DIGGANOB



GORKAMORKA™

SUPPLEMENT

GAMES WORKSHOP®

Below: Ork buggy equipped with a rokkit launcher and reinforced ram. The rokkits have been painted red to "Make 'em fasta an' shootier."



Orky banner pole.



With nutz 'n' boltz, lotsa nails, a welding torch, spit, oil and a prayer to Gorkamorka, Spannerz keep a mob's vehicles in action. Without them, battle damage and the rigours of desert life would reduce even the best buggy to scrap.



Spannerz







Far Left: A fearsome nob armed with two choppas.

Left: This Ork Nob has an 'uge choppa – "ideal fer dose really tough zoggers!" He has been cunnin' and got a Mekboy to bash some scrap into armour for him.



Above: An Ork biker. Some Orks, particularly Morkers, favour the speed and manoeuvrability of bikes over the weaponry and armour of trukks or buggies.

Below: When they're not trying to fit an even bigger gun onto their vehicles, a mob's spanner will go to work building gubbins to improve it in other ways.

This trukk is equipped with a massive wrecker ball and a reinforced ram – when it comes to smashin' enemy buggies to little bitz, this is 'da bizzness'!





DIGGANOB™



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CONTENTS

INTRODUCTION 5

DIGGAS

DIGGAMOBS 6

CREATING A DIGGAMOB 9
- THE DIGGAMOB 9
- THE SHAMAN 9
- DIGGA-BOYZ 9
- DIGGA-YOOFS 9
- BUGGIES AND TRUKKS 9
- TRAKS 9
- BIKES 9
- DIGGAMOB + BUGGY ROSTERS 9

DIGGAS FOR HIRE 10
- CHOOSING THE DIGGAMOB 10
- DIGGAS 10
- DIGGANOB 10
- SHAMAN 10
- DIGGA-BOYZ 11
- DIGGA-YOOFS 11

DIGGA SPECIAL ROOLZ 12

DIGGAS IN A CAMPAIGN 13
- DIGGA VEHICLES 13
- GUBBINS 13
- SERVING DA WRECKER 13

DIGGAS EXPERIENCE 14

BURIED TREASURE 16

DIGGAS IN MEKTOWN 18
- DEALING WITH DA MEKS 18
- FIGHTING GUBBINS 18
- RISKIN' DA DOC'S 18

ANCIENT TEK 20

ANCIENT GUNS 21
- DIGGAS AND GUNS 21
- ANCIENT GUNS 21
- KOMBI-WEAPONS 22

ARCHEOTEK GUNS TABLE 23

ANCIENT HAND-TO-HAND WEAPONS 24

ARMOUR TEK TABLE 25

GIZMO TEK TABLE 26

DIGGAS AND OTHER MOBS 27
- DIGGAS AND CAPTIVES 27
- DIGGAS AS CAPTIVES 27
- HIRING DIGGAS 27

REBEL GROTS

GRETCHIN REVOLUTIONARIES 30

CREATING A REBEL GROT MOB 33
- THE HEAD HONCHO 33
- BANNA WAVER 33
- GROTS 33
- SNOTS 33
- BIG LUGGAS 33
- CUTTAS 33
- REBEL GROT MOB + BUGGY ROSTERS 33

REBEL GROTS AT LARGE 34
- CHOOSING THE REBEL GROT MOB 34
- REBEL GROTS 34
- HEAD HONCHO 34
- BANNA WAVER 34
- GROTS 35
- SNOTS 35
- REBEL GROT GUNZ 36

REBEL GROT SPECIAL ROOLZ 37
- REBEL GROT WEAPONS 38

VEHICLES 41
- BIG LUGGAS 41
- CUTTAS 42

REBEL GROTS IN A CAMPAIGN 44
- LOOTIN' 44
- PERMANENTLY DAMAGED VEHICLES 44
- FITTING GUBBINS 44
- SELF IMPROVEMENT 44
- JOINING DA KOMMITTEE 45

REBEL GROT EXPERIENCE 46

DA WAGES OF REBELLION 48

REBEL GROTS IN MEKTOWN 50
DEALING WITH DA MEKS 50

REBEL GROTS AND OTHER MOBS 51
REBEL GROTS AND CAPTIVES 51
REBEL GROTS AS CAPTIVES 51

BIG LUGGA HIT LOCATION TABLE 52

CUTTA HIT LOCATION TABLE 53

MUTIES

MUTIE RAIDERS 57

CREATING A MUTIE RAIDING PARTY 60
THE SEEKER 60
THE KEEPER 60
UNKS AND SNAGAS 60
MUTIE BEASTS 60
MUTIE RAIDING PARTY ROSTERS 60

MUTIES ON THE LOOSE 61
CHOOSING THE RAIDING PARTY 61
MUTIES 61
SEEKER 61
KEEPER 61
UNKS 62
SNAGAS 62

MUTIE SPECIAL ROOLZ 63
MUTIE GUNZ 65
MUTIE HAND-TO-HAND WEAPONS 66

MUTIES IN A CAMPAIGN 67
USURPING POWER 67
ACHIEVING ENLIGHTENMENT 67

MUTIE EXPERIENCE 68

GOING TO ETERVIGILA 70
INCOME 70
THE ETERNAL SEARCH 70
TRADING SCRAP 70
'ARDBOYZ BONUS 70
SPENDING DA TEEF 70

HIRING NEW WARRIORS 71

WEAPONS UPGRADES 73

MUTIES AND OTHER MOBS 75
MUTIES AND CAPTIVES 75
MUTIES AS CAPTIVES 75

SCENARIOS

ODDMOBZ IN CAMPAIGNS 79
BITTER ENMITY AGAINST ODDMOBZ 79
ODDMOBZ AND TEEF 79
ODDMOBZ BATTLES 79
ODDMOBZ SCENARIOS 79
REBEL GROTS IN 'DA LOOTERZ' 80
DIGGAS SHOUTIN' 80
RESCUIN' CAPTIVES 80
MUTIE TENTS 80

SCENARIO 1: DA TRAP 81

SCENARIO 2: CONVOY 83

SCENARIO 3: GOTCHA 85

SPECIAL CHARACTERS

SPECIAL CHARACTERS 86
LOOKING FOR SPECIAL CHARACTERS 86
HIRING FEE 86
ENDIN' DA JOB 86
EXPERIENCE, INJURIES AND STUFF 87
YER LUCKY DAY 87

NAZGRUB WURRZAG 88

BAD DOC DREGGUTZ 89

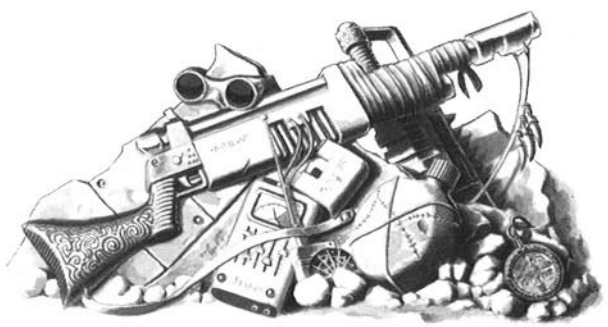
DREGMEK BLITZKART 90

DA KRUSHER 92

RED GOBBO 93

BUILDING INSTRUCTIONS 94

SUMMARY 96



"'Ere, yoo listenin', ya worfless Yoof? Good, just yoo listen ta old Nazzgit.

Out dere, past da edges of Mektown is da Skid. Yeah, I knows ya knows dat, but if yoo innerupt me again I'm gonna clobba ya! Right, dere's da Skid. At da end of da Skid is Skid Row, where dere's dis 'uge tangle of scrap, almost as big as Mektown. All da weirdos 'ang out dere and dere's dis bunch of Grotz 'angin' about moanin' about tags. Da Gretchin Revolutionary Committee dey call 'emselves. Dey cause no end of trouble, grabbin' our scrap and attackin' our Boyz, but dey's not da worst.

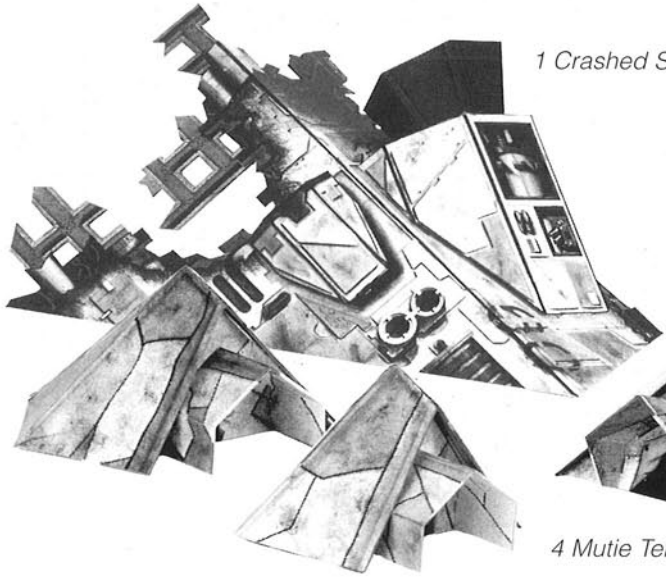
Outside da Skid is da Big Uz, an' a few forts. Da Big Uz is no place for Orks really, very 'ot, very dry and deadly. Up dat way, over dere, is da Pyramids. Da Pyramids is ded old, even before dere was Orks dere was Pyramids. Da Pyramids is ded nasty, so don't ever go near 'em, yoo 'ear. Never!

Gorkamorka knows 'ow, but da Diggas live under da Pyramids. Da Diggas is weirdos too, but dat's cos dey're Diggas. Dey got lotsa ded good tekky stuff wot dey give to da Meks, and dey get gunz and buggies from da Meks. Dey's stoopid cos dey wanna be Orks, but dey're Diggas so 'ow could dey ever be Orks? But dat ain't da worst, not by a long way.

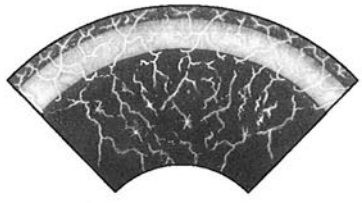
Out in da Big Uz are 'orrible fings, wiv tentacles and lotsa eyes. We calls 'em Muties and dey's got dese weird weapons dat throw balls of light at yer. Don't look like dat, yer stoopid zogger, dese balls of light can smash a buggy or blow up a fort gate in one go! Dese Muties ride around on scaly fings and charge about killin' Boyz and nickin' our scrap. Gorkamorka knows what dey wanna do wiv it, but they must 'ave as much as us by now. And dat's just da big fings, don't forget yer whip scorpions, leg-biterz, sand-gulpers, quiksand, crumble rock, giant wurms, big bugz, brainsuckas and spikers, to name but a few of da perils of da desert.

All in all, I'm 'appy to be in Mektown..."

This box contains the following card models and components.



1 Crashed Spaceship



1 Pulsa Template

4 Mutie Tents



10 Hidden Set-Up Counters

INTRODUCTION

Welcome to Digganob! This supplement for Gorkamorka widens the scope of your games. It introduces three new types of mob for you to command in battle, along with full rules for watching them succeed and grow in a campaign (or fail and falter!).

Each of these new mobs has its own strengths and weaknesses, from the badly armed but numerous Rebel Grots to the highly skilled and equipped, but painfully few, warriors of a Mutie raiding party. Alongside the rules for choosing these new mobs and setting them on the path to glory, there is extensive background material that delves into the history of Gorkamorka's inhabitants and the events that have made it the savage battleground it is.

As well as all this, there are also new scenarios that can be used by everyone and some special characters that Orks and Diggas can use (plus the Red Gobbo himself, for Rebel Grot players!). These special characters allow you to use some specialised warriors in your mob, provided you can pay the teef and don't mind the odd setback.

The main purpose of Digganob is to widen those beckoning vistas of mayhem and violence. The range of your Gorkamorka battles and campaigns is only limited by your imagination and pioneer spirit! Along with articles that are regularly published in White Dwarf magazine, Digganob allows you to explore every nook and crevice of Gorkamorka.

Gav Thorpe



DIGGAMOBS

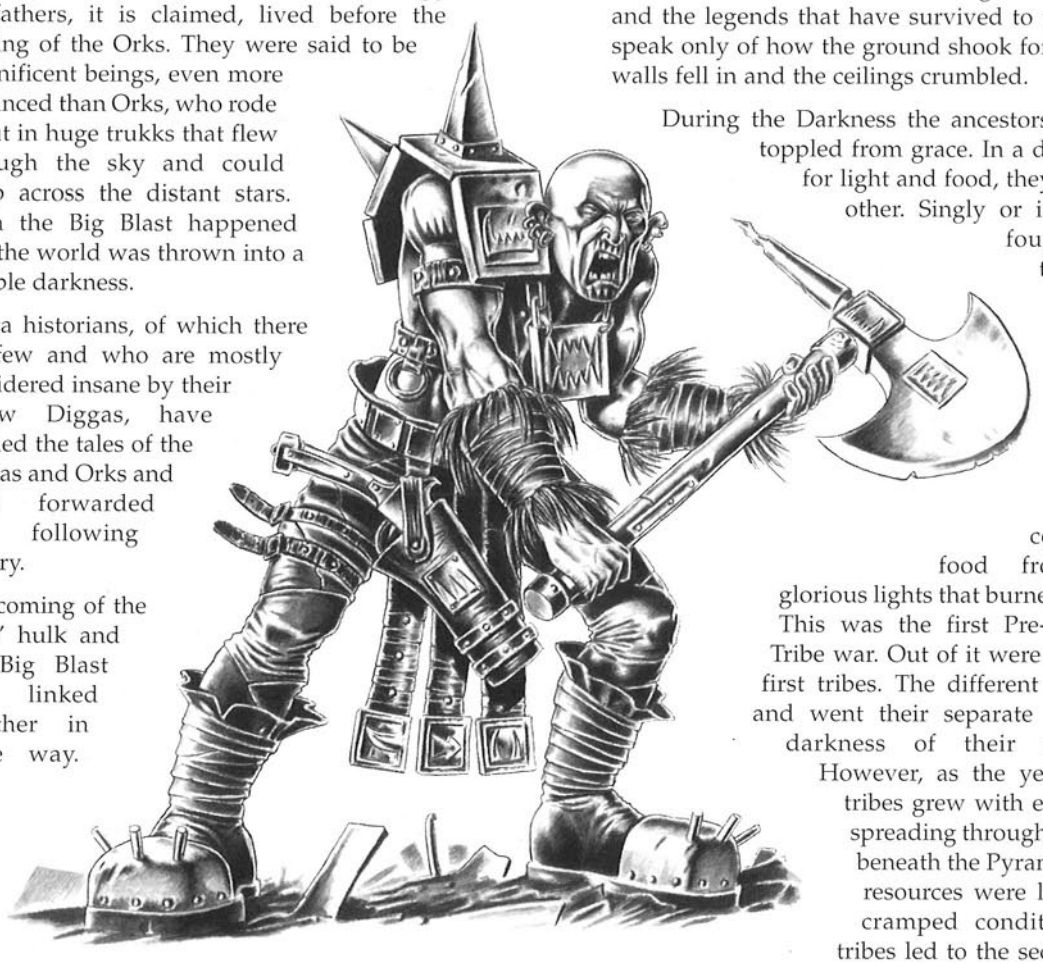
North-west of Mektown, several days journey across scorching open desert, lie the Pyramids. To reach them is a hazardous journey in itself – a mob must endure the blazing sun, storms, quicksand, dust-covered crevasses and the horrors of the chilling night. Only the most foolhardy attempt the journey and only the luckiest and most determined return. So what could drive a mob into the wilderness against such desperate odds? The answer is simple: teef and glory, for the Pyramids and the land around them hold unimaginable wealth. Of course, to get this wealth you must trade with the inhabitants of the Pyramids – the Diggas!

ORIGINS

The oldest tales of the Diggas, those that survived the anarchy of the Pre-Digga Wars, tell of an ancient race who explored the depths of worlds. The Diggas' forefathers, it is claimed, lived before the coming of the Orks. They were said to be magnificent beings, even more advanced than Orks, who rode about in huge trukks that flew through the sky and could jump across the distant stars. Then the Big Blast happened and the world was thrown into a terrible darkness.

Digga historians, of which there are few and who are mostly considered insane by their fellow Diggas, have studied the tales of the Diggas and Orks and have forwarded the following history.

The coming of the Orks' hulk and the Big Blast are linked together in some way.



Whether it was the crash of the space hulk that caused the Big Blast, or the Big Blast that caused the space hulk to hurtle out of the warp it is impossible to say. Whatever the catalyst, at the same time that the space hulk was ripped from the warp, the ancestors of the Diggas were caught in the Big Blast.

COMING OF THE DARKNESS

As the Diggas' forebears lived underground there is not much information about what happened on the surface during and after the Big Blast. The ancient myths tell of a huge flash of energy that blazed across the sky, pulsing up into the stars. Then the world was caught in the grip of a tremendous quake – the planet shook and the tunnel entrances beneath the Pyramids collapsed, burying hundreds and trapping the Diggas' ancestors in the Darkness. No one can tell how long the Darkness lasted, and the legends that have survived to the present day speak only of how the ground shook for a year and the walls fell in and the ceilings crumbled.

During the Darkness the ancestors of the Diggas toppled from grace. In a desperate search for light and food, they fell upon each other. Singly or in groups, they fought amongst themselves, shedding the blood of their one-time peers for possession of magical artefacts that could produce food from air and glorious lights that burned for a lifetime. This was the first Pre-Digga war, or Tribe war. Out of it were established the first tribes. The different tribes split up and went their separate ways into the darkness of their own tunnels. However, as the years passed the tribes grew with each generation, spreading through their dark lairs beneath the Pyramids. Space and resources were limited and the cramped conditions of many tribes led to the second Pre-Digga

war, or Backstab war as it is more commonly known. The tribes fought within themselves as well as with each other and new tribes of the youngest and most aggressive tribesmen were created and forced to seek out their own caverns and corridors to inhabit.

THE WRECKER WAR

Then the third Pre-Digga war, or Wrecker war, erupted. One of the new tribes, known as the Wreckers, had disappeared into the darkest depths of the tunnels, places of ill omen and horror, and were thought lost – even then the strange perils that stalk the shadowy tunnels preyed upon the Diggas. The odd tribesman had gone missing while searching for food, but the Wrecker war was preceded by a nightmare time when the evil monstrosities of the depths ranged afar and the disappearances and mutilations reached terrifying proportions. The tribes were thrown into confusion, their finest warriors culled by unseen forces, their homes destroyed by ancient horrors. Then the Wreckers returned, coming out of the shadows leaving even more despair in their wake.

The Wreckers brought more of the unnatural hunters with them. Who knows how they aligned themselves with those horrific warriors, what bargains they made to secure their aid. All that is known is the Wreckers spilled through the tunnels like a ravaging swarm. They delivered an ultimatum to each of the tribes to surrender to their rule or be destroyed. Some of the older tribes fought back, but their history ends during the Wrecker war with no word of their demise. The Wreckers split the tribes further, each Wrecker becoming the head of their own community. Although the rivalries between the tribes continue to the present, the Wreckers, and the unspoken threat they impose, ensure that another huge inter-tribe war never engulfs the tunnels again.

THE BIG DIG

Generations passed, and the tribes expanded their control further. With the Wreckers in control previously unexplored regions became accessible and in time the tribesmen came across some of the collapsed entranceways to the surface. The Big Dig was started – all the tribes sent their strongest and bravest warriors to excavate the debris and bring the tribes out of the darkness again. It was back-breaking work, toiling with hands and rough tools, breaking the massive rocks, moving the boulders into the larger caverns out of the way. Many died in sudden rock falls, and often tribesmen by the score would be swept away by a tide of sand pouring in from above. The tribes, undaunted, continued their work for years.

SALVATION

Then distant noises were heard – monstrous growls and roars from above. The tunnels shook near the work teams and the tribesmen quailed in fear at what they might discover. Then one day, as the deafening sounds echoed through the chambers, one of the exits fell clear and sunlight streamed in. For the first time in a hundred generations the tribesmen saw the blinding light of day.

As the Wreckers gathered around the breach they saw shapes moving above. Green-skinned warriors ran down the rocky slope, staring in amazement at the half-blinded tribesmen. They were horrific creatures with fanged maws and bulging muscles and the terrified tribesmen drew back in fear. The Wreckers, drawing on their deepest sources of courage, stepped forward. The newcomers eyed the tribesmen with suspicion as the Wreckers stumbled up the sand-strewn slope and out onto the surface. What they were to see was to change the lives of the tribesmen forever.

When the tribesmen emerged from their tunnels they were greeted by the sight of huge mechanical claws ripping at the sand and rock, filling the air with the sound of splitting boulders and the smoke from their noisy engines. The plateau was filled with the greenskins, racing around on their powerful vehicles, shouting, squabbling and firing their strange weapons. The Wreckers looked at their ragged clothes, thought magnificent in the dim light of the tunnels, and compared them with the amazing costumes, extravagant hairstyles and brightly coloured buggies and bikes surrounding them. Their eyes wide with amazement they wandered around, jostled by the Orks, dodging the odd hurtling trukk filled with green-skinned fighters and being stared at by red eyes from all directions. The Mek in charge of the excavation stomped over and stood squarely in front of the emerging humans. Drawing himself up to his full height, the Ork towered over the Wreckers. He snarled a single word before marching past the humans into the depths.

"Diggas!"

EXPULSION OF THE ORKS

To say that the Diggas were impressed by the Orks is a drastic understatement. For them, whose only armaments had been little more than clubs and blades, the huge gunz and strangely crafted weapons of the Orks were wondrous devices. The bikes and buggies, trukks and traks which brought a stream of Orks across the desert were awe-inspiring and the Diggas were immediately filled with a keen desire to have these things for themselves.

At first the Orks had no regard for the Diggas at all. They took over the tunnels and enslaved the Diggas. They heard the Diggas' stories of buried artefacts and stole any examples of ancient technology they could find, selling them on to the Meks. As the initial wonder of the Orks began to wear off the Diggas saw the Orks' real intentions – to enslave all the Diggas and plunder their domains. There was little the Wreckers could do themselves to prevent this, the Orks were naturally better fighters and their crude but brutally efficient weapons were more than a match for anything the Diggas had to offer.

Then one night, as the Orks laughed around their camps outside and bullied the Diggas in the tunnels, the Wreckers' hideous allies made themselves known. In that one short period of darkness, the Orks surrounding the Pyramids and in the tunnels were massacred, and only a few survivors were left to spread the message to the other Orks. The Orks' bodies were never found, their weapons lay smashed upon the ground, their vehicles were mangled into scrap or torn apart. Huge craters pockmarked the desert and scorch marks and smouldering ash littered the tunnels.

The Orks who fled into the desert were picked up days later by their fellow greenskins. They ranted of gleaming eyes surrounding the camps and then the attack that came from nowhere. They swore that the Pyramids themselves glowed with power and that huge unseen portals had opened spilling forth an army of utter terror. They gibbered madly, ranting about monsters of the night who slew the Orks with blazes of light and dragged others off, their screams stopping suddenly in the darkness. When dawn came the destruction wrought was vast and the Orks fled the plateau, leaving it to the Diggas. They named the area Morgargdurlurkgulskardregsnikslag – Fortress of ancient, terrifying power, land of waiting death, pain and destruction. It is a name of utter dread amongst a race who fear virtually nothing.

DIGGAS TODAY

Slowly the Orks recovered from their bloody ejection from the plateau. When the Diggas first started bringing the buried technology of the Pyramids to the Meks, trade started. The wondrous weapons and items the Diggas brought forth from their tunnels were coveted by the Meks and demand for more grew. The Diggas were happy to supply them with their ancient artefacts in return for shootas and kannonz, trukks and stikkbombz. The Diggas were soon experts in scouring their realm for the old weapons of forgotten races and unknown times and the more familiar they became with Ork weapons and equipment the more understanding they gained of the items they had possessed for so long. Crude clubs were seen to be pistols, while the bangles of the Wreckers, upon inspection, would produce shimmering force fields that protected the wearer. The gift of knowledge the Orks brought was priceless and the Diggas have been eternally grateful for it.

As the relationship between the two races continued the Orks' initial fear of the Diggas subsided (although their abhorrence of the Pyramids remains). Nowadays the Orks see the Diggas as somewhat amusing but necessary features of life, while the more the Diggas learn of Ork society, and the great Gorkamorka itself, the more they want to be like the Orks.

DIGGA SOCIETY

The Diggas are still divided into their tribes and are led by the Wreckers. In return for Ork weapons and vehicles, the Diggas sell scrap to the Orks. Emulating them to the full, the Diggas roam the desert (which they call the Upside, as opposed to the tunnels which are the Downside) searching for the loot of the hulk which they take to Mektown. They fight other Diggamobs and the Orks for the right to dig, fend off Mutie raiders and persecute Gretchin Revolutionaries just like their green-skinned neighbours. They also immerse themselves in Ork kultur as much as they are allowed.

Not only do the Diggas take on the Ork lifestyle, they also attempt to look like Orks. The greenskins' massive bodies, savage claws and mighty fanged jaws are a fearsome sight and the Diggas wear specially rigged clothing and decorated helmets to look as Orky as possible. The more esteemed a Digga is, the larger his costume will get until the Digganobz and Wreckers themselves have enormous harnesses beneath their clothing giving them hulking shoulders and barrel chests, helmets painted with fearsome Ork faces, brightly coloured topknots and scalplocks and many tattoos declaring their prowess and allegiance.

Diggas utilise every aspect of Ork teknologee, but it is often modified to suit their own needs. Diggas cannot stand the blazing suns of Gorkamorka as well as the Orks can, and their vehicles are often rigged with awnings and shades to protect them against the heat on long journeys. The Diggas decorate their vehicles with the skulls of their enemies, and the strange alien bones they find in the tunnels during the search for buried tek. They tie pieces of useless tek to their buggies, wear necklaces of glittering crystals and generally try to be as impressive as the Orks looked on that very first day of contact. It is a process that continues and each passing generation of Diggas tries to act even more Orky and look even harder than the one before.

CREATING A DIGGAMOB

A Diggamob always consists of at least 3 warriors plus a vehicle large enough to carry them. To start your Diggamob refer to the *Diggas For Hire*. The list explains how much it costs to hire and equip your mob. To begin with you have a total of 100 teef to spend hiring your Diggamob.

There are four types of Digga warrior that can be hired for your Diggamob: the Digganob, a Shaman, Digga-Boyz and Digga-Yoofs. In addition there are four types of vehicle: trukks, buggies, traks and bikes.

THE DIGGANOB

Your Diggamob must be led by a Digganob. This model represents the player himself in his guise as a mighty leader of Diggas. A Diggamob can only have one Digganob.

THE SHAMAN

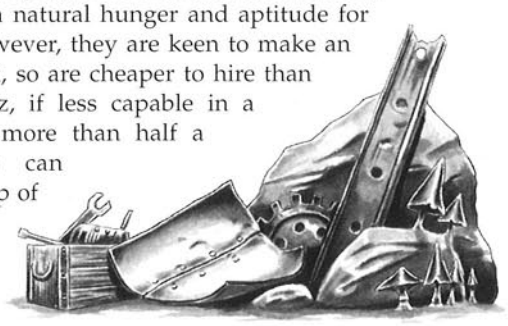
Some Diggamobs don't have a Shaman, but most of them do, because their strange powers are so useful in a world where cunning and know-wots are needed to survive. A Diggamob can have a maximum of one Shaman.

DIGGA-BOYZ

Digga-Boyz are ordinary Diggamob warriors – adventurous spirits who have ventured forth from the Diggas' tunnels to seek fame and fortune. Digga-Boyz are fairly experienced fighters who make up the bulk of all Diggamobs.

DIGGA-YOOFS

Digga-Yoofs are inexperienced Diggas. They are the most foolhardy of their race – desperate for a life of Orky adventure across the Upside. Digga-Yoofs do not have much fighting experience and unlike Ork Yoofs they lack a natural hunger and aptitude for battle. However, they are keen to make an impression, so are cheaper to hire than Digga-Boyz, if less capable in a fight. No more than half a Diggamob can be made up of Digga-Yoofs.



BUGGIES AND TRUKKS

Buggies are wheeled vehicles and are variously described as buggies or trukks depending on their size and carrying capacity. Most Diggamobs start off with one or two buggies or trukks to move about in.

TRAKS

Traks are similar in design to buggies. The advantage of a trak is its ability to move over rough terrain (plenty of that Upside) but they are slower than buggies.

BIKES

Digga bikes often have a wheel and a track. They are smaller and less stable than buggies or traks but they can go really fast.

DIGGAMOB + BUGGY ROSTERS

You'll need a mob roster sheet and a Buggy roster sheet to write down details of your Diggamob. You'll find blank roster sheets in the Gorkamorka box. We suggest you photocopy as many sheets as you need, so that you can keep a neat and accurate record of your Diggamob as it changes from game to game.

It's a good idea to work out your Diggamob on a piece of scrap paper first, as you will inevitably have to adjust warriors and weaponry to get close to the permitted 100 teef. If you have any teef left once you've hired your Diggamob, then any surfeit is retained and noted in the box marked 'Teef Hoard'. Once you've chosen your Diggamob take a mob roster sheet and write down the details of each warrior in the spaces provided.

Your Diggamob's vehicles are recorded separately using a Buggy roster sheet. When you choose your vehicle, or vehicles, note down all the pertinent details on the Buggy record sheet. We've called them buggy rosters out of convenience; use the same sheets to record details for all your vehicles including traks and bikes.

The rosters provide a record of your Diggamob and its vehicles, and it is useful to keep both beside you as you play. During a battle you may wish to make notes on a sheet to record incidental details such as exploding weapons, flesh wounds, experience earned etc.

You will need to give your Diggamob a name, and also name all your warriors. We leave it to you to invent suitable names, a selection of which are given later.

DIGGAS FOR HIRE

Before you can start playing you need to choose your Diggamob.

The weapons chosen for your warriors and vehicles must be depicted on the models used to represent them. The exceptions are knives, which you can assume are tucked inside clothing or inside a boot. Obviously, it's worth considering how you'd like to arm your warriors before assembling your models or buying new ones.

CHOOSING THE DIGGAMOB

The following list is used to hire your initial Diggamob. To start with you have 100 teef with which you must recruit at least three Diggas including a Digganob, plus one or more vehicles with sufficient capacity to carry your initial Diggamob. Any teef left unspent can be added to your Teef Hoard and used later when you get the opportunity.

DIGGAS

There are four different types of Diggas: Digganobz, Shamans, Digga-Boyz and Digga-Yoofs.

Minimum 3 warriors. A Diggamob must have at least 3 warriors, including its Digganob.

Digganob. Your Diggamob must include a single Digganob – only one, no more!

Shaman. Your Diggamob may have one Shaman. It does not have to have a Shaman but can never have more than one if it does.

Digga-Boyz. Your Diggamob may have as many Digga-Boyz as you want or can afford.

Digga-Yoofs. Your Diggamob can have any number of Digga-Yoofs, up to a maximum of half the total number of Diggamob members (if you have six warriors in your Diggamob, three of them can be Digga-Yoofs, for example).

Buggies, Traks and Bikes. Your Diggamob can include any number of vehicles. You must include enough vehicles to carry all of the Diggamob. You must nominate drivers (and gunners if appropriate) for all of your vehicles.

Weapons. Diggas buy their weapons from the Ork Meks and dish them out in the time honoured fashion of the Orks – the biggest fighters get the best gunz! Diggamobs use the weapon lists given for Ork mobs in Da Uvver Book.

DIGGANOB

Cost to recruit: 10 teef

Digganobz are the most adventurous and Orky Diggas around, so other Diggas naturally look to them for leadership. Digganobs act the most Orky and constantly bash heads and shout a lot to improve their reputation. All but the most timid Diggas aspire to be Digganobz one day, so Digganobz are always on the look out for would-be usurpers.

	M	WS	BS	S	T	W	I	A	Ld
DIGGANOB	4	4	4	3	3	1	4	1	7(8)

Weapons: You can arm your Digganob with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

SPECIAL RULES

Leadership. Your leader only becomes a fully fledged Digganob once he has won a fight or survived two battles. His Leadership then rises to 8 automatically. Until he becomes a Digganob your leader cannot attempt to deal with the Ork Meks, as they refuse to deal with someone of such a low status (see the Dealing with Da Meks section). Once your Digganob has proved himself to be hard enough to be an 'onorary Ork, the Meks won't laugh at him (well, not as much).

SHAMAN

Cost to recruit: 8 teef

Digga Shamans are remarkable individuals. Through some unknown quirk, their minds and bodies are highly attuned to their environment. The reasons for this cannot be explained, but a Digga Shaman invariably knows exactly where he is in relation to other places such as the tunnels and Mektown – Digga Shamans never get lost... This also allows them to home in on buried scrap and other artefacts with considerable accuracy. This intimate relationship with their surroundings means Shamans can detect minuscule changes around them and subconsciously predict things yet to happen. Many Shamans perform various rituals to help them focus these abilities and gain more accurate knowledge.

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

Weapons: All Digga Shamans carry a Findin' Rod, which they can use in combat. You can arm your Shaman with additional weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

SPECIAL RULES

Mind Powers. A Shaman has psychic powers as detailed in the Experience and Income sections later.

DIGGA-BOYZ

Cost to recruit: 4 teef

Adventurous, violent and as Orky as possible, Digga-Boyz seek to prove their worthiness, and aspire to the vaunted position of Digganob.

	M	WS	BS	S	T	W	I	A	Ld
DIGGA-BOY	4	3	3	3	3	1	3	1	7

Weapons: You can arm your Digga-Boyz with weapons and equipment from the Hand-to-Hand Weapons, Gunz, Armour and Stikkbombz lists.

DIGGA-YOOFS

Cost to recruit: 2 teef

Digga-Yoofs are small and weedy compared to an Ork, but a life of fighting soon teaches them the basic skills for surviving Upside.

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

Weapons: You can arm your Digga-Yoofs with weapons and equipment from the Hand-to-Hand Weapons and Gunz lists.

VEHICLES

As much as Orks, if not even more so due to their lesser tolerance of Gorkamorka's blazing twin suns, Diggas need vehicles to move around Upside. Your Diggamob must have enough vehicles to carry all of its warriors before it can set out. You can also purchase a single big gun or two linked gunz for your vehicles (bikes cannot carry a big gun).

TRUKK or BUGGY – 20 teef

TRAK – 15 teef

WARBIKE – 10 teef

WEAPONS

Each warrior you recruit can be armed with one or more of the weapons listed in the Choosing a Mob section of Da Uvver Book. Some models are restricted in what kinds of weapons they can be armed with, Digga-Yoofs can only use hand-to-hand weapons and gunz for example.

An individual warrior can only carry up to two gunz. A warrior can also carry any number of hand-to-hand weapons and stikkbombz. All weapons carried must be shown on the model itself and for the purposes of hand-to-hand combat it's assumed that a warrior is armed with the weapons it's holding unless the owning player declares otherwise at the start of the combat.

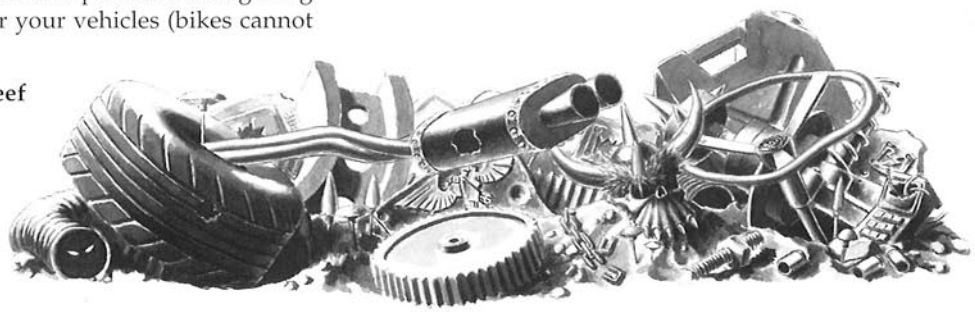
DRIVERS AND GUNNERS

Whenever you buy a vehicle or a big gun you have to nominate a member of your Diggamob to be the driver or gunner for it. From then on **only** that Diggamobster can act as the driver or gunner until he is ousted by another member of the Diggamob in a fight for supremacy (see Da Uvver Book). If the designated driver or gunner is not around for some reason (because of old battle wounds or being captured for example) another member of the Diggamob can oust them automatically and take over their position.

