



WAAAGH!

Da Orks are in da Hive

Necromunda Ork Warbands

By Ross Flint

Ross is from Caliside, Dumfries, and is sixteen years old. He plays Dark Angels, Chaos and Orks in Warhammer 40,000. Ross also plays Orks in Epic 40,000 and Orks in Blood Bowl, so it's not entirely surprising that he wanted to play Orks in Necromunda – his motto is: 'If it ain't green, it ain't good! (unless it's red and goes dead fast)'. He enjoys playing the guitar, writes songs and even manages to fit in going to school in between gaming.

THE GREEN MENACE

It is an undisputed fact that Orks sometimes attack (or even inadvertently crash on) Necromunda, and their assaults on the massive Hive Cities have been fairly well documented by the Adminisratum. The authorities, however, do their utmost to hide the fact that when the Waaagh moves on, there are always a few greenskins left behind.

These Orks wander in the ash wastes looking for food until they stumble upon a rogue gang of Orks who will let them join, or a storm drives them inside one of the Hive Cities. It is remarkably easy to get in, in small numbers, a fact which could spell doom for the Necromundans if the Orks ever noticed!

Inside the hive, life is still hard for the average Ork. Though they spend a great deal of time fighting, they also spend a large part of their day hunting for squigs (which seem to turn up anywhere that Orks go), rats and anything else lurking in the Underhive which they can eat. This list does not include hive-dwelling humans because all Orks have a strange belief that they will turn into 'Bugeyes' (Tyrannids) if they eat men from the hives. Since Orks use their teeth as currency, getting money is no problem for them. Unfortunately, for Orks, everybody else on Necromunda is hostile to them, so they couldn't buy things if they could find human traders willing to accept teeth as payment anyway. Perhaps, eventually, there will be enough Orks in the hives to set up their own

society and deal amongst themselves, but this is highly unlikely due to the constant purging by the Adeptus Arbites whenever the infestation gets too bad. The only way that Orks can spend their teeth is if they can recruit new members from those Orks found wandering in the wastes.

STARTING AN ORK GANG SPECIAL RULES

Outlanders: Orks are Outlanders, and as such all of the Outlander rules apply to them except where noted below. As Outlanders, Orks do not have a guild price and can never pay off their outlaw status.

Territory: Orks start with one piece of territory generated on the outlaw territory chart in the Outlanders Rulebook. This is the Orks' camp in the wastes and they may only hold one territory at a time. If they lose this territory, generate another one for them.

Income: Orks do not get any income from their territory like other gangs. Instead, they gain D3 Teef for each Ork (not Gretchin) in the gang. Each Ork in the gang who suffered a serious injury (except death) gives an additional D3 Teef as they were knocked out by a blow to the mouth in the fight (or most likely sometime afterwards...).

As well as this, any member of the gang who did not go out-of-action may search for food. Each member finds D6 edible things which may be eaten or stored in the stash.

Starvation: Every Ork and Gretchin must eat three items of food or suffer the effects of starvation (see the Outlanders rulebook for details).

Experience: Orks and Gretchin gain experience in the same way as everyone else. (Tables for experience levels and advance rolls are printed later.)

Trading: Ork warbands may never go trading.

Hiring: An Ork player has 1000 Teef with which to hire his starting Ork band.

Recruitment: If an Ork player wishes to hire new fighters for his gang, he must send an Ork out into the wastes to search for possible recruits. He may send a Gretchin, but then he may only hire Gretchin (after all, what self-respecting Ork is going to get himself hired by a pesky runt?).

New recruits must be paid for in Squigs, which are consumed immediately and weapons and equipment must be paid for separately from the gang's stash of Teef. The new recruit will not sell his weapons to other members of the gang though he may swap them.

Da Recruitment Table:

Roll a D6...

1. No-one can be found. Whilst walking back on his own, the scout has an unfortunate accident and suffers a Serious Injury.
2. A single Gretchin volunteers his services – 4 squigs.
3. An Ork Boy volunteers – 8 squigs.
4. An Ork Boy or Eavee (player's choice) volunteers – 8 squigs for the Boy or 12 squigs for the Eavee.
- 5-6. D3 Gretchin, Ork Boyz or Eaveez volunteer their services (see above for cost).

