Boyz	9	☒	4	2	3	4	1	2	2	7	6+	135
(C:Orks, pp. 45 & 100); Infantry ; Burna; Furious Charge; Mob Rule; Waaagh!												
Heavy Support: Looted Wagon (1 ⚔, 45 pts)												
Looted Wagon	1	Grp: ☒	BS: 2 FA: 11 SA: 11 RA: 10 HP: 3									45
(C:Orks, pp. 54 & 102); Vehicle (Open-topped, Tank); 12 model capacity; Big Shoota (x1); Don't Press Dat!; Reinforced Ram												



Da Lucky Ones, riding Har!

+++ UPLIFT OF THE DAY +++

The ultimate expression of power in any given Imperial army is the Landraider and the Space Marine Terminators - the finest warriors in the galaxy.

+++ EMPEROR PROTECTS +++

Troops: Meganobz (5 ⁺ , 285 pts)													
Meganobz	4		4	2	4/8	4	2	3/1	3	7	2+	285	
	(C:Orks, pp. 39 & 98); Infantry ; Mega Armour; Stikkbombs; Count as Troop ; Power Klaw; TL Shoota; Shoota/Skorcha Kombi-weapon (x2); Furious Charge; Mob Rule; Waaagh!												
Battlewagon	1	Grp:	BS: 2	FA: 14	SA: 12	RA: 10	HP: 4						[115]
	(C:Orks, pp. 55 & 102); Vehicle (Open-topped, Tank); Deff Rolla; Big Shoota (x1)												



Da Killies

Da Killies drove up and over the rim of the Imperial trench they'd taken the night before. The squad poured out of their stolen Imperial vehicle, sluggas clenched tightly and the gleam of violence in their eyes.

A hail of bolter fire sped past them and into them. Minutes later, only a single boy and the nob with his heavier armour were still standing. They made it back to the kommand center a day later and made a report to Dug.

“My tank still drives? Good. Find some more boyz and get back out der!”

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Boyz (13 $\frac{1}{2}$, 157 pts)												
Boyz	11	D	4	2	3	4	1	2	2/3	7	6+	157
(C:Orks, pp. 40 & 100); Infantry ; Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!												
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]
(C:Orks, pp. 40 & 100); 'Eavy Armour; Bosspole; Slugga; Power Klaw												
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10	HP: 3					[40]
(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Reinforced Ram; Big Shoota; Ramshackle												




Da Smashies

+++ IMPERIAL PRIMER +++

Redundant elements help to ensure that in the case of the failure of one, the second can spool up and ensure that the machinery continues functioning at peak performance.

+++ A SUSPICIOUS MIND IS A HEALTH MIND +++


Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Boyz (13⁺, 157 pts)												
Boyz	11		4	2	3	4	1	2	2/3	7	6+	157
	(C:Orks, pp. 40 & 100); Infantry ; Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!											
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]
	(C:Orks, pp. 40 & 100); 'Eavy Armour; Bosspole; Slugga; Power Klaw											
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10	HP: 3					[40]
	(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Reinforced Ram; Big Shoota; Ramshackle											



Da Shooties

A rogue sect of the Boyz decided to take these thoughts of Imperium Improvement to far. They dropped their sluggas and their choppas and picked up an assortment of guns instead, thinking that if it was good enough for the Emperor, it was good enough for the Boyz.

The rest of the krew is reasonably certain that this lot are next up for Dug's cousins friend's mekboy eksperiments. Despite what Dug thinks, no self respecting ork would go after "objectives"!

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Boyz (12⁺, 151 pts)												
Boyz	10		4	2	3	4	1	2	2/3	7	6+	151
	(C:Orks, pp. 40 & 100); Infantry ; Choppa & Slugga; Furious Charge; Mob Rule; Waaagh!											
Boyz Nob	1		4	2	4/8	4	2	3/1	3	7	4+	[51]
	(C:Orks, pp. 40 & 100); 'Eavy Armour; Bosspole; Slugga; Power Klaw											
Trukk	1	Grp:	BS: 2	FA: 10	SA: 10	RA: 10	HP: 3					[40]
	(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Reinforced Ram; Big Shoota; Ramshackle											



Lightning Crag, riding Lightning Crag

"Need a strong boy to fly ovah the oomans and shoot 'em up. oo's up for it?" Dug bellowed in front of the dozen or so self-proclaimed "pilots" of his Waaagh. Most of them stepped forward at once, shoving and pushing to show the boss that they had "da right stuff".