MOUNTING WEAPONS ON VEHICLES

Big gunz can only be mounted on vehicles as fixed weapons; select which vehicle to fix the weapon on when you buy it. Add the cost of the big gun to the vehicle carrying it. A vehicle can only ever have a single big gun mounted on it. Bikes are far too lightweight to have big gunz mounted on them.

Instead of having a big gun as a fixed weapon, any vehicle can have two ordinary gunz linked together as a fixed weapon. Both gunz must be of the same type and are paid for separately. Once a pair of gunz is mounted as a fixed weapon they are treated as a single weapon for Ammo rolls, kustomisin' and everything else. A fixed weapon counts as a normal weapon of its type, with an additional Sustained Fire dice.



DIGGA SPECIAL ROOLZ

WEEDY OOMANS

As much as they would like to be, Diggas are not Orks and are nowhere near as gnarly and tough. While an Ork can happily stride through a hail of enemy fire, shells bouncing off their thick skin, a Digga cannot resist his own instincts for self-preservation. For these reasons, all Diggas are subject to the Pinning rules as given in the Gorkamorka Roolz. For your convenience these rules are repeated below, with some extra clarification.

PINNING

If a model which is subject to pinning is flesh wounded or hit but not wounded they are knocked over and laid face up to show that they are *pinned*. Whilst pinned the model may not move, shoot or do anything else – they're too busy keeping their head down.

A model which is pinned at the start of its turn will stop being pinned in the recovery phase – stand the model up to show they have recovered. The model effectively misses its next turn before it is ready to fight again.

Escaping from pinning

A model which is engaged in hand-to-hand combat automatically recovers from pinning – the urgency of being attacked overrides their survival instincts. Stand the model up to show they are no longer pinned.

If a pinned model has at least one friendly model within 2" at the start of its turn it may attempt to break from being pinned. Roll a D6, if the score is equal to or less than the pinned model's Initiative, they have overcome their nervousness and may be stood up. If the score is more than their Initiative then they are still pinned until the recovery phase. A model which escapes pinning in this way may move and fight normally that turn.

A model may only test to escape from pinning if there is a friendly model within 2" who is not down or pinned themselves – if they are, they're most likely to be telling the mobster to keep their head down rather than encouraging them to get up and fight.



Recovery and Pinning

A model which is down due to an injury is pinned if they later recover to a flesh wound. Turn the model face up instead of standing them up to indicate that they are pinned. They may recover as normal in future turns.

NEW RULE: Falling When Pinned

A model which is pinned will instinctively duck back from the blow. This can be very bad news if the warrior is standing close to a drop, as they may plummet over the edge. If a model is above ground level (for example on top of a cliff or the wall of a fort) there is a chance they will fall off if they get pinned. A model which is pinned in such circumstances and is within 2" of the edge of a drop must roll equal to or under their Initiative on a D6. If they pass they are pinned as normal. If they fail they fall off the edge. The model suffers a hit with a Strength equal to the number of inches fallen (a 4" fall inflicts a Strength 4 hit, for example) and if the warrior falls six or more inches the hit inflicts D3 wounds. The model is then placed at the bottom of the drop.

DIGGA WEAPONS

SHAMAN'S FINDIN' ROD

A Digga Shaman carries a Findin' Rod to help him focus his powers. When the Shaman is concentrating on finding tek or scrap, he plants the rod firmly in the ground and uses it to extend his mental powers over the surrounding area. Findin' Rods are heavily decorated with totemistic pieces of tek and bones, skulls and the claws of various Upside beasts. Many Findin' Rods also incorporate a blade of some sort, and Shamans use them in combat to fend off enemy blows.

A Findin' Rod can be used in close combat but cannot be used in conjunction with another hand-to-hand weapon. A Findin' Rod adds +1 to the Shaman's Strength if he hits and can be used to block like a shield.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	as user +1	1	–	N/A

Special: May block

DIGGAS IN A CAMPAIGN

Like Ork mobs, Diggas gain experience, teef, injuries and so on over the course of a campaign. Unless stated otherwise Diggas use the Injury and Experience rules as given in Da Uvver Book in Gorkamorka. Over the following pages are detailed the rules for when and how Diggas gain experience advances, earn income and spend their teef.

DIGGA VEHICLES

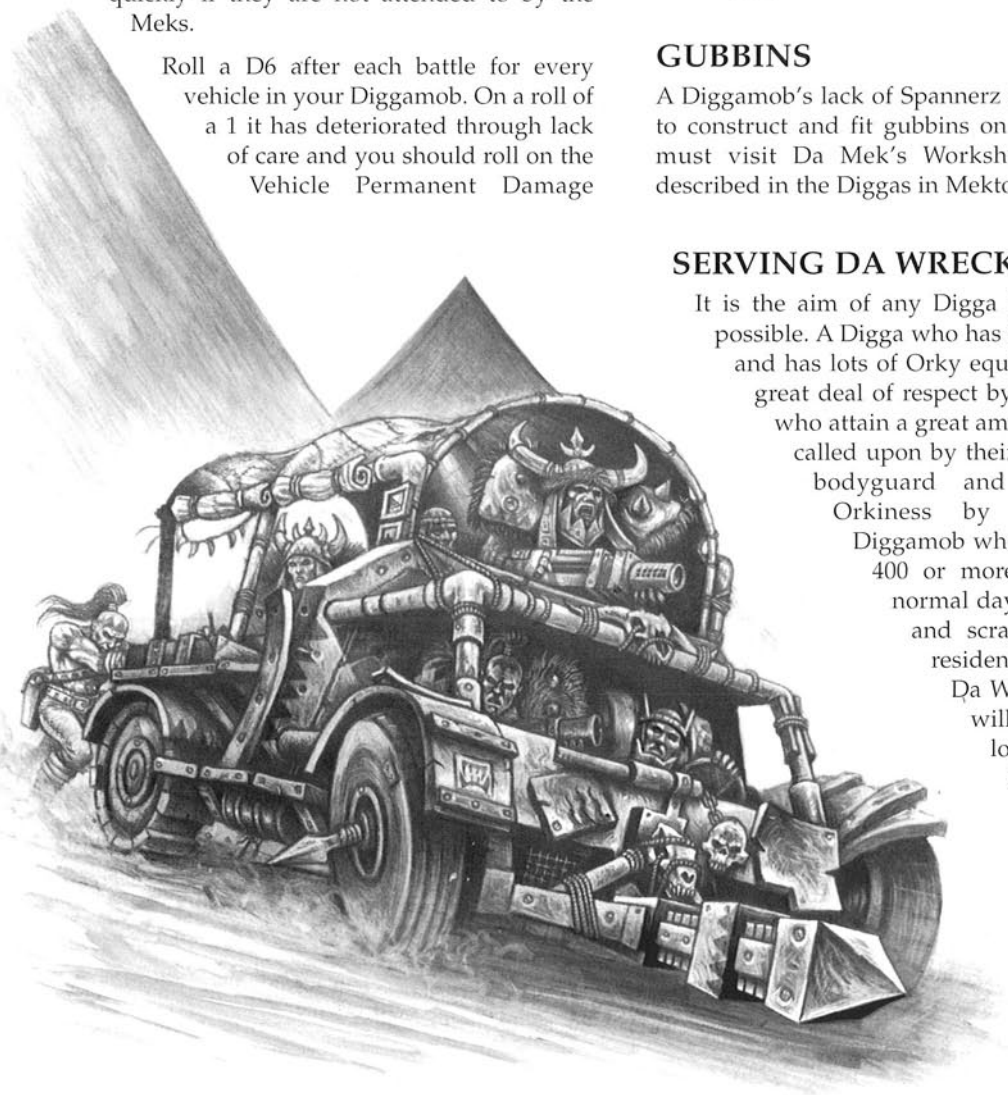
Unlike their Ork counterparts, Diggamobs have no Spanner Boyz to patch up and maintain their vehicles. This can lead to them getting dilapidated very quickly if they are not attended to by the Meks.

Roll a D6 after each battle for every vehicle in your Diggamob. On a roll of a 1 it has deteriorated through lack of care and you should roll on the Vehicle Permanent Damage Table to see what has happened to it. Re-roll results of 'Destroyed', 'Badly Mangled', 'Captured' and 'Improved'. This damage can be fixed by taking the vehicle to the Meks as normal, as detailed in the Permanent Damage section of Da Uvver Book.

Special rule: If at any time you roll a 'Fixer Upper' result the vehicle has to be taken to the Mek's workshop to be fixed. The vehicle misses its next battle as stated, along with its driver (and gunner if it has one). You must roll on Da Big Day Chart as normal and the vehicle is fixed up if you can get a 'Job's A Good 'Un' result. All the rules for taking a vehicle to the Meks (described later) apply to this situation.

GUBBINS

A Diggamob's lack of Spannerz also means it is unable to construct and fit gubbins on its own. A Diggamob must visit Da Mek's Workshop to fit gubbins as described in the Diggas in Mektown section.



SERVING DA WRECKER

It is the aim of any Digga to become as Orky as possible. A Digga who has fought in lots of battles and has lots of Orky equipment will be given a great deal of respect by his peers. Diggamobs who attain a great amount of prestige will be called upon by their Wrecker to serve as a bodyguard and increase his own Orkiness by their presence. A Diggamob whose mob rating reaches 400 or more will retire from the normal day-to-day life of fighting and scrap-hunting to take up residence in the chambers of Da Wrecker. From here they will enforce Da Wrecker's local laws and expand his powerful domain Downside.

It is now time for you to start another Diggamob and carve a new tale of cunning and skill in battle.

DIGGA EXPERIENCE

Diggas gain experience as normal by surviving battles, wounding the enemy and performing other heroic deeds. The following chart shows how much experience the different types of warrior have to begin with.

Type of Warrior	Initial Experience Points
Digganob	60+1D6
Shaman	20+1D6
Digga-Boy	20+1D6
Digga-Yoof	0

Diggas get all the normal Underdog and Experience bonuses for taking part in Da Fight scenario. The table below indicates when a Digga has earned enough experience for a roll on the Digga Advances Table.

Exp. Points	Title	Notes
0-5	Digga-Grub	
6-10	Digga-Yoof	
11-20	Digga-Yoof	
21-30	Digga-Boy	Starting level for Digga-Boyz and Shamans.Digga-Yoofs who reach this level become Digga-Boyz.
31-40	Digga-Boy	
41-50	Digga-Boy	
51-60	Digga-Boy	
61-80	Digga-Skarboy	Starting level for Digganobz.
81-100	Digga-Skarboy	
101-120	Digga-Skarboy	
121-140	Digga-Skarboy	
141-160	Digga-Skarboy	
161-180	Digga-Skarboy	
181-200	Digga-Skarboy	
201-240	Digga-Boss	
241-280	Digga-Boss	
281-320	Digga-Boss	
321-360	Digga-Boss	
361-400	Digga-Boss	
401+	Wrecker	Warriors who reach this level may not advance any further.

DIGGA ADVANCES

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Table below.

ADVANCE TABLE

2D6	Result
2	**Know-wots.** Choose any of the skill tables and randomly generate a skill from it.
3-4	**Know-wots.** Select one of the standard skill tables for the mob and randomly generate a skill from it.
5	**'Arder.** Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	**'Arder.** Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	**'Arder.** Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	**'Arder.** Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS
9	**'Arder.** Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	**Know-wots.** Select one of the standard skill tables and randomly generate a skill from it.
12	**Know-wots.** Choose any of the skill tables and randomly generate a skill from it.

The maximum profile for a Digga is given below. If a characteristic increase takes a characteristic above this, then you must increase the other characteristic listed for that result. If both characteristics are at their maximum values you may choose another permitted characteristic to increase by 1 point.

Max Value	M	WS	BS	S	T	W	I	A	Ld
DIGGA	4	6	6	4	4	3	6	3	9

The chart below indicates which skills are normally available to Digga warriors.

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Digganob	✘	✔	✔	✔	✔	✘
Shaman	✘	✘	✔	✔	✔	✔
Digga-Boyz	✘	✔	✘	✔	✔	✘
Digga-Yoofs	✘	✔	✘	✔	✘	✘

In addition, a Shaman who gets a Know-wots may choose to roll on the Shaman Abilities Table instead of the standard skill tables. Only a Shaman may have these abilities. That's right, under no circumstances whatsoever will anybody other than a Digga Shaman gain one of these abilities (just to make it very clear)!

NOTES ON SKILLS

Diggas benefit from skills exactly as they are written in Da Uvver Book. The two exceptions are Well 'Ard (Ferocity Skill) and Tinkerer (Odd skill).

Well 'Ard: As stated in the skill description only Orks may have this skill, so Diggas must re-roll if they get this result.

Tinkerer: The Digga has some knowledge of gubbins, but this works slightly differently from normal. If a Diggamob has a Tinkerer it does not need to visit the Mek's Workshop to get gubbins fitted. However, the Tinkerer does not have the ability to knock up free gubbins between games. There is no additional effect, even if you have more than one Tinkerer in your Diggamob.

SHAMAN ABILITIES

1D6	Result
1	**Troofsayer.** The Shaman's skills give the mob the edge on their enemies. When you roll to see who goes first in battle, your Diggamob may add +1 to the roll. Note that this does not apply to Revvin' and Shoutin' rolls used in *Da Fight* and *Da Rumble* scenarios. You may also add +1 to any dice rolls for reinforcements when rolling for a group that includes the Shaman.
2	**Scrap Master.** The Shaman can lead his mob to the best sources of scrap. Whenever you roll to generate a random number of Scrap counters in a scenario, add +1 to the roll.
3	**Tek Master.** The Shaman can pick up the faintest resonance of buried tek around the Diggas' homes. Before you roll after each game to see whether the mob digs up any ancient tek, your Shaman may use this ability. If the Shaman passes a standard Leadership test you may add D3 to the number of searchers when finding out the dice roll required to find ancient tek. This only applies to rolls for ancient tek and has no effect on normal income.
4	**Precog.** Sometimes the Shaman can sense an enemy's intentions in battle and warn his fellow mobsters. If the Shaman is on a vehicle, the driver (or the Shaman if he is driving) may add +1 to any Leadership tests required for avoiding a ram. Any model on foot within 6" of the Shaman (including the Shaman himself) may add +1 to their Initiative when attempting to jump out of the way of a moving vehicle.
5	**Duck.** The Shaman instinctively knows when enemies are out to get him and can take evasive measures. Any enemy shooting at him when he is on foot deduct -1 from their to hit roll. In addition, enemies who charge the Shaman do not gain the usual +1 combat modifier.
6	**Pinpoint Accuracy.** The Shaman can anticipate the enemy's moves and shoots at the most opportune moment. He does not suffer the -1 to hit penalties for shooting at a vehicle which used its thrusters, when shooting in overwatch at a charging or appearing/disappearing target, when firing at a Mutie who moved more than 10" in the previous turn or a Rebel Grot vehicle that moved 6" or more last turn.

BURIED TREASURE

As well as scavenging for scrap in the desert like their Ork neighbours, the Diggas also gain teef by trading in rare pieces of tek they have unearthed from their homes beneath the Pyramids.

INCOME

At the end of a battle a Diggamob can collect income from its tunnels as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each warrior who survives the game without going out of action can generate income by taking part in the eternal search for buried tek. Warriors who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, warriors who are still down at the end of a game must test to see whether they recover or go out of action.

Warriors who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Digganobs and Shamans never collect income – only Digga-Boyz and Digga-Yoofs do so. Digganobs spend their time shouting and bashing heads together to make sure some work gets done. The Shaman may perform a ceremony of searching beforehand (see below) but will not go wandering the depths on his own (it's far too scary for a sensitive Shaman).

COLLECTING TEEF

Each Digga-Boy and Digga-Yoof finds D3 teef worth of tek after a game. The Diggamob must spend a proportion of its income on basic necessities such as taxes to Da Wrecker, slop, ammo, fuel for buggies and so on. This is determined by cross referencing the Diggamob's income with the number of models in the mob, including vehicles.

The more models in a Diggamob the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart on this page is the profit in teef earned after deducting basic maintenance costs. Any profit is added to the mob's hoard.



CEREMONY OF SEARCHING

If your Diggamob contains a Shaman he may perform a ceremony of searching providing he did not go out of action in the previous battle. The Shaman enters a trance-like state and scours the surrounding area with his mind. He may aid his spiritual foray by casting rune-inscribed nuts and bolts onto a specially prepared tin, scry the future in the colourful swirls of an oil puddle or even listen to the sounds of digging in the distance, judging their resonance and position by instinct.

To successfully perform a ceremony of searching your Shaman must pass a standard Leadership test. If the test is failed the Shaman is unable to aid in the search. If the test is passed you may add a further 2D6 teef to your income for the battle (not to its profit).

	NUMBER OF MODELS IN MOB						
INCOME	**1-3**	**4-6**	**7-9**	**10-12**	**13-15**	**16-18**	**19+**
0-2	3	3	2	2	1	1	0
3-5	5	4	3	3	2	1	1
6-8	7	6	5	4	3	2	2
9-12	9	8	7	6	5	4	3
13-17	11	10	9	8	7	5	4
18-23	13	11	10	9	8	6	5
24-30	15	13	12	10	9	7	6
31-38	16	15	14	12	10	8	7
39-47	17	16	15	13	12	10	9
48-57	18	17	16	14	13	11	10
58+	19	18	17	15	14	12	11

EXAMPLE: A Diggamob consists of a Digganob, a Shaman, four Digga-Boyz and four Digga-Yoofs, who have a trukk and a buggy for transport. The Diggamob fights a battle and two of the Boyz go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining Digga-Boyz to work in the tunnels with the four Digga-Yoofs. The Diggamob's Shaman passes his Leadership test for his ceremony of searching and rolls 2D6, scoring 9. The Digga player then rolls 2D3 for the Boyz and gets 5, and then rolls 4D3 for the Yoofs and gets another 7 for a total of 12 teef, plus the Shaman's 9 teef for a total of 21. There are 12 models in the Diggamob to support, so the Diggamob is left with a total of 9 teef profit to add to its hoard.

NIGHTMARES OF THE DARK

The Pyramids have a fearsome reputation amongst the Orks as a place of dark monstrosities which haunt the night. Although the Diggas do not usually encounter these unknown denizens, occasionally a Diggamob warrior never returns from his search in the darkest corners. If you roll three or more 6's when generating income for your Diggamob (not including rolls for scrap or a successful ceremony of searching), something nasty has happened. One of your searchers has fallen prey to the hideous denizens of the Pyramids. Randomly select one of the warriors who was searching for tek – that fighter never returns from his foray (although a bone-chilling shriek might herald his end) and he should be removed from your Diggamob. You still use the total of all the dice rolled when working out your income.

'ARDBOYZ BONUS

When a mob beats an enemy with a higher mob rating it receives extra income. The mob's reputation in Mektown goes up and the Meks are keen to deal with the new 'ardboyz.

The chart below shows the extra income a Diggamob earns after beating an enemy with a higher mob rating. Note that this is added to the income earned from searching for tek, not to its profit.

Difference In Mob Rating	Income Bonus For Winning
1-10	+1
11-15	+2
16-20	+3
21-25	+4
26-50	+5
51-75	+10
76-100	+15
101-150	+20
151+	+25



SPENDING DA TEEF

You can spend teef on weapons, vehicles, bioniks, hiring new warriors, visiting the Meks or any of the other delights of Ork kultur on offer at Mektown. See the Mektown section of Da Uvver Book and the Diggas in Mektown section later on for details of how to stop your teef burning a hole in your money pouch.

ANCIENT TEK

As well as finding old, dismantled and broken tek which can be sold as scrap to the Meks, searching Diggas occasionally turn up an artefact which still appears to be in working order. This ancient tek can be kept by the Diggamob who found it, or sold to the Meks or one of the other mobs (for a suitable price, of course).

To represent the chances of finding some ancient tek, refer to the Searchers Chart below. The number of people you have searching at one time increases the chances of finding some ancient tek for your Diggamob. The numbers on the chart below indicate what you must roll on a D6 to find some tek after that game. If you roll less than the required result then nothing will be found by your searchers. If you roll equal to or higher than the indicated number, refer to the Ancient Tek section later in this volume.

If you have a Shaman in your Diggamob you may add +1 to the roll when trying to find ancient tek.

NO. OF SEARCHERS	1-3	4-5	6-8	9-11	12+
D6 roll required	No chance	6	5+	4+	3+

Example: *Using the mob in the previous example, we see that they have six models searching for tek, which shows that on a roll of 5 or 6 they have found some ancient tek. However, the Diggamob also has a Shaman and so they may add +1 to the roll (succeeding on a roll of 4, 5 or 6).*

DIGGAS IN MEKTOWN

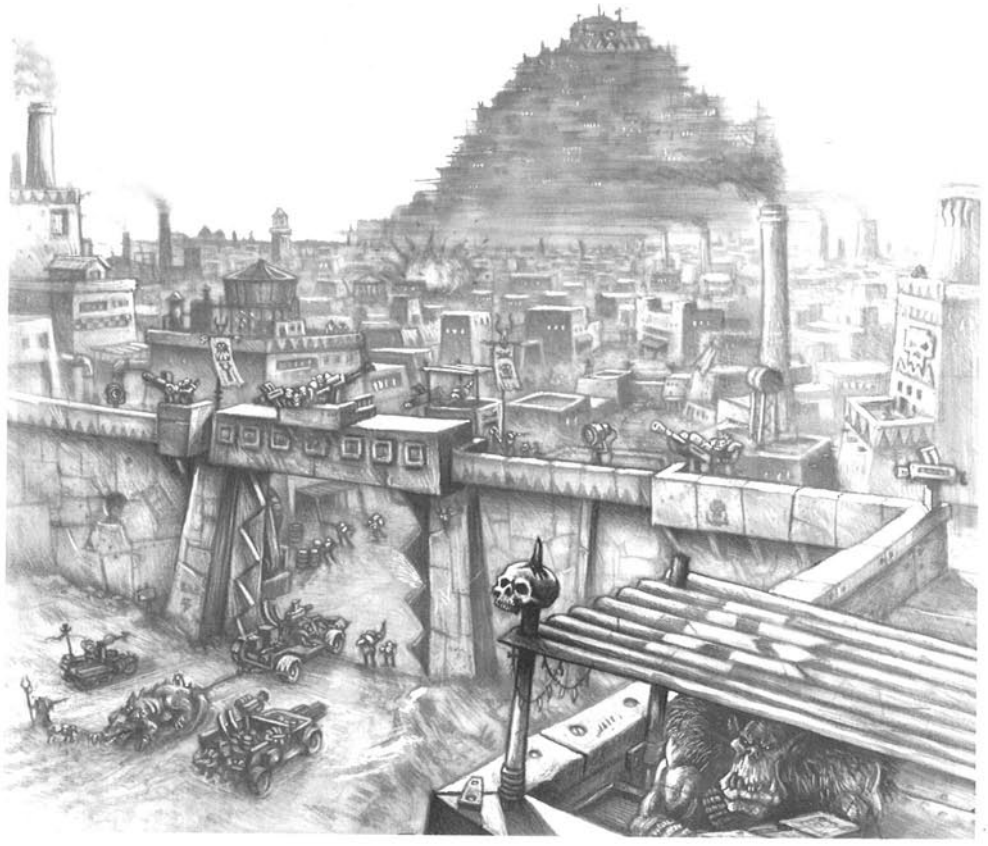
Like Ork mobs, Diggamobs go to Mektown to sell their scrap, buy new gunz and equipment and visit the Meks. All the rules from the Mektown section of Da Uvver Book apply to Diggamobs. The Diggas have a job pole in their tunnels, and that's where they get new recruits from. Similarly, pit fights aren't actually fought by Gorkamorka as the Meks won't allow it, but the Diggas have built their own pits beneath the Pyramids to serve the same purpose. Like Ork mobs, Diggas can visit the Mek's Workshop and the Doc's Serjery as normal, with the additional rules listed below.

DEALING WITH DA MEKS

Orks tolerate the Diggas, rather than actually like them. They are seen as a necessary annoyance if the Meks want the juiciest bits of tek for building Gorkamorka. While the Orks deal with the Diggas, a human will never, ever be as good as a proper Ork and the Orks can't really take the Diggas seriously. For this reason, Meks will hardly ever personally build or kustomise a Digga gun or vehicle, but will give it to one of his Spannerz to practise on. A Diggamob cannot even approach Mektown with any degree of safety until it has proved itself worthy in combat. Until your Digganob wins his first battle or has survived for two fights, the Diggamob may not visit the Meks to kustomise a gun or vehicle or to fit gubbins (see below).

Once your mob has won a battle or its Digganob has survived for two games, it may visit Mektown, but it will still be greeted with many derisive comments and sidelong glances (not to mention outright hostility and jostling). Until your mob has proven itself truly worthy it will never get the best service from the Meks.

A Diggamob with a mob rating below 200 must deduct -1 from any rolls made on Da Big Day Chart at the Mek's Workshop (treat rolls of less than 1 as 1). Once the mob's rating has reached 200 the Orks have a healthier respect for your Diggas and there is no penalty.



FITTING GUBBINS

Digga vehicles may be fitted with any gubbins available to Ork mobs. However, as a Diggamob has no Spanner Boyz of its own, it must still deal with the Orks in Mektown.

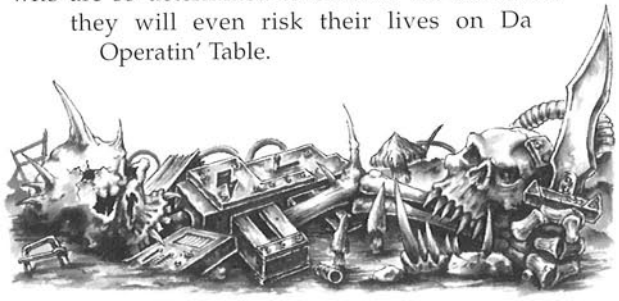
For every gubbins you want to fit to one of your vehicles, roll a D6 on the Diggamob Gubbins Table. If your mob rating is below 200, you must deduct -1 from this roll.

DIGGAMOB GUBBINS TABLE

1D6	Result
1	The Mek takes your teef (deduct it from your hoard) and then laughs evilly. One of his Spannerz places some assorted junk at your feet and the Mek tells you "Dere's da bitz, 'ave a good time!". Of course, you have no idea how to construct the gubbins so the money you've just paid is wasted.
2-3	The Mek gives you a long hard look and then gestures to one of his Spanner Boyz. The Spanner goes to work on your vehicle with hammers, nails and scrap and fits the gubbins as requested. However, when you get Da Bad Nooz, you find a special entry marked "Digga fee" which adds an extra D3 teef to the cost. If you cannot pay, the Mek hangs on to your vehicle until you can, just as if it had been kustomised.
4+	Muttering something about "Zoggin' jumped-up, weedy Diggas!", the Mek disappears into his workshop and one of his Spannerz comes running out shortly after. Your gubbins are fitted as normal and you pay the standard price for it.

RISKIN' DA DOC'S

Even hardened Orks are scared of going to da Doc's Serjery, so you can well imagine the terror these houses of pain hold for Diggas. However, there are a few who are so determined to emulate the Orks that they will even risk their lives on Da Operatin' Table.



Unlike Meks, the Docs don't mind working on Diggas as this gives them an ideal opportunity to delve inside an oomie body to see what weird things they can find. Unfortunately for the Digga involved, this doesn't mean the Doc is any more careful and will saw away bits and chop stuff off with the same enthusiasm he might treat an Ork patient, sometimes with fatal consequences.

An injured Digga may visit the Doc's as described in Da Uvver Book. However, after rolling on Da Big Day Chart you must also test to see if the Digga survived. Roll a D6. If the score is under the warrior's Toughness his body has withstood the Doc's brutal attentions with only a lot of scars and bruises. If you roll equal to or more than the Digga's Toughness, something went wrong and you must roll a D6 on the Digga Serjical Error Table.

DIGGA SERJICAL ERROR TABLE

1D6	Result
1	The Digga didn't even make it to the operatin' table. As he was whacked on the head with the Doc's 'anaesthetic' hammer, something went crack! When your Diggamob returns to pick up their comrade they find his body hastily thrown into the drops out the back of the Serjery. Of course, the patient knew the risks and there's absolutely nothing your mob can do about it.
2-3	The Digga was badly injured by the serjery and the bionik bits didn't stay on properly. Roll on the Serious Injury Table to see what effect the serjery has had. Re-roll results of 'Full Recovery', 'Dead', 'Captured' and 'Bitter Enmity'. The patient does not have a bionik bit fitted this time around.
4+	The Digga is seriously traumatised by the experience but does end up with a shiny new bionik part. Roll on the Serious Injury Table to see what effect the serjery has had. Re-roll results of 'Full Recovery', 'Dead', 'Captured' and 'Bitter Enmity'. After this has been determined continue with the serjery as normal.

ANCIENT TEK

When a Diggamob unearths a piece of arcane technology it is very much an unknown quantity. Until it is actually tried out, nobody will even be sure whether it works or not, never mind what it will actually do. However, there are members of Digga society who are very experienced in examining these artefacts safely and making an educated guess as to its purpose. However, this doesn't get any more accurate than telling the Digganob whether it's a gun, hand-to-hand weapon, armour or gizmo.

When your Diggamob finds a piece of ancient tek roll a D6 on the Artefact Type Table below to determine which category it fits in to.

ARTEFACT TYPE TABLE

D6 Roll	Artefact Type
1-2	Gun
3-4	Hand-to-hand weapon
5	Armour
6	Gizmo

That is all you can find out about something until it is used. To determine the real value of a weapon it must be tested in combat. The following lists the circumstances when you discover the true nature of an artefact.

Gun – When it is first fired.

Hand-to-hand weapon – When you first say you are using it in hand-to-hand combat.

Armour – When the warrior wearing it is first wounded.

Gizmo – At the start of any of your turns you can attempt to activate the device.

Roll a D6 on the relevant table below when the artefact is first used to discover what it does.

TRADING TEK

When a Diggamob has found a piece of tek it may keep it for itself or trade it with the other inhabitants of Gorkamorka. You do not have to decide straightaway what to do – you can find out what it does before deciding to sell it, for example. Whether you know what a piece of tek does, or who has it, just note this down on the roster sheet. As soon as a piece of tek is discovered, work out its cost. For gunz, weapons and armour this is D6 teef, and for gizmos it's D6+2. Remember to add this to the cost of the warrior carrying it.

Tek can be traded with the Meks after any battle, at its full price rather than half price. This money is added directly to your teef hoard, it is not included as part of the mob's income.

Alternatively, you can sell the tek to another Diggamob or an Ork mob. It is up to you and the buyer how much the price is and so on (you may think it's worth more or less than the cost you generated when it was discovered). Again, this is added straight to your teef hoard and is not factored into the mob's income. Note that the 'cost' of the item you rolled at the start does not change regardless of what was paid for the item. The item can be sold onto the Meks by the new mob if they wish, as described above, though it is unlikely a Diggamob will ever give them a chance of making a profit.

Only Diggamobs can trade with other mobs. This is the **only** time equipment may be traded between mobs.



ANCIENT GUNS

DIGGAS AND ANCIENT GUNS

When a Digga uses a gun there is always an element of risk involved. What the Digga may have thought was a gun may be something else entirely. Or the button he thought was the trigger may have no effect whatsoever. To see if your Digga has a gun and it works roll a D6 and consult the table below.

ANCIENT GUNS TABLE

1D6	Result
1	**Malfunction!** Roll a further D6. On a roll of 1, 2 or 3 the weapon blows up in the warrior's hand. The artefact is destroyed (remove it from your roster) and the warrior suffers a Strength 4 hit with a -1 save modifier. On a roll of 4, 5 or 6 the weapon simply fuses into a solid block and must be discarded.
2	**Clik... Clik...** What the warrior thought was the trigger must have been something else and the fighter must work out how to fire the weapon. If the warrior can roll equal to or under their Initiative on a D6 they have worked it out, roll again on this table (re-roll further rolls of 2). If the test is failed your warrior can test again in a subsequent shooting phase.
3-4	**Fzzappp!** The weapon fires normally. To determine the characteristics of the weapon see the Ancient Guns section.
5	**Dakka... Brakka!** The gun unleashes a salvo of fire. See the Kombi-weapons section.
6	**Fazoom!** The weapon is a very rare piece of technology. Refer to the Archeotek Guns section, below.

CREATING ANCIENT GUNS

An ancient gun has a randomly determined profile which you must work out immediately. An ancient gun may not be kustomised by a Mek, linked on a vehicle or tampered with in any way. Follow this procedure to determine the gun's effects. All ancient guns require both hands to fire them.

Range: The weapon's short range is equal to a roll of 3D6. The long range is equal to this plus another 3D6.

To hit modifiers: Roll a D6 for the to hit modifiers both at short range and long range. A roll of 1 means it has a -1 to hit modifier, a roll of 2-5 means it has no to hit modifier and a roll of 6 means it has a +1 to hit modifier.

Strength: The gun has a Strength equal to 2D3.

Damage: Roll a D6. On a roll of 1 to 5 the weapon does 1 damage, on a roll of 6 the weapon does D3 damage.

Save modifier: Roll a D6. A roll of 1-3 means the weapon has no save modifier, on a roll of 4 the weapon has a -1 save modifier, a 5 means a -2 save modifier and a 6 means a hefty -3 save modifier.

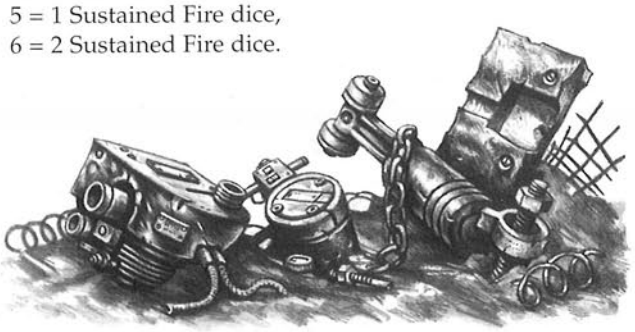
Ammo roll: The gun has an Ammo roll equal to a roll of a D6. For example, a roll of a 3 means the weapon's Ammo roll is 3+. A roll of a 1 means the weapon automatically runs out of ammo.

Sustained fire: Roll a D6. On a roll of 1-4 the weapon has no Sustained Fire dice, on a roll of 5 it has one Sustained Fire dice and a roll of 6 means it has 2 Sustained Fire dice.

This is summarised below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
3D6	+3D6	1=-1, 2–5=0 6=+1		2D3	1–5=1 6=1D3	1–3=0, 4=-1 5=-2, 6=-3	D6 (+1=auto)

Sustained fire: 1-4 = none,
5 = 1 Sustained Fire dice,
6 = 2 Sustained Fire dice.



Example of an ancient gun: *The roll for the weapon's short range totals 6, giving it a short range of 6". Its long range is 6+3D6". The 3D6 roll scores 10, giving a long range of 16".*

A 2 is rolled for the to hit modifier at short range, giving no modifier, and 3 is rolled for long range, meaning the gun has no to hit modifier at any range.

The 2D3 roll for Strength comes up as a 1 and a 2, giving it a Strength of 3.

A 2 is rolled for damage indicating the weapon does 1 point of damage when it wounds.

A 5 was rolled for the save modifier, which shows that the ancient gun has a -2 saving throw modifier.

The gun's Ammo roll comes up as 2+, meaning a 2+ must be rolled to pass Ammo tests with this weapon.

A 5 is rolled for the gun's sustained fire capability which means it has one Sustained Fire dice.

This information is summarised below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	16	–	–	3	1	-2	2+

Special: One Sustained Fire dice.

KOMBI-WEAPONS

A kombi-weapon is two or three gunz linked together so that they can be fired simultaneously. Roll a D6. On a roll of 1-5 the weapon has two barrels. On a roll of 6 the weapon has three barrels. Roll a D6 twice or three times on the following table to determine what gunz have been linked together.

1D6	Gun Type
1-2	Shoota
3-4	Kannon
5	Blasta (see Archeotek Gunz)
6	Mini-scorcha (see Archeotek Gunz)

If you roll the same gun type twice, the weapon is treated just like a normal gun of its type but with an extra Sustained Fire dice. This is the same as a linked weapon for a vehicle (note that foot models cannot use ordinary linked weapons, only special kombi-weapons). If you roll the same result three times the weapon has two additional Sustained Fire dice.

If the weapon has two or three different gun types (or one linked gun and one other gun type) in each shooting phase the model may fire one or more barrels. If you fire one barrel it is treated just like an ordinary shot. If you fire more barrels, all shots are directed at the same target.

