



Random Force Generator II

A follow-up House Rules article to the original Random Force Generator

By Philippe Mauger

WHAT IS IT?

This is a follow-up article to the excellent article called Random Force Generator, made by Dan Peric. To use this article properly, You will also need a copy of that article. (Available online on the official website) Needless to say, you will require your opponent's permission to use.

WHAT IT DOES

The Chaos and Imperial fleets had already been covered, so the next army that sprung to mind was the Orks. Such a barbaric tribe with faulty equipment and looting capacities were enticing.

This would allow to represent Ork space hulks coming alive with the native aliens. After all, who could truthfully say that Orks could track every living thing in their space hulks, when even the Imperium can't do such a task?

The player can roll once on the Ork Invasion Forces for every 300 points of army. Also roll once on the Warmaster Table, no matter what the points limits are.



Orbital Defences

1D6

1. Ork Rok
2. Looted defence laser platform
3. Looted weapons platform
4. Minefield
5. Looted laser platform and low orbit air base
6. Space station and low orbit defense laser silo

Ork Invasion Forces Table

1D6

1. *Chaos*: roll once on the chaos incursion forces table
- 2-3 *Imperial*: (looted) roll once on the Imperial escorts sub-table
4. *More Orks*: Roll on the escorts sub-table once.
5. *Xenos*: You can have either a corsair escort or a nightshade, but never both in the same fleet.
6. *Necrons*: Something terrible and ancient has been awoken inside the hull by the imprudent Orks... You can have a Jackal or two dirge class raiders.

Note: These denizens are unleashed on turn 2. Anything not looted or Ork will be controlled by your opponent on a D6 roll of 1-3. You control them on a roll of 4-6. Xenos, necrons and chaos only last one turn!

Escort sub-table

1D6

1. 1 Onslaught, Ravager, or Savage Gunship (player's choice)
2. 2 Onslaughts, Ravagers, or Savage Gunships (player's choice)
3. 2 Brute Ram Ships
4. 3 Onslaughts, Ravagers, or Savage Gunships (player's choice)
5. 3 Ravager Attack Ships
6. 3 Savage Gunships

Cruiser sub-table

1D6

- 1-3 1 Kill Kroozer
- 4-6 1 Terror Kroozer

Also roll one time on the escort sub-table

Special Battleships

1D6, re-roll same results

- 1-2 Kroolboy
- 3-4 Deathdeala
5. Slamblasta
6. Gorbag's Revenge

Ork Invasion Forces Table

1D6

1. Roll on the Battleship sub-table
2. Roll on the Cruiser sub-table
- 3-4 Roll on the Escort sub-table
5. Roll on the Special Battleships sub-table. (can be re-rolled if player wants to)
6. Roll on the Orbital Defences sub-table (can be re-rolled if there are no planets.)

Battleship sub-table

1D6

- 1-4 Hammer
- 5-6 Hulk! (Roll on the special denizens sub-table once)

ABOUT THE AUTHOR

My name is Philippe Mauger, and I play around 7 games workshop and specialist games.

Special thanks to Dan Peric, the author of the random forces generator, which inspired my article.