The Ork or Gretchin who conducts the search must miss a game while he is in the wastes, but he earns D6 experience points for his adventures.

Pinning: Due to their tough nature (or stupidity, many would say) Orks cannot be pinned. (NOTE: This does not apply to Gretchin.)

Injuries: Orks and Gretchin have a special algae in their blood which can heal even the

most hideous of injuries. They may ignore Serious Injuries on the roll of 6 on a D6.

Bottle Tests: Orks do not have to take tests for Gretchin going down or out nearby, they are more likely to laugh! As any Ork will tell you, that's what Gretchin are for.

Leadership: Orks' leadership disputes are always resolved by a knife fight. Gretchin may never lead the gang as long as there are Orks still alive in it. If all the Orks are killed, the gang may only recruit Gretchin from then on, and becomes a 'Gretchin band' (or skirmish screen!). From now on Gretchin may produce 1 Teef each.

Captives: Any Orks or Gretchin who are captured will not be ransomed or exchanged. Anybody captured by Orks may be rescued. If they are not rescued promptly then Orks will kill them (probably by agonisingly slow torture, which is an old Ork favourite!). The dead body may then be used once as bait for food and will attract D6 extra items of food.

Skills: If any Ork (not Gretchin) receives a skill from a table which is not normally available to him (excluding the *Medic* skill) he may take skills from that table from then on, to represent a special code in his DNA revealing itself.

Example: An Ork receives the Agility skill Jump back. Though Orks cannot normally take Agility skills, this one can from now on, as he becomes an 'Akrobat Boy'.

Specialist: If Orks gain the *Specialist* skill, they may take Special weapons and assault weapons. If Gretchin gain the *Specialist* skill, they may take pistols, bolters, or Needle Sniper Rifles (if you can get them!).

NEW WEAPON:

Dethskull Kustom Kombi-wepun

Defskull kustom kombi-wepunz fire a hail of assorted shells and bullets in a very unpredictable manner.

Range	To Hit	Str	Save Mod	Dam	Ammo Roll
D6x10	2+	Arty die	1/2 Str	1	4+

Special: You must make an ammo roll after every shot, and automatically fail on a roll of MISFIRE on the Artillery dice – make a blow up roll immediately.

1 Ork Kaptin 125 Teef

The Kaptin is the leader of the Ork band, a hardy and exceptionally tough individual and as such all the special rules for gang leaders apply to him.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	3	1	8

Weapons: The Kaptin may take Assault weaponz, Pistolz, Special weaponz, or stikbomz.

Armour: The Kaptin may be given Flak armour for +10 Teef or Eavy armour (4+ save) for +80 Teef.

Initial Experience Points: 60+D6



0-2 Ork Eaveez 75 Teef

Ork Eaveez are usually members of the Deathskull or Badmoonz klanz. They provide long range covering fire for the rest of the gang.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Weapons: Ork Eaveez may take Assault, Special or Heavy weaponz, Pistolz, or stikbomz.

Armour: Ork Eaveez may be given Flak armour for +10 Teef.

Initial Experience Points: 60+D6

Ork Boyz 60 Teef

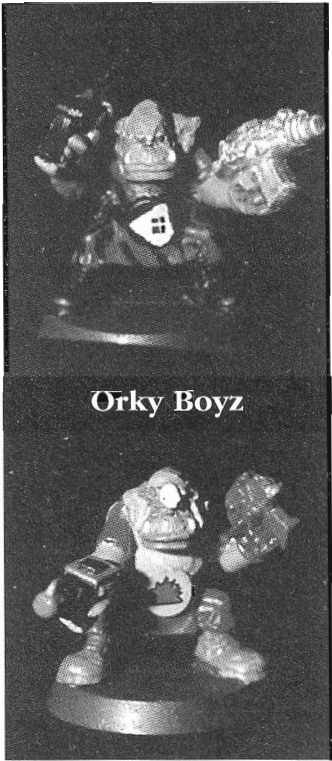
Orks are renowned for their vicious temperament and high resilience and nowhere other than the highly dangerous world of Necromunda will they need to rely on these attributes more to survive.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Weapons: Ork Boyz may take Assault weaponz or special weaponz. They may also take Pistolz, or stikbomz.