When you fire more than one barrel there is a -1 to hit modifier with each shot for each additional barrel used (so if you fire three barrels there is a -2 to hit modifier for all the shots). Make to hit rolls, rolls to wound, Ammo rolls and so on for each barrel separately. Autofire shots from one or more barrels may be spread amongst other targets within 4" as normal.

Kombi-weapons may be mounted on a vehicle instead of a big gun (bikes cannot have them, for example) but they may not be further linked or kustomised by the Meks in any way.

Example Kombi-weapon: *Gorlag, a Gorker who has just come into possession of an unknown gun, fires it for the first time and finds out it is a kombi-weapon. He rolls a 6 which determines that it has three barrels and then rolls three times on the Gun Type Table. He rolls a 1, 4 and 5, which means it combines a shoota, kannon and a blasta. In any shooting phase he may choose whether to fire just one barrel, two barrels or all three barrels, but all the shots must be directed at the same target and he will suffer -1 to hit for using two barrels and -2 to hit for using three.*



ARCHEOTEK GUNS

Roll a D6 on the table below to see what type the archeotek gun is. The gun may not be kustomised by a Mek, linked on a vehicle or tampered with in any way. All archeotek guns require both hands to fire them.

1D6 Result

1 **Blasta.** The blasta is a twin-barrelled gun which fires a hail of explosive shells in a single burst. It looks very much like a pair of linked shootas with a large ammo magazine and a lightweight armoured casing.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
12	24	+1	–	4	1	-1	2+	One Sustained Fire dice

2 **Mini-Scorcha.** This uses ancient technology to produce the effects of a scorcha but on a smaller scale. It has the same rules as a scorcha, but only counts as a gun, not a big gun, so does not have to be mounted on a vehicle.

3 **Bomb-lobber.** The bomb-lobber fires small projectiles that explode with a similar effect to stikkbombz. Roll a D6 immediately. A roll of 1-3 indicates it has frag ammo, a score of 4-6 means it has krak ammo. The weapon is equivalent to a stikkbomb. Roll to hit as if you were throwing a stikkbomb. If you miss, scatter the shot as you would a missed stikkbomb, giving you the final aiming point, work out the effect from this point. Also, D3 more stikkbombz scatter D6" from this point, work out damage for each separately.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
8	24	–	-1	as ammo type			4+	D3 extra bombz

4 **Pulsa.** The pulsa sends out a wave of energy damaging everything it passes over. When it is fired, place the Pulsa template within the shooter's fire arc, pointing in the intended direction of fire. The template moves forward 2D6" in this direction. If the template wholly covers a foot model it is automatically affected. If the model is only partially covered it is affected on a D6 roll of 4 or more. Affected footers suffer a Strength 4 hit with a -2 saving throw modifier. Vehicles touched by the template suffer D3 Strength 4 hits. At the start of the firer's subsequent shooting phases the template is moved a further 2D6" in the indicated direction and will affect troops as detailed above.

To represent its erratic recharge cycle, each pulsa can only ever have one template in play at a time. If you roll a double for the template's movement, then the template is removed after its effects have been resolved. If you roll a double 1 then the template is removed and the pulsa is out of ammo for the rest of the game

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
Special	4D6"	–	–	4	1	-2	Special	Uses Pulsa template

5 **Deff-ray.** The deff-ray is appropriately named, its invisible beams of energy slice through flesh and metal with equal ease. Luckily for the enemy it is relatively short ranged and its power cell is quickly depleted.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
6	12	+1	–	8	D6	-4	6+	–

6 **Smasha.** The smasha fires a laser which punches through almost anything. However, it requires huge amounts of power and very rarely fires more than a couple of times before exhausting its capacitors. A model with a smasha may fire three times in each shooting phase, treat each shot separately.

As well as making Ammo tests when you roll a 6 to hit, you must also make another Ammo test at the end of every shooting phase.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
12	24	+1	–	6	1	-1	4+	Three shots, extra Ammo roll

ANCIENT HAND-TO-HAND WEAPONS

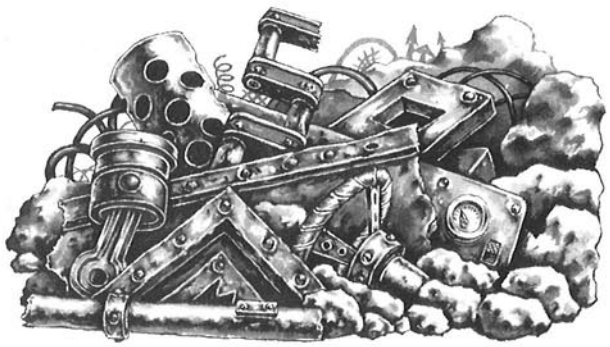
DIGGAS AND ANCIENT HAND-TO-HAND WEAPONS

When a Digga gets into hand-to-hand combat the most dangerous thing it faces may not be its opponent but the weapon the Digga holds in his hand. Diggas do not possess the tek-knowhow like the Meks do to keep their weapons in good working order.

To represent this roll a D6 on the following chart.

ANCIENT HAND-TO-HAND WEAPONS TABLE

1D6	Result
1	**Malfunction!** Roll a further D6. On a roll of 1, 2 or 3 the weapon blows up in the warrior's hand. The artefact is totally destroyed (remove it from your roster) and the warrior suffers a Strength 4 hit with a -1 save modifier. On a roll of 4, 5 or 6 the weapon short circuits, leaving a molten wreckage that must be discarded.
2	**Yow!** As the weapon is activated it sends a charge up the user's arm, jolting their body. The user takes a Strength 3 hit with no save modifier. Roll again on this table.
3-6	**Wummm!** The weapon works as planned. To determine the characteristics of the weapon see the Artefact Weapons section below.



ARTEFACT WEAPONS

Roll a D6 on the following table to determine what type of weapon has been found. All Artefact weapons only require one hand to use.

ARTEFACT WEAPONS TABLE

1D6	Result
1-2	**Spiky!** As the weapon is activated it sprouts lethal blades or spikes that whirl about, slicing through the foe. The weapon has the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	as user +1	1	-1	–

3-4	**Power Weapon!** A shimmering power field surrounds the weapon, slicing through armour and bone with ease. The Power weapon has the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	as user +2	1	-2	–

5	**Zinggg!** The weapon is almost weightless and slices and cuts with unequaled speed. Also, the wielder gains +1 Attack with this weapon in hand-to-hand combat and automatically wins any draws regardless of Initiative. It has the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	as user +2	1	-2	–

6	**Fzzakk!** When the weapon is turned on it fires a bolt of energy at the enemy. This is resolved at the start of close combat, before any Attack dice are rolled. One enemy model in contact with the wielder must roll equal to or under their Initiative or suffer a Strength 3 hit. Roll again on this table to determine what other effects the weapon has (another roll of 6 means the weapon can fire two bolts, and so on).



ARMOUR TEK TABLE

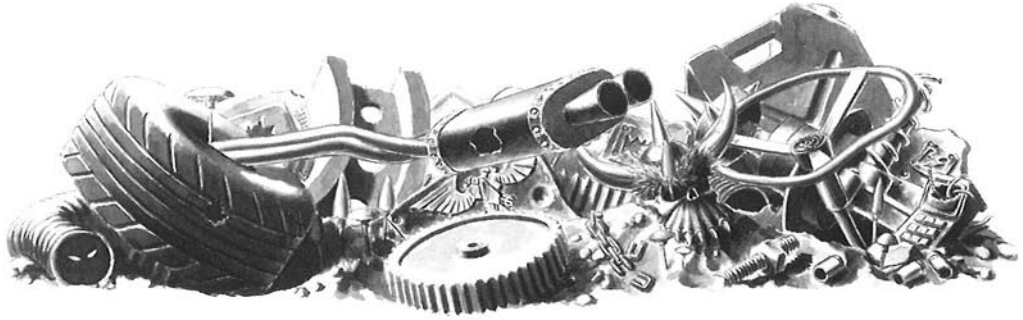
Roll a D6 on this table to see how the armour tek the Digga possesses functions when activated.

1D6	Result
1	**Malfunction!** The hit on the warrior is deflected by the armour and has no effect. However, the armour starts to spark and catches fire. Before the warrior can hastily throw it off he suffers a Strength 3 hit. The armour is useless and must be discarded.
2	**Thud!** The armour does nothing at all and the warrior takes the hit as normal. Roll again next time the warrior is hit.
3	**Clang!** The armour appears to be working and confers a saving throw of 5 or 6 on this and future hits.
4	**Badang!** The armour is in perfect working order and confers a saving throw of 4 or more on this and future hits.
5	**Vwoom!** The armour is actually an energy shield which deflects incoming hits. This gives the wearer a saving throw of 5 or 6 on a D6 on this and future hits. This saving throw always saves on a 5 or 6 and is not modified by the saving throw modifiers of weapons.
6	**Badoing!** The armour is a rare deflekta shield that rebounds shots in a random manner. Roll a Scatter dice for each hit, including the one that activated the deflekta. On a Hit result the wearer is hit as normal. If an arrow is rolled it has two different effects depending on whether the hit was in hand-to-hand combat or from shooting. A close combat hit is rebounded against the attacker who suffers the hit instead. A shooting hit which is deflekted travels 3D6" in the indicated direction and will hit the first model in its path. If the model is a driver a deflekted shot will hit another random vehicle location. If the wearer is a member of the crew another crew member is hit instead by the deflekted shot.

GIZMO TEK TABLE

Roll a D6 on this table to see whether the gizmo the Digga possesses functions when activated.

1D6	Result
1	**Beep, Beep, Beep!** When the warrior pushes a button the gizmo begins to beep in an increasingly higher pitched tone. If your warrior can roll equal to or under their Initiative on a D6 they wisely throw the gizmo 2D6" in a random direction, where it explodes with the same effect as a Frag stikkbomb. If they roll over their Initiative the gizmo explodes with the template centred on the model! Remove the gizmo from your roster.
2	**Clik... Clik...** What the warrior thought was the on button must have been something else and the fighter must work out how to activate the gizmo. If the warrior can roll equal to or under their Initiative on a D6 they have worked it out, roll again on this table (re-roll further rolls of 2). If the test is failed your warrior can test again at the start of their subsequent turns.
3	**Distorta!** When switched on the gizmo bends light around the bearer in a strange fashion. Roll a D6 to determine what effect this has: *1-2 Shadow Field.* The bearer is very hard to see. Any shots fired at the bearer at long range suffer an additional -1 to hit. *3-4 Shifta Field.* The bearer appears to be a couple of strides away from their real position. When the bearer charges into hand-to-hand combat their opponent may not fire on Overwatch. In hand-to-hand combat the warrior's opponents suffer a -1 modifier to their Weapon Skill. *5-6 Nasty Field.* The gizmo projects a vision of utter horror into the minds of those nearby – to the warrior's foes it seems as if their worst nightmare is attacking them. A warrior with this type of field causes *terror* as described in the Gorkamorka rulebook.
4	**Targeta!** The gizmo turns out to be a sophisticated gunsight. It may be fitted to a shoota, kannon, slugga or six-shoota and adds +1 to hit rolls when firing that weapon. Once fitted, the targeta may not be moved to another weapon. A weapon with a targeta may be kustomised as normal.
5	**Lifta!** The gizmo makes the wearer seem incredibly light and allows them to move quicker. The warrior may add +1 to their Movement while the gizmo is activated. When the model charges this is increased to +D6" (added after doubling their normal move, so is usually 8+D6). Roll each time the warrior charges.
6	**Displaca!** The gizmo is a short-ranged teleportation device. When it is first activated it immediately moves the warrior 3D6" in a random direction. Subsequent uses may be a bit more controlled. The displaca may be used at the start of any movement phase. If you roll equal to or under the bearer's Initiative on a D6, they have mastered the controls that turn and may move up to 2D6", ignoring any terrain. If the D6 roll is more than their Initiative they are moved 2D6" in a random direction. Using the displaca does not affect the model's ability to move normally (or run, charge, etc.) though they may not set Overwatch. The model may hide or continue hiding if they are in appropriate cover at the end of the displacement. The displaca may be used to charge into close combat, or board a vehicle (in which case no Initiative test is required to get on board).



DIGGAS AND OTHER MOBS

Diggas have a unique place amongst the varied society of Gorkamorka. They will happily trade and fight with the Orks, and battle against the Muties and Rebel Grots. To represent this the following special rules apply to a Diggamob.

DIGGAS AND CAPTIVES

Diggas do not have any Slavers. If the Diggas capture an enemy Digga or Ork, they can exchange and ransom them back as normal. However, if no agreement is reached the captive will be taken back to the tunnels and turned over to Da Wrecker. They strip the captive of their equipment as normal and then will lead them back to their home. In this case the enemy has one chance to recapture their comrade before they are lost in the depths below the Pyramids, as explained in the Scenarios section later. Any captives sold to Da Wrecker earn the Diggamob 2D6 teef, which you can add directly to your hoard along with the captive's weapons and equipment.

Like Ork mobs, Diggas will execute any Muties they capture or take Rebel Grots to Mektown (see the relevant sections later), on the grounds that it will bring them more favour with the Orks.

Captured vehicles are treated in the same way. The Diggas will do their best to nurse the crippled buggy or trukk to the tunnels and then smash it to bitz for spare parts to sell to the Meks and to decorate their underground chambers with. A captured vehicle is treated just like a captive warrior for the purposes of rescuing it.

DIGGAS AS CAPTIVES

If an Ork mob with a Slaver captures a Digga they can force them to work in the mines as normal. In addition, the captive Digga is so honoured to be amongst his idols that he will fight alongside them in battle (if they want him!). The Digga may be added to the Mob roster like a hired Digga and all the rules for having a Digga in the mob apply (see below). Note that a Digga may still be rescued, even if he is fighting for the Ork mob who have captured him. So eager will he be to tell his old comrades about his encounter with the Orks that he will fight alongside the Diggas in the rescue attempt (after he's been freed of course).

HIRING DIGGAS

An Ork mob may hire Digga warriors in the same way it hires other fighters. The mob must have a Slaver to include Diggas. If the mob has a Slaver it may hire Digga-Boyz, Digga-Yoofs and a single Shaman, although his services are rarely needed to actually keep them under control. A hired Digga is treated like any other mob member and is chosen and equipped from the Diggas for Hire list as normal.

When working in the scrap mine, Digga-Boyz and Digga-Yoofs may dig D3 teef worth of scrap. A Shaman will not dig but may conduct a ceremony of searching. This works exactly as normal and allows the Orks to add 2D6 teef to their income if successful.

If a mob falls so low that it has to resort to hiring Diggas, it is likely to lose a lot of respect from other Orks. For this reason, an Ork mob with Diggas fighting for it must follow the Digga rules for visiting the Meks. This means that until its mob rating reaches 200 it must deduct -1 for any rolls on Da Big Day chart. Note that the mob's Spannerz may still fit gubbins as normal though.

DIGGA NAMES

The following are examples of Digga names you could use for your Diggamob members or you could make up your own. Diggas use corrupted Imperial names, but note that the Orks won't let Diggas have purely Orky names.

Antonug	Konrug
Barkthus	Kopruss
Bygob	Kurt
Enogg	Luthukk
Fargob	Mariog
Gitkas	Ricarduff
Gobadiah	Septimor
Griegul	Xathug
Heinraz	Zaggus
Herrot	Zagthaniel
Hieronymek	Zaull
Jagrub	Zideon
Jaks	Zogustus

Zogtavius gripped the bulky shoota to his chest, cradling the wondrous gun in his arms. The Digganob glanced behind him, the wind whipping his scalp-lock into his face as the trukk bounced along the Upside. A plume of sand and grit swirled in the vehicle's rapid passage, mixing with the dark smoke billowing from the engine. Disappointed that nobody had chased out of the shadows of the cliffs, where he would have lain in wait to ambush someone, Zogtavius looked into the early morning sky. One sun was just above the horizon, the other no more than a glow waiting to pour its waves of heat down onto the desert. Zogtavius liked travelling in the morning and at dusk. It wasn't too hot then and the trukk's awning would be bundled into a corner, allowing him to look at the massive expanse of the sky around him. For all the comfort and shelter the tunnels offered, it was Upside that made his heart race and it was here that he really felt at home.

As he glanced again at his new shoota, Zogtavius was thrown off balance as one of the trukk's wheels struck a half-buried rock. The Digga-Boyz whooped with glee as the trukk sped on two wheels for a heartbeat before crashing back to the sand. Zogtavius laughed with them and gripped the shoota tighter in case the next bump made him drop it. He stroked the glyph-inscribed casing with his fingertips, feeling every little detail, memorising their pattern. He removed the spring-fed magazine, as he'd done countless times since his trip to Mektown the day before, and peered inside the gun's breech, marvelling at the skill and craftsmanship the Mek had put into his work. A series of small gears whirred noisily as he pressed the trigger and he watched with delight as they spun, flicking droplets of oil onto his face. Grabbing a rag from the trukk floor he wiped the thick lubricant from his tattooed cheeks and replaced the ammo clip. Suddenly someone was urgently slapping him on the shoulder and he was wrenched from his reverie. Zagthaniel, one of the youngest and most keen-eyed of the mob's Digga-Yoofs was pointing ahead.

Squinting into the wind, Zogtavius shielded the rays of the early sun from his eyes with a raised hand. Scanning left and right he couldn't see what had caused such a stir. Then something flickered in the periphery of his vision and he noticed what had attracted Zagthaniel's attention. A glitter of sun on scrap. Not much, but enough to be seen in the dull morning light. It was about a mile ahead, a little way sunward, and he shouted to the trukk's driver, Leonuzz, to head to the right. As the trukk roared across the desert floor Zogtavius briefly wondered how Heindak and the other lads were doing, out nightwards. He hoped Heindak was keeping the Boyz under control and wasn't getting carried away. Zogtavius liked Heindak and it would be a shame to have to give him a good smack for getting too uppity – this was the first time Zogtavius had trusted anybody to lead some of the Diggamob on their own and he hoped he wouldn't regret his charitable mood this morning.

Turning his thoughts from the other searching party, the Digganob gazed ahead and checked the lay of the land around the scrap heap.

It was getting hot already, even this early in the day. The looped bars underneath Zogtavius' long coat were chafing at his undershirt and he shrugged his shoulders a few times to get the harness to settle properly. Distracted, the Digganob gazed around at his mob. The sight of them, the wind whipping their hair behind them, their bright shoulder pads and heavy masks making them an impressive and fearsome sight, made Zogtavius' chest swell with pride. They were the match of any Diggas and more than a few of the local Ork mobs.

As the Digganob's trukk neared the scrap Zogtavius gave the order to arm up and make ready for battle. Zagthaniel laughed and was about to make some joke when Gazziah wisely clapped a hand to the Yoof's mouth and talked slowly into the exuberant youngster's ear.

"Don't act stoopid on us, Zaggy. The boss is a finker and he's seen us all right up till now. I'll let you off this time 'cos you're new, but any more lip and I'll give you a hidin' you won't ferget inna hurry! Clear?"

Zagthaniel, eyes wide with fear nodded once and when Gazziah let him go he earnestly started clearing up the mess on the trukk's floor and counted the shells for his six-shoota.

The scrap was about a minute's travel ahead now and the tension grew. From this distance there seemed to be a large tangle of wreckage, much bigger than Zogtavius' first estimate. A large dune had obscured much of it. The Digganob turned his gaze back to his ladz and gave them an encouraging grin.

"Rich pickin's! Tonite we'll be drinkin' in Da Hole wiv the rest of the Boyz, countin' our teef. An' da furst round is on hmm… Leonuzz!"

The lads laughed as Leonuzz span around in the driver's seat with an angry glare. At that moment the trukk hit another bump in the sand and the world exploded. The mine flipped the buggy onto its front wheels, sending the Diggas hurtling to the front of the crew compartment. Zagthaniel failed to hold on and he was flung past Leonuzz landing in a heap in the sand. As the trukk crashed down there was a load crack as an axle snapped. Within two breaths the Boyz were ready again, their shootas and kannons covering every approach to the immobilised trukk. Zogtavius ignored Zagthaniel's howls of pain and looked around. Sunward, he saw a faint smoke trail which could mean only one thing – a vehicle approaching on full thrusters. It was then that the Digganob noticed dark shapes moving through the rocks behind and to the left.

"Zoggin' Wrecker's danglies, it's a trap. Waste 'em lads!"

The Diggas opened fire as the first of the Morkers burst from cover, a kannon blazing in his hands.

GRETCHIN REVOLUTIONARIES

Skid Row is a name that conjures up many images in an Ork's mind. To some it is an unknown realm, bursting with potential adventure and mayhem, to others it is the symbol of a threat which must be kept under scrutiny. Skid Row is the refuge of outcasts, renegades and 'weirdos' that even the robust customs of Ork society cannot tolerate. It is here that Orks who wrong the Meks end up (rather than face down in the fighting pits). Here live the Meks and Docs who have taken their eksperiments one step too far and earned themselves the title of Nuttas, forever banished from Mektown lest they destroy Gorkamorka with their wild weapons or kill off swathes of the population with some virulent plague cooked up in their serjery. Foremost amongst the pariahs of Skid Row is the Gretchin Revolutionary Committee.

THE GRC

The Gretchin Revolutionary Committee is a reactionary body of Grots. For a long, long time many generations of Orks have been the target of a bitter campaign of hate and anger. Ever since the Meks introduced the tag system for Gorkamorka (whereby you can only get on board once the big Waaagh starts if you have a tag) there have been those who have considered the system to be unfair. The reason for the Gretchin Revolutionary Committee's disenchantment is clear – Grots don't get tags!

Despite slaving their guts out for the Orks, risking death and injury in battle for them, Grots will never get a Gorkamorka tag and so will never get taken on the big Waaagh when it leaves again. Understandably, this state of affairs seems extremely unjust to the Grots and almost as soon as the tags were introduced there were a few loudmouthed individuals decrying the Meks' wisdom, shouting their disapproval from street corners and in the bazaar. These troublemakers were quickly dealt with, but too late. Word spread and soon all the Grots in Mektown knew about the system, which had been kept hushed up by the Meks.

THE GROTS ARE REVOLTIN'!

As news of the Meks' cruel and callous injustice reached the ears of the Gretchin, murmurs of discontent began to be heard. The Meks would awake in the morning to find "Tags For All!", "We'z All Green!", and "Meks Are Skum!" scrawled over their workshop walls. The Meks and their bully boys tried their best to root out the malcontents and many Grots were herded into the pits and never seen again. Rather than quelling the unrest, this further fanned the flames already lit by the Orks' oppression. Whenever the Orks stamped down on the Grots, twice as many incidents would occur the next day. The first big action of the revolution came in Da Strike.

Nobody knows how word was spread amongst the sprawling buildings and myriad alleys of Mektown, but one day the Orks shuffled out of their crude beds to find that the Grots had stopped working. The cooking fires weren't lit, the stalls in the Bazaar weren't set up, gunz weren't polished, the streets were choked with filth and the engines and furnaces of the Meks were silent and cold. There were no Grots in sight. Not a single one. As the Orks gathered about the foot of Gorkamorka staring around in amazement, the sound of distant high-pitched chanting came along on the desert wind.

MARCH TO FREEDOM

In their hundreds the Grots marched down Mektown's main thoroughfare. Raised above the mass were ragged banners with the slogans of the revolution daubed on them – "Rise Up, Grots of Mektown!", "Down With Tags!" and "Equal Rides!". As the procession came nearer the Orks could make out the bizarre chant – "What da we want? TAGS! When da we wannem? NOW! What da we want? TAGS! When da we wannem? NOW!" The tramp of diminutive feet echoed through the silence of Mektown as the Grots marched ever on.

The Grots' parade stopped just short of the Orks assembled around Gorkamorka and a small contingent of the leaders came forward, bearing their "Equal Rides!" standard. The most important and respected Meks stepped out to meet them halfway. After talking for few minutes, during which the voices of both sides grew steadily louder and angrier the Meks moved away and formed a huddle to confer with each other. The Meks debated with each other for the whole morning, during which the suns rose higher and higher until it was nearly midday. Then suddenly the mob of Meks broke up and marched determinedly back to the Grots' representatives. Without warning the Orks attacked their smaller cousins, punching them to the ground and beating them with the butts of their guns before literally kicking their heads in! The banner pole was snapped across a knee and the bright Flag of the Revolution was cast into the dirt, trampled and spat on.



THE STREETS RUN GREEN

An angry roar reverberated across Mektown and the Gretchin, incensed by this baseless assault, surged forward en masse. Before the Meks realised their danger they were swamped by the mob and disappeared from sight. Still the Grots charged onwards until they crashed headlong into the main group of Orks. Taken aback by this outrage the Orks were initially swept aside as the Grots tried to storm Gorkamorka and get on board. However, as their initial shock turned to anger, the Orks counter-attacked: drawing their clubs and choppas they charged into the Grots and a swirling mêlée erupted.

The larger Orks smashed down many of their foes but the Grots were angry and had the vast superiority of numbers. Although many of the Gretchin fell the Orks were grappled to the ground and overwhelmed. Nobody knows who fired the first shot, but soon the Orks had reached for their shootas and kannons and were blasting away at the Grots. Scores of slaves fell in the first unexpected salvo, the dirt roads of Mektown stained with their blood. Then the Grots split. Some of them launched themselves at the Orks, snatching weapons and turning them on their owners, while the rest of the mob scattered, running for their lives.

Mektown became embroiled in a series of running battles. Mobs of Grots lay in wait in slophouses and alleys, ambushing the Orks as they searched for the revolutionaries. The Orks themselves started a fire sweep of the workshops and brew houses, gunning down the Grots where they found them. All afternoon the scattered battles continued. Valiant as their fight was, the Grots could not win against the superior arms of the Orks and soon they were surrendering in their hundreds. As night fell peace descended and those who had not given up the fight slipped away into the darkness, looting and burning what they could before they left.

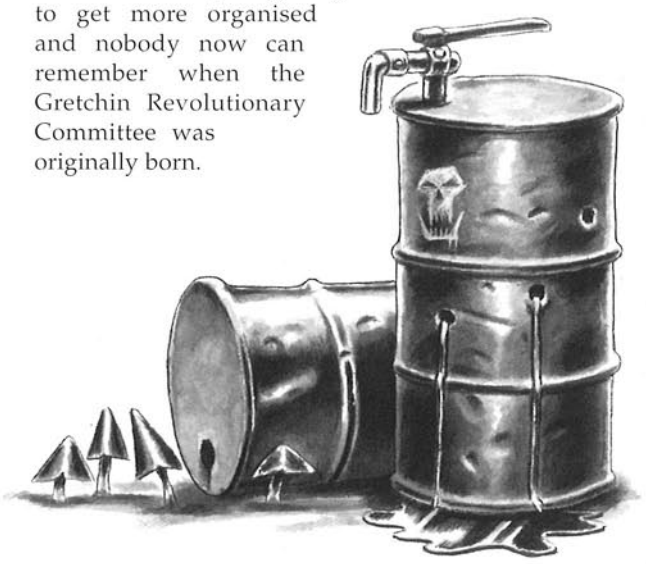
THE LONG MARCH

While the Gretchin who surrendered were beaten back into their lives of drudgery, the die-hards who had left Mektown made their way to Skid Row. It was an arduous odyssey, as the column of discontented ex-slaves trudged the hundreds of miles along the Skid. Forced to scavenge for food and water, many of the rebels died, their bodies left where they fell by their comrades, who themselves were too exhausted to think of anything other than the next step. Day after day, the blazing sun taking an hourly toll, the Grots marched towards Skid Row. At night they would find what shelter they could, huddled together in the ruined forts of past generations. As the groups moved further from Mektown the night brought other terrors than the freezing cold. Glimmering figures would appear in the distance, indistinct but radiating an ancient malevolence that poured forth like a tide of fear.

The daytime was no better, whip scorpions lashed out from their shadowy hiding places to paralyse stragglers before dragging them into their lair to be devoured. The massive maws of sand-gulpers opened up beneath the trudging figures, some of them so large they swallowed a score of rebels in one horrendous crunching of serrated shell. Carrion beasts circled in the air, swooping down when the column had passed to pick over the bodies of the fallen. Amongst this adversity, and a few hate-filled battles with wandering Ork mobs, almost two-thirds of the original dissidents lost their lives. Weeks after they had set out, the survivors shuffled into sight of Skid Row, its rusted and pitted walls and spiralling twisted girders rising into the sky above them.

Occupying Skid Row was no simple task either. The Gretchin had to fight against the manic outcasts who already skulked within its dark corridors and echoing chambers. They had to evict numerous beasts which had taken up residence and on more than one occasion some of those who reached the haven lost their lives whilst exploring its metallic labyrinth – some simply disappeared, others were killed by renegade Orks while even more stumbled into areas filled with toxic gases or unleashed floods of corrosives that washed through the corridors stripping anyone in their path to the bone. However, never once did any of the rebels consider returning to Mektown to seek forgiveness.

Hatred burned in the revolutionaries' hearts and they vowed to exact revenge for the hardships and agony they had endured. At first scattered groups took every opportunity to attack the Orks who approached near Skid Row, and the bravest even set out on deliberate raids. Over time, things began to get more organised and nobody now can remember when the Gretchin Revolutionary Committee was originally born.



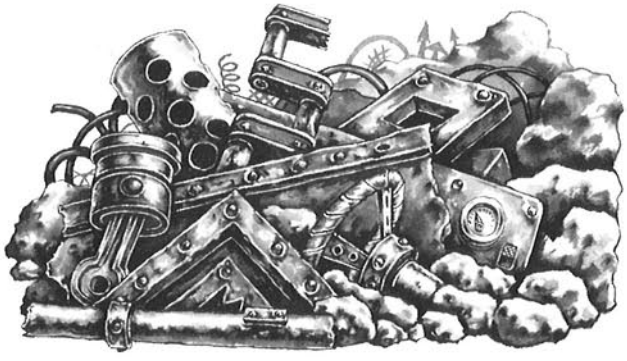
THE FIGHT CONTINUES

From Skid Row the rebels launch raids on Ork mobs as they return to Mektown and storm poorly-defended forts to steal scrap and wreak havoc. Over the intervening centuries Mektown has provided a constant supply of new recruits to the Revolutionaries. Although the original fighters may have died, their cause lives on and the quest to avenge Da Strike Day Massaker continues as fiercely as ever.

The Gretchin Revolutionary Committee tries to drum up support in Mektown, waiting for the day when the next uprising will come – this time they will have weapons and be ready! With a network of informers, conspirators and collaborators, the Gretchin Revolutionary Committee foments rebellion whenever it can. It runs a secret smuggling operation to enable Grots who wish to join to get out of Mektown. It has agents in the slave market preparing the Grots for sale for Da Big Day. Bands of revolutionaries scour the Skid for newly emerged Orks and Grots – killing the Orks before they can swell the ranks of the enemy and taking the new-born Grots under their wing, training them for the cause. The Gretchin Revolutionary Committee continues its hate campaign against the Meks, sabotages the workshops and generally tries to force the Meks to deal with their demands.

DA OLD GARD

Amongst the Gretchin Revolutionary Committee, there is one faction which is particularly embittered. Formed of the most spiteful, grudge-bearing and sociopathic of the revolutionaries, they are know only as Da Old Gard. Da Old Gard will stop at nothing to ensure the revolution is successful this time, performing suicide missions in Mektown and dreaming up grand schemes such as poisoning the Orks' fungus beer or developing a powerful weapon which will enable them to attack Mektown and force the Orks to their knees. Da Old Gard is made up of two levels – Da Rebel Grots and Da Kommittee.



Da Kommittee are the real power behind the whole Gretchin Revolutionary Committee, consisting of the Red Gobbo himself and his most trusted advisors. The Red Gobbo is the figurehead of the revolution and to most, rebels and Orks alike, he is a shadowy individual who has all the cunning plans, constantly scheming to undermine the Meks and bring about the end of the tag system. In reality the Red Gobbo is not one person but is more of a position within Da Kommittee, like a chairman. The actual Red Gobbo is elected every so often from the Kommittee members and it is he who guides the will of the Gretchin Revolutionary Committee.

Da Kommittee controls the actions of Da Rebel Grots. The Rebel Grots are the Gretchin Revolutionary Committee's saboteurs, activists, hate-mongers, commandos and public relations people all rolled into one package. It is Da Kommittee who directs the Rebel Grots' attacks and nominates targets and it is Da Kommittee who re-distributes the scrap and equipment brought in by the Rebel Grots.

Da Kommittee has been known on occasion to lose sight of the real fight and get distracted by its own internal politics. When the position of Red Gobbo changes hands it is not unusual for the Rebel Grots' tactics to change too as another school of thought starts to run the show. Even within Da Kommittee there is often division and the Rebel Grots will be out fighting the good fight only to come back to Skid Row and find that Da Kommittee has changed its objectives and they've been doing more harm than good. It can be a hard life working for Da Kommittee and its fickle members, but if you want a good excuse to blast a few Orks off the face of Gorkamorka, there's no better life.

BACK TO BASICS

The warriors of the Gretchin Revolutionary Committee have vowed to fight the Orks with whatever means they can. Unfortunately for the rebellion, those means are often very, very limited. Without the Meks' workshops churning out guns and ammo for them, the Rebel Grots are forced to use whatever weapons they can make themselves or steal from others. Their vehicles are also self-built and since the inner worky bitz of a gas engine or thruster are a complete mystery even to the most experienced Mek's assistant, these rely upon a totally different perspective to the Orks' vehicles. Despite these disadvantages the Grots do have a number of things in their favour. Firstly, there's never a shortage of recruits and a band of Rebel Grots can overwhelm its enemies by sheer numbers. Secondly, Rebel Grots are fanatical about the revolution and will often go far beyond normal bravery to strike a blow for their cause. Lastly, and most importantly to the Grots, they have Right on their side.

CREATING A REBEL GROT MOB

Rebel Grot mobs always consists of at least five warriors plus a vehicle large enough to carry them. To start your band of Rebel Grots refer to the Rebel Grots At Large list at the end of this section. The list explains how much it costs to hire and equip your Rebel Grots mob. To begin with you have a total of 100 teef to spend hiring your Rebel Grots.

There are four types of Rebel Grots that can be hired for your mob: the Head Honcho, a Banna Waver, Grots and Snots. In addition there are two types of vehicle: Big Luggas and Cuttas.

THE HEAD HONCHO

Rebel Grots must be led by a Head Honcho. This model represents the player himself in his guise as a mighty revolutionary. Rebel Grot mobs can only have one Head Honcho.

BANNA WAVER

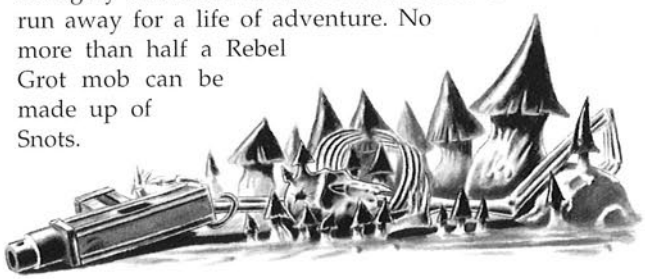
Most Rebel Grot mobs have a Banna Waver. The Banna Waver carries the Flag of the Revolution, proclaiming the endeavours of the mob and their unswerving loyalty to the Gretchin Revolutionary Committee.

GROTS

Grots are ordinary Rebel Grot warriors. Grots who join the Rebel Grots are very dissatisfied with the way tags are handed out and are keen to display their feelings on the matter. Grots are fairly experienced fighters who make up the bulk of all Rebel Grot mobs.

SNOTS

Snots are small Gretchin, who even get beaten up by Grots. Some Snots are picked up by the Gretchin Revolutionary Committee just after they have clawed their way out of their cocoons. Others are simply the product of an unfair system, whose lives of drudgery in Mektown have forced them to run away for a life of adventure. No more than half a Rebel Grot mob can be made up of Snots.



BIG LUGGAS

Big Luggas are large vehicles powered by a Rebel Grot crew. They are used to transport the mob across the desert and in battle they will chase down enemy vehicles so that the large number of Rebel Grots on board can attack enemy vehicles and take them over.

CUTTAS

A Cutta is roughly trak-sized with a handful of Rebel Grots as its crew. It is powered by a large sail and is mainly used for running down footers or boarding poorly defended vehicles.

REBEL GROT MOB & BUGGY ROSTERS

You'll need a Mob roster sheet and a Buggy roster sheet to write down details of your Rebel Grot mob. You'll find blank roster sheets in the Gorkamorka box. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your mob as it changes from game to game.

