



Orkhram'z Raza

BFG 'Character Ship' Competition Finalist

By Dick Sy

Orkhram'z Raza is one of the most terrifying ships any Ork has ever built. It is a Battlekrooza built for speed, maneuverability, armor and almost nothing else. Many a foe has made the mistake of assuming the Orkhram'z Raza is like any ordinary Ork Krooza. It is only when the Raza gets up close that opponents realize their error. For the Raza is no ordinary battlekrooza. It is death staring at them in the face.

The Raza is a huge ramship. The biggest the Orks have. It is captained by Maddok Orkhram, the maddest Ork ever to live and take reins of their brute ships. His strategy is the simplest of them all. Get up close and personal and to use the ship as the mightiest battering ram ever known to smash any opponent into submission.

The Raza started out like any other Ork krooza. Rumor has it that originally it was known as the 'Ead Cleava, one of the Orks Terror ships. How Maddok Orkhram got his hands on it is legend in itself. If the records of Orks can be believed, Orkhram claims Madork led him to it during a fit of disease-born delirium after he was left behind along with other wounded Orks during an encounter with the Death Guard on a backwater planet. Whoever or whatever this Madork is, it is currently unknown but it seems as if Madork is equated at the level with the Ork gods Mork and Gork by Orkhram. Orkhram then virtually singlehandedly salvaged whatever Orks were left on the planet before abandoning it.

Due to this circumstance, the Orks under Orkhram's fiefdom are fiercely loyal to him. It is not unknown for Maddok to stay behind with the Raza during a losing battle just to evacuate whatever Orks are left behind for any reason whatsoever and take them for his own. Most of his peers think he's nutz for doing so. He will even take crippled and invalidated Orks as long as they believe in him and his cause. Getting left behind to die is a good enough reason to gain religion for Orks. Suffice to say that the crew is dedicated, if the word can be used, to the cause of Maddok. The entire crew has since been made up of mad Orks, if any can be madder than those Orks that any race will face at any day.

Centuries and centuries of addition of armor have transformed this once cruiser carrier into the brute that it is. The Raza is now a heavily armored behemoth yet while some may think it would have the moving grace of a pig, in actuality, she is as maneuverable as the most agile Eldar. Engines have been salvaged and connected to it. Sketchy reports have it that he even managed to salvage a Scartix Coil from a Slaughter the Raza demolished and partially integrated it into his ship. A thousand Orks working in unison have stumbled onto the most efficient, for Orks anyway, of power plants.

The Raza commands a fleet of the most notorious of Ork war fleet: the Orkhram'z Azyloons. They are a unique band in that all the ships have been configured to the strategy of Orkhram. The cruisers are mainly carrier types and with good reason: the Kamikazaz. These are fighter bommas who will make sure that they bomb the target successfully or crash into them successfully. Either way, they will do what it takes to kill their target. The escorts are all exclusively Brute Ramships.

THE FIRST TIME IS ALWAYS THE HARDEST

The first recorded encounter of the Raza was during the Ork invasion of the agriworld Chigon 17. The situation was precarious and the battle could go either way. Then the Imperial Guard reinforcements finally arrived escorted by a small task force of one battlecruiser, 3 cruisers and 2 squadrons of destroyers. The battle looked to swing towards the Imperium's way when Orkhram'z Azyloonz rushed into the arena.

At first the Imperial admiral was not overly concerned. He was confident he could take them on. Then the Ork ramships all surged at once, closing the distance quickly. The Overlord class battlecruiser Vindication fired first and the admiral saw what looked like scoring hits. The Dictator class Valiant launched her squadrons and the destroyer squadron advanced to engage the Orks.

Out of the maelstrom, the Ork ships accelerated further and the Lunar class cruiser Antigua was the first to taste the Ork's wrath. 4 Brutes successfully smashed into her, shredding what was once a frontline ship of the Emperor's navy. Meanwhile, the Ork fight-bommas were engaging the enemy attack craft dispersing them from the approaching Ork formation.

The admiral of the task force was about to order a return fire when the 2 kroozas accompanying the Brutes suddenly also smashed into the Valiant heavily damaging her. The admiral faced the biggest shock of his life when he finally saw the largest ramspike he had ever seen along with thousands of other skewers, horns, barbs, impalers and other stabbers on the prow of the last and largest ship of the attacking Ork fleet. He was about to order evasive but only barely got the command out of his mouth when the Raza smashed into the bridge of the Vindication ending the battle and shifting the tide permanently to the side of the Orks, overrunning Chigon 17 finally through a series of guerilla tactics.

A CHILD'S VAIN SACRIFICE

The Third Armageddon War also recorded another incident where the Raza and the Azyloonz made their presence known. Reports have it that the battlecruiser Thunderchild was lost when the Azyloonz came literally crashing onto the scene and one after the other smashed into the Imperial battle line.

The Thunderchild was holding her, destroying many of the Brutes attacking the line of Imperial warships, when 4 squadrons of Kamikazaz made their attack run on her. Coming out of the assault heavily damaged, the Raza delivered the coup de grace to the valiant Thunderchild, which had stayed in her place in the battle line in order to give the Imperial forces time to regroup.

The Azyloonz have been observed in other engagements during and after the Third Armageddon War, notably the Ork action on the worlds of Ahanzok, Valhalla and Stromhelm II. In all the aforementioned battles, the Raza was at the forefront of the Ork assault. Though the orks were repulsed, the Raza and her cohorts always managed to escape.