Armour: Ork boyz may be given Flak armour for +10 Teef.

Initial Experience Points: 0



Gretchin 30 Teef

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	2	1	2	1	5

Weapons: Gretchin may take Gretchin weaponz.

Armour: Gretchin may be given Flak armour for +10 Teef

Initial Experience Points: 0

ORK WEAPONZ LISTZ

Most Ork gangs build up stashes of weapons that are a diverse mix of technologies: from original Ork weapons left over from the Waaagh, to captured enemy weapons.

Assault Weaponz	Cost
Chainsword	25 Teef
Power axe	40 Teef
Sword/Axe	10 Teef

Pistolz	Cost	Ammo Roll
Autopistol	15 Teef	5+
Boltpistol	20 Teef	6+
Handflama	20 Teef	Auto
Plasma Pistol	25 Teef	4+

Special Weaponz	Cost	Ammo Roll
Bolter	35 Teef	6+
Flama	40 Teef	Auto
Meltagun	95 Teef	4+
Plasma gun	70 Teef	4+

(Max of one per model)

Heavy Weaponz	Cost	Ammo Roll
Autocannon	300 Teef	5+
Missul launcher	185 Teef	Auto
Kustom kombi-wepun	250 Teef	4+
Heavy Bolter	180 Teef	6+
Heavy Plasma Gun	285 Teef	4+
Lascannon	400 Teef	4+
Heavy Stubba	120 Teef	5+

Gretchin Weaponz	Cost	Ammo Roll
Autopistol	15 Teef	5+
Autogun	20 Teef	5+
Blunderbuss	8 Teef	5+

Stikbomz	Cost
Frag Stikbomz	30 Teef
Krak Stikbomz	50 Teef
Krak Missulz	115 Teef

(Krak Missulz may only be bought for Eavees)

Ork Experience

Exp	Points	Title
0-5		Boy
6-10		Boy
11-20		Boy
21-30		Boy
31-40		Boy
41-50		Boy
51-60		Boy
61-80		Nob (Kaptins and Eavees)
81-100		Nob
101-120		Nob
121-140		Nob
141-160		Nob
161-180		Nob
181-200		Nob
201-240		Big Boss
241-280		Big Boss
281-320		Big Boss
321-360		Big Boss
361-400		Big Boss
401+		Warboss

Gretchin Experience

Exp	Points	Title
0-5		Gretchin
6-10		Gretchin
11-20		Gretchin
21-30		Champion
31-40		Champion
41-50		Champion
51-60		Champion
61-80		Grot Boss
81-100		Grot Boss
101-120		Grot Boss
121-140		Grot Boss
141-160		Grot Boss
161-180		Grot Boss
181-200		Grot Boss
201+		Gretchin Big Boss

Advance Rolls: These are made in exactly the same way as for standard gangs

MAXIMUM VALUES

	M	WS	BS	S	T	W	I	A	Ld
Ork	4	6	6	4	5	3	3	3	9
Gretch	4	4	5	4	4	2	4	2	7

SKILL LISTS

Skill	Gretchin	Boy	Eavee	Kaptin
Agility	Y	-	-	-
Combat	-	Y	Y	Y
Ferocity	-	Y	Y	Y
Muscle	-	Y	Y	Y
Shooting	-	-	Y	Y
Stealth	Y	-	-	Y
Techno	-	-	Y	-