It's a good idea to work out your Rebel Grot mob on a piece of scrap paper first, as you will inevitably have to adjust warriors and weaponry in order to get close to the permitted 100 teef. If you have any teef left over after you have hired your Rebel Grot mob, then any surfeit is retained and noted down in the box marked 'Teef Hoard'. When you have chosen your Rebel Grot mob take a Mob roster sheet and write down the details of each warrior in the spaces provided.

Your Rebel Grot mob's vehicles are recorded separately using a Buggy roster sheet. When you choose your vehicle, or vehicles, note down all the pertinent details on the Buggy roster sheet. We've called them Buggy rosters out of convenience, use the same sheets to record details for your Big Luggas and Cuttas.

The rosters provide a record of your Rebel Grot mob and its vehicles, and it's useful to keep both beside you as you play. During a battle you may wish to make notes on a sheet, to record incidental details such as exploding weapons, flesh wounds, experience earned etc.

You will need to give your Rebel Grot mob a name, and also name all your warriors. We leave it to you to invent suitable names, and you'll find many examples throughout this book. A list of Gretchin names can be found in Da Uvver Book.

REBEL GROTS AT LARGE

Before you can start playing you need to choose your Rebel Grot mob.

The weapons chosen for your warriors and vehicles must be depicted on the models used to represent them. The exceptions are knives, which are assumed to be tucked inside clothing or a boot. Obviously, it's well worth considering how you'd like to arm your warriors before assembling the models or buying new ones.

CHOOSING THE REBEL GROT MOB

The following list is used to hire your initial Rebel Grot mob. To start with you have 100 teef with which you must recruit at least five Rebel Grots, including a Head Honcho, and one or more vehicles with sufficient capacity to carry your entire Rebel Grot mob. Any teef left unspent can be added to your Teef Hoard and used later when you get the opportunity.

REBEL GROTS

There are four different types of Rebel Grot mobsters: Head Honchos, Banna Wavers, Grots and Snots.

Minimum 5 warriors. A Rebel Grot mob must have at least 5 warriors, including its Head Honcho.

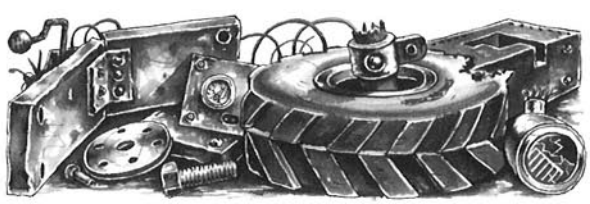
Head Honcho. Your Rebel Grot mob must include a single Head Honcho – always one, never more!

Banna Waver. Your Rebel Grot mob may include up to one Banna Waver.

Grots. Your Rebel Grot mob may have as many Grots as you want or can afford.

Snots. Your Rebel Grot mob can have any number of Snots, up to a maximum of half the total number of Rebel Grot mob members (if you have eight warriors in your Rebel Grot mob, four of them can be Snots, for example).

Big Luggas and Cuttas. Your Rebel Grot mob can include any number of vehicles. You must include enough vehicles to carry all of the Rebel Grot mob.



HEAD HONCHO

Cost to recruit: 6 teef

A Rebel Grot Head Honcho is the most bitter member of the Rebel Grot mob. Driven to extreme lengths by the total injustice of the tag system, he has gathered together a band of Rebel Grots to go out and force the Orks to deal with the Gretchin Revolutionary Committee's demands.

	M	WS	BS	S	T	W	I	A	Ld
HEAD HONCHO	4	3	4	3	3	1	3	1	5(6)

Weapons: You can arm your Head Honcho with weapons and equipment from the Rebel Grot Gunz, Grots Weapons, Snots Weapons, Armour and Stikkbombz lists.

SPECIAL RULES

Leadership. Your leader only becomes a fully fledged Rebel Grot Head Honcho once he has performed a daring act in the name of the Revolution and has won a battle. His Leadership then rises to 6 automatically.

BANNA WAVER

Cost to recruit: 4 teef

Banna Wavers are chosen because of their dedication to the Revolution and their prodigious strength – needed to carry the huge Flag of the Revolution. They are a stirring sight to their comrades as they lead them into battle.

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

Weapons: You can arm your Banna Waver with weapons and equipment from the Rebel Grot Gunz, Grots Weapons, Snots Weapons, Armour and Stikkbombz lists.

SPECIAL RULES

Bottle Tests. If the Banna Waver is on the table and not down, the Rebel Grot mob may roll 3D6 when taking Bottle tests and use the lowest two scores.

GROTS

Cost to recruit: 2 teef

Grots that live in the Skid have had enough of fighting and slaving for the Orks for no reward. They follow their Head Honcho on raids and attacks to vent their own anger on Ork society.

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

Weapons: You can arm your Grots with weapons and equipment from the Grots Weapons, Snots Weapons, Armour and Stikkbombz lists.

SNOTS

Cost to recruit: 1 toof

Snots are eager to prove their loyalty to the cause. Though they have little experience in combat, their natural spitefulness and tendency to hold a grudge means they soon toughen up.

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

Weapons: You can arm your Snots with weapons from the Snots Weapons list.

SPECIAL RULES

Toughness. Snots possess the natural Orky tendency to toughen up over a short period of fighting. Snots that become Grots through experience (see Experience section later) gain +1 to their Toughness in addition to their normal advance. This is perfectly fine if they have already had a Toughness increase and their natural stringiness will be a subject of great pride for them.

VEHICLES

Rebel Grots need transport as much as anybody else and their flotillas of Big Luggas and Cuttas is a unique sight. Your Rebel Grot mob must have enough vehicles to transport all of its members.

Big Lugga – 15 Teef

Cutta – 5 Teef

DRIVERS AND GUNNERS

Although it takes the effort of the whole crew to operate a Big Lugga or Cutta, somebody has to be in charge and yell the orders. For this reason, Rebel Grot vehicles must have a nominated driver just like Ork vehicles. If the vehicle also has a fixed weapon you must have a gunner (who does lots of shouting as well).

WEAPONS

Each Rebel Grot mobster you recruit can be armed with one or more of the weapons listed below. Some models are restricted in what kinds of weapons they can be armed with, Snots can only use Snot Weapons for example.

An individual Rebel Grot is not as strong as a Digga or an Ork, and can only carry up to one gun. A Rebel Grot can also carry up to two hand-to-hand weapons or stikkbombz (they may have a slugger and frag stikkbombz, or frag and krak stikkbombz, for example). All weapons carried must be shown on the model itself and for the purposes of hand-to-hand combat it's assumed that a model is armed with the weapons it's holding unless the owning player declares otherwise at the start of the combat.

MOUNTING WEAPONS ON VEHICLES

A Cutta is too small to mount any weapons on to. A Big Lugga may mount a single linked gun or a splattapult. A linked gun is made up of two gunz of the same type. A linked gun always counts as a single weapon for the purposes of shooting and so on. A linked weapon gains an additional Sustained Fire dice to account for its higher rate of fire. The splattapult is covered later on in this volume.

REBEL GROT GUNZ

Even Rebel Grots have their own hierarchy, as everybody likes to know there's someone worse off than them. This means that in a Grot mob, the Head Honcho and Banna Waver always get most the shootiest guns.

REBEL GROT GUNZ	TEEF
Shoota	2
Kannon	3

GROTS WEAPONS

Rebel Grots are only allowed to get their grasping little hands on the most basic of weapons. As Grots are bigger than Snots they can ensure they get the best weapons left over from the meagre supplies after the Head Honcho and Banna Waver have had their pick.

GROTS WEAPONS	TEEF
Slugger	2
Six-Shoota	2

SNOTS WEAPONS

Snots are only trusted with the simplest of weapons. However, they are so proud to be members of a Rebel Grot mob that they don't really care and just look forward to the day when they can have a *real* gun.

SNOTS WEAPONS	TEEF
Bow	1
Crossbow	1
Blunderbuss	1
Catapult	1
Clubs or choppa	1
Knives and knuckles	free
Chains and flails	1
Spear	1

BIG GUNZ

The only big gun Rebel Grots can easily maintain themselves is the splattapult, which they mount onto the front of their Big Luggas.

BIG GUNZ	TEEF
Splattapult	8

STIKKBOMBZ

Stikkbombz are highly prized by Rebel Grots, and many see them as the weapon of choice for a worthwhile revolutionary.

STIKKBOMBZ	TEEF
Frag	3
Krak	5

ARMOUR

Although a Rebel Grot places a lot of trust in the righteousness of their cause, any Grot worth his salt knows that a good layer of armour between you and the enemy is the key to surviving the revolution.

ARMOUR	TEEF
Studded Armour	1
Shield	1
Flak Armour	2

REBEL GROTS SPECIAL ROOLZ

GROTS

Grots are, by nature, smaller and weaker than Orks. Unlike Orks they can't let shoota bullets bounce off their head and not worry about the consequences. This means that Grots are much more likely to be suppressed by enemy shooting.

For this reason, all Rebel Grots are subject to the following Pinning rules.

Pinning

If a model that is subject to pinning is flesh wounded or hit but not wounded they are knocked over and laid face up to show that they are *pinned*. Whilst pinned the model may not move, shoot or do anything else – they're too busy keeping their head down.

A model which is pinned at the start of its turn will automatically stop being pinned in the recovery phase – stand the model up to show they are no longer pinned. The model effectively misses its next turn before it is ready to fight again.

Escaping from pinning

A model which is engaged in hand-to-hand combat automatically recovers from pinning – the urgency of being attacked overrides their survival instincts. Stand the model up to show they are no longer pinned.

If a pinned model has at least one friendly model within 2" at the start of its turn it may attempt to break from being pinned. Roll a D6, if the score is equal to or less than the pinned model's Initiative then they have overcome their nervousness and may be stood up. If the score is more than their Initiative then they are still pinned until the recovery phase. A model which escapes pinning in this way may move and fight normally that turn.

A model may only test to escape from pinning if there is a friendly model within 2" who is not down or pinned themselves – if they are they're most likely to be telling the mobster to keep his head down rather than encouraging them to get up and fight.

Recovery and pinning

A model which is down due to an injury is pinned if they later recover to a flesh wound. Turn the model face up instead of face down to indicate that they are pinned. They may recover as normal in future turns.

NEW RULE: Falling When Pinned

A model which is pinned will instinctively duck back from the blow. This can be very bad news if the warrior is standing close to a drop, as they may plummet over the edge. If a model is above ground level (for example on top of a cliff or the wall of a fort) there is a chance they will fall off if they get pinned. A model which is pinned in such circumstances and is within 2" of the edge of a drop must roll equal to or under their Initiative on a D6. If they pass they are pinned as normal. If they fail they fall off the edge. The model suffers a hit with a Strength equal to the number of inches fallen (a 4" fall inflicts a Strength 4 hit, for example) and if the warrior falls six or more inches the hit inflicts D3 wounds. The model is then placed at the bottom of the drop.

NEVER ENUFF BULLETS

One of the problems of being a Rebel Grot is that it's always difficult to scrape together enough ammo for a weapon. This means that Rebel Grots are more likely to run out of ammo during a fight than other, better equipped, mobs. All members of a Rebel Grot mob must take an Ammo test if they roll a natural 1 or 6 to hit when shooting, rather than just on a roll of a 6. The Ammo test is taken as normal.

PILIN' ON

A popular tactic for Rebel Grots is to board an enemy vehicle and swamp it with their superior numbers. This is only possible because Rebel Grots spend a lot of their time between battles practisin' – jumping on and off moving Big Luggas and Cuttas, climbing and swinging on ropes, running along narrow beams and so on. A Rebel Grot boarding an enemy vehicle may roll two dice for their Initiative test and use the lowest score.

Rebel Grots are experts at ganging up on the enemy, using their sheer numbers to overwhelm their larger foes. Any Rebel Grots involved in a boarding action (either attacking or defending) may 'pile on'. This means that two or more Rebel Grots can act as a single opponent and they will get all the benefits of secondary attackers (+1 bonus and an extra dice). When attacking, the Rebel Grot player must decide who is ganging up with who before the enemy nominate who is fighting

back. The defender then assigns warriors to fight against the attacking groups as normal. On the defence this means that more than one defending warrior can fight against boarders, and the Rebel Grot player must declare who is fighting who before any combats are resolved (you can't wait and see if someone gets lucky before throwing in reinforcements!). As usual, only one enemy warrior fights at a time.

As detailed in the Big Lugga rules below, crew who are powering the Big Lugga may not do anything else including defending against a boarding action that is resolved in the close combat phase of their own turn. However, they can defend in the enemy's turn as normal.

PILIN' ON EXAMPLE

Four Rebel Grots have managed to board an enemy vehicle. The Rebel Grot player can have them all fight individually as normal. However, even hardened Rebel Grots are not much of a match for an Ork in single combat, so it may be better to 'Pile on'. The Rebel Grots could be grouped into one large group including all four attackers or they could be split into two groups of two warriors. Alternatively, three of the Rebel Grots could fight together while the other one goes it alone. After the Rebel Grots player has announced his attack plan the defender then chooses one crew member to fight against each group. Only one warrior fights against each group, regardless of how many Rebel Grots are fighting.

REBEL GROT WEAPONS

CATAPULT – GUN

Possibly one of the most basic weapons in the universe, the catapult of Gorkamorka is generally constructed from an axle strut, wishbone-connector or other suitably shaped gubbins connected to a nice, stretchy piece of hose or wiring. The catapult can fling stones quite a considerable distance, but it can be made even more effective if the Rebel Grots increase their rate of fire by pulling the stretchy bit back a shorter distance.

Special Rules

Fire Twice. If a warrior shooting a catapult did not move in the movement phase and is not on a moving vehicle, they may fire twice in the shooting phase. However, the catapult will not be as powerful and may only be fired up to its short range.

Lil' Weapon. A catapult is no bigger than a slugger or six-shooter and so does not prevent a Rebel Grot carrying one from using two weapons in hand-to-hand combat. However, it still requires two hands to use so, for instance, a driver cannot fire a catapult.

Kustomisin'. There's not much you can do to improve a catapult, so you cannot take one to the Mek's Workshop to be kustomised.

Stoopid! Only a Rebel Grot would ever be so desperate to use a catapult, even a Digga-Yoof has more self-respect than that! Nobody other than a Rebel Grot may use a catapult and so any captured catapults are simply thrown away and cannot be given to a warrior from the capturing mob or sold to the Meks.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	12	–	–	3	1	+1	2+

Special: May fire twice.

SPLATTAPULT – BIG GUN

The Splattapult's main advantages are that it is easy to use and maintain and has an almost endless supply of ammo. These two factors alone make it the most desirable weapon for any Rebel Grot mob. The Splattapult is constructed from a large arm with a cup for the ammo at one end. The arm is brought down under high tension and then released, flinging the ammo high over the battlefield. As the Splattapult has a very basic firing system it can shoot different types of ammo. This is normally a big boulder or a few large rocks which pummel anything they land on. Against particular targets Rebel Grots have been known to shoot Burnas – a ball of rags soaked in oil which is then set alight and flung at the enemy to burst in a shower of flames upon impact. Finally, particularly cunning Rebel Grots fire Rippa Pots at enemy vehicles. Rippa Pots are crude jars packed with scorpions, Face eater squigs and Buzzer squigs which swarm out over the target when the jar crashes down on a vehicle, forcing the crew to leap clear or suffer horrendous bites and stings.

Special Rules

Firing the Splattapult. Just like any other Big Gun, a Splattapult can only fire in a 90° arc to the front of the Big Lugga. The Splattapult does not use the normal shooting system, but is instead fired using the following procedure.

1. Declare Ammo type. The Splattapult can fire three different types of ammo: Rocks, Burnas and Rippa Pots. Before firing the Splattapult announce which type of ammo you are firing.

2. Nominate Target. Choose the target of the Splattapult. Note that Splattapults do not have to be fired at the closest target, but can be targeted at any model within its fire arc and the Gunner's line of sight. The target does not have to be a specific model, but could well be a point on the battlefield.

3. Guess Range. Next you must estimate the range to the target. The distance you can guess must be between 6" and 24". The Splattapult cannot be fired at targets closer or further away than this.

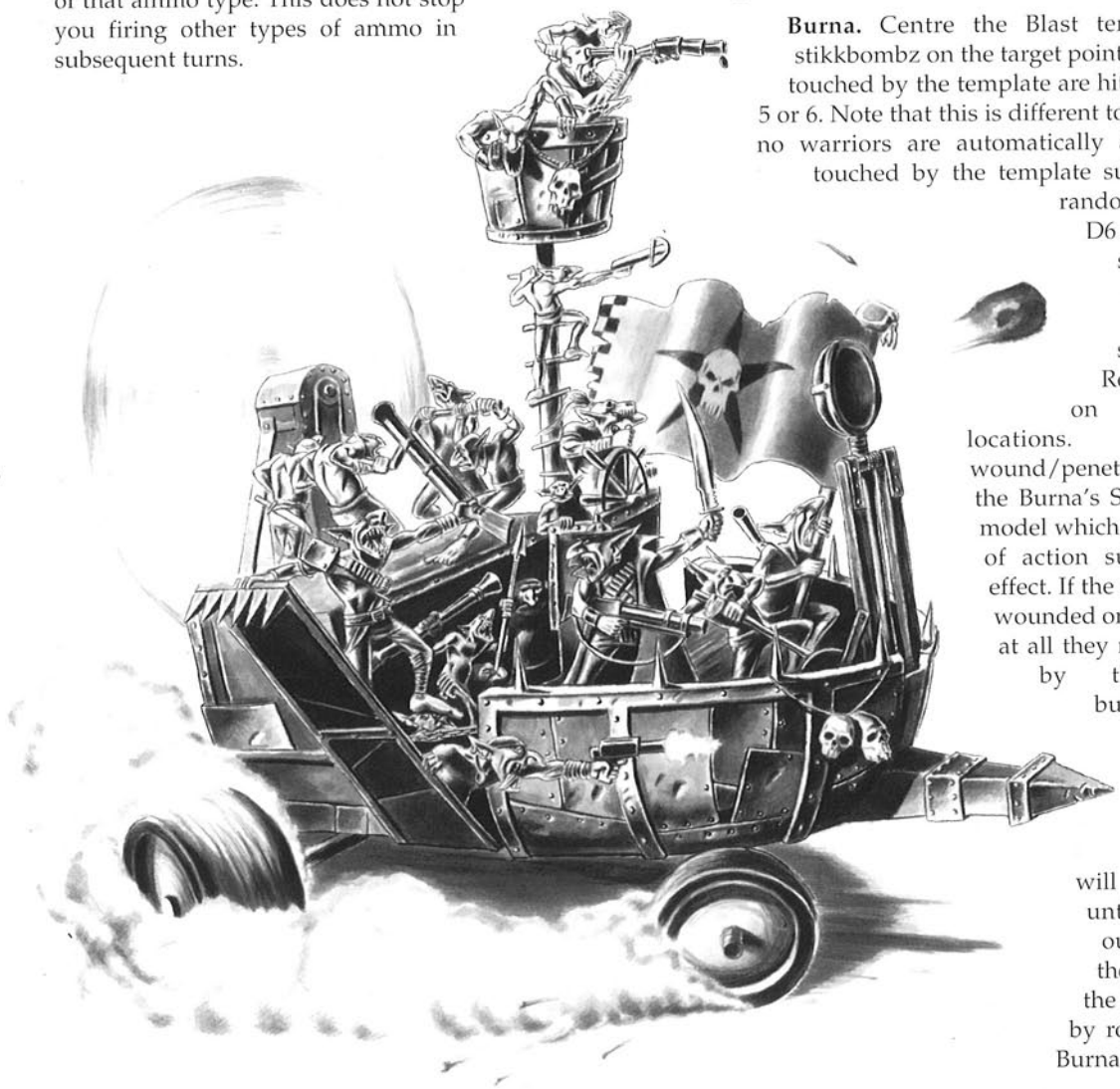
4. Measure Shot. Measure the distance guessed earlier towards the target point.

5. Roll for Scatter. Splattapults are not very accurate. Roll the Scatter dice. If a HIT is rolled, the shot lands bang on target! You must make an Ammo roll if you roll a HIT on the Scatter dice and a failed Ammo roll indicates that you have just used the last of that ammo type. This does not stop you firing other types of ammo in subsequent turns.

If an arrow is rolled, move the target point in the indicated direction the number of inches equal to 2D6 minus the Gunner's Ballistic Skill. A result of 0 or less indicates that the shot has landed on target anyway (a feat that the proud gunner is sure to point out to everyone on board!). This gives the final position of the Splattapult hit.

6. Resolve Damage. Depending upon the ammo type used, resolve hits as detailed below.

Rocks. Centre the Blast template used for stikkbombz on the target point. Any foot models wholly covered by the template are automatically hit, any partially covered are hit on a D6 roll of 4, 5 or 6. Vehicles partially covered by the template suffer one hit on a random location on a D6 roll of 4+. Vehicles suffering a full on hit (see the diagrams for stikkbombz in Da Roolz) suffer a hit on D3 random locations. Damage is worked out using the profile on the following page.



Burna. Centre the Blast template used for stikkbombz on the target point. Any foot models touched by the template are hit on a D6 roll of 4, 5 or 6. Note that this is different to a normal blast as no warriors are automatically affected. Vehicles touched by the template suffer one hit to a random location on a D6 roll of 4+. Vehicles suffering a full on hit (see the diagrams for stikkbombz in Da Roolz) suffer a hit on D3 random locations. Roll to wound/penetrate armour using the Burna's Strength of 4. Any model which goes down or out of action suffers no further effect. If the target is only flesh wounded or suffers no wound at all they may be set on fire by the splattering, burning oil. Roll a D6: on a score of 4, 5 or 6 the target is set on fire. A burning target will continue to burn until the flames go out. Test for this at the start of each of the target's own turns by rolling a D6 on the Burna Damage Table.

BURNA DAMAGE TABLE

1D6	Effect
1-5	The target continues to burn and automatically sustains a further Strength 4 hit. If a warrior goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning a warrior staggers 2D6" in a random direction for its movement (a random direction can be established using the Scatter dice), falling overboard if he is on a vehicle. A burning warrior will not engage in hand-to-hand fighting and other foot models automatically move out of his way.
6	The flames go out with no further effect.

If there are any warriors within 1" of a burning target during their movement phase they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model beating out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Vehicles hit by a Burna will suffer damage as normal and the target location will be set on fire on a D6 roll of 4+; test on the above table at the start of each of the vehicle's turns. If the flames continue to burn, roll for armour penetration and damage as normal.

Rippa Pot. Any model directly under the target point is hit by the pot and suffers a Strength 3 hit. Place the Blast template used for Stikkbombz centred on the target point. Any foot models wholly covered by the template are automatically hit, any partially covered are hit on a D6 roll of 4, 5 or 6. Work out hits using the profile below.

Vehicles cannot be damaged by the pot or Rippa beasts, but each member of the crew and the driver of a vehicle hit must take a Leadership test, with a +1 modifier if the vehicle only suffered a partial hit (see Da Roolz section on stikkbombz). If the test is passed the crew member ducks behind the armour plates and safely avoids the swarm of beasties. If the test is failed the crew member leaps out of the vehicle D6" in a random direction. If the vehicle thrusted in its last turn the leaping model will suffer a Strength 3 hit on a D6 roll of 4+.

Kustomisin'. A Splattapult cannot be kustomised – wheeling your Big Lugga into the Mek's Workshop is just asking for trouble.

Slow Loada. A Splattapult is fairly laborious to load and cannot maintain a high rate of fire. A Splattapult can only fire in the Rebel Grots' shooting phase and cannot be fired at the enemy because of a successful chase.

ROCKS:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
Guess 6-24	–	–	–	5	1	-3	2+

Special: Template.

BURNA:

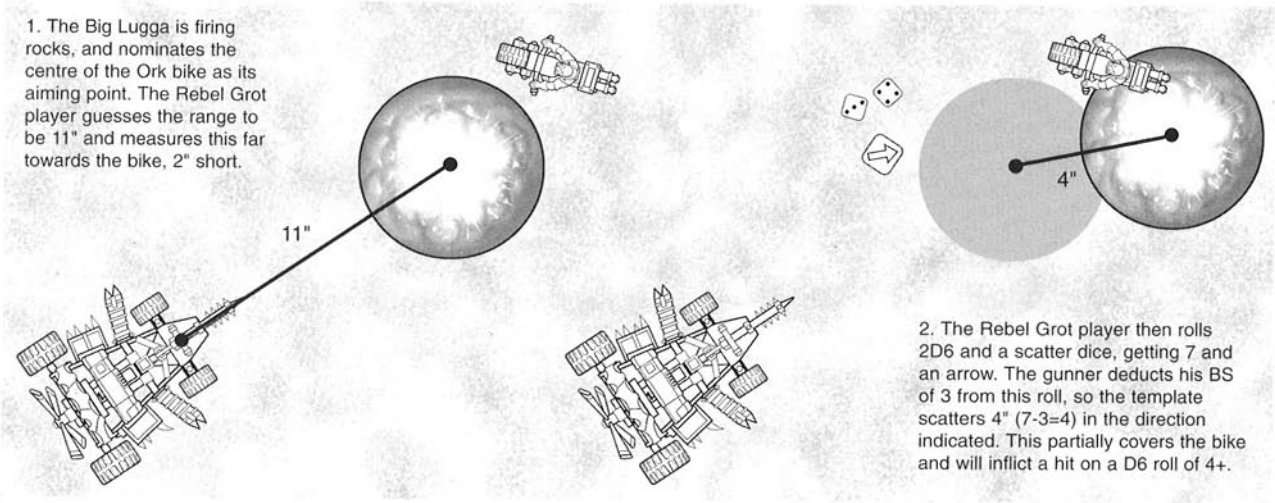
Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
Guess 6-24	–	–	–	4	1	-2	4+

Special: Template, sets on fire.

RIPPA POT:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
Guess 6-24	–	–	–	3	1	0	4+

Special: Template, crew pass Ld test or jump overboard.



VEHICLES

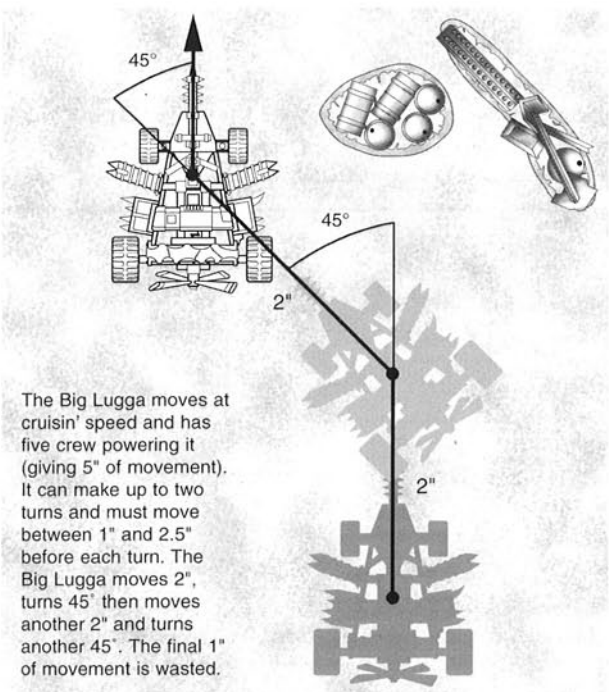
BIG LUGGAS

Big Luggas are the biggest of the two vehicles a Rebel Grot mob can use. They are quite large, some of them are as big as a trukk, and serve as a mobile home as well as transport. Big Luggas are powered by a variety of ingenious contraptions, all of which rely on a similar power source – the crew! Whether it's a row of Rebel Grots turning a massive crank, a huge treadmill or banks of oar-like poles, the Big Lugga relies on its crew to push it across the desert. This is not without risk to the crew though, as they can get dragged into the turning gears or flung overboard by a spinning crank when they are not paying attention!

With the exception of the Movement rules below, a Big Lugga is treated like a trukk. Damage, ramming and all other vehicle rules apply to the Big Lugga unless otherwise stated. A Big Lugga Hit Location Table is provided at the end of this section.

LUGGA MOVEMENT

Like Ork vehicles, a Big Lugga has two types of movement. More accurately, it has two speeds – cruisin' and attack speed. Declare which you are using at the start of the Big Lugga's movement phase.



The Big Lugga moves at cruisin' speed and has five crew powering it (giving 5" of movement). It can make up to two turns and must move between 1" and 2.5" before each turn. The Big Lugga moves 2", turns 45° then moves another 2" and turns another 45°. The final 1" of movement is wasted.

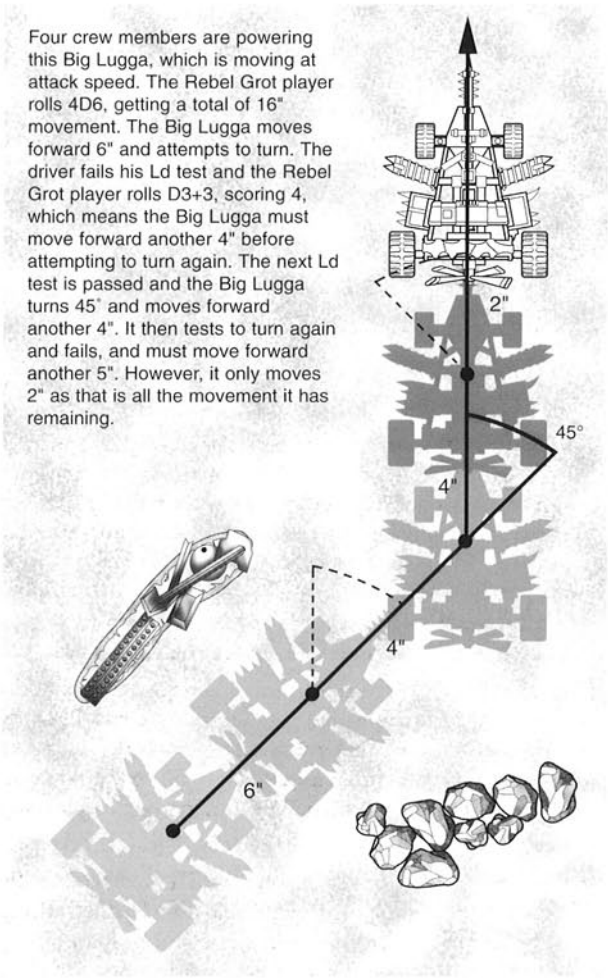
After deciding what type of speed the Big Lugga will be moving at, you must decide how many of the crew are actually powering it. Any number of crew may power the Big Lugga, and the more that are helping, the faster it will go. However, a crew member who is powering the Big Lugga is far too busy doing this to perform any other action such as shooting or fighting in hand-to-hand combat. Pinned models and models who are down may not power the Big Lugga. Any crew not powering the Big Lugga are free to move, shoot and fight as normal.

Cruisin'. When a Big Lugga is cruisin' the crew are not exerting themselves to the full so it will be going slower. A cruisin' Big Lugga can move 1" for every crew member who is powering it. The vehicle may make up to two 45° turns while cruisin', just like a normal vehicle, and must move between 1" and up to half its total movement before each turn.

Attack Speed. With a rousing cheer, the crew bend their backs to the task and the Big Lugga belts across the desert spewing a trail of sand in its wake – this is what it's all about! Roll a D6 for each crew member powering the Big Lugga. The Big Lugga must move this full distance unless it is involved in a ram, collision or crash that would halt further movement, or is immobilised in some other way.

For every 1 rolled, roll another D6 before the Big Lugga is moved. On a roll of a 4, 5 or 6 nothing happens. On a roll of a 1, 2 or 3 a random crew member did not hear the order and is violently thrown from the vehicle as the crank spins round and thuds into his jaw! The Rebel Grot is flung off the Big Lugga D3" in a random direction and will take a Strength 3 hit on a roll of 4+ on a D6. After this has been worked out, the Big Lugga moves a number of inches equal to the total of the dice (including any 1's rolled).

While moving at attack speed the Big Lugga can make any number of turns. However, like a thrusting vehicle, a rapidly moving Big Lugga is very hard to turn. If you wish to turn the Big Lugga, you must pass a Leadership test, based on driver's Leadership. If the test is passed the order is heard above the din and the Big Lugga can turn up to 45°. If the test is failed the Big Lugga must move another D3+3" straight ahead before another turn can be attempted. If the turn is successful the Big Lugga must move another D3+3" forward before it can attempt to turn again.



Four crew members are powering this Big Lugga, which is moving at attack speed. The Rebel Grot player rolls 4D6, getting a total of 16" movement. The Big Lugga moves forward 6" and attempts to turn. The driver fails his Ld test and the Rebel Grot player rolls D3+3, scoring 4, which means the Big Lugga must move forward another 4" before attempting to turn again. The next Ld test is passed and the Big Lugga turns 45° and moves forward another 4". It then tests to turn again and fails, and must move forward another 5". However, it only moves 2" as that is all the movement it has remaining.

SLOW SPEED MANOEUVRES

Rather than performing a normal slow speed manoeuvre, a Big Lugga can be turned by the crew clambering out and manhandling it into position. Instead of moving at attack speed or cruisin', the Big Lugga can be turned up to 45° for every two crew members who wish to push it. Crew who turn the Big Lugga cannot do anything else that turn, and the Big Lugga counts as moving.

CUTTAS

Cuttas are smaller than a Big Lugga, varying between bike and trak-sized. They are used by the Rebel Grots to scout ahead of the main force to recce the lay of the land and locate possible targets. Cuttas rely on their big sail for propulsion and the strength and direction of the wind greatly effects how fast they can go and how well they manoeuvre.

CUTTA MOVEMENT

At the start of the battle, before any models are placed on the board, you must determine the current wind direction. The wind is blowing from the board edge indicated by a roll of the Scatter dice. Roll a D6 at the start of the battle to determine the wind strength.

WIND STRENGTH TABLE

D6 Roll	Wind Strength
1	**Becalmed!** Deduct 2" from all Cutta movement rates this battle.
2-5	**Gusty!** No special rules apply, the wind is just right.
6	**Gale Force!** Roll an extra D6 for movement during this battle. However there is a further -1 modifier for all turning attempts.

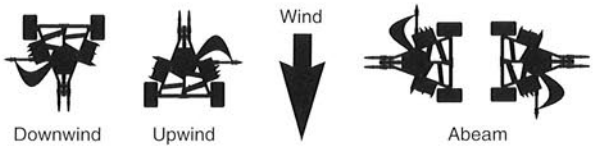
At any point, the Cutta will either be Upwind, Downwind or Abeam of the wind direction depending on its facing in relation to the wind direction. This will affect the Cutta's speed and ability to turn. The diagram below shows how this works.

The deserts of Gorkamorka are open and can get very windy, so a Cutta can pick up a good turn of speed when going in the right direction. However, the strength of the wind will fluctuate over the course of a battle. To represent this, the distance a Cutta can travel is determined by a dice roll, depending upon the direction it's facing at the start of its movement.

Downwind – The Cutta can travel up to 2D6+6" this turn.

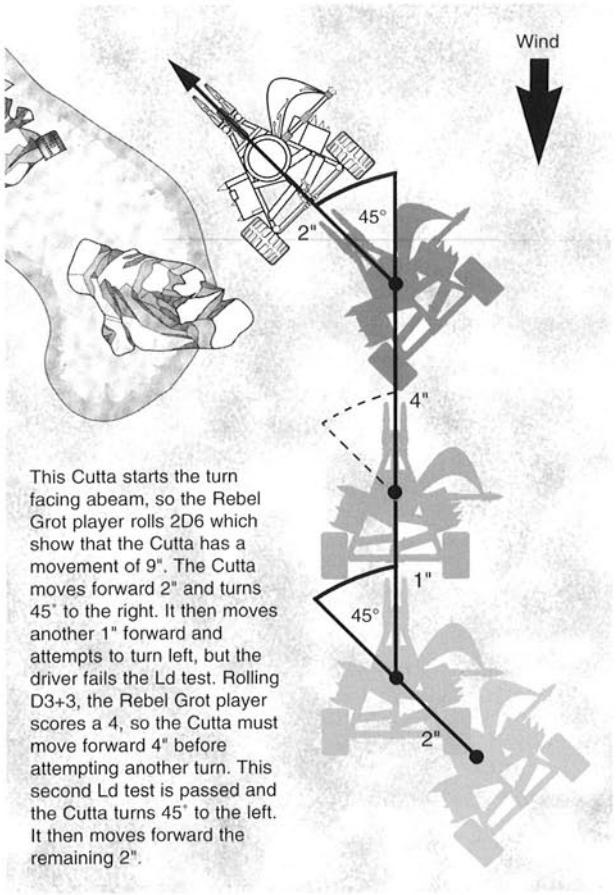
Abeam – The Cutta can travel up to 2D6+3" this turn.