THE KAMIKAZAZ

The Kamikazaz are the fiercest of all the Orks pilots. They will claw their way through the worst of flak fire in order to deliver their payload. Nothing scares them and least of all, death. When their craft is hit, they will do the next best thing in order to ensure a hit. They will deliberately crash themselves onto their target so as to try and take it with them. "Madoooooork!" their fearsome scream at their moment of death haunts the lives of many of the survivors of their attack.

The Kamikaza fighta-bommas are more heavily armored than usual. This is because they carry heavier ordnance than is usual to cause much more damage to their opponents and so need to be well protected. It is spectacular when anti-ordnance guns take out a Kamikaza. Explosions would blossom the destroyed craft for many seconds, even minutes after it has been destroyed. Needless to say, when a Kamikaza successfully smashes into its chosen target, the explosions last much, much longer and are more devastating.

Not surprisingly, many Ork fighta-bomma commanders have gone through the Raza. The job description means they don't usually survive these generally one way trips. Surprisingly, however, Orkhram always finds more of these determined yet deranged individuals.

SAVIOUR OR RAVING MAD ORK?

The last reported sighting of the Raza was during the Tyrannid invasion of Epsilon Octarius by Hive Fleet Leviathan. The Orks fought defiantly even when it was obvious their planet was lost. The orbiting Ork fleet then abandoned Octarius leaving behind millions of Orks to their death.

As usual, only the Raza and her cohorts were left behind and they teleported whatever Orks they could before themselves evacuating when the Nid horde literally got to within spitting distance.

Breaking orbit, they faced numerous Nids blockading their path to freedom. Maddok ordered his last remaining squadron of Brutes to smash a path through so that the kroozas could escape. Only one Brute survived but it was enough for the remaining ships to slither their way through. In this action, the Brutes managed to account for one Razorfiend and numerous Krakens and Drone ships while the Raza led two other kroozas and severely hurt a Hive ship, though in the process themselves receiving heavy damage from the creature's pyro acids defenses.

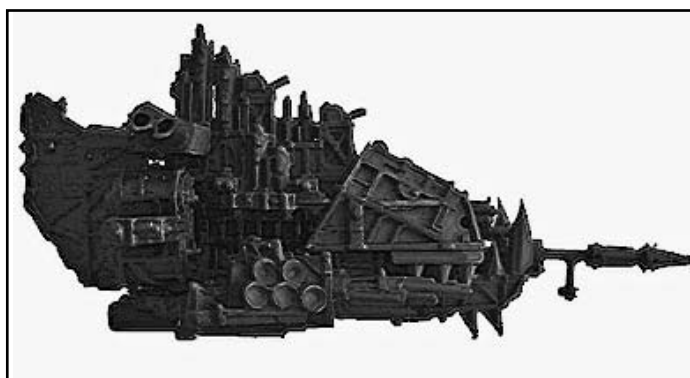
BUILDING THE RAZA

It's simple to build the Orkhram's Raza. Just get an Ork Terror ship and get anything that can be used to add the impalers and barbs at the prow. One can use spearpoints, knives and other blades and stick it onto the mouth area of the prow. The nice thing about the Terror ship is that it has a gaping mouth unlike the Kill Krooza.

Next just make a launch bay for the dorsal area and stick it in the area between the rear fin and back of the Terror ship. I used sprues as a base and added some plastic rods that I used from spent ballpen ink tubes and sliced then up so that they look like launch bays.

That's it, one mean Raza Battlekrooza.

ORKHAM'Z RAZA.....260 points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Kroozer/10	25cm	45	2	6+/5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Gunz		45cm		D6+6	
Dorsal Launch Bays		Fighta Bommas 20cm		D3+1	
Port Launch Bays		Fighta Bommas 20cm		2	
Port Gunz		30cm		D6+2	
Starboard Launch Bays		Fighta Bommas 20cm		2	
Starboard Gunz		30cm		D6+2	
				FIRE ARC	
				Front	
				-	
				Left	
				-	
				Right	



NOTES

The Raza has a partially operational Scartix Coil and this gives her a faster speed than normal compared to ships in her class. This also results in rolling 4D6 when rolling for AAF instead of the usual 2D6.

RAMMING RULEZ

Due to the strengthening of her prow and the addition of the various ramming implements, it adds +2 to the damage it causes.

ABOUT THE AUTHOR

We don't know much about Dick, he's obviously a Ork BFG player though.

This is separate from additional damage caused if it decides to add a power ram at +10 points.

KAMIKAZA RULEZ

The Kamikazaz normally operate the same way as Ork attack craft. The difference is that Kamikazaz are slower and so suicidal that they are hit by turrets on a 3+. Upon attacking a target, if they are not hit, follow the standard Ork fighta-bomma rules of D3-turrets. However, the Kamikazaz are a crazy bunch and when they are hit, they will strive to crash into their chosen target.

When the Kamikaza fighta-bommas are hit by turrets, each player rolls a D6. If the defender wins, the Kamikaza misses the target. If the attacker wins, it means the Kamikazaz successfully crash into their target and it will cause horrendous damage. Much like their Heavy Gunz, Kamikaza fighta-bommas cause the double damage when they make a successful suicide attack.

Lastly, due to their determination and heavier armor, Kamikazaz that are attacked by fighters remain in play if they make a 6+ save.