THE MODELS

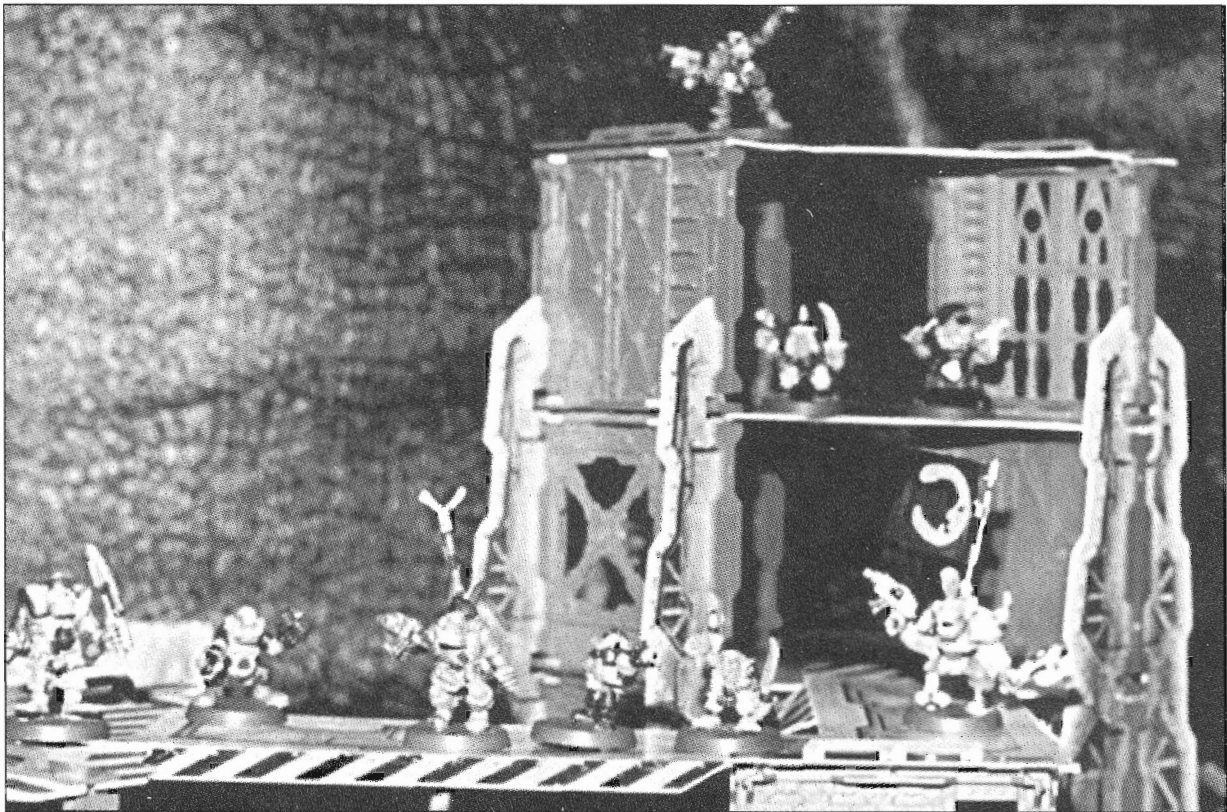
For the Ork Kaptin, I used the model for a standard Ork Nob and simply removed the Power Axe replacing it with a plastic Space Marine Power Sword.

For the Bad Moon Ork Boy, I used an old Space Crusade Ork and replaced its weapons with a slightly newer Bolter and a Space Marine Power Axe. I also added a Goff Ork's helmet spike to his shoulderpad and built up his face slightly with modelling putty. His back banner (*surely this would be a bit of an inconvenience in the Underhive? – Ed.*) was made from modelling putty and a paper clip. The bionic leg was made from a piece of shaped sprue.

The hair squig is again more modelling putty, shaped around a nail which goes straight into his head (the bloody squig kept snapping off!).

The Blood Axe Boy and Evil Sunz Boy were based on plastic Goffs. I cut off their helmets and then re-modelled their heads. They have also had new arms added and the spiky bits on their armour have been removed.

The really cool thing about Orks in Necromunda is that you can really do just about anything to them and get away with it. They would be the ultimate scavengers and so could theoretically be given any equipment of any background. So, stop wasting time with those Squigs... make the hive green!



Watch out, this is Greenskin turf!