Upwind – The Cutta can travel up to 2D6-3" this turn. Any movement results of 0 or less mean that the Cutta is unable to move this turn.



A Cutta can turn once up to 45° during its movement with no risk. However, if the crew try to turn sharper than this the Cutta could tip over! For second and subsequent turns the driver must take a Leadership test. If the test is passed then the Cutta may turn up to 45° as desired. If the test is failed the Cutta must move forward another D3+3" before it can attempt to turn again.

If the Leadership test ever comes up as a double 1 then the turn has failed terribly and the Cutta flips over. The Cutta takes D6 damage as if it had been involved in a head-on crash and is immobilised on a D6 roll of 4+.



This Cutta starts the turn facing abeam, so the Rebel Grot player rolls 2D6 which show that the Cutta has a movement of 9". The Cutta moves forward 2" and turns 45° to the right. It then moves another 1" forward and attempts to turn left, but the driver fails the Ld test. Rolling D3+3, the Rebel Grot player scores a 4, so the Cutta must move forward 4" before attempting another turn. This second Ld test is passed and the Cutta turns 45° to the left. It then moves forward the remaining 2".

CUTTA RAMMING

Cuttas are small and frail compared to the hulking trukks and buggies of the Orks. For this reason, a Cutta counts as a bike when ramming or being rammed and so will fare badly when ramming or being rammed by larger vehicles.

SLOW SPEED MANOEUVRES

Rather than performing a normal slow speed manoeuvre, a Cutta can be turned by the crew climbing out and manhandling it into position. Instead of moving normally, the Cutta can be turned up to 45° for each crew member who wishes to push it. Crew who turn the Cutta cannot do anything else that turn. The Cutta counts as moving.

GETTING ON AND OFF REBEL GROT VEHICLES

Just like a buggy racing around with its thrusters blazin', it's sometimes more luck than skill trying to jump on or off. If a warrior jumps onto or gets off a Rebel Grot vehicle which has moved more than 6" that turn there's a chance they will painfully bounce off the rocky ground instead of landing on their feet. A warrior who jumps off or onto a Big Lugga or Cutta that has moved more than 6" will stop moving and take a Strength 3 hit if you roll 4+ on a D6. The rules for boarding vehicles apply as normal, as detailed in Da Roolz.

REBEL GROT VEHICLES AND DIFFICULT TERRAIN

Although lighter than Ork trukks and buggies, Big Luggas and Cuttas still get into difficulty when caught in sand drifts and moving around on other hazardous terrain. Every inch of movement a Grot vehicle moves over difficult terrain counts as 2". For example, if a sand dune was 4" wide it would take 8" of movement to cross it fully. This does not affect a Rebel Grot vehicle's ability to turn on the spot by using a slow speed manoeuvre.

SHOOTING AT AND FROM REBEL GROT VEHICLES.

Like a bike racing around at breakneck speeds, a Rebel Grot vehicle moving at full tilt can be hard to hit. If the enemy shoot at a Rebel Grot vehicle which moved more than 6" in its previous movement phase there is an additional -1 to hit modifier. This is exactly like shooting at a vehicle which used its thrusters.

In the same way, Rebel Grots on board a fast moving Big Lugga or Cutta will have their aim jostled by the rattling vehicle. If a Rebel Grot vehicle moves more than 6" any warriors on board suffer a -1 to hit modifier for their shooting, just as if they were shooting from a vehicle that used its thrusters.

CHASING WITH REBEL GROT VEHICLES

Due to the unique way that Rebel Grot vehicles move, the Tailing and Racing rules are slightly different. A Grot vehicle may chase or be chased as normal (by moving within 2" and going in the same direction as the enemy). Each vehicle in the chase uses its own movement system during the movement phase. In effect, the chasing vehicle gets an extra movement phase and any rules apply as normal (declare the number of crew powering a Big Lugga, determine total movement for a Cutta, etc). Each vehicle uses its own Turning rules during the chase, so, for instance, a Cutta chasing an Ork vehicle gets its first 45° turn with no penalty but must test for subsequent turns as normal. Similarly, an Ork vehicle would have to use a combination of its gas engines and thrusters to keep up with a Big Lugga or Cutta. If a chasing vehicle runs out of movement and the enemy moves more than 2" away, the chase ends as usual.

REBEL GROTS IN A CAMPAIGN

Like Ork mobs, Rebel Grots gain experience, teef, injuries and so on over the course of a campaign. Unless stated otherwise Rebel Grots use the Injury and Experience rules as given in Da Uvver Book in Gorkamorka. Over the following pages the rules are detailed for when and how Rebel Grots gain experience advances, earn income and spend their teef.

PERMANENTLY DAMAGED VEHICLES

Rebel Grot vehicles work slightly differently to Orky vehicles and have their own Rebel Grot Vehicles Permanent Damage Table. Any Rebel Grot vehicle which is crippled will automatically suffer permanent damage in the following way.

Roll a D6 for each immobilised vehicle at the end of the game: on a roll of 1 it counts as being crippled, on a 2 or more the Rebel Grots salvage and repair it in time for the next game. If the Rebel Grots bottled out, the vehicle counts as being crippled on a roll of 1-3 on a D6, and on a 4 or more it is recovered and fully repaired. Roll for the fate of any crippled vehicles on the Rebel Grots Vehicle Permanent Damage Table.

FITTING GUBBINS

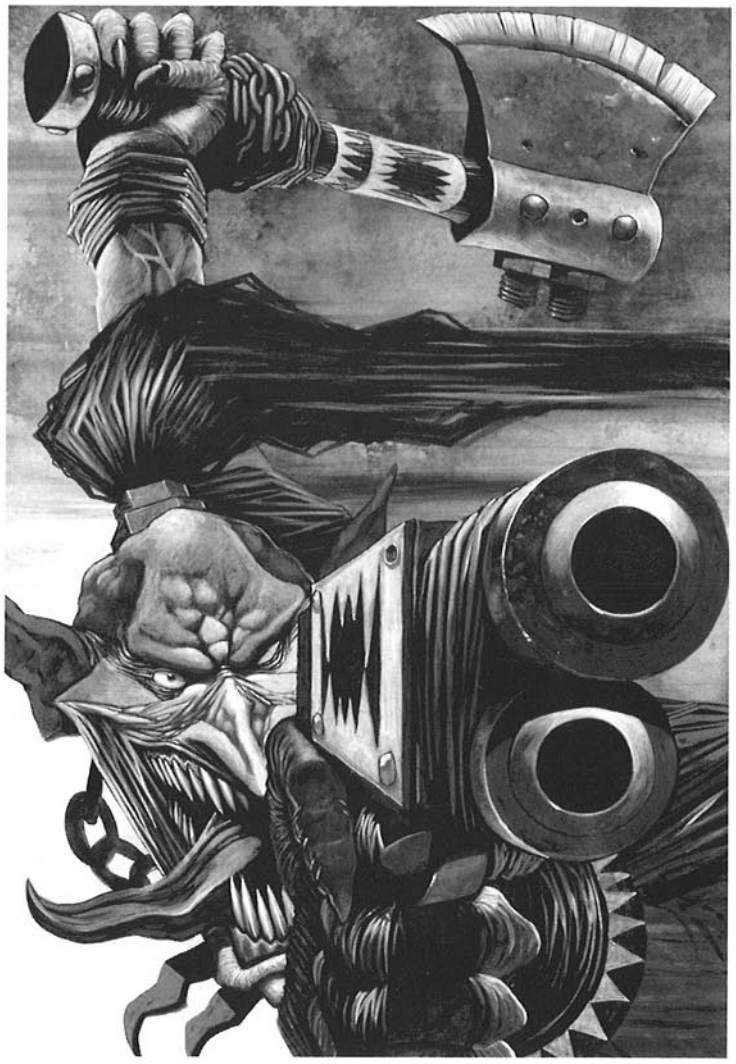
Deep in Skid Row there is a small workshop filled with Grots who have run away from the Meks. Although not as good as a Mek or Spanner, they have picked up a few tricks and tips during their previous careers and between them can fix most damage. A Rebel Grot mob can also take its vehicles to these specialists and ask them to fit gubbins.

Gubbins are fitted exactly as detailed in Da Uvver Book, with the following exceptions. Cuttas are treated like bikes for the purposes of fitting gubbins, so cannot be made extra spiky, have a reinforced ram, wrecker ball or big grabber and since they have no fixed weapon there's no point in getting loadsa ammo. Big Luggas can be fitted with any gubbins except a big grabber – the Grots cannot construct a suitable engine on their own and any Big Lugga trying to pull bits off a speedin' trukk is likely to drag itself over!

SELF-IMPROVEMENT

Although the GRC supposedly treats all Grots as equals, not all Grots treat each other with equal respect. Due to internal politics and the natural need for hierarchy present in Orkoid genetics, even the Rebel Grots of the GRC are not above in-fighting.

Rebel Grots must have fights to change gunners and drivers and suffer from leadership disputes just like an Ork mob. See Da Uvver Book for how to resolve these. Note that if a Head Honcho is deposed he must give up any shootas or kannons he has to the victor, as ordinary Grots aren't allowed these prestigious weapons.



JOINING DA KOMMITTEE

Rebel Grots strive for the day when their grievances will be acknowledged by the Orks and restitution can be attained. However, in the short term most Rebel Grots are more interested in gaining enough real experience to join Da Kommittee. When a Rebel Grot mob reaches a mob rating of 400 or more, its efforts will be noticed by the powers that be and they will retire to the heart of Skid Row to plan the future endeavours of the Revolution and nurture new bands of trusty Rebel Grots.

It is now time for you to start another Rebel Grot mob and continue the great fight for Free Rides For All!

REBEL GROT VEHICLES PERMANENT DAMAGE TABLE

D66	Result
11-13	**DESTROYED.** The vehicle is completely wrecked and cannot be repaired. If one mob bottled out the mob that didn't bottle out gains an extra 2D6 teef for a Big Lugga or 1D6 teef for a Cutta (added to their income) from salvaging the scrap if they leave one of their Boyz to strip it. The Boy left behind can't work the mob's mine after the battle as well.
14-16	**BADLY MANGLED.** The vehicle is not destroyed but has suffered a lot of damage. Roll a further D6 times on this chart. Re-roll any 'Destroyed', 'Improved' and 'Fixed' results. Re-roll duplicate results of 'Captured' and further results of 'Badly Mangled'.
21-22	**ARMOUR WEAKENED.** The vehicle's armour plates are left cracked and bent, or completely missing in some areas. As a result the vehicle's armour is reduced by 1 point on all locations.
23-24	**BUSTED HULL.** The hull is badly mauled, providing less protection than normal. Any rolls on the Hull Damage Table get a +1 modifier.
25-26	**STEERING JAMS.** The vehicle's steering jams in a disturbing fashion at the most inopportune moments. When you take a Leadership test to make a turn or swerve there is a -1 penalty.
31-32	**BONESHAKER.** It's hard to put anything like suspension on a Big Lugga or Cutta at the best of times, and this one bounces about so madly it throws the crew all over the place, giving everyone on board a -1 to hit modifier when they shoot if the vehicle is moving.
33-34	**RICKETY.** The vehicle is falling apart at the seams and would hobble if it had legs. The vehicle's movement each turn is reduced by D3". Roll now to see how much it is reduced by (you don't roll each turn).
35-36	**UNRELIABLE.** The vehicle develops a recurring problem which defies the Grots' efforts to fix it. Roll a D6 before each game. On a roll of 1 the vehicle is playing up and unavailable for the forthcoming battle.
41-56	**FIXED.** It looks a lot worse than it is and with a few extra nails and a lick of paint the Rebel Grots fix the vehicle up as good as new(ish).
61-63	**CAPTURED.** The vehicle is towed away by the opposing mob. You cannot ransom a captured Rebel Grot vehicle, though you can exchange it with any enemy vehicles you have captured as normal. They can only be stripped for parts, yielding 2D6 teef for a Big Lugga and 1D6 teef for a Cutta for the capturing mob. The mob who have lost the vehicle have one chance to recapture their prized transport before it is torn apart, as detailed in the Oddmobz Scenarios section later on.
64-65	**'ARD LOOKING.** The scrapes, bullet holes and scorch marks combine to make the vehicle look really hard. All the warriors on board the 'ard looking vehicle gain +1 to their Leadership for their justifiable pride in it.
66	**IMPROVED!** Once the Grots have given the vehicle a major re-working it looks even better than ever (with lots more shiny nails in it)! All permanent damage suffered by the vehicle in its illustrious lifetime is fixed and has no further effect!

REBEL GROT EXPERIENCE

Rebel Grots gain experience by surviving battles, wounding the enemy and performing other heroic deeds. Starting experience levels for Rebel Grot mob members are:

Head Honcho – 60+D6
Banna Waver – 40+D6
Grots – 20+D6
Snots – 0

The table below indicates when a Rebel Grot has enough experience for a roll on the Rebel Grot Advances Table.

Exp. Points	Title	Notes
0-5	Snot	
6-10	Rebel	
11-20	Rebel	
21-30	Rebel Grot	Starting level for Grots. Snots that reach this level become Grots and add +1 to their Toughness.
31-40	Rebel Grot	
41-50	Rebel Grot	Starting level for Banna Wavers.
51-60	Rebel Grot	
61-80	Revolutionary	Starting level for Head Honchos.
81-100	Revolutionary	
101-120	Revolutionary	
121-140	Revolutionary	
141-160	Revolutionary	
161-180	Revolutionary	
181-200	Revolutionary	
201-240	Extremist	
241-280	Extremist	
281-320	Extremist	
321-360	Extremist	
361-400	Extremist	
401+	Kommittee member	Rebel Grots who reach this level can not advance any further – They just know all the tricks there are!

REBEL GROT ADVANCES

A Rebel Grot who gets an Advance rolls 2D6 on the following table:

ADVANCE TABLE

2D6	Result
2	**Know-wots.** Chose any of the Skill tables and randomly generate a skill from it.
3-4	**Know-wots.** Select one of the standard Skill tables for your mob and randomly generate a skill from it.
5	**'Arder.** Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	**'Arder.** Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	**'Arder.** Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	**'Arder.** Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS
9	**'Arder.** Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	**Know-wots.** Select one of the standard Skill tables and randomly generate a skill from it.
12	**Know-wots.** Choose any of the Skill tables and randomly generate a skill from it.

Like Orks, Gretchin who are mean, aggressive, surly and looking for a fight will increase in size, though at a much reduced rate. For the Grots working in Mektown and running with the mobs, the brutal repression by the Slavers and regular beatings ensure that no matter how experienced a Grot gets, he'll always be a very pale

shadow of an Ork. Rebel Grots, on the other hand, are positively encouraged to get angry and mean and consequently can get tougher then their 'tamed' cousins. The maximum profile for a Rebel Grot is given below. If a characteristic increase would take a characteristic above this level, then you must increase the other characteristic listed for that result. If both are at their maximum you may choose another permitted characteristic to increase by 1 point. If all are at their maximum then treat the advance as a standard Know-wots result.

	M	WS	BS	S	T	W	I	A	Ld
REBEL GROT	4	4	5	3	4	2	6	2	7

The chart below indicates which skills are normally available to the different types of Rebel Grot warriors. Note that Rebel Grots can be become well versed in the art of Boardin'. Only Rebel Grots may take a Boardin' skill, nobody else can (even if they are allowed to choose any skill list they like).

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd	Boardin'
Head Honcho	✗	✓	✓	✓	✓	✓	✓
Banna Waver	✗	✓	✓	✓	✗	✗	✓
Grots	✗	✗	✗	✓	✗	✗	✓
Snots	✗	✗	✗	✓	✗	✗	✗

NOTES ON SKILLS

Rebel Grots benifit from skills as they are detailed in Da Uvver Book, with the following exceptions.

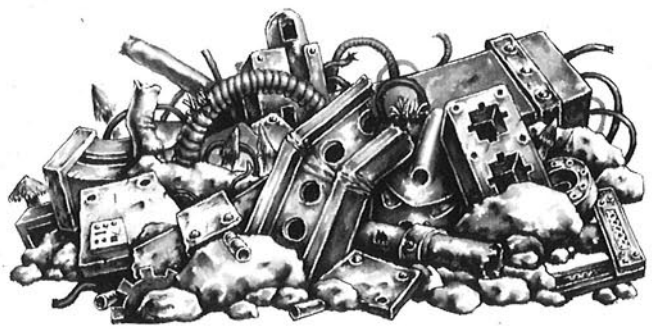
We's Orks: Treated the same except that the shout is "We's Grots!"

Well 'Ard: As it states, only Orks may have this skill. Re-roll if you get this skill for a Rebel Grot.

Skid Start: Re-roll this skill.

'Ow Much?!: Re-roll this skill.

Loota: The Rebel Grot adds +1 toof to the mob's income if he did not go out of action in the battle.



BOARDIN' SKILLS

1D6	Result
1	**Iron Grip.** The Rebel Grot is adept at grabbing onto a vehicle, even when being madly bounced about. If the Rebel Grot fails the Initiative test when boarding an enemy vehicle, you may re-roll *one* of dice.
2	**Follow Me!** The Rebel Grot's daring feats serve as a great example to his fellow revolutionaries, who copy his effective boarding style. If the Rebel Grot successfully boards an enemy vehicle from a Big Lugga or Cutta, any other Rebel Grots on board may add +1 to their Initiative when testing to board the same vehicle that turn.
3	**Cling On.** Despite the enemy's best efforts, it is very difficult to throw this Rebel Grot off a vehicle. If the Rebel Grot is forced off a vehicle for losing a combat, roll a D6. If the score is less than the Rebel Grot's Strength he hangs on and is not thrown overboard.
4	**Surprise Leap.** The Rebel Grot is an expert at jumping onto a vehicle that tries to run him over. If the Rebel Grot successfully dodges a vehicle that is about to run him over, he may board it automatically rather than move aside. The Rebel Grot counts as charging.
5	**Counter-punch.** Good timing is the key to repelling enemy boarders, and this Rebel Grot has got the knack of throwing a punch just as his foes are jumping on board. If the Rebel Grot fights an enemy boarder on the first turn they get aboard, he gains +1 to his Weapon Skill.
6	**Grapple.** The Grot is so dedicated to the cause he will willingly throw himself off a moving vehicle and try to take as many of the enemy with him as he can. At the start of any hand-to-hand combat on a vehicle, the Grot may attempt to drag his opponent off the vehicle. The Rebel Grot automatically falls off as if he'd been beaten. His opponent must roll less than their Strength on a D6 or they fall as well. Both warriors fall D3" in a random direction (roll a Scatter dice for each warrior not both at once) and take a Strength 3 hit on a D6 roll of 4+.

DA WAGES OF REBELLION

It can be a tough existence for a Rebel Grot mob. Living in the desert, foraging to survive and relying upon the goodwill of the Kommittee to provide any additional funds. This is represented by a different income system as detailed below.

REWARDS FROM DA KOMMITTEE

Da Kommittee is supposedly in charge of all the various Rebel Grot mobs engaged in the campaign for tags. It serves as an organising force to ensure that the Rebel Grots have the resources they need to fight for justice. A particularly successful mob will draw more attention for Da Kommittee and may receive a reward in terms of teef for their services.

After each battle, the Rebel Grot Head Honcho reports his mob's endeavours to Da Kommittee and based upon this they will decide how much support the Rebel Grot mob deserves. Rather than rolling a dice for each warrior digging for scrap like an Ork mob, the amount of teef a Rebel Grot mob gains depends upon how successful their last battle was. After each battle the Rebel Grot player counts up the modifiers below. The result is the number of teef added to the mob's hoard. Treat results less than zero as nothing. All the modifiers are cumulative.

LYIN'

It's not unusual for a desperate Head Honcho to bend the truth about his exploits in his quest for more funding. However, if he is caught out he is likely to be severely punished. You may choose to lie about anything you like. Each lie applies to one of the following modifier groups – Winning/Losing, Casualties and Scrap. If a modifier would not normally apply, you may lie and say that it does or if the modifier would normally apply you may lie and say that it doesn't. This means you could say you captured two more Scrap counters than you did or that fewer of your Rebel Grots were taken out of action and so on. You may lie about as many facts as you think you can get away with, but be warned, the penalties for disobedience can be severe!

If you lost and bottled out, but say that you won, this would count as two lies (one to negate the losing modifier and one to negate the Bottlin' out modifier). If you then went on to lie and said the enemy bottled out this would be a total of 3 lies (a heinous offence!).

For each lie, roll a D6. If the score is over the Head Honcho's Initiative he is caught out by some cunning cross-examination and the lie is exposed. If the score is equal to or less than his Initiative then the lie is swallowed totally and he gets away with it. Depending upon the number of lies that are discovered, the Head Honcho will suffer in some way.

LIE DETECTOR TABLE

No. of lies detected	Result
1	The modifier applies (or doesn't apply) as it should do, and Da Kommittee reduces your funding by D3 teef this time.
2	Da Kommittee is displeased by your lack of honesty and thinks you need a quick reminder in the quest for total co-operation between all members of the GRC. Your mob receives no funds this time.
3+	Da Kommittee is mortified by your lack of trust in the system and throw you in da brig to stew over your decision to become a Rebel Grot. Your Head Honcho must miss the next battle and the mob receives no funding this time.



KOMMITTEE FUNDS MODIFIERS

Winning/ losing

+ varies	'Ardboyz bonus (see below)
-1	Lost last battle
-1	Lost last battle because you bottled out
+1	Won last battle
+1	Won last battle as enemy bottled out

Casualties

+1	Every three enemy taken out of action
-1	Every 5 Rebel Grots taken out of action
+1	Each enemy vehicle crippled
-1	Each Rebel Grot vehicle crippled

Scrap

+1	Each Scrap counter captured by the Rebel Grots.

Grots get 1 toof for each scrap couter they have. This also applies to other circumstances when they get D6 teef, such as capturing a fort. Each D6 adds +1 toof to their income for the battle.

Example: *Bommer Snikkit, Head Honcho of the Gretchin Liberators, has just bottled out of a battle against a mob with a lower mob rating. During the battle four Rebel Grots were taken out of action, but they managed to cripple an enemy buggy and take out three mob members before they ran away. The following modifiers apply:*

-1	*Lost last battle*
-1	*Lost last battle because you bottle out*
+1	*Every 3 enemy taken out of action*
+1	*Each enemy vehicle crippled*

At the moment this would give no modifier to the Kommittee Funds dice roll. However, Snikkit decides to lie and say he crippled two enemy vehicles, which would give him a further +1 bonus. His Initiative is 3, and he rolls a 2 so his lie is not spotted. This gives the mob a total income of 1 toof.



'ARDBOYZ BONUS

Rebel Grots receive an 'Ardboyz bonus like other mobs. However, this is added to their roll for Kommittee funds rather than income in general and uses the table below.

Difference In Mob Rating	Bonus For Winning
1-25	+1 toof
26-50	+2 teef
51-100	+3 teef
101-150	+4 teef
151+	+5 teef

SPENDING DA TEEF

There are a number of ways Rebel Grots can dispose of their teef. See the Mektown section of Da Uvver Book and the Rebel Grots in Mektown section later on for details of how to further the cause with your cash. You can also hire new warriors and buy more vehicles from the Rebel Grots at Large list. Rebel Grots never visit the Doc's Serjery – it's just too risky!

REBEL GROTS IN MEKTOWN

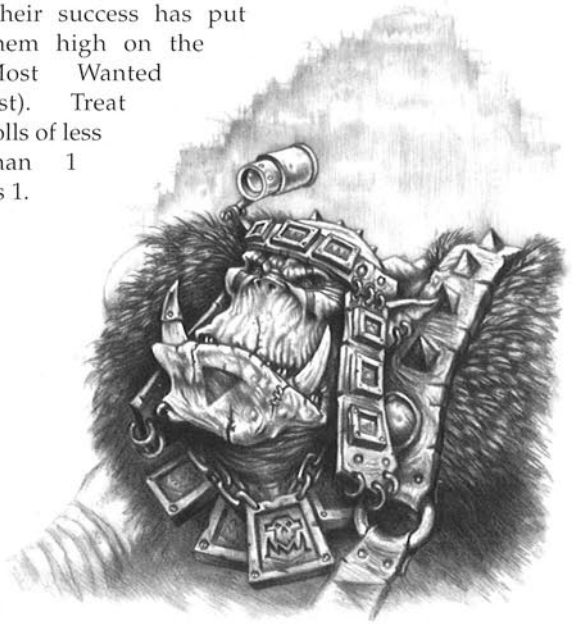
Despite the inadequacies of the tag system, and the Rebel Grots' anger at the Meks who devised it, there are some things only a Mek can do. Rebel Grots must visit the Mek's workshop just like Ork mobs. However, this is fraught with danger. The Rebel Grots have a network of informers and conspirators located in Mektown to help them out, but occasionally something goes wrong and they will be seen for what they are.

DEALING WITH DA MEKS

Rebel Grots must visit the Meks to get their weapons kustomised. However, a Rebel Grot mob cannot take its vehicles to the Meks to be kustomised, or kustomise a weapon mounted on a vehicle. Any Mek who sees a Big Lugga or Cutta being wheeled into his workshop is likely to grab the biggest shoota to hand and start firing!

When you take a weapon to the Mek's to be kustomised the weapon's owner must risk the journey himself. He must use all his wits to fool the Mek into thinking he's on a legitimate errand for someone else. Roll a D6. If the score is less than or equal to his Initiative he's managed to fib his way in and the work is performed as normal (roll on Da Big Day Chart and so on).

If the score is higher than the Rebel Grot's Initiative the Mek is suspicious, roll a D6 on the following table. Deduct -1 from the Suspicious Mek roll if your Rebel Grot mob has a mob rating of 250 or more (their success has put them high on the Most Wanted list). Treat rolls of less than 1 as 1.



SUSPICIOUS MEK TABLE

1D6	Result
1	Your Rebel Grot strolls into the workshop whistling nonchalantly and looking as easy going as possible. The Mek takes the weapon from him and disappears into the back. A moment later, a huge sack is dropped over your Rebel Grot and he is knocked unconscious by a whack to the head. Your mob's informers sadly tell you that his head is now decorating the Mek's wall. Remove him from your mob.
2	Your Rebel Grot can't stop himself from taking the opportunity to daub a suitable slogan on the wall of a back alley. However, just as he's finishing a big Gorker turns up and gives chase. Your Rebel Grot's getaway is not quite as successful as he hoped and he endures several beatings before he reaches the open desert. The Rebel Grot must miss the next battle and suffers a serious injury. Treat a roll of 'Dead', 'Captured' or 'Bitter Enmity' as a 'Full Recovery'.
3	The Mek eyes the Rebel Grot carefully and grunts to himself before vanishing into the workshop. Out of the corner of his eye, the Grot sees one of the Spannerz run of the back door in a furtive manner. Warned, the Grot legs it out of Mektown as fast as possible. Your job is not done, obviously!
4+	The Mek listens to the Grot's tale of running an errand for his Nob with a dubious look in his eye. He performs the work as normal, but adds +1 toof to the cost for a warning, "Never send a runt ta do an Ork's work!"

REBEL GROTS AND OTHER MOBS

Rebel Grots don't get on with anybody. They don't like the Orks for the injustices they inflict upon Grots, they hate the Diggas for creeping to the Orks, and the Muties attack and fight with everybody.

REBEL GROTS AND CAPTIVES

Rebel Grots are quite willing to use their captives as bargaining chips in their quest for justice. Enemy models captured by a Rebel Grot mob may be exchanged or ransomed back as normal. Those who are not will be taken to Skid Row and never seen again. The enemy mob has one chance of recapturing their comrade before they disappear as detailed in the Oddmobs section.

There is one exception to this rule – captured Grots. If a Rebel Grot mob captures an enemy Grot and gets him back to Skid Row, they will attempt to persuade their fellow Gretchin to join the noble cause. The player of the captured Grot should roll a D6 and add the Grot's Leadership. The Rebel Grot player should roll a D6 and add his Head Honcho's Leadership.

If the Head Honcho scores more the Grot is converted to the cause and may be added to the Rebel Grot mob. If the Grot equals or beats the Head Honcho's total they steadfastly refuse to see the Big Lie for what it is and are sent into the depths of Skid Row to further the cause in some other manner.

Rebel Grots who capture vehicles will attempt to get them back to Skid Row and da Enjuneers of the Red Gobbo. Although the ex-assistants will be unable to get the vehicle working as the Mek who built it intended, it is surprising the number of Big Luggas and Cuttas that appear to be based on the knackered chassis of some old Ork or Digga vehicle.

The enemy mob has just one chance to recapture their vehicle just like any other captive after which if they fail, it will be dismantled as described in the 'Captured' description on the Vehicle Permanent Damage Table.

REBEL GROTS AS CAPTIVES

Rebel Grots will never pay a ransom for a captured Rebel Grot, though they don't mind exchanging them for captured members of their own. Rebel Grots who are captured by Orks or Diggas and not exchanged are treated just like any other captives (put to work in the mine or taken to the Pyramids) unless they have over 100 experience points. Rebel Grots with over 100 experience points or Rebel Grots taken captive by Muties may be rescued as detailed in the Oddmobs Scenarios section.



BIG LUGGA HIT LOCATION TABLE

D6	LOCATION/ARMOUR	EFFECT
1	Crew (random member) - 7	A crew member has been hit. If there is more than one warrior on board randomise who is hit. Roll to determine damage. If any warrior goes down from a hit then it will fall off the vehicle and land D3" away in a random direction, suffering another S3 hit on a D6 roll of 4 or more. **If there is no crew on the vehicle then the Hull is hit instead.**

1-3 Stray shot – Roll a D6. If the score is greater than the number of crew then no one is hit. If the score is less than or equal to the number of crew onboard then one of them is hit by shrapnel and takes a S3 hit.
4 Blast – The warrior hit must roll under his Strength on a D6 to stay on board. If he fails the warrior will fall off and land D3" away in a random direction and take a S3 hit on a D6 roll of 4+.
5 Hit by shrapnel – The crewman takes a S3 hit.
6 The model is hit by the weapon as normal or takes a S3 hit in the case of a ram, swipe, rake, crash or collision.

2	Fixed Weapon - 8	A fixed weapon is hit. Roll a D6 to determine damage: **If the Big Lugga has no Fixed Weapon then the Crew is hit.**

1 Big End jammed – The weapon may not fire in the mob's next turn.
2 Luck Nut damaged – The weapon is at -1 to hit for the rest of this battle. If the weapon is a Splattapult deduct -1 from the gunner's Ballistic Skill when determining how far a missed shot scatters.
3 Crank shaft damaged – You must roll 4+ on a D6 every turn to use the weapon.
4-5 Slush Clip destroyed – The weapon may not be used for the rest of the battle.
6 Weapon explodes – S4 hit on the gunner and the weapon may not be used for the rest of the battle.

3	Wheelz- 8	A wheel is hit. Roll a D6 to determine the effect:

1-3 Stutta Nutz damaged – Reduce total distance moved each turn (cruisin' and attack speed) by -1".
4 Boom Spanker bent – The Big Lugga swerves.
5 Crank Fetcha damaged – The Big Lugga spins.
6 Boss Axle destroyed – The Big Lugga spins and is immobilised.

4	Gubbins - 8	If the Big Lugga has any extra bits of kit – such as boarding planks, or whatever, then randomise which is hit. It is damaged for the rest of the battle and cannot be used on a D6 roll of 4, 5 or 6. **If there are no Gubbins on the Big Lugga then the Wurky Bitz are hit.**
5	Hull - 8	The Big Lugga's hull has taken the hit. Roll a D6 for the effect:

1 The hit is absorbed and causes no damage.
2 Driver caught by blast – The Big Lugga swerves away from the hit.
3 Big Blast – The Big Lugga spins.
4 Big 'oles – The Big Lugga's armour on all locations is reduced by -1 for the rest of the battle.
5 'Uge 'oles – The Big Lugga is immobilised.
6 Firewood! – The Big Lugga is crippled. All warriors on board must roll equal to or under their Initiative or take a S3 hit.

6	Wurky Bitz - 9	A crank, connecting gear or other Wurky Bit has been hit. Roll to a D6 to determine the effect:

1 Flog Wheel bent – The Big Lugga lurches forward and immediately moves D6" straight ahead. One random crew member is thrown D3" in a random direction and takes a S3 hit on a D6 roll of 4+.
2 Flog Wheel busted – The Big Lugga may only move at attack speed for the rest of the battle.
3 In da Wurks – One random crew member is pulled into the wurky bitz and takes D3 S3 hits.
4 Gears Sheared – Roll a D6 at the start of each of your subsequent turns. On a roll of 1, 2 or 3 the Big Lugga swerves immediately. It may move as normal later in the turn.
5 Slip Shafted slipped – The Big Lugga spins and is immobilised.
6 Kablang! The wurky bits explode in a shower of cranks and cogs. Every warrior on board is flung D3" away and takes a Strength 3 hit. The Big Lugga is crippled.

CUTTA HIT LOCATION TABLE

D6	LOCATION/ARMOUR	EFFECT
1	Crew (random member) - 7	A crew member has been hit. If there is more than one crew member on board randomise who is hit. Then roll to determine damage. If any warrior goes down from a hit then the model will fall off the vehicle and land D3" away in a random direction, suffering another S3 hit on a D6 roll of 4 or more. **If there is no crew on the vehicle then the Hull is hit instead.**

1-3 Stray shot – Roll a D6. If the score is greater than the number of crew then nobody is hit. If the score is less than or equal to the number of crew on board then one of them is hit by shrapnel and takes a S3 hit.
4 Blast – The model hit must roll under his Strength on a D6 to stay on board. If he fails the model will fall off and land D3" away in a random direction and take a S3 hit on a D6 roll of 4+.
5 Hit by shrapnel – The crewman takes a S3 hit.
6 The model is hit by the weapon as normal or takes a S3 hit in the case of a ram, swipe, rake, crash or collision.

2	Hull - 7	The Cutta's hull has taken the hit. Roll a D6 to determine the effect.

1-2 Driver caught by blast – The Cutta swerves 45° away from the hit.
3 Big Blast – The Cutta spins.
4 Big 'oles – The Cutta's armour on all locations is reduced by -1 for the rest of the battle.
5 'Uge 'oles – The Cutta is immobilised.
6 Firewood! – The Cutta is crippled and all warriors on board must roll equal to or under their Initiative or take a S3 hit.

3	Wheelz - 7	A wheel or track is hit. Roll a D6 to determine the effect:

1-3 Axle naffed – The Cutta immediately swerves 45° away from the shot.
4 Skid Dampas damaged – All Leadership tests to turn or swerve suffer a -1 penalty. Only a natural roll of a double 1 means the Cutta turns over.
5 Rim Shuntas damaged – The Cutta spins.
6 Wazz Cap destroyed – The Cutta spins and is immobilised.

4	Gubbins - 7	If the vehicle has any extra bits of kit – such as boarding planks, extra armour plates etc, then randomise which is hit. It is destroyed on a D6 roll of 4 or more. **If there are no Gubbins on the vehicle then the Hull is hit.**
5-6	Sail - 6	The sail or mast takes the hit. Roll a D6 to determine the effect:

1-2 Holes in sail – All moves are reduced by -1".
3 Big Holes in sail – All moves are reduced by -2".
4 Snag Boom snapped – The Cutta rolls 1D6 less than normal for its movement.
5 Mast bent – The Cutta is okay for now, but roll a D6 at the start of each of your subsequent turns. On a roll of a 1 the mast snaps as detailed below.
6 Mast Snaps – The Cutta is crippled and all warriors on board must roll equal to or under their Initiative or suffer a Strength 3 hit.

VEHICLE DAMAGE

Unless the vehicle is crippled, all damage to it and any weapons mounted on it will be repaired by the mob before the next battle for no cost in teef. If the vehicle is crippled then you have to roll on the Permanent Damage chart after the battle, see the special rules in the Rebel Grots section for more details. Remember that there is also a chance that immobilised vehicles will be crippled as well.

The light was in his eyes. He hated this part, something primal in him always wanted to scuttle away to a dark place whenever strong light was shining on him. Forcing himself to remain calm Gilskab studied his feet carefully. From beyond the light voices murmured, so low that he couldn't hear what they were saying. He had no doubt that they were discussing his Rebel Grot mob's latest raid. It hadn't gone as well as he had hoped, but then again it could have been a lot worse – if he had known that there would be so many of the burly Morkers, he might well have tried to refuse the mission altogether. As it was, the battered remnants of his mob had barely escaped with their lives.

