



# Building a Bad Moon Ork Army

*Epic Army Comp Runner Up*

By Neal Hunt

*You're rich! You're flashy! You 'ave a proppa Orky stoutness about your belly! And you've got more big, shooty, and dead 'ard gear than any 2 other Orks put together. Da uvver clans orta make way for da Bad Moons!*

Ever since I started playing Orks back in the days of Space Marine I've been drawn to the Bad Moon clan. Their incredible array of gear and the fact that they are simply the shootiest of the Ork clans was what made them most attractive to me then and it still does today. The purpose of this article is to demonstrate a way to make a Bad Moon themed army for Epic Armageddon using the core Ork army list.

## THE BAD MOON CLAN

Bad Moons are the richest of all the Ork clans. Some of this is by virtue of their fast-growing teeth and some of it is the greed inherent in the Bad Moon mentality. They are not only rich, they want all the other Orks to know they are rich and flaunt their wealth openly. They own the most expensive and technical gear known to Orkdom, and they decorate their clothing and gear in flashy colors so other Orks will not fail to notice how rich they are.

The high quality of Bad Moon gear has an interesting side effect to it. Orks are generally impressed and excited by anything loud or fast or destructive. If an Ork possesses equipment with those traits, other Orks will tend to assume the owner is tough enough to obtain and keep such items and is probably worth listening to. Because of this, Bad Moons tend to have a higher proportion of Nobz than other clans, except the Goffs.

## BUILDING A BAD MOON ARMY

Bigger is better! That's the philosophy of all Orks when it comes to wargear, but the Bad Moons have the teeth to make good on it. With their love of Orky gear, a proper Bad Moon warband will always have upgrades - lots of big, flashy upgrades. Following is a list of the formations available to the core Ork army that are most in keeping with Bad Moon style.

**Warbands** – Mounting your warband is the obvious choice for an upgrade. After all, who wants to walk to the big punch up when you can ride in style? Another option favored by some Bad Moon Warlords is having lots of Dreadnoughts and Stompaz because it always helps to have a big lot of stompiness to back you up. Of course Big Gunz are always an option with Bad Moons. Flash Gits pack a lot of firepower (and stands of shooty boyz “count as” Big Gunz, per the appendix). The more shooty da boyz are, the better, and every good Bad Moon warboss knows where his boyz can get the best gear. As noted, Bad Moons also tend to have more nobz than most clans, so adding nobz is an effective and flavorful enhancement.

**Mounted Warbands** – Keep in mind that a formation mounted in wagons has gained a lot more flexibility than the footsloggers. Beyond the obvious speed issue, wagons have good ranged fire and better Firefight values than Ork infantry.

**Walker Warbands** – These are warbands heavy in Killa Kanz, Dreadnoughts, and Stompas. They are slow and because they include higher points-cost units they will be smaller and less able to channel the enemy. Use them in ways that force the enemy to come to you.

**Big Gun Warbands** – I discuss these in the Gunz mob section below.

**Blitz Brigade** – Wagons are a great Bad Moon vehicle. Bigger and more shooty than buggies, these are always present in large numbers in a Bad Moon Waagh. Fortresses are even better.

**Wyrdboy Battle Towers** – Those that have read some of the older background material on Bad Moons may recall that whatever quirk of nature causes their teeth to grow faster than other clans also tends to cause Bad Moons to manifest psychic powers more often than other clans. In addition to the normal assortment of wagonz, Bad Moons have a unit that is much more common to them than other clans. The Wyrdboy Battle Tower is a wagon with a Waagh-driven Wyrdboy unleashing psychic blasts. To represent the devastating power of the Wyrdboyz purchase an Oddboyz SupaZzap upgrade for a Gunwagon or two.

**Stompamobz** – What could be more typical of Bad Moons than hiring a bunch of Mekboyz to make you a horde of stompy stuff? Once again, the motto is “the bigger the better.” Limit the number of Kanz and Dreads, instead sticking mostly with Stompaz and, of course, Supastompas.

**Gunz mobz** – True Bad Moon goodness, right here - loud and extra shooty. These are very flavorful Bad Moon formations and offer a range of tactical options not normally seen in use by Ork armies. To make it even better, they are dead cheap. They can be used as a base of fire or they can consistently double move toward the enemy, wearing them down with their large volume of fire and initiating firefights if they get close enough. It's worth noting that large mobz of gunz come in a couple of forms.

Obviously, you can build them out of Big or Uge Gunz mob formations. This allows lots of cheap gunz and access to multiple Oddboyz upgrades but they are somewhat fragile. Add Nobz. Bad Moons should have plenty of Nobz anyway and they will add considerably to the staying power of large Gunz mobz. Nobz help greatly in reducing BMs, which you will need because Gunz don't count for Mob Up bonuses.

The second way of building a mob is by starting with the standard Warband and adding Big Gunz units as Extras. Technically, this isn't a “Gunz mob” but from a tactical standpoint, they function similarly. This is more expensive, but has obvious advantages as far as making the mob much more durable. Either approach is completely valid and you should probably choose based on your personal preferences and play style.

Soopagunz and SupaZzap gunz will continue the “bigger is better” theme of the Bad Moons army. Including several of them is nearly mandatory in my opinion.

**Gargantz** – As with all things Bad Moon, the bigger, the better. The shootier, the better. The 'arder the better. Most of all, the flashier the better. Gargantz command more orky attention than anything on the battlefield, so they must be the best thing to have. Just like Dreadnoughts are better than Kill Kanz and Stompas better than Dreadnoughts, the Gargantz are better and Great Gargantz the best of all.

