

# SUN-TZORK'S GROTLING WAAAAAAGH!

## The epic tale of Sun-Tzork!

Sun-Tzork was a hopeless case, or so his Tribe commonly believed; Instead of finding the biggest, noisiest, fastest, *Orkiest* method of helping to fight neighbouring Tribes like any normal Greenskin, Sun-Tzork pursued a different 'est'...

Sun-Tzork was obsessed with being '*Da smartest*'.

For years, while his Tribe lost battle after battle, Sun-Tzork worked on a tactical opus of unsurpassed greatness which he named '*Da Smart of Waaa!*'. Within its unevenly folded pages, Sun-Tzork constructed a foolproof method of making war just as all-encompassing (*In its own Orky way*) as the Codex Astartes of the Imperium of Man. It was eventually completed not a moment too soon.

Defeated a final time in battle, most of the Warbands of Sun-Tzork's tribe lay down their gunz and swore to fight for their conqueror, Warboss Freeteef (*So named because he was so rich, for every tooth his enemies had, he had three as many, all kept in an huge pile which he used to cower his enemies!*). Those Boyz who demanded Warboss Freeteef prove himself a final time before they would serve him trickled home to their village to make their last stand, where they were met by the determined Sun-Tzork.

Quickly taking control of the depleted Warbands in the usual manner observed amongst Orks (*Big fists and a loud voice*), Sun-Tzork efficiently split up his Tribe's few remaining Boyz and placed them in charge of huge bands of Grots (*The Tribe's one resource which remained in plentiful supply*), as dictated by his tactical manual. Scraping together a selection of slower Dreadnoughts and Stompas which had been left behind by the Tribe on its ill-fated last attack, Sun-Tzork rallied his troops and marched to war.

Soon, Warboss Freeteef's army arrived to face the depleted tribe, and Sun-Tzork's first battle as a Warboss began. Over the following fifty-eight hours, endless waves of Grots (herded into battle by confused Ork Boyz handlers) assaulted Warboss Freeteef's army; thousands were cut down as they charged, but thousands more hopped and giggled their way towards the fighting. All the while the Shokk Attack units of the Big Gunz formations teleported scores more Grots directly into the heart of Freeteef's army.

When the insane din of battle finally died down, Sun-Tzork found himself victorious, his precious '*Smart of Waa!*' vindicated at last with the ultimate tribute; Warboss Freeteef lay down his guns and swore to fight for the military genius who had defeated his grand tribe.

Within months, Sun-Tzork ruled his entire planet, and within three years ships packed with Orks from his expanded tribe were spreading throughout surrounding star systems. Although he came into command of far more 'conventional' Ork armies after conquering his planet, Sun-Tzork never forgot his surprise use of Grots during his first battle, or his '*Smart of Waa!*', and he was to use both many times during his long career as a Warboss.

## SPECIAL RULES:

The following Special Rules from the page 107 of the Epic: Armageddon rulebook apply in full to Grotling Waaaaaagh! armies.

- **Power of the Waaagh!**
- **Mob Rule** (*Note the exemption of Gretchin and Big Gunz from this Special Rule!*)

## SPECIAL RULE:

### Stabbaz or Gunnaz?

Understandably most Ork players will not have composed their uncounted legions of Grot units with this army list in mind, so the models present on their bases will often not match exactly with the intention of the unit's designation as a 'Stabbaz' or a 'Gunnaz' unit.

In this case, ascertain which type of grot model is in the majority on each base, and assign base types accordingly. If the player has based their Grots with an even number of models or there is some other reason (Such as rampant Grotling conversions) that a clear majority cannot be established, you must agree on a suitable 'counts as' solution with your opponent before the game begins.



*This Grot unit is mostly composed of Grots with shootas, and so for gaming purposes it counts-as a Gunnaz unit, even though it also has two Grot Stabba models on the base.*

### Designer's Notes:

*Some Ork players have been collecting Epic for many years, and have slowly accumulated more and more Grot models; This army list is for those players who have more Grots than they know what to do with.*

*The general feel of this army can be summed up as **'hordes of abysmal quality infantry, propped up by solid backup from War Machines and a few support guns, plus a handy 'Note' rule which means that when your Grots do finally reach an Engagement they may just about manage a draw... as long as your Ork Boyz 'herders' are still alive!'***



Sun-Tzork's Grotling Waaaaaagh! faces a Thunderhawk assault.

# SUN-TZORK'S GROTLING WAAAAAAGH!

Grotling armies have a strategy rating of 1. All formations have an initiative rating of 3+.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
<b>0-1 Da Boss' Warband</b>	One Ork Mega Grot Warboss, six Grot Gunnerz and six Grot Stabberz.	275	425	575	Add any number of the following: Grot Gunnerz - 15 points each. Grot Stabberz - 15 points each. Up to one Weirdboy for 50 points.
<b>Grotling Warband</b>	One Ork Boyz, Six Grot Gunnerz and six Grot Stabberz.	175	325	475	Add any number of the following: Grot Gunnerz - 15 points each. Grot Stabberz - 15 points each. Up to one Weirdboy for 50 points.
<b>Soopagunzmob</b>	Five Big Gunz	125	225	325	Up to one Oddboy for 75 points.
<b>Gargant Mob</b>	Four Dreadnoughts and four Killa Kanz.	200	350	500	Up to one Stompa for 75 points.
<b>Great Gargant Mob</b>	Three Stompas.	225	400	575	—
<b>0-1 Mega-Gargant</b>	One Supa-Stompa.	300	—	—	—

'Big' formations receive twice the normal number of units, whilst 'Uge' Formations receive three times the normal number of units, just like Ghazghull Thraka's Ork Waaaagh! (See page 138 of the Epic: Armageddon rulebook for more details)

## New Units

### ORK MEGA GROT WARBOSS (Sun-Tzork himself!)

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+ / AT6+	—	

Notes: Supreme Commander.



### GROT GUNNERZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	—	7+	5+
Weapon	Range	Firepower	Notes	
Shootaz	(15cm)	(Small Arms)	—	

Notes: Formations that include at least one Ork unit don't receive Blast markers for Grot units that are killed, but don't count Grot units that are lost in an assault when working out who has won the combat.



### GROT STABBERZ

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	—	5+	7+
Weapon	Range	Firepower	Notes	
Chippas	(15cm)	(Small Arms)	—	

Notes: Formations that include at least one Ork unit don't receive Blast markers for Grot units that are killed, but don't count Grot units that are lost in an assault when working out who has won the combat.



#### About the Author:

Ben Skinner has played Epic on and off since the misty days when it was called 'Space Marine', has collected more armies, fleets, warbands and gangs for more Games Workshop systems than you can fit in a small car, and his favourite Warhammer creature is the Skink.

Ben Skinner is exactly six feet tall.