Finally, he looked up sharply when his name was called out. Within the shadowy tangle of girders, it echoed weirdly making it hard to pinpoint the exact source of the voice.

"Gilskab, we wants to know *exactly* why you failed to complete your mission, 'ow come the Orks survived your attack? I 'eard you say dat your ladz would 'ave no trouble dealin' wiv a few stoopid Orks."

Gilskab winced as he heard his own words thrown back at him. It had seemed easy then – ambush a few Orks, wreck a couple of buggies, pick off any stragglers. What could be simpler? He had pulled off a dozen such ambushes in his career. This one had been different. For a start there had been twice as many Orks as he had been expecting. Worse, they had been well armed and ready for trouble. His surprise attack just hadn't surprised them and things had gone downhill from there.

"Weell, furst we cunnin'ly found out which way dey wuz goin' so we could ambush 'em. Den da ladz..."

"As I remember it, we told you where the Orks wuz gonna be." A different voice interrupted him.

"Yer, yer, well, actin' on your instructions, all da ladz laid a ded cunnin' ambush. We wuz up in da rocks see, an when the Orks come round da corner we jump out on 'em and try ta wreck der buggies. Shake 'em up, Orks wivout buggies is like..." Before he could think of a suitable aphorism he was again interrupted.

"You tried to destroy their buggies?"

"Yer, yer course we did." Gilskab was thrown a little by this line of questioning. "I mean, buggies is a... a *resource* innit? We've gotta keep 'em out of da 'ands of the Orks ain't we?"

"Of course, but what you don't unnerstan' is dat dey are a *resource* to us too. Da Kommittee is tryin' to capture buggies an' you are tryin' to blow 'em up!" The voice sounded weary. The sibilant tone and quiet, patient manner set Gilskab on edge. He wished fervently that this was over.

"But we wuz told dat we should always try to, to blow up Orky..."

"Fings *change* Gilskab, fings get decided. That was *den* Gilskab, this is *now*. Revolution don't stand still, you should unnerstand dat if you ever wants to be on da Kommittee."

Gilskab swallowed hard, he was sweating freely, only one hope remained to him. If he wanted to retain favour with da Kommittee and more importantly get enough of a reward to make the whole fiasco worthwhile, then he was going to have to bluff his way through. In fact, he was going to have to drop some absolute whoppers if he wanted to keep any respect. If he was lucky he'd get away with it, if not... Dark rumours were always being passed around concerning the fate of those who'd lied to the Kommittee. Right now he was prepared to believe them all.

"Like I said, we jumped out on da Orks an' wrecked a couple of their buggies, den..."

"How *many* buggies?"

"Er... two, yer two buggies. Den all the Orks piled off an we started shooting at 'em. Furst of all..."

"You sure you wrecked two buggies, Gilskab?"

Beyond the lights, Gilskab thought that he could see the glitter of eyes. He took a deep breath and continued.

"We got two buggies. The furst one blew up so you probably can't see where it was, the second one was towed away by the Orks as dey was runnin' away."

"Da Orks ran away?"

"Oh yeah," Gilskab tried not to think of the Orks dragging his beloved Big Lugga back to Mektown, their whoops of victory receding over the rapidly cooling desert. "Yer dey wuz runnin' away, we nobbled five or six wiv our surprise charge an' da rest legged it. Didn't 'ardly put up a fight."

"Five or six Gilskab? The diff'rence is important."

"Six, yer it wuz def'nitly six. Like I sed, the uvvers didn't 'ang around so we didn't 'ave time to cop any more. As dey legged it da Orks grabbed dere mates and piled 'em on dere buggies..."

"Fort you already blown up dere buggies?"

"Yer well, dey 'ad a couple of uvvers comin' up behind, didn't dey? Da zoggin' wind wuz blowing da wrong way so we couldn't catch 'em an' give 'em a bigger whackin', so we went 'ome."

"And 'ow many of yer ladz wuz 'urt in the raid?"

"Only a couple, lemme see now... Skifnot, Draggit... Yer, only two."

"We are impressed. We must see dat you get your reward. Stay where you are."

Once more the voices dropped to a level where Gilskab could not make them out. He sat there, mortally afraid, he had lied to da Kommittee! Of course, this was nothing new but the enormity of the lies on this occasion were enough to make him truly afraid. Fear came naturally to Gretchin but normally you could run away from it, or hide until it it had passed. This time there was no running away, any retribution would be unavoidable and all the more terrifying for it. After an age, he was spoken to again.

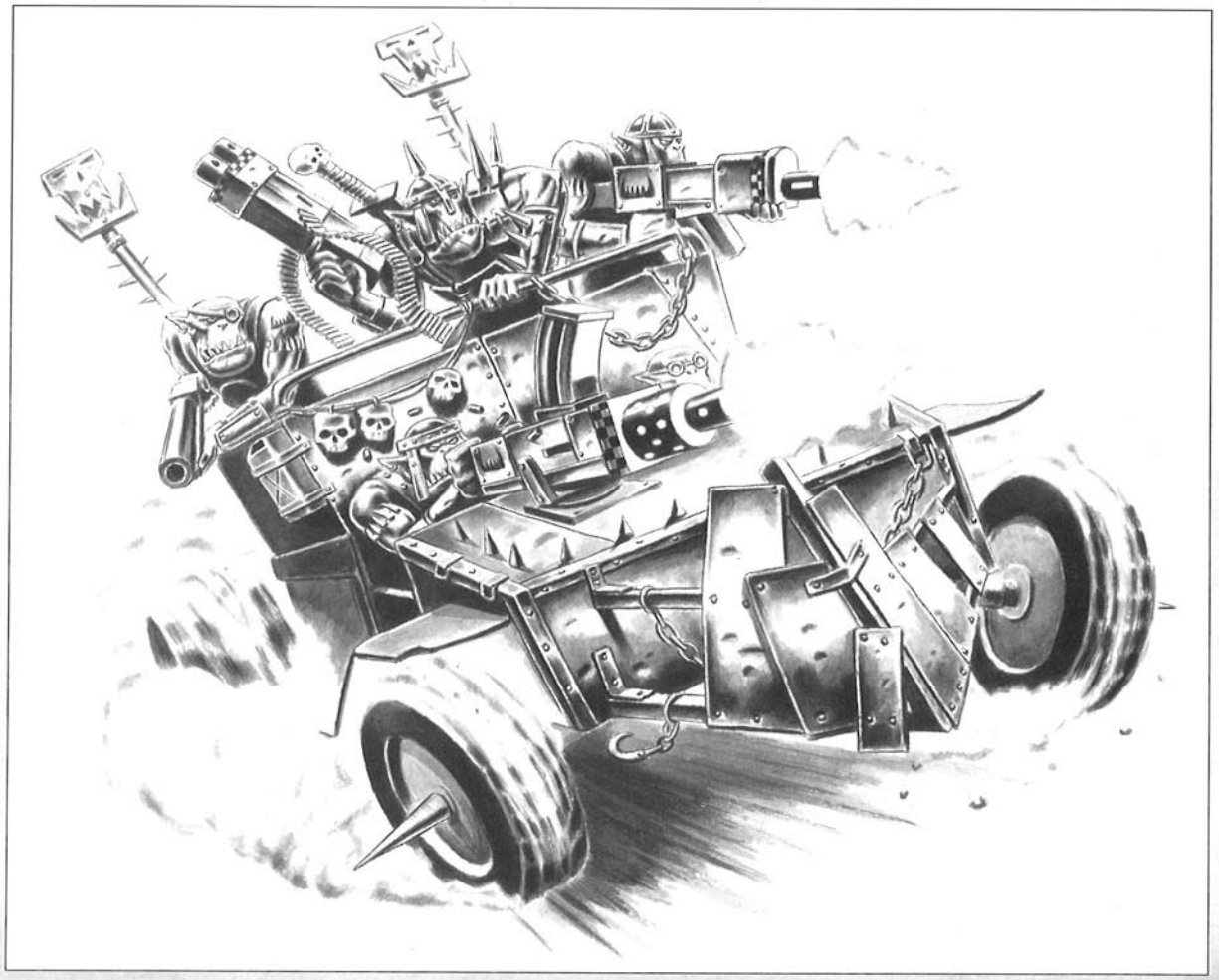
"Gilskab, you are a true 'ero of da Revolution. An inspiration to da Cause."

"I am?" Gilskab could hardly believe what he was hearing. This was truly incredible, he must be a much better liar than even he had thought.

"Nar, only jokin', you're a worthless specimen of a Grot. You mus' fink we're stoopid." The voice had lost its previous menacing tone and was now cackling merrily. Even in his petrified state Gilskab vaguely thought that he recognised it.

"We're goin' to teach you a lesson Gilskab an' you ain't goin' ta fergit it neither. Go on ladz, take him away. You're goin' down, Gilskab!"

Too shocked and dazed to resist, Gilskab felt hands gripping his shoulders as he was led from the room.





MUTIE RAIDERS

Although they are the masters of Mektown and dominate most of the area around the Skid, the vast majority of the world of Gorkamorka lies beyond the Orks' control. There are a few forts scattered into the edges of the Big Uz and no doubt other settlements, grown from spores blown long distances, may exist in the Howling Hills and the volcanic regions to the west. All in all though, the vast expanse of desert is the real badlands of Gorkamorka. It is from these wilderness regions that the Orks' most bitter enemies ride forth bringing war and destruction. These barren wastes are the domains of the Mutie raiders.

BIRTH OF THE MUTIES

The records of the Muties go back a long, long time, many centuries into the past. Like the Diggas, the Muties trace their ancestry to an old race who had mastered the skies and the stars. As the Diggas' forefathers dug deep into the ground, the Muties' ancestors scoured the surface of the world and rode in a huge ship far up in the sky. The Muties' ancestors were not like the Muties at all, but were fair of form, with smooth limbs, happy in their uniformity. Then came the day when the world was wracked with torment, and the primogenitors of the Muties were flung from their lofty realm.

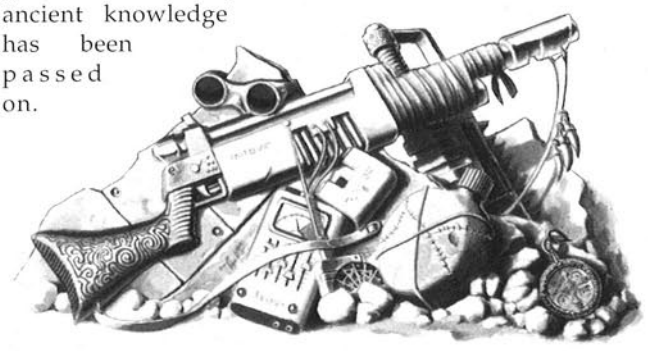
The Muties know what happened to their forebears and it is the main source of their hatred for the Orks. When the Ork hulk was ripped from space and plummeted to the planet's surface, it also brought down the home of the Muties from its place amongst the stars. As the Ork hulk smashed a gouge of destruction through the rocks that now form the Skid, the abode of the Muties ancestors crashed down in the deep desert. Much of it was shattered by the impact but a large portion remained intact, and its inhabitants survived. Stunned they emerged from the wreckage of their home to look upon the world around them and found a dusty wilderness of blazing hot days and freezing cold nights. In their struggle for survival they set about restoring their realm in the face of the savage desert winds and dust storms.

Not only was grit and sand brought across the desert by these gales but also noxious clouds of gases, that were billowing from the wrecked hulk many miles away. Radiation leaked into the planet's atmosphere, spreading like a deathly pall across the desert. Slowly, but increasingly with each passing generation, the Muties' ancestors began to change. Wracked by the virulent mix of radiation and toxic chemicals in the air, the forefathers of the Muties found their bodies warping. Many died, unable to withstand the horrific environment they were born into. Only the strongest survived, but they were hideously altered. Their deformities varied: some had distorted skeletons, extra limbs and eyes, others found their muscle structure mutating or their skin formed into a hard, stone-like layer. As the strong prevailed future generations became more twisted, and soon the fair faces and clean limbs of the ancestors were but a distant memory. When they first saw themselves as Muties nobody can tell, but it was a realisation that brought them much anger and bitterness. What they had lost would scar Mutie society forever.

ETERVIGILA

Throughout the years of mutation, the Muties laboured to restore their dwelling to some semblance of its former power. Using their technical skills they mended the rent plates, re-wired broken circuits and repaired much of the damage caused by the descent through the air and impact on the surface. The name of the dwelling was forgotten but one generation, upon inspecting a new area of their realm, came across its title. Amongst the scorch marks and blast holes dim letter forms could be made out: ETER... VIGILA..., and their base was renamed with its ancient title.

Etervigila has regained much of its former glory. The work of centuries has restored much of its power supply and other systems. Most importantly, the Muties gained access to its huge storage banks of information. Although it is a constant battle to keep the generators working, to maintain the energy conduits and to repair the all too frequent blackouts and short-circuits, the Muties have managed to learn much about Etervigila and other wonders of technology. Through generations of Keepers, this ancient knowledge has been passed on.



New data has been carefully recorded and when possible entered on to the databanks. Old litanies and rites of lore are passed on to the Keepers' apprentices, along with the collections of Scrolls of Wisdom. Through this process of learning, the old ways are kept alive, the secrets of the Muties' forebears remain and their memory is not lost.

THE WAR OF KNOWLEDGE AND RETRIBUTION

Ever since their first contact with the Orks, the Muties have hated the greenskins. Listening to the tales of the hulk's crash, it became clear to the Muties that the Orks were responsible for sending Etervigila crashing down to the planet. Not only had they brought the Muties' ancestors so low, it was the hulk that had corrupted and mutated them down through the centuries turning them into the hideous creatures they are now. This was a crime of unimaginable horror, an act so vile that there could never be peace as long as one Ork remained to stain the world with their presence.

As well as the righteous fight against the Orks, the Muties continue the ancient quest of their ancestors – the search for knowledge. The Muties roam the desert looking for any remnants of their forebears' technology – old assayers, campsites, bunkers and redoubts and any other evidence of their passing. The Keepers record this information and pass it on to their apprentices before handing it on to the Cognoscenti – those who are responsible for running and updating the files inside Etervigila's massive memory banks. This also brings the Muties into conflict with the Orks, as they clash over buried scrap and arcane technology.

THE COGNOSCENTI AND THE QUEST

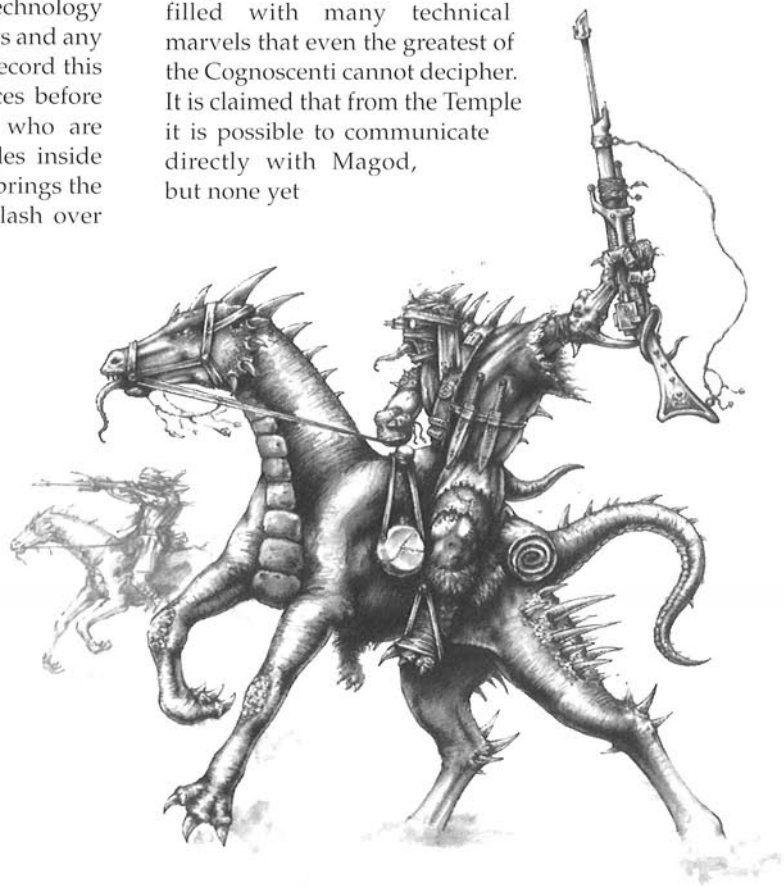
The rulers of Etervigila are known as the Cognoscenti. It is they who maintain Etervigila's vast database and assimilate information gathered by the raiders. The Cognoscenti also choose the Keepers' apprentices and hear the solemn vows when one of their followers takes on the mantle of Seeker. Only the most courageous and strongest of the Muties become Seekers, and it is a position which brings both honour and peril. The Seekers who chant their vows before an assembly of the Cognoscenti are charged with continuing the Quest. It is the Seekers who must encroach upon the Orks' territories, seeking out the antique equipment of the past. It is the Seekers who scour the desert in search of other Muties, for there are bands of scattered brethren who have never heard of Etervigila, who are descended from the same forefathers but were separated from them at the time Etervigila was brought down. It is the Seekers who continue the War of Retribution against the Orks, forever punishing the greenskins for their part in the destruction of the Muties' ancestors and the debasement of their society. Only the bravest attempt the Quest, and only the strongest-willed and most resourceful survive to tell of it.

Those who gain enough renown from the Quest will one day be elevated to the hallowed rank of the true Cognoscenti. They will be initiated into the most secret and ancient rites of the Muties' forefathers and they in turn will rule Etervigila.

MAGOD

Part of Mutie society is their worship of the distant deity, Magod. The lexicons of the ancients tell of this mighty being who rules the stars. They explain how everything comes to pass with its will. The Orks have despoiled Magod's domain and they must be crushed.

At the very pinnacle of Etervigila lies the Temple of Magod. It is a wondrous hall, filled with many technical marvels that even the greatest of the Cognoscenti cannot decipher. It is claimed that from the Temple it is possible to communicate directly with Magod, but none yet



have been found worthy. The Astrath Prophecy, made by the Great Magos Gorvaz, tells of a time when there will be one among the Muties who has the "Enlightened Mind of Magod's chosen". This individual will be able to use the Temple of Magod to ask for aid against the Orks. Magod will come with his vast armies and raze the Orks, Diggas and other foul creatures from the face of the world. At the moment of their triumph the Muties will be restored to their former bodies, cleansed of the Orks' vileness and once again they will ascend into the stars and rejoice in the embrace of Magod. The Muties strive for that great day and their patience is endless.

MUTIE BEASTS

One of the aspects of Mutie belief is the reasons why Magod turned from their ancestors and allowed the Orks to cast them from the heavens. It is believed by the Muties that their ancestors, for all their glorious wisdom and unsurpassable knowledge, had diverted from the path ordained by Magod. In their quest for mastery over machines the ancients had lost sight of their own organic origins. By denying their own existence and shunning all but the machine they offended Magod. Eager not to repeat the mistakes of their forebears, the Muties have restricted their attentions to Etervigila alone. Unlike the unholy Orks they do not seek to construct crude vehicles to carry them around, but rather employ the natural resources they have to hand.

The most common of these resources are Mutie beasts. These come in all sorts of breeds and species. Some are immense monstrosities chained to huge turn cranks, which plod in endless circles all day powering generators to provide Etervigila with power. Then there are the small winged messengers who flutter around Etervigila and to the watch posts in the desert, capsules with messages and orders attached to their legs. The Mutie raiders themselves ride Mutie beasts specially selected by the expert Domestilai trainers for their speed and endurance. A Mutie mounted on such a steed can search far and wide across the desert, even in the noon sun, without pause or need for rest. Mutie beasts are also bred for food and to provide clothing for the Muties, and they form an essential part of modern Mutie culture. A Mutie who does not care for the beasts which support him has a debt upon his honour.

MUTIE TECHNOLOGY

The wisdom of the ancients has been maintained to a very high standard by the Keepers and Cognoscenti. By teaching their apprentices such prayers as the Rites of Construction, the Litanies of Energy and the Paradigms of Maintenance, the Keepers ensure that such knowledge is never lost. As well as this oral record, there are the databanks of Etervigila which grow with every day, amassing secrets that have been lost for centuries. The Keepers themselves also record the data they find on the Scrolls of Wisdom. The oldest scrolls date back to the founding of Etervigila and have been mechanically written onto transparent pages. Others are like slabs with glowing displays that flow with text. Most these days are hand-written upon simple paper or parchment and it is the duty of every Keeper's apprentice to ensure that he has a copy of his master's Scrolls of Wisdom before he can become a full Keeper.

The Muties' technology far surpasses anything the Orks can construct. The ancient ways enable them to construct weapons of immense potential, utilising the power of light, heat and plasma in a way that the Ork Meks will never fully comprehend. The Mutie raiders are provided with these by the Cognoscenti when they embark upon the Quest and the Keeper will maintain and ensure that they are fully operational when needed. As well as guns and hand-to-hand weapons, the Muties construct other devices to aid their fight with the Orks and their quest for the knowledge of the ancients. With each passing year the coming of Magod gets closer and the Muties' knowledge expands. One day, Magod will return and then the Muties will be free.



CREATING A MUTIE RAIDING PARTY

A Mutie raiding party always consists of at least 3 warriors (Muties are all mounted and so don't have any vehicles). To start your Mutie raiding party refer to the Muties On The Loose list at the end of this section. The list explains how much it costs to hire and equip your Mutie raiding party. To begin with you have a total of 100 teef to spend hiring your Mutie raiding party.

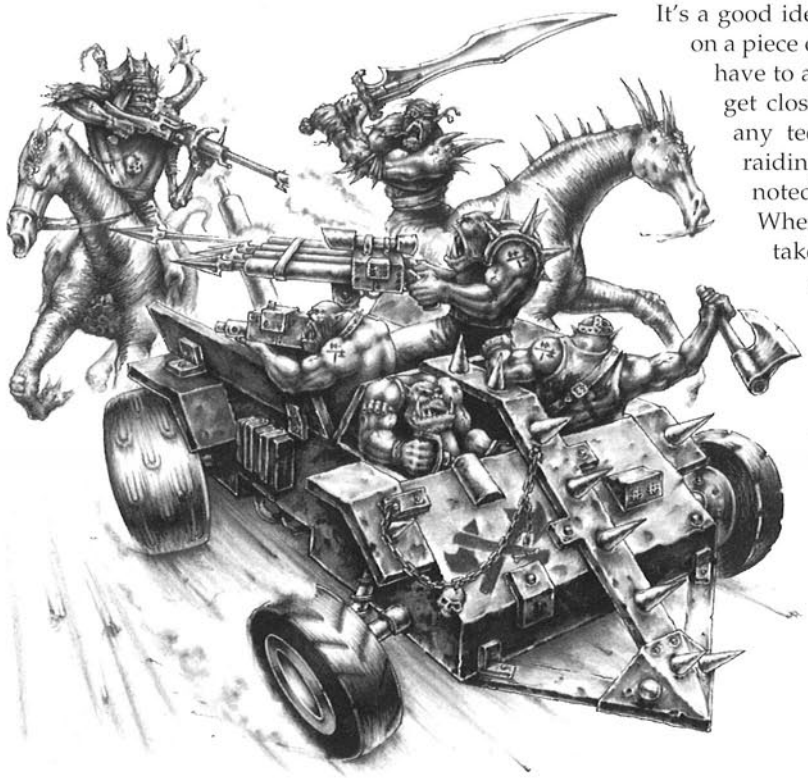
There are four types of Mutie which can be hired: a Seeker, a Keeper, Unks and Snagas. In addition all Muties ride Mutie beasts.

THE SEEKER

Your Mutie raiding party must be led by a Seeker. This model represents the player himself as a true seeker of knowledge and salvation. A Mutie raiding party can only have one Seeker at a time.

THE KEEPER

Your Mutie raiding party must have a Keeper. The raiding party's Keeper evaluates the debris they find and maintains the Muties' weapons. A Mutie raiding party can only have one Keeper.



UNKS AND SNAGAS

To a Mutie there are no distinctions, but the Orks have different names for different Muties. Unks are Muties whose deformities have made them bulkier and more muscled. They are slower than a normal man, but their strength is considerable. Snagas are more human in appearance, and their life in the desert has made them lightning-fast and deadly.

MUTIE BEASTS

All Muties ride on Mutie beasts. Mutie beasts vary considerably in size and appearance, but the most common are horse-sized and possess powerful, whip-like muscles to speed them across the desert.

MUTIE RAIDING PARTY ROSTERS

You'll need a mob roster sheet to write down details of your Mutie raiding party. You'll find blank roster sheets in the Gorkamorka box. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your Mutie raiding party as it changes from game to game.

It's a good idea to work out your Mutie raiding party on a piece of scrap paper first, as you will inevitably have to adjust warriors and weaponry in order to get close to the permitted 100 teef. If you have any teef left over after you have hired your raiding party, then any surfeits is retained and noted down in the box marked 'Teef Hoard'. When you have chosen your raiding party take a mob roster sheet and write down the details of each warrior in the spaces provided.

The rosters provide a record of your Mutie raiding party and it is useful to keep both beside you as you play. During a battle you may wish to make notes on a sheet, to record incidental details such as exploding weapons, flesh wounds, experience earned and such like.

You will need to give your Mutie raiding party a name, and also name all your warriors. We leave it to you to invent suitable names, and you'll find many examples of Mutie names and titles elsewhere.

MUTIES ON THE LOOSE

Before you can start playing you need to choose your Mutie raiding party.

The weapons chosen for your warriors must be depicted on the models used to represent them. The exceptions are knives and grenades, which you can assume are tucked inside clothing or a boot. Obviously, it's well worth considering how you'd like to arm your warriors before assembling the models or buying new ones.

CHOOSING THE MUTIE RAIDING PARTY

The following list is used to hire your initial Mutie raiding party. To start with you have 100 teef with which you must recruit at least three Muties, including a Seeker, plus one or more beasts with sufficient capacity to carry your entire Mutie raiding party. Any teef left over can be added to your 'Teef Hoard' and used later when you get the opportunity.

MUTIES

There are four different types of Mutie mobsters: Seekers, Keepers, Unks and Snagas.

Minimum 3 warriors. A Mutie raiding party must have at least 3 warriors, including its Seeker and Keeper.

Seeker. Your Mutie raiding party must include a single Seeker – always one, never more.

Keeper. Your Mutie raiding party must include a single Keeper – no more than one though.

Unks. Your Mutie raiding party may have as many Unks as you want or can afford.

Snagas. Your Mutie raiding party can have any number of Snagas.

Mutie Beasts. All raiding party members ride a Mutie beast which is included in their cost.

SEEKER

Cost to recruit: 18 teef

The Seeker has gathered his raiding party together to aid him in the ancient holy quest for knowledge and retribution. Through his search for hidden technology and battles against the Orks, the Seeker hopes to gain power and influence which will one day see him rise to the ranks of the venerable Cognoscenti.

	M	WS	BS	S	T	W	I	A	Ld
Seeker	8	4	4	3	4	1	4	1	7(8)

Weapons: You can arm your Seeker with weapons and equipment from the Holy Weapons, Mutie Weapons, Mutie Armour and Grenades lists.

SPECIAL RULES

Leadership. Your leader only becomes a fully fledged Mutie Seeker once he has demonstrated his worthiness and has won a battle. His Leadership then rises to 8 automatically.

KEEPER

Cost to recruit: 12 teef

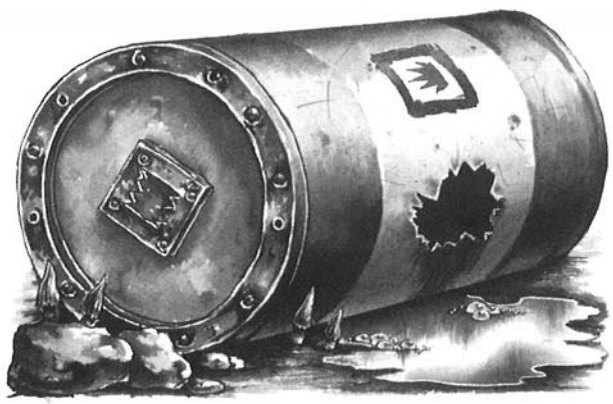
The raiding party's Keeper is responsible for maintaining their powerful weapons and recording any data they gather. Raised from birth as an apprentice, the Keeper is a guardian of the traditions and technological secrets of the Muties and is held in almost as much regard as the Seeker.

	M	WS	BS	S	T	W	I	A	Ld
Keeper	8	4	4	3	3	1	3	1	7

Weapons: You can arm your Keeper with weapons and equipment from the Holy Weapons, Mutie Weapons, Mutie Armour and Grenades lists.

SPECIAL RULES

Weapons Expert. Keepers are experts at maintaining weapons. Your Keeper may ignore the first Ammo test he fails – treat it as if he had passed.



UNKS

Cost to recruit: 10 teef

Unks are very bulky and strong, able to smash even Orks into a pulp. Unfortunately, they tend to be slow-witted and their reactions are not very good.

	M	WS	BS	S	T	W	I	A	Ld
Unk	8	3	3	4	4	1	2	1	7

Weapons: You can arm your Unks with weapons and equipment from the Mutie Weapons, Mutie Armour and Grenades lists.

SNAGAS

Cost to recruit: 10 teef

Snagas are fast, very fast. Their unnaturally improved reflexes make them fearsome opponents in any situation; deadly shots with their rifles and awesome warriors at close quarters.

	M	WS	BS	S	T	W	I	A	Ld
Snaga	8	3	3	3	3	1	3	2	7

Weapons: You can arm your Snagas with weapons and equipment from the Mutie Weapons, Mutie Armour and Grenades lists.

WEAPONS

Each Mutie mobster you recruit can be armed with one or more of the weapons listed below. Some models are restricted in what kinds of weapons they can be armed with, only Seekers and Keepers can use Holy Weapons, for example.

An individual warrior can only carry up to two gunz (Holy Weapons and Mutie gunz). A warrior can also carry any number of hand-to-hand weapons and grenades. All weapons carried must be shown on the model itself and for the purposes of hand-to-hand combat it's assumed that a model is armed with the weapons it is holding unless the owning player declares otherwise at the start of combat.



HOLY WEAPONS

Some weapons are so ancient and sacred, that only the most worthy may use them. These weapons have been carefully maintained since the founding of Etervigila. All Holy Weapons count as gunz and require both hands to use them.

MUTIE GUNZ	TEEF
Fusil	8
Jezail	10

MUTIE WEAPONS

The gunz and weapons of the Muties are highly advanced when compared to the crude shootas and kannons made by the Meks. Their rifles spew bolts of energy that can punch through armour from a distance, while their close combat weapons are often covered in a shimmering force field or whirl with razor-sharp blades.

MUTIE WEAPONS (GUNZ)	TEEF
Arbalast	3
Caliver	4
Arqueba	4

MUTIE WEAPONS (HAND-TO-HAND)	TEEF
Glaive	2
Falchion	3
Demilune	3

GRENADES

Grenades are similar to Ork stikkbombz. Their different design allows them to be thrown more accurately, but they cannot be used in close combat.

GRENADES	TEEF
Frag	4
Krak	6

MUTIE ARMOUR

Mutie armour is constructed to ancient designs, far superior to most Ork armour. Unfortunately this means that it is considerably more difficult to manufacture and maintain.

ARMOUR	TEEF
Cuirass	3
Habergeon	4

MUTIE SPECIAL ROOLZ

MOUNTED MODELS

Muties never, ever use vehicles, preferring to use Mutie beasts for all their needs. The following special rules apply to mounted Muties.

ONE MODEL

A Mutie and his steed always count as a single model for the purposes of shooting, hand-to-hand combat etc, with the exceptions noted below. Any hits are always worked out using the rider's profile – their Toughness, Wounds, etc. The Move characteristic of the Mutie beast have been combined with the profiles given earlier (which is why Muties have a Move of 8).

If a Mutie is taken out of action, remove the whole model – riderless beasts head for the open desert as soon as possible and are rounded up by the Muties after the battle.

A Mutie model that goes down should be laid on its side. The Mutie instinctively holds onto the reins to stop his mount from running off. A downed Mutie can still crawl 2" in its movement phase and follows all the normal rules for being down. If he recovers to a flesh wound he remounts his beast and you should stand the model up again.

MOVEMENT

Mounted Muties move the same way as footer models but use the Mutie beast's movement of 8 instead of their own (since they never dismount, this is included as the Mutie's basic Move characteristic). A Mounted Mutie cannot hide, but can run, charge and set overwatch as normal.

Shooting from a Mount

Mounted Muties have a 90° fire arc to the front just like a footer. Muties are so adept at firing on the move that they may fire even if they run (or rather, when they gallop). However, the shot will not be as accurate and suffers a -1 to hit penalty when galloping.

Shooting at a Mounted Mutie

Mounted Muties are treated just like a footer model for the purposes of enemy shooting, with one additional to hit modifier. A Mutie beast galloping at full speed is very hard to hit, so any model shooting at a mounted Mutie which moved 10" or more in its last turn suffers a -1 to hit penalty, just as if they were shooting at a vehicle which had used its thrusters. As mentioned earlier, any rolls to wound, etc, are worked out using the rider's Toughness and Wounds.

CLOSE COMBAT

Close combat with a mounted Mutie is worked out like any other close combat, using the rider's Attacks, Weapon Skill and so on.

SAVING THROWS

The bulk of a Mutie beast shields its rider from some of the shots directed his way. A mounted Mutie gains +1 to any armour saving throws he makes. If he has no armour, then this gives him an armour save of 6+.

PICKING UP AND CARRYING SCRAP COUNTERS

One disadvantage of riding a Mutie beast is that it is hard to dig a lump of scrap out of the ground from its back. Muties who pick up scrap must therefore dismount, dig up the scrap and then remount. For this reason, a mounted Mutie may only pick up a Scrap counter if he ends his movement in contact with it.

However, Mutie beasts are bred for their strength and can carry burdens much heavier than a Mutie or an Ork. A mounted Mutie carrying a Scrap counter does not have to halve its movement like a foot model. A mounted Mutie may still usually only carry one scrap counter at a time.



FIGHTING WITH VEHICLE CREWS

Muties never, ever dismount in battle, and so cannot usually board vehicles. A Mutie may attack models on a vehicle just like a boarder (charging into the side or rear, testing against Initiative or taking a Strength 3 hit, fighting against one opponent at a time and so on). However, the Mutie does not actually board.

A Mutie fighting a vehicle's driver or crew does not throw warriors off (though remember that a model on a vehicle which goes down will fall off). A Mutie defeated by a model on board a vehicle is moved out of contact in addition to any wounds inflicted. Once the combat is resolved the vehicle may move away as normal in its next movement phase (it cannot attempt to sideswipe the Mutie whilst moving off in this fashion, even though the vehicle moves within 2" of the model).

Muties may disengage in any of their movement phases by riding out of contact with the vehicle.

MUTIES AND FORTS

Muties cannot attempt to climb a fort wall. When Muties attack a fort they either ride around it shooting all the defenders or they use their powerful weapons to blow a hole in the gate and then storm in.

