

Before the catastrophe that transformed it into the desert it is today, Angelis was a sufficient enough colony for a decent-sized city to be built on its southern major continent. This city was mostly inhabited by archaeologists researching the planet's Necron ruins, and their servants. The city was mostly empty before the world died, and much of the city was already somewhat ruined, even before decades of miscare and orky vandalism. How the orks made it all the way over the salt plains and boiling seas to the city is impossible to say, but it is evidently and obviously not impossible.

Rules in this document referred to with an * are found on the Unnamed Gorkamorka site in the downloads section. Other rules are either in the original Gorkamorka books or Digganob.

The Tileways

The Tilewayz is the orky name for the ruined city.

Mobs in the Tileways

Orks: Ordinary orks (Gorkers and morkers) are relatively common in the Tileways, although there is no distinction between gorkers and morkers. You still choose to be Gorkers or Morkers when creating an ork mob, but the difference is only mechanical. Alternatively, you may use an ork klan*. Orks may buy Blader*.

Diggas: The rules for diggas are used for "Delverz", the basic name for most human survivors in the Tileways. The principal difference is that Delvers buy vehicles of the Rebel Grot variety (Cuttas, Big Luggas. In addition, they may use Windsurfers* and BladeZ*.) They may also buy Digga Firewater*.

Rebel Grots: Rebel grots function the same on the Tileways as in a normal campaign. A separate Gretchin Revolutionary Committee has convergently evolved, and the rules function the same. They may buy Pogo Stikks* and Windsurfers*.

Muties: Sadly, Mutie Raiders do not exist on the Tileways. If you wish for your campaign, you may design a reskin for muties to use. I won't stop you.

Dust Rats*: The dust rats do not exist on the Tileways. Human survivors on the Tileways are Delverz/diggas.

Feral orks*: Feral orks pop up everywhere normal orks do. They function the same, except that they may use rebel grot Windsurfers*. However, I do not recommend using the Feral Orks, as they are confusing and hard to manage.

Freebootaz*: Freebootas function the same on The Tilewayz as they do normally, except for that they may buy Rebel Grot vehicles (Cuttas, big luggas, Windsurfers*) in addition to ordinary ork vehicles. You may use Freebooter Snazzguns*.

Ork Outlaw Motorcycle Clubs*: Ork outlaw motorcycle clubs function mostly the same, except that they may use Rebel Grot Windsurfers* instead of bikes. Each Bad Mek may support 10 Windsurfers.

Snortas*: Snortas function the same on the Tileways. They are actually more common there, as the shade cast by the ruined towers is pleasing to the boars.

Scenarios in the Tileways

Almost all scenarios will function on the Tileways. However, some scenarios will need altering because of the more three-dimensional nature of the Tileways. The Da Fort ruleset may be useful for various terrain features, not just actual ork forts, and may be incorporated into other scenarios.

Tileways Terrain

A lot of Necromunda terrain will work for parts of the Tileways, especially if you paint it a sandy colour. Other terrain pieces of Imperial Ruins, naturally, will also work. The optimal Tileways gaming table has a mixture of ordinary Gorkamorka desert terrain, Necromunda-style walkways and towers and orky buildings.

Customising and Designing Mobs for the Tileways

Orks of the Tileways look much the same as the orks of Mektown, or indeed of any other world. Given how the Tileways are far more confined and three-dimensional than the ordinary desert, many vehicles are designed to be thinner, smaller or generally more maneuverable. Personal vehicles and vehicle replacements are also quite common, such as Bikes, BladerZ and Windsurfers. Those few large vehicles that make it through are often given as many ways to circumvent objects as possible, whether being designed to fly, or given useful gubbins.

Delvers have a wide variety of appearances, far more than Diggas. Models for them can range from Cawdor Redemptionists to Slaves to Darkness Cypher Lords (Both from Games Workshop.) Any type of human model that isn't equipped with *too* advanced technology will often work, although you might need to swap some hands in many fantasy kits. I personally find that Necromunda gangs, both the original models and the modern remasters, will often work quite well, although Van Saars are likely too advanced and some champion models will have to not be used. Cuttas may present some problems, as they are hard to find for ordinary (Small) rebel grots, although Cuttas are a relatively simple design to scratch-build. Big Luggas can be converted from any vehicle, such as the Genestealer cults Goliath Truck (GW) or Crooked Dice's Billy Goat Truck. Windsurfs (For the many factions that are allowed to have them) are also easily scratch built out of a flat piece of plastic and a basic sail.

New Equipment

Side-stabba (3 teef)

A side-stabba is a variant on the uge choppa. Unlike the ordinary sort, a Side-stabba is held in a different direction, so that it's designed to thrust or so forth. Like ordinary ork choppas or 'uge choppas, Side-stabbas are sometimes designed with a chainsaw blade, although this makes no mechanical difference.

Side-stabbas function the same as 'Uge choppas, except they don't have the Lose Draws trait.

Breathin' Mask (1 toof to equip 5 mob members)

Mobsters with breathin' masks are immune to all gas-based perilous conditions.

Gubbins:

Grabba Tires (5 teef)

Vehicles with Grabba Tires may move vertically up walls. Vehicles climbing walls like this cannot thrust. Wind powered vehicles moving up always count as being at a right angle to the wind direction. Vehicles with grabba tires may also move horizontally while on walls.