One stood back, his arms crossed and an orkish frown on his face. The boyz in front shoved each other some more; one of them put a hand up and started jumping up and down shouting "Me! Me!"

Dug peered out above the gaggle at the one in the back. "You don want to fly, boy?"

"I'll fly if'n ya want." His frown turned into a smirk, "But don't expect me ta beg for it. These boyz'll fly and die, and you lose your plane. I'll fly and kill, den you can kill more oomies tomorrow."

Dug pulled back a bit and tried to scratch his chin with his arm, a task which was impossible from within his megaarmour. "You got the job. But if ya die, or break my plane, I'll kill ya. What's yer name?"

"Lightning Crag."

Fast Attack: Dakkajet (1 , 130 pts)			
Dakkajet	1	Grp:  BS: 2 FA: 10 SA: 10 RA: 10 HP: 3	130
(DFTS, pgs. 62 & 71); Skyfire; Vehicle (Flyer); TL Supa Shoota (x3); Flyboss; Strafing Run; Supersonic; Waaagh! Plane			



Da Flyboyz

A sharp turn to the left, and then to the right and then the left again and the Flyboyz narrowly scraped through the winding canyon. Their target was just ahead, and their engines were revving hot, as usual.


Each one opened their throttle wide open, trying to beat the other to the mission target. The wind was brutal at these kinds of speeds, and anything not nailed or bolted onto their custom modded deffkoptas had long since flown off.

They opened fire on the people below, cackling with glee at the rush of it all. Bullets sped upward past their ears as they flew closer and closer, some even lodging into the battered blades of their koptas. It didn't matter, Da Flyboyz would fly until their engines went cold and dead.

Moments later, catastrophe struck and each of their engines in turn sputtered and wheezed it's last and stopped. It was all they could do to manage a controlled crash landing, barreling their fusilages into the soft grey dirt.

Dizzy with vertigo, they stepped off of their koptas. An Ork stepped up to the first Flyboy and hit him hard in the jaw, sending him to the ground.

“Joo fire on your own camp again! Da targets de uther way!”


Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Deffkoptas (3 ^f, 135 pts)												
Deffkoptas	3		4	2	3	5	2	2	2	7	4+	135
(C:Orks, pp. 48 & 101); Jetbike ; Choppa; TL Rokkit Launcha (x3); Furious Charge; Hammer of Wrath; Hit & Run; Jink; Mob Rule; Relentless; Scouts												








Boom

After the last big offense, Lightning Crag had flown more than 100 missions with a dozen konfirmed kills, but everytime he went out Dug wondered whether his favourite plane would come back to him or not.

Dug's cousin had a friend who claimed to be a good mek, and he cooked up some new dakka to weld onto on old Rhino that was lying around and claimed it might help with the air raids. Dug agreed. So long as there weren't any "friendly fire" incidents, more dakka is more dakka.

Heavy Support: Flakk Trakk (IA) (1 ⁺, 90 pts)			
Flakk Trakk (IA)	1	Grp:  BS: 2 FA: 12 SA: 11 RA: 10 HP: 3	90
(IAAero, pp. 46-47); Vehicle (Fast, Open-Topped, Tank); 6 model capacity; Big Shoota (x2); Go, go, go!; Rumbler			

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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(C:Orks, pp. 32 & 97); Infantry (Character); Mega Armour; Stikkbombs; Attack Squig; Bosspole; Cybork Body; Power Klaw; TL Shoota; Furious Charge; Independent Character; Mob Rule; Waaagh!; Warlord ; Strategic Genius													
HQ: Weirdboy (1 ⚔, 85 pts)													
	Weirdboy	1	☠	4	2	4	4	2	3	3	7	6+	85
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Elite: Burna Boyz (9 ⚔, 135 pts)													
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