DRIVING OFF MUTIES

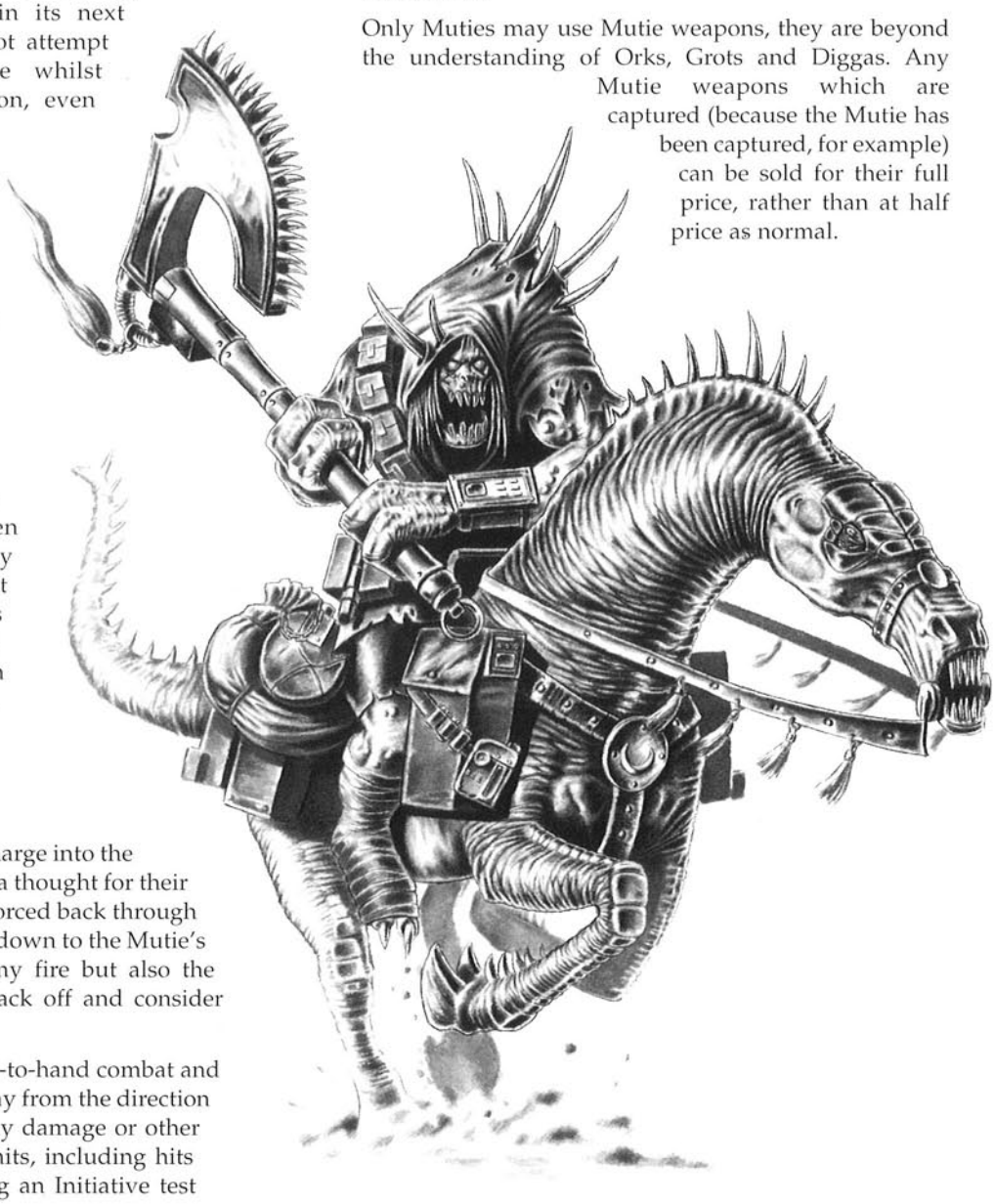
As happy as a Mutie is to charge into the gunz of the enemy without a thought for their own life, they may still be forced back through weight of fire. Partly this is down to the Mutie's steed retreating from enemy fire but also the Mutie himself may well back off and consider another route of attack.

A Mutie who is not in hand-to-hand combat and takes a hit is driven D3" away from the direction of the hit, in addition to any damage or other effects. This applies to all hits, including hits taken from shooting, failing an Initiative test for attacking a vehicle and so on. This does not affect the Mutie's ability to move or fight in any way but does make it possible to hold off the determined attack of a Mutie raiding party by sheer weight of fire.

MUTIE WEAPONS

Muties use their own unique weapons, manufactured using ancient technology in the heart of Etervigila with techniques that have been passed on since the settlement's founding. Mutie weapons are highly advanced in comparison to Ork weapons, and utilise energy in a way that the Mekboyz have yet to fully understand.

Only Muties may use Mutie weapons, they are beyond the understanding of Orks, Grots and Diggas. Any Mutie weapons which are captured (because the Mutie has been captured, for example) can be sold for their full price, rather than at half price as normal.



MUTIE GUNZ

The following weapons are all classed as gunz and so must be used with two hands.

ARBALAST

The Arbalast is linked to a special generator backpack with a bundle of cables. This additional power gives its bolts of dazzling energy a prodigious punch.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
12	24	+1	0	4	1	-1	4+

CALIVER

The Caliver fires a constant beam of energy which can be used to concentrate on a single target or slice through several opponents close together.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
12	18	+1	0	4	1	-2	4+

Special: One Sustained Fire dice.

ARQUEBA

The Arqueba is very powerful, but fairly short-ranged. However, this is a minor concern to a mounted Mutie who can speedily ride into range and loose off a shot of blazing energy before withdrawing to make another hit and run elsewhere.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	12	+2	-1	5	1	-3	6+

FUSIL

The fusil fires a ball of energy which explodes violently when it impacts with the target, causing horrendous damage to everything nearby.

Special Rules

Blast. The energy projectile of a fusil explodes over a wide area on impact and may affect several of the enemy and cause horrendous damage to a vehicle. The fusil uses the Blast template included in Gorkamorka for stikkbombz, centred on the target model or scattering if the shot misses just as described for stikkbombz. Any models wholly under the template are hit automatically and any partially under will be affected on a D6 roll of 4+. Like a stikkbomb or scorcha shot, a fusil will inflict D3 hits on a vehicle which takes a full on hit.

The Stikkbombz Wild! rules do not apply to fusils – any roll of a HIT and a MISFIRE means the shot is a dud and the Mutie must take an immediate Ammo test.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
12	18	+1	-1	4	D3	-1	4+

Special: Blast.

JEZAIL

The jezail is an immensely powerful weapon, but suffers from overheating and is prone to jamming or even exploding when used too frequently. It works by storing up a charge of plasma energy, which it can then release in a single huge burst or syphon off smaller amounts to fire a salvo of energy bolts.

Special Rules

Two fire modes. The jezail can be fired in two ways, announce which you are using before rolling to hit. A jezail can be fired on autofire or overload, each of which is dealt with slightly differently. Whichever fire mode is used, the jezail must recharge for one turn after firing, during which it cannot be used. However, the recharge is automatic (unlike reloading a six-shoota, for example) and does not prevent the Mutie from firing another weapon or fighting as normal.

Autofire. On autofire, the jezail spews forth a volley of smaller plasma bolts, which can be trained onto one target or directed at a group of foes.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	24	+1	0	4	1	-1	4+

Special: One Sustained Fire dice. One turn recharge.

Overload. On overload, the jezail uses all its prodigious energy in one immense blast. The jezail uses the Autofire rules as normal. Whenever you take an Ammo test for a jezail on overload (whether you rolled a six to hit, or a Jam on the Sustained Fire dice), the following rule applies. If you roll a 1 for the Ammo test then the jezail automatically explodes – do not take another Ammo test as described in Da Clevver Stuff section of Da Roolz. An exploding jezail inflicts a Strength 6 hit on the Mutie carrying it and cannot be used for the rest of the battle (but will be repaired free of charge by the time the Muties fight again).

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	24	+1	0	7	1	-2	4+

Special: One Sustained Fire dice. May explode. One turn recharge.



MUTIE HAND-TO-HAND WEAPONS

GLAIVE

A glaive takes many forms, sometimes a sword, often an axe. The linking feature is the chain of whirling blades which chew through flesh and bone and cause terrible damage, even from a glancing hit.

Special Rules

Horrendous damage. You may roll one extra dice to determine the injury if you reduce an opponent to 0 Wounds with a glaive. You always roll one extra dice, regardless of the number of wounds inflicted. For example, if you wounded an opponent with one Wound three times, you may roll four dice to work out injuries.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	As User +1	1	varies	N/A

Special: Roll one extra Injury dice.

DEMILUNE

A demilune is a long-hafted weapon with two powered blades, one at each end of the haft pointing in each direction. A skilled warrior can cut down a swathe of foes with swinging attacks.

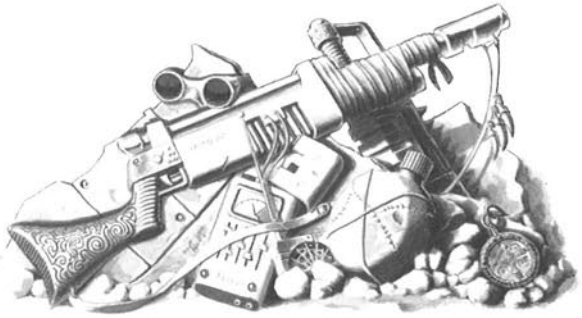
Special Rules

Two hands. A demilune requires two hands to use in close combat.

Secondary attackers. Second and subsequent attackers get no extra dice or bonus to their combat score when fighting a warrior armed with a demilune.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	As User +1	1	varies	N/A

Special: No secondary attacker bonus.



FALCHION

The falchion has an extremely long blade, both edges honed to a monomolecular edge and covered in a power field. It can slice through armour and living tissue with a single stroke and its size allows the wielder to fend off the blows of the enemy.

Special Rules

Blocking A Falchion. A falchion can be used to make a block, just like a shield. If your opponent is armed with a shield, then neither fighter may block. However, your opponent must roll a D6: on a roll of a 1 the shield is damaged by blocking the falchion and cannot be used for the rest of the battle.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
close combat		–	–	As User +1	1	varies	N/A

Special: Special Block.

MUTIE ARMOUR

CUIRASS

The cuirass is a solid breastplate which can deflect shots and absorb close combat blows. Its unique shape deflects hits away from the wearer, harmlessly dissipating their energy.

A cuirass provides a saving throw of 6 on a D6.

HABERGEON

A habergeon is the most extensive form of armour worn by Muties. It consists of a breastplate linked to arm and leg greaves and often has additional armour plates over the joints. Its bulk is offset by using the lightest materials to hand so that it does not encumber the wearer.

A habergeon provides a saving throw of 5 or 6 on a D6.

MUTIE GRENADES

Muties use grenades instead of stikkbombz. Grenades are round rather than club-like, and the Muties have perfected a particular over-arm style of throwing them which enables the thrower to lob a grenade with considerable accuracy. Grenades follow all of the rules for stikkbombz, with the following exceptions.

Greater Accuracy. If a Mutie misses with a grenade you may re-roll the Artillery dice to see how far it scatters (as usual, the second roll counts, even if it's worse).

No Close Combat. Unlike stikkbombz, grenades don't have a large handle to use them like a club, so they cannot be used as a close combat weapon.

MUTIES IN A CAMPAIGN

Muties fight, earn experience and improve over several battles, just like any other mob. The following pages show how Muties earn advances, hire new fighters and improve their weapons.

USURPING POWER

One of the perils of the Quest is the need for a Seeker to constantly prove his worthiness to the Cognoscenti. If one of the Seeker's raiders feels they have more of a right to fulfil the Quest they will take their grievances to the Cognoscenti, who will then order a trial to decide who has the greater claim. Keepers will never challenge for leadership of the raiding party.

Any other Mutie whose Leadership goes above that of the Seeker will face them in a trial. Roll a D6 on the Trial table to see which trial is ordered by the Cognoscenti.

The winner of the trial becomes (or continues as) the Seeker. The old Seeker must give any Holy Weapons he has to the new Seeker and for all intents and purposes is just an ordinary Mutie. If a deposed Seeker's Strength is higher than his Initiative he counts as an Unk for the purposes of further skills, otherwise he is a Snaga. The new Seeker is treated like a Seeker for all new skills from then on.

If there is more than one challenger after a battle, the challengers must contest with each other first. The winner then goes on to challenge the Seeker for leadership of the raiders (this will happen after the next battle in the case of Trials by Fire or Blood).

ACHIEVING ENLIGHTENMENT

A raiding party having trod the path of enlightenment, endeavour and vengeance will eventually achieve the recognition of the Cognoscenti. Their acts of valour for the Mutie cause will be rewarded and the raiding party members will be promoted to positions of authority within the organisation of the Muties. A Mutie raiding party with a mob rating of 400 or more has achieved this goal and is retired from the campaign.

You can now start afresh with a new raiding party, and seek to eclipse the achievements of your first raiding party with the blinding glory you will attain this time!



TRIAL TABLE

1D6	Trial Type
1-2	**Blood!** Muties must demonstrate their dedication to Magod with the blood of their foes. Keep a track of the number of enemy warriors put down and out of action in the next battle by the contenders. An enemy who is put down scores 1 honour, a warrior put out of action counts 2 honours and an enemy who later turns out to be dead is worth 5 honours. The warrior with the most honours at the end of the battle wins the Trial by Blood.
3-4	**Fire!** The Muties must prove their worth in the next battle. The Mutie who gains the most experience points from the next battle has won the trial. During the next battle the current Seeker counts as the leader and it is his Leadership that is used for any Bottle tests etc unless he is down or off the table. If the Leader is down or not present (most likely out of action) at the end of the battle and the Muties have won, then the challenger gets the +10 experience points bonus for winning instead of the Seeker.
5-6	**Shooting!** Each Mutie must prove their accuracy with their chosen weapon. If the Mutie has no ranged weapon then they are given one of their choice for the duration of this trial. Each Mutie must attempt three shots at different targets. The first is a standard shot against a target 12" away. The second is a target 12" away whilst the Mutie is galloping past (normally -1 to hit). The third is at a small target (-1 to hit), 12" away on the gallop (usually another -1 to hit for a total of -2). Each Mutie gets 1 point for every hit. The Mutie with the most hits is the winner. If the scores are drawn the target is moved 6" further away and the trial begins again.

MUTIE EXPERIENCE

MUTIE EXPERIENCE

Muties gain experience just like other mobs, by wounding the enemy, damaging vehicles and surviving battles. The starting experience levels for different Muties are as follows.

Seeker – 60+D6

Keeper – 60+D6

Unks – 20+D6

Snagas – 20+D6

The table below indicates when a Mutie has earned enough experience for a roll on the Mutie Advances table.

Exp. Points	Title	Notes
21-30	Mutie	Starting level for Unks and Snagas.
31-40	Mutie	
41-50	Mutie	
51-60	Mutie	
61-80	Avenger	Starting level for Seekers and Keepers
81-100	Avenger	
101-120	Avenger	
121-140	Avenger	
141-160	Vindicator	
161-180	Vindicator	
181-200	Vindicator	
201-240	Nemesis	
241-280	Nemesis	
281-320	Nemesis	
321-360	Nemesis	
361-400	Nemesis	
401+	Loremaster	A Mutie that reaches this level cannot advance any further – his training is now complete.

MUTIE ADVANCES

A Mutie that gets an advance rolls 2D6 on the following table:

2D6	Result
2	**Know-wots.** Chose any of the skill tables and randomly generate a skill from it.
3-4	**Know-wots.** Select one of the standard skill tables for your raiding party and randomly generate a skill from it.
5	**'Arder.** Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attack.
6	**'Arder.** Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS.
7	**'Arder.** Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	**'Arder.** Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS.
9	**'Arder.** Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	**Know-wots.** Select one of the standard skill tables and randomly generate a skill from it.
12	**Know-wots.** Choose any of the skill tables and randomly generate a skill from it.

The maximum profile for the different types of Mutie is given below. If a characteristic increase would take a characteristic above this level, then you must increase the other characteristic listed for that result. If both characteristics are at their maximum you may choose another permitted characteristic to increase by 1 point.

MAX. VALUE	M	WS	BS	S	T	W	I	A	Ld
Seeker/ Keeper/Snaga	8	6	6	4	4	3	7	3	10
Unk	8	6	6	5	5	3	6	3	10

The chart below indicates which skills are normally available to the different types of Mutie warriors. Note that Muties do not have Driving skills as they have no vehicles, but instead are well-practiced at Riding. Only Muties may take a Riding skill, no-one else can (there's no point, since nobody else rides Mutie beasts...).

	Muscle	Ferocity	Riding	Cunnin'	Dakka	Odd
Seeker	✗	✓	✓	✓	✓	✗
Keeper	✗	✗	✓	✓	✓	✓
Unks	✓	✓	✓	✗	✗	✗
Snagas	✗	✗	✓	✓	✓	✗

SKILLS NOTES

With the following exceptions, Muties benefit from skills exactly as written. The exceptions are: *Well 'Ard* (Ferocity skill), *Gotcha!* (Ferocity skill), *'Ow Much?!* (Cunnin' skill), *Bommer* (Dakka skill), *Tinkerer* (Odd skill) and *Back Seat Driver* (Odd skill).

Well 'Ard. The Mutie's many scars and mutations are a fearsome sight, even for an Ork. A Mutie with this skill causes *fear* as described in Da Roolz. If a Mutie that causes *fear* for any reason (such as a set of impressive scars) gets this skill then they cause *terror* – the Mutie is such a horrific sight even the boldest warriors flee from him.

Gotcha! Re-roll this skill.

'Ow Much?! Re-roll this skill.

Bommer. This applies to grenades rather than stikkbombz, otherwise the skill applies as normal.

Tinkerer. Re-roll this skill.

Back Seat Driver. Re-roll this skill.



RIDING SKILLS

1D6	Result
1	**Master Rider.** The Mutie and his steed act with a single mind, dodging enemy vehicles and leaping onto the foe with fluid grace. A Mutie with this skill may re-roll any tests against Initiative, including dodging rams, attacking vehicles, etc. The second roll stands.
2	**Expert aim.** The Mutie is highly adept at firing whilst on the move and can pick off targets even from the back of a galloping Mutie beast. The Mutie does not suffer the normal -1 to hit when shooting whilst galloping.
3	**Sweeping blow.** Fighting from the back of a Mutie beast gives a warrior a distinct advantage, which this Mutie exploits to the full. When the mounted Mutie fights against a model on foot he may add +1 to his combat score, in addition to any other modifiers.
4	**Pounce.** The Mutie has developed a unique style of attacking vehicles. Bunching its muscles, his Mutie steed leaps high in the air and lands slap-bang in the middle of the enemy, clawing and biting. The Mutie may board an enemy vehicle just like a foot model!
5	**Evade.** The Mutie's an expert at ducking behind his mount's thick hide to avoid being shot. This Mutie gains a +2 to his armour saving throw when mounted instead of +1 (for a basic 5+), but only against shooting hits. He does not get this bonus against close combat hits.
6	**Hit and Run.** This Mutie is adept at charging into combat, striking the enemy and then riding on before their foe can fight back. The Mutie may make sideswipe attacks at models he passes within 2" during his movement. This is exactly the same as a vehicle sideswipe, so the target can dodge the blow by testing against their Initiative and will suffer a S3 hit if they fail. The Mutie may do this during normal movement or while running, but not during a charge.

GOING TO ETERVIGILA

Muties do not trade in the same way as other mobs. The scraps of technology and data they can find in the desert are taken back to Etervigila and handed over to the Cognoscenti. In return the Cognoscenti will reward the Mutie raiders with better weapons and equipment. The form of this reward varies, from new weapons and equipment to upgrades for existing weapons.

INCOME

To represent the amount of tek the Muties have uncovered, they use an income method similar to other mobs. However, rather than actual currency, the amount of teef a Mutie raiding party has represents how much influence thay have gained with the Cognoscenti and how well supported their efforts are. We have used 'teef' as this is a term already familiar to Gorkamorka players, but you may like to think of it as 'renown', 'fame', 'favours' or some other name.

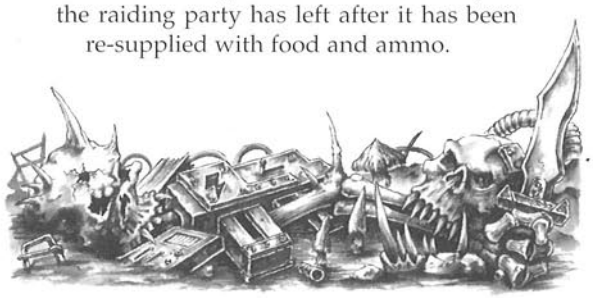
THE ETERNAL SEARCH

Whenever Muties set out on a raid, they will also locate caches of hidden tek. Much of this lies deep in the Big Uz, out of reach of the Orks and Diggas. Every Unk and Snaga generates 2D6 teef worth of income after every battle as they scour the desert before returning to Etervigila. Warriors who went out of action are recovering from their wounds and may not scavenge for scrap. Keepers and Seekers do not search for scrap.

TRADING SCRAP

Like Ork Meks, the Cognoscenti are forever grateful to those who bring them pieces of arcane technology for them to study and use in the rebuilding of Etervigila. In game terms, this means every Scrap counter the Mutie raiding party has earns them an extra D6 income as usual.

Once you have the income total for the battle, reference this on the following chart to see how many 'teef' the raiding party has left after it has been re-supplied with food and ammo.



	NUMBER OF MUTIES IN RAIDING PARTY				
INCOME	**1-3**	**4**	**5-6**	**7**	**8+**
0-2	2	2	1	1	0
3-5	4	3	2	1	1
6-8	5	4	3	2	1
9-12	6	5	4	3	2
13-23	8	6	5	4	3
24-38	10	8	6	5	4
39-47	12	10	8	6	5
48-57	14	12	10	8	6
58+	15	14	12	10	8

'ARDBOYZ BONUS

As well as the search for ancient technology, the Muties are also engaged in a vengance war against the Orks and Diggas. The Cognoscenti will heavily reward a Mutie raiding party who strikes a large blow for the war effort by defeating a powerful enemy mob.

If a Mutie raiding party defeats a mob with a higher mob rating it earns a bonus to its income as shown on the chart below. This is added to the raiding party's income, not its profit.

Difference In Mob Rating	Income Bonus For Winning
1-10	+1
11-15	+2
16-20	+3
21-25	+4
26-50	+5
51-75	+10
76-100	+15
101-150	+20
151+	+25

SPENDING DA TEEF

Teef earnt by the Mutie raiding party can be spent on hiring new fighters, upgrading weapons and buying new weapons as detailed over the next few pages.

HIRING NEW WARRIORS, BUYING WEAPONS AND EQUIPMENT

After a battle, a Mutie raiding party may spend its teef hiring new fighters and buying weapons and armour from the weapon lists given earlier. This is done as normal – deduct the teef cost of the new fighter or weapon from your hoard and add the acquisition to your raiding party.

As well as these, once a Mutie raiding party has returned from its first battle it gains access to a wider range of equipment. It may buy any of the equipment listed below. Any Mutie warrior may have this equipment and there is no limit to the amount of equipment one warrior can carry. Like Mutie weapons, Mutie equipment can only be sold on for teef by other mobs and cannot be used. A Mutie may carry any number of pieces of equipment.

EQUIPMENT	TEEF COST
Binox	3
Grip-net	2
Stranglehook	4
Pharmacopaeia	5
Surveyor	2
Obliviator	4 (one use)
Strobor	3
Reload	Half weapon cost (rounding up)

Binox. Binox take many shapes but their basic function remains the same – to enable the user to see long distances. A raiding party equipped with several binox can keep track of each other more easily and come to each other's aid in times of need.

Binox are used if the warrior is off-table and will arrive later as reinforcements because of the scenario being played. Binox allow the warrior (and the group he is with) to add +1 to any rolls to see if they turn up or not.

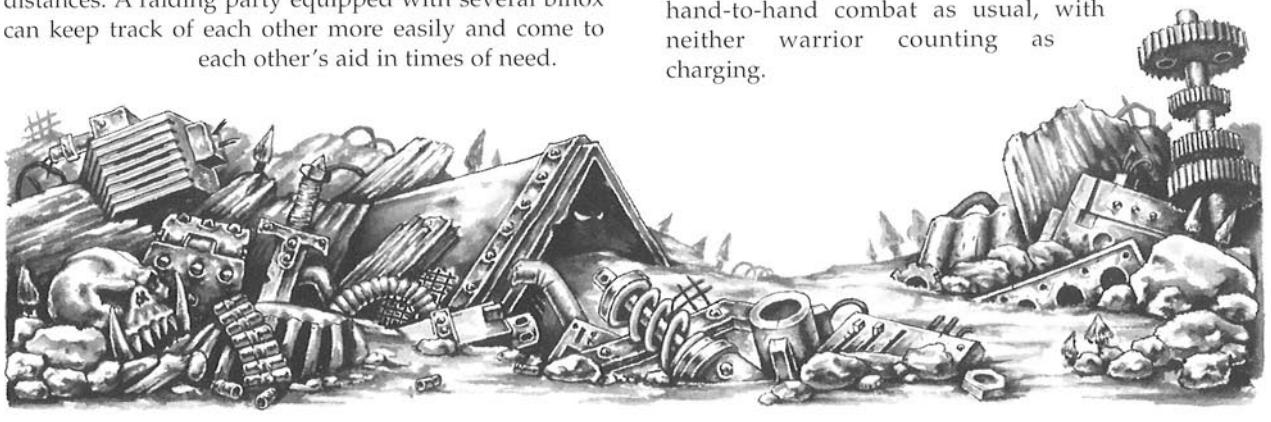
Grip-net. As Muties don't have vehicles to transport the spoils of battle, they make use of grip-nets. These are studded with special suspensors to make anything inside exceptionally light to carry. The Muties fill their grip-nets with scrap so that they can carry otherwise impossible burdens back to Etervigila.

For each grip-net a Mutie has, he may carry one extra Scrap counter.

Stranglehook. The stranglehook is made from high-tensile wire with a noose at the end, or even a mechanised grapple hook which clutches its target. The Muties use stranglehooks to pull enemies off their vehicles and to drag foes off fort walls and other places inaccessible to them while mounted.

A Mutie may throw a stranglehook up to 8" instead of shooting a weapon. The Mutie must nominate a target and roll to hit using their BS as normal. Unlike other weapons, a stranglehook can be used to target vehicle crew and drivers separately, but models on vehicles count the -2 to hit modifier for being behind hard cover (in addition to any modifiers for the vehicle's movement). If the target is hit they are dragged D6" towards the Mutie. A model dragged off a vehicle will suffer a Strength 3 hit on a D6 roll of 4+. A model dragged from a fort wall or other high vantage point (such as a cliff) suffers a hit with a Strength equal to the distance fallen (for example, if the wall is 4" high the model suffers a Strength 4 hit). The stranglehook is then gathered in and can be used again in subsequent turns.

If a warrior hit by a stranglehook is dragged into base contact with an enemy then they fight in hand-to-hand combat as usual, with neither warrior counting as charging.





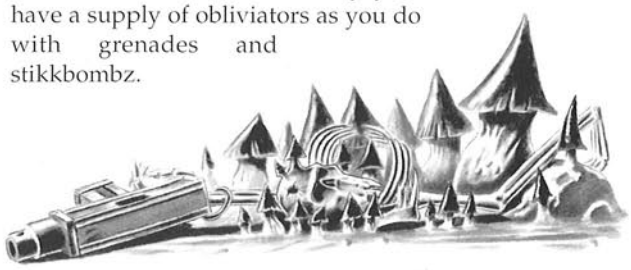
Pharmacopaeia. The pharmacopaeia is a strange device which is triggered once the wearer's blood pressure, pulse and respiratory rate drop below a certain level. When activated it pumps revitalising elixirs and stimulants into the warrior.

The first time a Mutie with a pharmacopaeia is injured you may roll two dice on the Injury Table and take the lowest result. The device does not affect subsequent injury rolls and there is no benefit for having more than one pharmacopaeia.

Surveyor. The surveyor scans the local area at various wavelengths and is used to detect lifeforms which are close by.

Enemy models may not hide within 12" of a Mutie with a surveyor. If the scenario allows the enemy to use hidden set-up, a Mutie with a surveyor can reveal any markers within 8" at the start of their turn.

Obliviator. The obliviator is an explosive charge which is designed to direct all of its energy in one area, punching through the thickest armour. However, an obliviator takes time to set up and so cannot be used in the furious hack and slash of close combat. The cost of the obliviator is for one use only, you do not have a supply of obliviators as you do with grenades and stikkbombz.



An oblivator can be placed on a fort gate or a vehicle with no crew. The Mutie must charge into contact with the target in their movement phase and cannot shoot in the same turn. In the case of vehicles, you may nominate which location you are attempting to destroy. The obliviator hits with a Strength of 8 (and so penetrates with D6+8). If the target's armour is penetrated roll D6 times on the Damage Table.

Strobor. The strobor unleashes a dazzling display of light in a flickering pattern designed to blind and disorientate the victim.

The strobor may be used once per battle, after which its power cells need recharging. The strobor may be fired instead of a weapon in the shooting phase. It has a 12" range, and may be directed against a single enemy warrior (even a vehicle crew member or driver) who is facing towards the Mutie (ie. their 90° fire arc includes the Mutie warrior with the strobor).

The victim must roll equal to or under their Initiative on a D6. If they succeed they manage to avert their gaze in time. If they fail they will be temporarily blinded. A model affected by a strobor is subject to the rules for *stupidity* for the next D6 turns, after which their senses are regained and they may act as normal.

Reload. Muties carry plenty of energy cells for their weapons, especially on a particularly long trek across the Big Uz.

You must decide what type of weapon the reload is for. The Mutie with the reload may ignore one failed Ammo test with this weapon each battle – carry on as if the test had been passed.

WEAPONS UPGRADES

As well as buying new weapons and equipment, a Mutie raiding party can take its weapons to the artisans of the Cognoscenti and ask for them to be enhanced in some fashion. Once the weapon has been handed over the matter is up to the artisan involved, but since any improvement is welcome, the raiders don't usually mind what is done to their weapons as long as they come back in one piece.

After any battle you may take any number of weapons to the artisans. To find out what has been done, roll a D6 on the relevant table below, depending on whether the weapon is a gun or hand-to-hand weapon.

COST

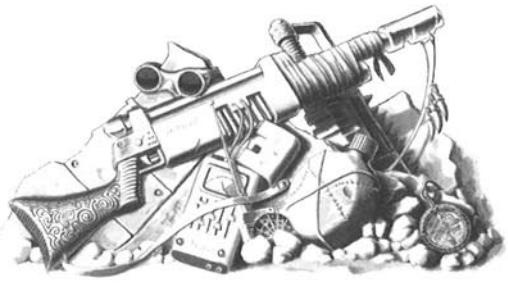
While the Mutie raiding party does not actually pay for the weapons to be upgraded, it must be able to justify the labour with its past achievements. As a weapon gets improved it becomes harder and harder to upgrade it. The first weapon upgrade costs D6 teef, the second costs 1D6+2 teef, the third 1D6+4 teef, the fourth 1D6+6 and so on, adding 2 teef to the cost each time. Remember to add this value to the Mutie's cost on your raiding party roster, even if the upgrade turns out to be a malfunction or a type of improvement which will no longer have any additional benefits.

GUN UPGRADE TABLE

1D6	Result
1	**Malfunction!** The artisans' latest techniques have not been adequately researched and something has gone amiss. Refer to the Bodged Weapons section of Da Uvver Book to find out what effect this has. Remember that you don't discover the true nature of a bodge until the weapon is first used. The bodge can be fixed after the next battle for no charge.
2	**Extra Capacitance.** The gun's power cells have been improved so that they recycle quicker. The weapon's Ammo roll is increased by 1 point (so a weapon which passes Ammo tests on a 4+ will now pass on a 3+). If the weapon already has an ammo value of 2+ the upgrade has no further effect.
3	**Re-inductors.** The gun's power is fed through an amplifying process, further focussing its shot. The gun's long range is increased by 2D6", and its short range by D6", rolled immediately. A weapon cannot have its total range increased by more than 50%. If the roll indicates the weapon's range is extended to beyond this it will go to its maximum range and any further rolls of this result are wasted.
4	**Booster.** The gun's power cells have been improved with better super-conductors, allowing it to be even more powerful. The weapon's Strength and Save modifier are increased by +1 point. If the weapon's Strength has already been increased by 2 points, then this has no effect.
5	**Phased Power-lines.** The gun has an improved power supply, giving it an increased rate of fire. The weapon gains an additional Sustained Fire dice. If the weapon already has 2 additional Sustained Fire dice this upgrade has no further effect.
6	**Improved Sighting.** The weapon has had a sight attached, or an existing gun sight improved. Roll a further D6 on the Gun Sight table to find out its effect. If you roll a sight type that the weapon already has the upgrade has no effect.

GUN SIGHT TABLE

1D6	Sight Type
1-2	**Telescopic sight.** The telescopic sight requires concentration to use but can greatly enhance the shooter's accuracy. The telescopic sight allows the firer to double the short range of the weapon for the purposes of to hit modifiers but cannot be used by a Mutie who has galloped that turn.
3-4	**Range-finder.** The range finder projects a small beam from the weapon's barrel, which indicates where it is being targeted and allows the user to rapidly correct his aim. A Mutie using a range finder may ignore any shooting penalties for firing at a vehicle which used its thrusters or a Rebel Grots' vehicle which moved more than 6".
5-6	**Monocular.** The monocular is worn over one eye and links up to a sensor in the weapon's barrel, giving a gun's eye view of the battlefield. If a Mutie remains stationary in the movement phase, it may add +1 to its to hit rolls when shooting normally. It also gets +1 to hit when on overwatch.



HAND-TO-HAND WEAPON UPGRADE TABLE

1D6	Result
1	**Malfunction!** The weapon rapidly drains its power cell with no visible effect and then shuts down. It cannot be used for the next battle while it is being repaired, but will be fixed for free when the raiding party returns to Etervigila.
2	**Lightweight.** Some of the weapon is reconstructed out of more lightweight materials, making it faster to use. For each time the weapon has this upgrade, the wielder may add +1 to his Initiative when resolving a draw in close combat.
3-4	**Super-charged.** The weapon's power field or motors are rigged to run at maximum, increasing the weapon's lethality. The weapon adds +1 to its Strength bonus. If the weapon's Strength bonus has already been increased by +2, then this has no further effect.
5	**Suspensors.** The weapon has been fitted with miniature suspensors, that offset part of its mass and make it faster and deadlier. A warrior using this weapon may add +1 to their attacks. If the weapon already adds +2 attacks then this has no further effect.
6	**Turbo-charged.** The weapon will cut its way through almost anything, slicing through armour, flesh and bone with ease. The weapon now does D3 damage when it wounds. If the weapon already does D3 damage then this has no effect.



MUTIES AND OTHER MOBS

Muties only interact with other mobs on the battlefield. They loathe the Orks with a hatred that is only surpassed by their abhorrence of the Diggas. They have no concern with the politics of Ork life, and so Rebel Grots are seen as just more greenskins.

MUTIES AND CAPTIVES

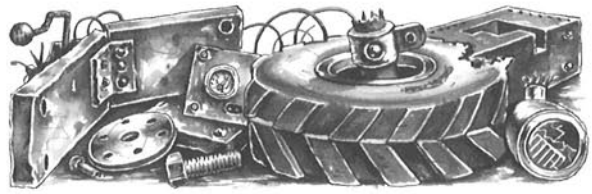
Muties will kill any enemy they take captive, there is no forgiveness, only the War of Retribution. Mobs who have had a warrior captured by Muties have one chance to recapture their fellow mobster as detailed in the Oddmobs in Campaigns section. The value of any weapons and equipment can be added to the Mutie raider's teef hoard but they will not use non-Mutie equipment. This represents the Cognoscenti's greater esteem for the raiding party's valour in battle.

Captured vehicles will be dragged back to the Muties' camp before being disassembled for any tek they contain. The vehicle can be rescued and is treated like a captive warrior. If the opposing mob fails to recapture its vehicle the Muties will strip it for useful parts as detailed in the vehicle's 'Captured' description.

MUTIES AS CAPTIVES

In the same way that Muties will never allow a captive to live once captured, any Ork, Rebel Grot or Digga who finds themselves with a captured Mutie is liable to put the knife in at the very first opportunity – Muties are too dangerous to carry about, they never work in the mines no matter how much you whip them, and the Docs get sick just thinking about cutting one up. The Muties have a last gasp chance to recapture their fellow fighter as detailed in the Scenarios section – if they fail, that's one more heinous affront to the righteous forces of Magod.

Nobody other than the Muties can use Mutie weaponry and equipment, but you may add the value of any captured equipment to your teef hoard (the price paid by the Meks for such valuable samples of tek).



MUTIE NAMES

Here is a selection of Mutie names you may like to use or which can form the basis for names of your own devising.

Aaken
Azariah
Bacchus
Buthus
Constantius
Delnox
Exelor
Ezeniah
Guestor
Gunilex
Hedriatix
Hurio
Ignatious
Jacobudan
Jezekiel
Kristan
Labados
Limoriah
Magnus
Molechus
Nimrodan
Ollodoch
Oviron
Puritainus
Sesiphor
Statistix
Talemicus
Telemtrix
Theta
Trantix
Tuthemon
Uxor
Uzalus
Vaxillus
Voluminus
Xaerxes
Zachyrus
Zaphiah

MUTIE TITLES

The following titles are used by Seekers and Keepers of some repute.

