

## **Waaaghfleet Gorbag!** **Andy Chambers' very own rust-bucket Ork fleet**

In true Orky fashion Waaaghfleet Gorbag was assembled out of a lot of bits and pieces. Several ships were built as concept models during the development of Battlefleet Gothic before the inimitable Dave Andrews started creating the wonderful Orky ships we know and love today. Lets take a little tour around the space dock...

### **The Hulk, Code name: "Abaia"**

The hulk is a monumental construction of bits of wood, milliput, polystyrene, pieces of ship miniatures etc which was built in a single night of frenzied activity. Abaia has had a rough life and proved to be something of a firepower magnet. However when you present people with a target as big and scary as this one it's bound to get shot at.

### **The Roks**

I built six roks shortly after building the hulk with idea that they would be a way of expanding the hulk by having a 'tail' of armed debris trailing behind it. In the event the roks proved to pretty interesting to use on their own and have seen more action than the hulk, and are useful as stand-ins for planetary defences in scenarios which need them. They were made in a very similar way to the hulk, just using less pieces.

### **Da Butcha and Da 'Ammer**

This kill kroozer and Terror ship were scratchbuilt (mostly out of Epic Gargants bits). Da Butcha has always been Gorbag's personal flagship (for a long time it was the only Ork capital ship I had) and is usually equipped with extra power fields. Da 'Ammer was built around the hull of an old spacefleet ship after Ork boarding parties captured a Dominator in one of the endless campaigns I play with Big Pete (yes, I eventually lost that campaign as well).

### **Da Klaw, Deep Wound, Gorks Grin, Da Tuska**

These are later additions built using Dave's finished models. Da Klaw is my favourite, a Terror Ship which was based on a Kill Kroozer model. I converted it in a few ways. adding prow torpedoes cut from an Epic scale Whirlwind and a few other bits like different engine pods and launch bays from the plastic Imperial cruiser kit. However, Da Tuska is currently vying for my favours as it is my most recent conversion (bringing the fleet up to its full compliment of six kroozers) but has yet to see battle. The tusks were made from weapons from the WFB Zombie sprue and the plates on the tail are drawing pins. I don't really consider any of these ships to be finished and keep meaning to get back to them and do so more conversion and work.

### **Gunboyz**

A flight of Savage gunships, these boys have had moments of glory when they can get within 15cm of a closing target and/or lock on. Particularly prized by me as they are some of the few 'proper' Ork attack ships in my fleet.

**Ramboyz**

These Brute ramships would be better called Jamboyz, as they tend to splatter themselves over the hull of the nearest enemy capital ship at the first opportunity. Despite their lack of good survival instincts these boys have paved the way to victory in a number of games by their selfless sacrifice.

**Boomboyz, Big Bommas, Blasterz**

I've experimented with all kinds of escort squadrons with the Orks and have finally ended up with this kind, big squadrons of all the same type - in this case Onslaught attack ships. These 'Flash Gordon' style ships were scratch built using Epic scale Ork speedstas as concept models. The Blasterz are a new addition of new style attack ships which add more diversity to the fleet - always a good thing where Orks are involved.

**Arrers, Stickas, Stabbers**

More scratch built concept models, in this case for Ravager attack ships. For me, Ravagers seem to work well in small squadrons of two or three. They hold on to their torpedoes for as long as possible and then launch at point blank range because, being Orks, they are unlikely to successfully reload.

**Da Grot Buckets**

These two ships were originally put together as concept models for the Brute Ramship. These days they're relegated to duties as transport ships or Fire Ships as required.

**Overview**

As you can see I've left the capital ships an overall rusty metal colour and used brighter colours to pick out engines, turrets and so on. The escort ships were a bit too small for this to work well (although I have used this scheme on the latest additions - the Brutes and Savages) hence they use strong colours of red, yellow or black. Though I'm constantly reorganizing my squadrons I always try to use the escort's colour schemes to show which squadron they belong to - it saves on headaches when they become thoroughly intermingled at the height of the battle.