

Here i will add several new equipment options for GorkaMorka.
They shooooould be fairly balanced.

Chaindrive choppa.

Some orks get choppas fitted with rippy chain drives.

These weapons are loud gas guzzling unwieldy heavy and dangerous weapons and thus very popular among orks.

A chain drive weapon can be taken when you buy either a choppa or 'uge choppa for +1 teef cost.
It cannot be upgraded later.

It gets this special rule.

'Ded rippy: The whirring metal teeth bite into flesh and rip
armour sunder. You may re-roll to wound rolls.

In scenarios where revving the engines are used,
add +1 if the mob has ANY chain choppas.
But the model cannot hide any longer.

Chukkaz.

Even the most primitive and stupid orks or grots can figure out these basic but fairly useful heavy ranged weapons.

Any mob which has access to vehicles or other things that can mount heavy weapons can buy these.
Rebel grots may mount the bolt chukka on its cuttas. The lugga can carry both.

These rudimentary weapons are far too primitive tho, so they cannot be kustomized.

The bolt chukka is an oversized crossbow which is mounted on a rudimentary swivel mount and thus can be properly aimed when driving unlike usual crossbows.

It costs 3 teef to buy.

	Short range	Long range	Str	Pen	Ammo roll	Bonus	Special
Bolt chukka	12	18	4	-1	4+	-	'Eavy weapon

The spear chukka is simply a larger and more killy crossbow. While not a proper harpoon gun, it's still a useful weapon.

The mount is kinda big and clunky tho so it's hard to swerve it fast enough to track close targets.

It costs 5 teef to buy.

	Short range	Long range	Str	Pen	Ammo roll	Bonus	Special
Spear chukka	12	18	5	-2	4+	-1 on Short rng	'Eavy weapon

Deffrolla.

A deffrolla is a nob's way of telling that his vehicle is da biggest and 'ardest one in all of gorkamorka.

This massive spiked steel rolling pin mounted on the front of the vehicle crushes vehicles and footers like flies and makes the vehicle look dead 'ard.

It's honestly terrifying.

Vehicles moving over difficult terrain armed with a deffrolla may move under gas engine without spinning.

On top of this, if moving over terrain with the front first, the terrain is destroyed if the terrain can fit mostly under the vehicle.

When the terrain is bigger than the vehicle, and collides head on, the vehicle rolls the damage die twice and takes the result with the least damage.

Other collisions are as normal.

Footers being hit head on risk being crushed under the whirring teef of the deffrolla.

When squashing footers, the footers take D6 str 5 -1 penetration hits instead of 1 str 3 hit.

But again, only when being hit head on, side-swipes and the likes are as normal.

Mounting a deffrolla requires certain sturdiness, therefore only trukks, buggies and traks may mount deffrollas.

On top of this the vehicle must have an 'Eavier custom job to take the added weight and forces. Otherwise, a deffrolla costs 20 teef.

A vehicle with a deffrolla rolls two dice and picks the highest for damage results when it rams someone or is involved in a head-on ram. Side swiping isn't affected.

When rolling to see how many hits it does, a vehicle with deffrolla rolls two dice and picks the higher.

A deffrolla cannot be combined with a reinforced ram.

If hit in the gubbins a ram is damaged on a roll of 4 or more.

Mega armour.

Mega armour is the pinnacle of ork protecty tekhnology.

This massive exoskeleton suit of powered steel, adamantium and other bitz laying around provides ridiculous protective qualities to the wearer.

Nearing a walking tank, wearers have been known to take direct battlecannon hits and keep going.

The mega armour has an armour save value of 3+, but it is rolled on 2d6 instead of one.

So roll the dice and add them together.

Penalties of course applies and a weapon with a penetration of -4 would require a roll of 7 or more on the two dice.

Mega armour comes standard with a big rippy power claw, it's ded killy.

It has a strength of 6, causes 1 damage and has a -4 saving throw modifier.

This weapon can be taken off before any game should the wearer want to use one of his own weapons or another bionic weapon. If the Power claw is taken off it is off for the entire scenario.

If the power claw is on, other bionic arms or other weapons may not be used with that arm.

If the wearer lacks that arm, the power claw also doesn't work.

A mega armour may mount any weapon from the Ork Gunz category and use it one handed.

Any grenades worn by the model may be used with the in-built stikkbomb chucka, which allows the model to use the grenade without holding it in an arm. It still counts as shooting. (Or throwing)

Mega armour has one weakness, agility.

To say it mildly it is very poor. Divide the initiative of the wearer with 4 rounded up to a minimum of 1.

If the wearer already has 1 initiative, roll two times when testing and use the worst result.

Getting hold of mega armour is not easy, only the best meks can build them and they are violently expensive.

When in mektown, the ork who wants to wear it may attempt to get hold of the armour.

He then makes a special acquisition roll to see if he's imposing enough to get a mek to build it for him.

Take the orks current experience and add his leadership score plus 2d6. For every d6 that comes up as a 6 roll another die. Add it all together.

Grots only roll 1d6, since they are not imposing.

If this value ends up as 210+, the mek will feel impressed (or intimidated) enough to actually build the mega armour.

The mega armour costs 25 teef to build and the ork may pick it up the NEXT time he visits mektown.

If the ork doesn't pick it up in a campaign turn, roll 2d6. If it comes up as both 1's, the mek sold the mega armour to someone else. If the ork rolls a 1d6+ Ws + Attacks above 10, he manages to beat the mek into giving some of the teef back. Gain 3d6 teef.

If this roll fails, loose 1d6 teef as the mek beats him up.