**Landaz** – Great Orky gear. For the Air Azzalt troops stick with the Bad Moon themes. Boyz are the way to go but a simple Warband leaves space left over. That's great, because any Bad Moon warband must have more gear. Excellent choices for the Bad Moons to fill that transport space would include Nobz, Kanz or Big Gunz.

Personally, I think the above formations are the best for building an army with Bad Moon character. However, Orks are nothing if not chaotic and the rest of the army list can be used in moderation without diluting the overall army theme.

**Stormboyz** – Stormboyz aren't especially in keeping with Bad Moon style. They could be justified in that they are definitely using some expensive orky gear, but overall I would generally avoid them.

**Kult of Speed** – Bad Moons don't have the highest proportion of Speed Freaks of the clans, but they have a few. It always helps to have lots of teeth to trade a mekboy for the latest squig fuel injektor on your buggy. The Kult of Speed fits in, but keep them in moderation and consider getting the bigger vehicles.

**Fightabommaz** – Much like stormboyz, these aren't especially Bad Moon in nature, doubly so when you can have a great big Landa instead of weedy little fightabommaz. Nonetheless, they aren't especially against the overall philosophy of the Bad Moons so as long as they aren't used in large quantities, they will fit in fine with the theme.

## PAINT SCHEMES

The paint schemes of the Bad Moons are mostly derived from the sneering yellow moon and halo of black flames from the clan symbol.

The traditional motif of Bad Moons decoration is black flames on a yellow background, occasionally reversed as yellow flames on a black background. This theme characterizes the majority of Bad Moon paint schemes. That does get a bit dull after a while and Bad Moons use occasional flashes of lucky blue and go fasta red for extra garishness.

For those that want to branch out into less common Bad Moon themes, there are alternatives. Some few Bad Moons use a batwing motif in keeping with the night-time aspects of the clan's scowling moon symbol. As with the more traditional flame patterns, the colors are still typically yellow on black or vice versa, with the occasional flash of red or blue.

Yet another alternative to add a bit of variety to your painting is good old fashioned Orky checks. Avoid the plain white and black used by Evil Sunz and Goffs and go for a proper Bad Moon yellow and black.

## BAD MOONS TACTICS

While this is not a tactical article, the fact is that Bad Moon armies differ from typical Ork armies and I think a brief note about making them work is in order.

Bad Moons are still a horde army and still very good at attrition style tactics but their more expensive upgrades means they tend to field smaller numbers of units. The trade off for these smaller numbers is a significant increase in ranged fire and firefight ability. Basically, the Bad Moons are just shootier than other clans.

The challenge of using Ork ranged fire is their 3+ initiative. With a -1 activation if the formation has BMs, it is quite risky to attempt any actions except those that grant the +2 Waagh bonus to activation. Obviously, the Waagh actions of Engage and Double Move make it somewhat difficult to capitalize on ranged firepower.

The best way to avoid the pitfalls of failed firing activations is to maneuver within firing range in one action, then attempt Sustained Fire on the next action. That way if you fail the

activation you lose only the +1 for sustained and can still fire normally at the target (minus the suppression for the BM gained for failing activation, of course).

Another option for shooty orks allows you to take advantage of the shootier nature of the Bad Moons while also using the advantages of the Waagh special rule. Use a Double Move action to move within firefight support range (15cm) and fire at the target formation. Assault the target with a second formation, taking advantage of the unusually good (for Orks) FF values of the supporting formation.

Quite naturally, these tactics requires some advance planning and set up on the part of the Ork player. I'm not making the claim these are easy tactics to employ but with a bit of practice they work well. It will definitely startle your opponent when a formation of Orks who "can't shoot" blast a hole in their lines for the first time.

## EXAMPLE FORMATIONS

I believe the following are good examples of formations which are highly useful and in keeping with proper Bad Moon character.

**High Rollaz** – 995 points

Big Warband (350)

4 Nobz (140)

4 Battlewagons (140)

2 Weirdboy Battletowers (Gunwagons w/ Oddboyz SupaZzap upgrades - 170)

2 Flakwagons (70)

Battlefortress (125)

Needless to say, at 995 points, this is an anchor formation for an army. It's hard enough to take on nearly anything and should be used as either a hammer to pummel tough enemy formations or as a spearhead to drive into enemy territory.

**Da Stompin Boyz** – 470 points

Warband (200)

2 Killa Kanz (50)

2 Dreadnoughts (70)

2 Stompas (150)

A classic ork warband, this formation can garrison and from its forward position either use its weight of numbers to pin enemy formations, deny a flank, or simply grind slow and steady toward enemy objectives.

**SupaStompa** – 475 points

Stompa Mob (225)

Supastompa (250)

This is a popular formation in any Ork army but fits very nicely in a Bad Moon theme. I have found the best use of this formation is to drive directly toward enemy objectives, forcing the enemy to either take a beating or give up the objective. Divert them to hit the enemy only if you will be able to maintain your drive afterwards.

**Big Shootaz** – 530 points

Uge Gunzmob (325)

3 Nobz (105)

2 Oddboy Soopagun upgrades (100)

This formation will work well as a base of fire or for aggressive tactics. Keep your nobz close to the front so they can charge into assault if the opportunity presents itself but far enough back that they do not get picked off. Most of all, have fun blasting away with 4BP Macroweapon barrages.

## CONCLUSION

Hopefully, this article has given you some solid ideas for a feel and style of play that meshes nicely with Bad Moon themes as presented in the background material. As always, a single article is too brief to get into great detail so please take these general concepts as presented and use them to develop a Bad Moon Waagh that reflects both the Bad Moon and your personal style.

---

## ABOUT THE AUTHOR

Neal has been a playtester since early in the Epic Armageddon development and is currently the Ork Army Champion as well as a member of the Epic Rules Committee.