SEEKERS

Assayon
Avenger
Contentor
Explorer
Nemesis
Penologist
Punisher
Quester
Resenter
Retaliator
Seeker
Traveller
Vengeance
Vindicator

KEEPERS

Commissioner
Conveyor
Curator
Custodian
Cynosure
Disciple
Guardian
Honoured
Invigilator
Observer
Prefectus
Protector
Tributor
Warden

For example your Mutie leader might be Quester Molechus or your Keeper could be Curator Gunilex .

RAIDING PARTIES

Seekers of Ancient Truths

Quest for Vengeance

Magod's Chosen

Brotherhood of Magod

Magod's Vengeance

Holy Fire of Magod

Crusade of Holy Light

Brothers of Righteousness

Brethren of Sanctity

Penologist Adrastus wiped grit from the viewfinder of his binox and then raised them to his good eye. Using the focus runes along the edge of the studded casing, the Mutie Seeker extended the vision range to its furthest point and scanned across the dunes below. His mount snorted as the wind changed direction and he turned his gaze to the east, upwind. A trail of dust could be seen a few miles away, possibly two or three vehicles to Adrastus' experienced eye. Slipping the binox into their case hanging from the sash around his waist, he galloped back down from the cliff edge to rejoin his raiding party.

As the Seeker approached, Honoured Uzalus looked up from his study of a tattered map. He waved a beckoning hand and Adrastus drew his steed alongside that of the Keeper's. After exchanging respectful nods, the two began to discuss their plan. It was Adrastus who spoke first.

"We have movement, four kays east. They are not moving very fast, we have time enough to prepare a suitable welcome."

Uzalus smiled, the long single fang protruding from his top lip digging a groove into his chin with the expression.

"That is perfect. Split the brethren here and here," the Keeper indicated two narrow defiles on the map. "We can come in front and behind them. We must ride now if we are to reach the canyon before the enemy arrive."

"As ever, Uzalus, your plans have a simple genius which makes them ideal. I will lead Pexalus and Nimrodan to the northern fissure, you take Erebun with you to the south. When you hear the hunting cry, ride from your hiding place and attack without warning." The Seeker clapped a clawed, crabbed hand to Uzalus' shoulder and gripped tightly.

"Your jezail shall reap a healthy harvest of blood today, my friend. With luck they will be firebringers and their heads will adorn the skull-piles of Etervigila. If they are the worthless traitors of the Pyramids we will leave their bones to blanch in the sun outside their accursed, stinking tunnels as a warning not to come out again!"

With that Adrastus wheeled his mount away and called for Pexalus and Nimrodan to join him. After briefly explaining the plan to his two followers he saluted Uzalus by raising his falchion above his head, which was returned with a waved hand of farewell. The trio headed off to the east, their mutated mounts kicking up only a small swirl of sand in their wake.

* * * *

As Uzalus waited in the shade of an immense boulder, his thoughts turned to his Seeker, Adrastus. Although young, the Mutie leader had a cool head and thought things through. His bravery was undoubted, as was his burning hatred of the firebringers. However, his unrelenting passion for destroying the greenskinned scum was tempered by a faith and dedication to the Quest which other Seekers sometimes lacked. Where other hot-heads would charge in regardless of the consequences, Adrastus would plan his attack, and evaluate the gains when compared to the risks. If Magod had willed things differently, Uzalus considered, Adrastus would have made a fine Keeper. As it was, Adrastus' Quest was going well, and Uzalus could see that the Cognoscenti would be invigorated by his presence if he achieved that honoured goal.

Thinking of apprentices, Uzalus considered his own neophyte, Gennis. The boy was progressing well, his grasp of the Fundaments of Energy had amazed even Uzalus, who had seen many gifted pupils in the Chambers of Erudition. His practical work was as sound as his theory, Uzalus thought, and he picked a frag grenade from the pouch at his waist. Examining the construction, he was pleased with the apprentice's work, it was competent, clean and methodical. Perhaps he would become a great Artificer in time, unless he proved even better at theoretical problems. Placing the grenade back in his beast-pelt sabretache Uzalus reached a decision. If he returned from this fight, Magod willing, he would show Gennis his Scroll of Wisdom depicting the Assembly of MkII Laser Projection Rifle and teach him the Dogma of Transference. Yes, that would be appropriate at this stage in the proselyte's education. Satisfied

education. Satisfied that things were proceeding according to his wishes, the Keeper turned his attention to the approaching cloud of dust and the roar of crude engines.

* * * *

Adrastus sat astride his scaly mount with his revered fusil held easily in one hand, its stock resting in his right stirrup. A few cubits to his left, Pexalus checked the energy cells hanging on the bandoleer over his shoulder. Glancing to his right, Adrastus saw Nimrodan balancing the haft of his demilune on the palm of one hand, checking the balance of the weapon just like he had checked it before each of the twelve other battles since he had agreed to accompany his brother Pexalus on the Quest.

The Seeker resisted the urge to scratch at his face, the left side of which was a massive swirl of scarred tissue. The pain was growing and he could feel the insidious tendrils of the scab stretching deep into his head and pushing outwards. Who could tell what strange whim of Magod had left him with the mark? He certainly couldn't and the Cognoscenti had not known either. All Adrastus knew was that it had started as a small mark above his left eye and now it engulfed almost two thirds of his face. His right hand had begun atrophying recently too, but the exercises Prophylate Dolcha had taught him still gave the Seeker full use of the limb. How many years would it be until he was blind in both eyes, the pain growing to such a degree that he would beg for release. Others tried to persuade him that the growth was slowing, but the Seeker knew the truth – it would be fatal.

It was why he had sworn himself to the Quest. He would rather die fighting against the accursed Orks and recreant humans of the Pyramids than to be slowly eaten up by the legacy of his forefathers. It was that knowledge that stayed his hand when others would have vented their fury without thought – the knowledge that he must make every moment of his life have meaning, either in the Quest for Enlightenment or the War of Retribution.

A gentle cough from Nimrodan attracted his attention and he looked up from where he'd been staring at his diseased hand. He then noticed the smell of smoke on the wind, very close and nauseating in its impurity. Hefting his fusil to his shoulder, he kicked his heels into his steed's side and the three Muties galloped from the shadowy defile.

The Orks were taken completely by surprise. There were three vehicles – two four-wheeled contraptions and a smaller two-wheeled monstrosity. Adrastus gestured to Nimrodan and Pexalus to concentrate on the lead buggy while he veered to the right, aiming his fusil at the fast approaching Warbike. The fusil hummed quietly as he pulled the trigger and after a heartbeat the muzzle spewed forth a ball of energy with a roar. A ravening cluster of power impacted into the engine of the bike with a loud detonation. The Ork rider was flung into the air, his arms flailing stupidly, before he landed back first into the sand.

As he charged his mount towards the dismounted Ork, Adrastus gave his hunting cry – a wordless ululation that echoed around the ravine to amplify into a noise which had brought terror and death to his enemy for the last year of his life. As decided earlier, Adrastus saw Uzalus and Erebun charging from behind. Uzalus' jezail fired a storm of plasma bolts at the rear trukk, sending two of the foul crew flying off and shattering a wheel. Adrastus ignored the rest of the fight as he drew his falchion from its sheath across his back and levelled it at the Ork who had now regained his feet.

With a twitch of his thighs, Adrastus sent his mount skittering to one side so that the Ork's wild swing with its club was sent in the wrong direction. With a single swing, the Seeker back-handed the gleaming blade of the falchion into the Ork's lower back, sending it tumbling into the dust with a cry of pain. There was no time to check to see if the foe was truly dead.

Adrastus sheathed the falchion again and spurred his mount on, levelling his fusil at the trukk which was careening wildly about the valley, its damaged wheel sending splinters of metal off the rocky desert floor. Adrastus laughed – tonight the victory fire would be bright indeed and another skull or two would be piled before his tent!

ODDMOBS IN CAMPAIGNS

BITTER ENMITY AGAINST ODDMOBS

The 'Bitter Enmity' injury result can mean a warrior hates a particular Ork faction (Gorkers or Morkers). Each type of Oddmob counts as a faction for this purpose, for example you may have Bitter Enmity – Muties. Muties who suffer Bitter Enmity against Orks will hate *all* Orks, as they see no difference between Gorkers and Morkers.

ODDMOBS AND TEEF

Although teef are very important to Orks, Diggas and Grots, they have to be proper Orky teef to have any value. Muties do not get teef by inflicting 'Gobsmacked' injuries on their enemies, the teef themselves have no intrinsic value to the Muties.

Grots suffer from the Gobsmacked injury as normal, but their teef cannot be added to an enemy's teef hoard as they are worthless little stubs.

Diggas and Muties who are 'Gobsmacked' treat this as a 'Full Recovery' instead.

ODDMOBS BATTLES

Oddmobs don't necessarily fight in the same way as Ork mobz. Diggas try to be as Orky as possible, but Rebel Grots and Muties are more often involved in some type of ambush, or a lightning raid on a near-deserted fort. For these reasons, the following rules apply.

Diggas are treated just like an Ork mob with the exception detailed in Rescuin' Captives below and they can never be the defenders in Da Siege – Diggas don't have forts and nobody else is stupid enough to go anywhere near their homes beneath the Pyramids.

Rebel Grots always roll on the Oddmobs Scenario Table on this page.

Muties always roll on the Muties Scenario Table below. Note that Muties may be attackers in Da Chase scenario, though usually only warriors on vehicles can take part.

ODDMOBS SCENARIOS

The following pages detail three new scenarios which you can play in your Gorkamorka campaign. Although they've been primarily included to allow Muties and Rebel Grots to engage in the type of battle that suits them, there is no reason why Ork mobs and Diggas cannot use them. The scenario table you roll on depends which mob types are fighting.

Orks/Diggas Vs. Orks/Diggas. The mob with the lowest mob rating may roll 2D6 on the Gorkamorka Scenarios Table or the Oddmobs Scenarios Table.

Rebel Grots Vs. Any Mob. The Rebel Grots roll 2D6 on the Oddmobs Scenarios Table.

Muties Vs. Any Mob. The Mutie player rolls 2D6 on the Muties Scenarios Table.

If a player chooses a scenario when there is an attacker or defender, then their mob is always the attacking side.

ODDMOBS SCENARIOS TABLE

2D6	Result
2-3	**Gotcha!** Play the *Gotcha* scenario. The player who rolled on this table is the defender.
4-6	**Convoy.** Play the *Convoy* scenario. The mob who rolled are the attackers.
7-11	The mob who rolled may choose one of the following scenarios: *We Woz 'ere Furst, Looterz, Da Chase, Da Siege, Da Trap* or *Convoy*.
12	**Gotcha!** Play the *Gotcha* scenario. The player who rolled on this table is the attacker.

MUTIES SCENARIOS TABLE

2D6	Result
2-3	**Gotcha!** Play the *Gotcha* scenario. The Muties are defending.
4	**Da Trap.** Play Da Trap scenario. The Muties are defending.
5-6	**Convoy.** Play the *Convoy* scenario. The Muties are the attackers.
7-11	The Muties may choose one of the following scenarios: *We Woz 'ere Furst, Da Chase, Da Siege, Da Trap* or *Convoy*.
12	**Gotcha!** Play the *Gotcha* scenario. The Muties are the attackers.

REBEL GROTS IN 'DA LOOTERZ'

Rebel Grots are used to quick exits and the following special rules apply for Da Looterz scenario:

Rebel Grots start with one vehicle as described, but since it has no gas engines there is no need to test to see if they come on-line; the vehicle may move normally from the first turn. The rest of the mob must be divided into groups as normal.

DIGGAS SHOUTIN'

In *Da Rumble* and *Da Fight* scenarios you have to make a Revvin' and Shoutin' roll to see who gets the first turn. Although loud, Diggas are incapable of the deep rumbling bellows of an Ork and so are disadvantaged in these situations. For Revvin' and Shoutin' rolls, Diggas roll 1D6 per vehicle as normal but only add +1 for every *two* Diggas in the mob (this applies to Diggas in Ork mobs as well).

RESCUIN' CAPTIVES

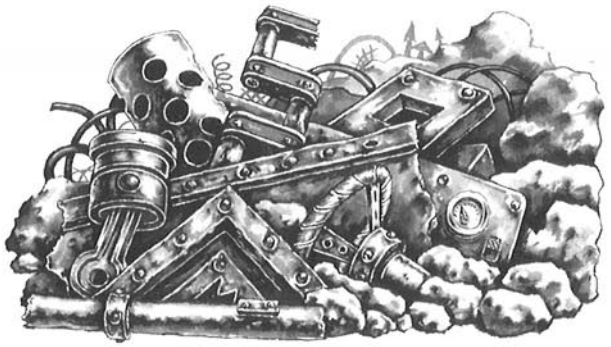
If you have a warrior or vehicle captured by the enemy you may elect to attempt a rescue. The scenario you play depends upon what your mob is and who the capturing mob are. Refer to the table below to see which scenario you should play.

If you have only one chance to recapture the warrior or vehicle then this must be the next battle you fight.

MUTIE TENTS

Digganob contains a selection of Mutie tents for you to use as terrain, particularly in the *Gotcha!* scenario. The following special rules apply.

Mutie tents block line of sight normally, and models on foot inside a tent cannot see out or be seen. Vehicles which move into a Mutie tent, voluntarily or otherwise, suffer no damage but stop moving immediately. A tent is destroyed if a vehicle moves through it. At the start of each subsequent turn, roll a D6. On a roll of 1, 2 or 3 the tent is wrapped around the vehicle obscuring the driver's vision. The vehicle will move out of control as if it had no driver. On a 4, 5 or 6 the tent has been shredded and falls to one side, allowing the vehicle to move normally from then on (no further rolls are needed).



	CAPTORS			
CAPTIVE	ORKS	DIGGAS*	REBEL GROTS*	MUTIES*
ORK	One of our Ladz is Missin'	1-5 Convoy 6 Gotcha	1-5 Convoy 6 Gotcha	Gotcha
DIGGA	One of our Ladz is Missin'	1-5 Convoy 6 Gotcha	1-5 Convoy 6 Gotcha	Gotcha
REBEL GROT	One of our Ladz is Missin'**	1-5 Convoy 6 Gotcha	1-5 Convoy 6 Gotcha	Gotcha
MUTIE	1-5 Convoy 6 Gotcha	1-5 Convoy 6 Gotcha	1-5 Convoy 6 Gotcha	Gotcha
VEHICLE	One of our Buggies is Missin'*	Gotcha	Gotcha	Gotcha

If the entry includes two different scenarios, roll a D6 to see which one you play.

*One chance to rescue.

**Rebel Grots with an experience under 100 are put to work in the mines and can be rescued at any time. Rebel Grots with an experience of 100 or more will be killed unless rescued.

DA TRAP

Sometimes a mob sends one of its members to Mektown to spread rumours about piles of scrap in the desert. The scrap is being used as bait so the mob can ambush another mob and give 'em a good hidin'. Muties and Rebel Grots know the Orks and Diggas will come after a rich source of scrap eventually and will lie in wait until they do.

SPECIAL RULES

This scenario uses the Bottlin' Out and Scrap Counters special rules.

DA DESERT

The ambush will take part in a rocky part of the desert where the attackers have got lots of places to hide.

DA AMBUSHIN' MOB

The ambusher must split his mob into two parts. The first consists of any number of warriors but no vehicles and is deployed on the board as 'hidden' troops, as described later on.

The second part consists of the rest of the mob and must be split into groups. Each group consists of one vehicle and as many warriors as you can (or wish to) fit onto the vehicle. These ambushing groups move onto the board as reinforcements, as described later on.

MUTIES AS AMBUSHERS

If the ambushing mob is Muties, they do not use the Hidden Set-up and Reinforcement rules given below. Instead, no Muties are deployed at the start of the battle. Your Mutie raiders must be divided into two or more groups each containing no more than three warriors.

One group, chosen by the Mutie player, may enter from any table edge at the start of the first Mutie turn. In second and subsequent turns, roll 1D6 for each group not on the table. On a roll of a 4+ they may move on from any table edge, but all warriors in a single group must move on within 4" of another warrior from the same group.

HIDDEN SET-UP COUNTERS

Hidden Set-up counters represent the ambushing mob hiding in holes and secreted in other sneaky fashions, ready to attack. The ambusher takes one Hidden Set-up counter for each warrior in his mob. Each counter should be numbered to show which warrior they represent. The counters may be placed anywhere on the board. Note that you get one counter per warrior even if the warrior is in a reinforcement group (these are cunning traps laid by the ambushers).

After the Hidden Set-up counters have been placed on the board, D3+3 Scrap counters are placed anywhere on the board by the ambushing player.

DA SUCKERZ

The defending mob must be split into groups. Each group consists of one vehicle and as many warriors as you can or wish to get on the vehicle. One random defending group moves onto the board from any table edge in the first turn. The rest of the defending groups move onto the board as reinforcements as described later on.

Defending Muties are split into groups of 1-3 Muties, rather than 1 vehicle and its crew.

REVEALING HIDDEN WARRIORS

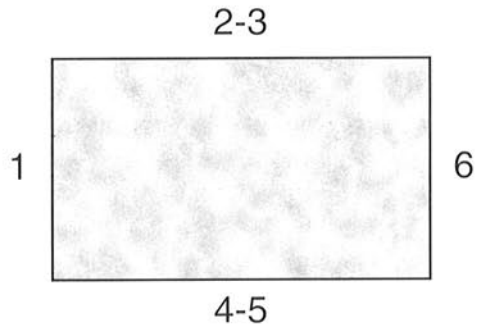
Hidden warriors may be voluntarily revealed at any point during the attacking player's turn. Also, if any enemy warrior moves within their Initiative range of a Hidden Set-up counter the warrior must be revealed. When a warrior is revealed the counter is discarded and the model it represents is put in its place. Defending warriors may not shoot or charge a Hidden Set-up counter.

Any hidden warrior that is voluntarily revealed by the attacking player may continue its turn normally. If a warrior was revealed in the shooting phase, for example, its turn would start in the shooting phase, an attacker revealed at the start of the movement phase could go into overwatch or hide, and so on.

'Empty' counters are booby traps and if they are revealed they explode with the same effect as a frag stikkbomb, centred on the counter.

STARTIN'

The defending mob goes first as their unsuspecting Boyz move into the cunning ambush.



DEFENDER AND AMBUSHER REINFORCEMENTS

At the start of their turn players roll a D6 for each reinforcement group in their mob. On the score of 4+ the group enters the board from a random table edge (see diagram). On the score of 1-3 the group does not enter the board in this turn.



ENDIN'

The game ends when one mob fails its Bottle test or chooses to bottle out. In this scenario models which move off the table do not count as casualties. If one mob only has models which are casualties left on the table, the game ends immediately. If one side bottles out then the other has won, otherwise the winner is the mob with the most Scrap counters at the end of the battle.

EXPERIENCE

Fighters that took part in the fight earn experience points as follows:

+D6 Survives
If the mobster survives the battle he earns D6 experience points.

+5 Wounding Hit
A mobster earns 5 points for each wounding hit he inflicts on the opposing mob. Wounding downed fighters does not count. Note you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

+1 Carrying Scrap
A fighter earns an extra 1 experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any experience.

+5 Penetrating Hit
A mobster earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage

+10 Winning
The Nob of the winning mob earns 10 points.

SCRAP COUNTERS

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap left on the table or dropped. If the game ends by one side leaving the battlefield they keep any scrap they are carrying and the other mob gets any scrap left on the table. After the game any Scrap counters held by each mob may be traded in for D6 teef each which is added to the mob's income for the game.

CONVOY

Although some of the scrap a mob finds is useful in itself, most of it is only valuable to the Meks. After a few days diggin' in the mine, a mob has to carry its scrap to Mektown to sell. This can be very risky as other, more lazy, mobs prefer to wait around until an enemy mob heads off and then jumps them to steal their scrap. Mutie raiders are particularly fond of this tactic, charging over the dunes to wreak havoc and grab what they can before disappearing into the Big Uz.

SPECIAL RULES

This scenario uses the Bottlin' Out and Scrap Counters special rules.

DA DESERT

The ambush takes part in a fairly normal area of desert, although the attackers will pick a spot that provides them with plenty of cover.

DA POOR SAPS

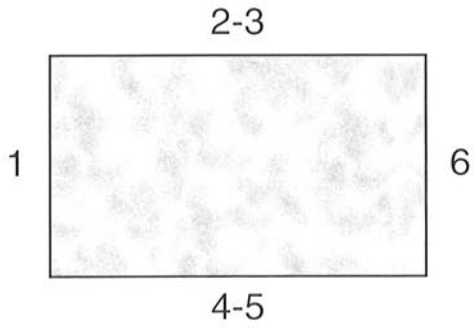
The defender uses all his vehicles, with their drivers (and gunners if they have a fixed weapon) plus D3 warriors per vehicle. The defending mob is set up within 6" of the centre of the battlefield and all vehicles must be travelling in the same direction towards one of the short table edges. All warriors must be mounted on vehicles.

Each vehicle starts the game carrying D3 Scrap counters. Roll a D6 for each bike, on a roll of a 4+ it carries one Scrap counter.



DA AMBUSHERS

The attackers use their whole mob. Warriors on foot may deploy anywhere on the table, after the defender has set up, that is not within 18" of an enemy. Vehicles and any warriors you wish to mount on them arrive later. Roll a D6 for each attacking vehicle at the start of each of the attacker's turns after the first turn. On a roll of 4+ the attacking vehicle may move on from a random table edge (see diagram below).



STARTIN'

Each player rolls a D6, the highest scoring player goes first.

ENDIN'

The game ends when one mob fails its Bottle test or chooses to bottle out. In this scenario models which move off the table do not count as casualties. If one mob only has models which are casualties left on the table, the game ends immediately. If one side bottles out, the other side has won, otherwise the winner is the mob with the most Scrap counters at the end of the battle. If both mobs have the same number of Scrap counters the battle is drawn and no Nob gains the extra experience for winning.

EXPERIENCE

Fighters that took part in the fight earn experience points as follows:

+D6 Survives
If the warrior survives the battle he earns D6 experience points.

+5 Wounding Hit
A warrior earns 5 points for each wounding hit he inflicts on the opposing mob. Wounding downed warriors does not count. Note you only score 5 points for wounding a warrior, regardless of the number of wounds actually inflicted by the hit.

+1 Carrying Scrap
A warrior earns an extra 1 experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any experience.

+5 Penetrating Hit
A warrior earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage

+10 Winning
The Nob of the winning mob earns 10 points.

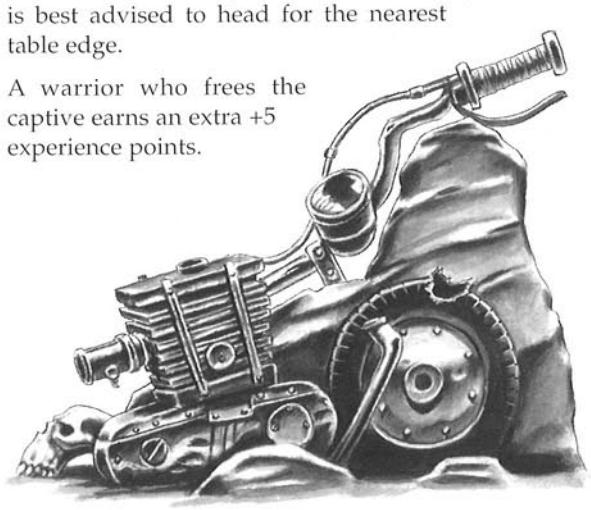
SCRAP COUNTERS

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap dropped or left on the table. If the game ends by one side leaving the battlefield they keep any scrap they are carrying and the other mob gets any scrap left on the table. After the game any Scrap counters held by each mob may be traded in for D6 teef each of which is added to the mob's income for the game.

RESCUE VARIANT

If the defending mob has captured one of the attacking mob's warriors, he is placed in one of the vehicles along with the scrap. The captives may not move until they're freed. Captives have no weapons until they're freed, when it is assumed their rescuer will slip them a single knife. The defenders are not allowed to attack or 'execute' their prisoner but must drive off the attackers. A captive can be freed by an attacking model that ends its movement in base contact with them and then spends the rest of the turn cutting them free (no shooting, fighting in hand-to-hand combat and so on). Once rescued the captive may move freely and is best advised to head for the nearest table edge.

A warrior who frees the captive earns an extra +5 experience points.



GOTCHA!

Occasionally a mob, during its search for scrap, will stumble upon the camp of a rival mob, Mutie raiding party or Rebel Grots mob. Seeing their enemies, they launch an all-out attack before their foes can defend themselves.

SPECIAL RULES

This scenario uses the Bottlin' Out special rules.

DA DESERT

The attack takes place in fairly open desert, with the defender's camp around the centre of the table.

DA DEFENDERS

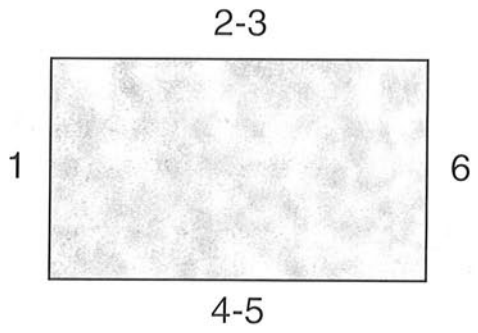
The defender uses their whole mob. The mob is deployed in the following manner. Roll a D6 for each model in the defending mob (including vehicles if appropriate). If you roll a 1 the model is not set up on the table. All warriors not set up are formed into a single group which may arrive as reinforcements later (they are out of the camp at the time of the attack). On a roll of a 2 or 3 the attacking player chooses where they are set up. On a 4, 5 or 6 the defender may place the model. Drivers and gunners are rolled for with their vehicles. Defending models present at the start of the battle must be placed at least 18" from any table edge, but no other restrictions apply.

DA ATTACKERS

The attackers use their whole mob. The attackers are not deployed but move on from a random table edge in their first turn. Roll a D6 and consult the diagram below to see which table edge they move on from.

DEFENDER REINFORCEMENTS

Roll a D6 at the start of the defenders' second and subsequent turns. On a roll of 4, 5 or 6 any warriors not set up at the start of the battle may move on from a randomly determined table edge (see diagram below).



STARTIN'

The attacking mob goes first as they storm the enemy camp.

ENDIN'

The game ends when one mob fails its Bottle test or chooses to bottle out. If one mob only has models which are casualties left on the table, the game ends immediately and that mob has lost. If one side bottles out, the other side has won.

EXPERIENCE

Fighters that took part in the fight earn experience points as follows:

+D6 Survives
If the mobster survives the battle he earns D6 experience points.

+5 Wounding Hit
A mobster earns 5 points for each wounding hit he inflicts on the opposing mob. Wounding downed fighters does not count. Note you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

+5 Penetrating Hit
A mobster earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage

+10 Winning
The Nob of the winning mob earns 10 points.

HOSTAGE VARIANT

If you are playing the Hostage variant of Gotcha any prisoners are placed in the centre of the defender's camp, in the middle of the table. The captives may not move until they're freed. Captives have no weapons until they're freed, when it is assumed their rescuer will slip them a single knife. The defenders are not allowed to attack or 'execute' their prisoner but must drive off the attackers. A captive can be freed by an attacking warrior that ends its movement in base contact with them and then spends the rest of the turn cutting them free (no shooting, fighting in hand-to-hand combat and so on). Once freed the captive may move freely and is best advised to head for the nearest table edge.

A warrior who frees a captive earns an extra +5 experience points.

SPECIAL CHARACTERS

This section details some of the strange and famous (or infamous) characters who can be found in Mektown, Skid Row or wandering the desert. Occasionally they will join forces with a mob to help them out (usually for the appropriate number of teef). Their aid can win a battle, although they have been the downfall of quite a few mobs that they have joined.

The following special characters cannot be just bought for a mob, it is combination of chance, fate and persistence that will bring a Nob into contact with them. These characters may bump into the mob's Nob in the bazaar or Squig market, but it is more likely that one of these itinerant wanderers will simply stroll into the mob's patch of desert or even come knocking on the fort gate. Of course, a Nob who is desperate for some help can turn his mob's efforts to locating such itinerants in the hope of eliciting their aid.

There are two ways a mob can find a special character. Most commonly, the Nob will send one or more of his ladz out in search of them, hoping that they come across one of these experts willing to sell their services. Sometimes a special character will just turn up at the start of a battle, ready to lend their weight in support of the underdogs.

Your mob can only ever have one of a particular special character. Let's make it clear from the start! You cannot search for a special character who is already in your mob and there is no chance of a special character turning up at random if you have already hired them.

LOOKING FOR SPECIAL CHARACTERS

With the exception of the Red Gobbo, only Diggas and Orks can employ these special characters. Only Rebel Grots can make use of the Red Gobbo's aid.

After any battle, an Ork or Digga Nob can send any number of their Boyz or Digga-Boyz to look for a special character. Only Boyz and Digga-Boyz can look for a special character (Yoofs can't be trusted and nobody else is willing to go wandering the desert on their own). Warriors who went out of action in the last battle are recovering from their wounds so are unable to look for a special character. Warriors who are searching for a special character can do nothing else – they cannot search for tek (Digga-Boyz) or dig in the scrap mine (Ork Boyz).

Decide which special character you are seeking out, and how many Boyz have been sent to look for them. Roll a D6 for each searcher. If the searcher rolls equal to or under their Initiative then they have managed to locate that special character. Note that you will only ever find one of a particular special character, no matter how many searchers roll under their Initiative.

HIRING FEE

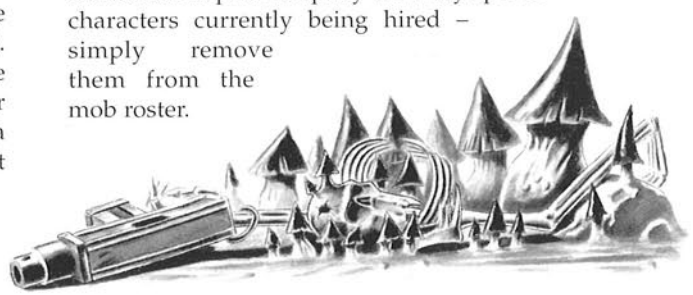
When you have found the special character, they will demand a down payment before they join the mob, and payment after each battle they take part in. The initial payment is 2D6 teef. If the mob cannot or doesn't want to pay this straight away then their chance to hire the special character is lost and they must look again after the next battle. If they do pay up, deduct the teef from the mob's hoard and add the special character to the mob roster. The special character is considered part of the mob to all intents and purposes from then on.

After each battle every special character will demand more teef to account for wear and tear on equipment (and themselves) and for their expertise. In practice, this means that the special character counts as two warriors in the mob when calculating income.

For example, a mob with 8 Warriors, a trukk, a trak and two special characters counts as having 14 (8+2+4) models when calculating profit left after living expenses.

ENDIN' DA JOB

After any battle, once payment has been made, the mob can decide to part company with any special characters currently being hired – simply remove them from the mob roster.



Even if you opt to keep a special character in your mob, the special character may decide to leave of their own accord. After each battle, roll a D6 for each special character in the mob and deduct the number of injuries the character has received since joining. If the total is 0 or less the character decides that running with your mob is a little too dangerous and leaves them (remove the character from your roster).

EXPERIENCE, INJURIES AND STUFF

Special characters have their own equipment which only they can use and which cannot be given to any other warrior. In addition, you cannot buy extra weapons or equipment for a special character. Special characters do not earn experience points although they suffer serious injuries as normal. Special characters who suffer a serious injury will not visit the Doc's to get themselves a bionik bit – the reason they're special is they know how to survive!

Each special character's description tells you how much to add to the mob rating for including them in your mob (taking into account their cost and experience).

Special characters will never challenge for leadership of the mob, or replace a driver or gunner of a vehicle – they know what they do best and won't do anything else!

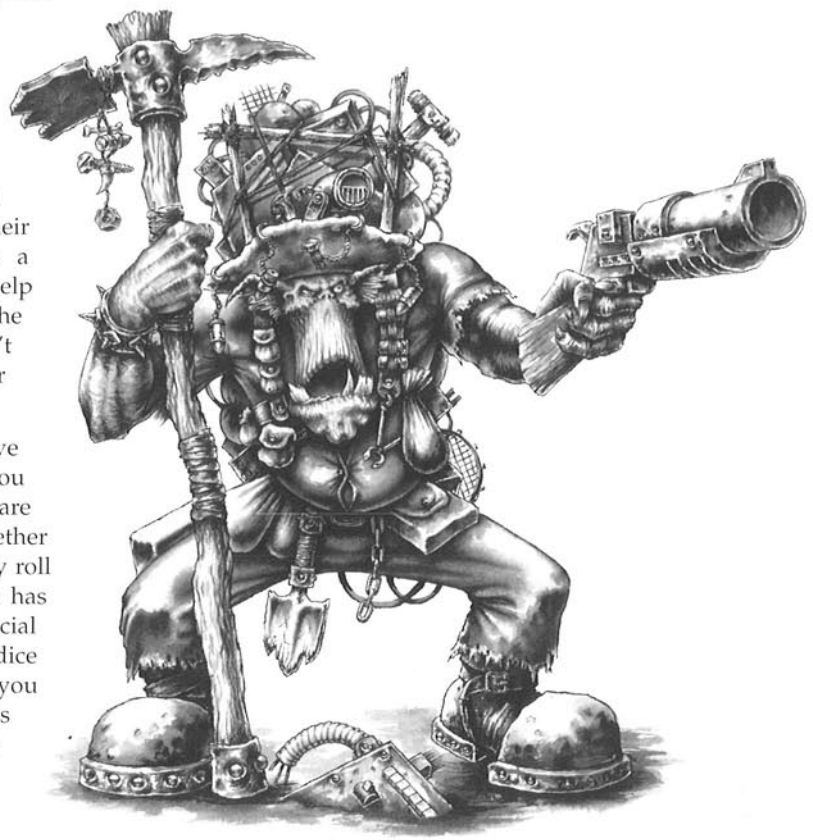
Difference in mob rating	D6 roll required
0-25	Will not help
26-50	6+
51-100	5+
101+	4+

If you roll equal to or more than the required score the special character joins your mob for the duration of the battle (do not count them into your mob rating). For all intents and purposes they are counted as any other mob member. During the post-battle sequence the special character can be hired as normal by paying the required hiring fee (2D6 teef as normal). If you do not wish to hire the special character then they will stride (or clunk, or fly) off to help some other desperate cause.

YER LUCKY DAY!

Sometimes a special character will be in the area where a mob is fighting and turn up to lend a hand. Orks, for all their ferocity and barbarity, appreciate a fair fight and special characters are no exception (when it serves their best interests!). If your mob is taking on a particularly tough mob they may get some help from an unexpected quarter (what's more, the help will be free!). In this case the mob hasn't found the special character, the special character has found them!

Special characters will only help a mob who have a lower mob rating than their opponents. If you have a painted model of a special character you are allowed to roll at the start of a battle to see whether they have turned up to help you. You may only roll once per scenario to see if a special character has turned up and you must declare which special character you are testing for before rolling the dice (you cannot roll for every special character you own!). Compare the mob ratings of the two mobs to see what you need to score on a D6 for the special character to turn up. As you can see, the harder the opposition, the more likely you'll get some aid (and don't forget you'll get an Underdog bonus too!).



Nazgrub Wurrzag

NAZGRUB WURRZAG - SCRAP PROSPECTOR

Not all Orks join a mob in their search for teef and glory. Some prefer the hermit life of the scrap prospector: wandering the desert on their own, searching for the elusive find that will lead to a huge scrap haul and unimaginable wealth. Nazgrub Wurrzag is just such an Ork, diligently hunting across the Big Uz for 'Da Big Wun' that will see him richer than any other Ork in Gorkamorka history.

Nazgrub left Mektown when things started getting a little too hot for him (in more ways than one!). Something about Nazgrub sets him apart from the others – he has powers of the mind which resemble those of a Digga Shaman. Being cooped up in the crowded settlement of Mektown, surrounded by hundreds of other Orks, just made his head hurt. These latent psychic abilities can also manifest themselves in a more violent form, usually in an uncontrollable burst of energy that smashes buggies and shatters forts! It is this unpredictable danger that makes Nazgrub Wurrzag shun others and eke out his own existence in the desert. However, Orks need other Orks and even the most hardened hermit has to have a good fight now and then just to keep in practice!

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

Weapons. Nazgrub Wurrzag is armed with a choppa, kannon and a knife. He wears flak armour.

Skills. Nazgrub Wurrzag has the following skills: *'Ard as Nails* (Muscle skill), *Loota*, *Sneak Off* (Cunnin' skills) and *Gunboy* (Odd skill).

Mob Rating. Nazgrub Wurrzag adds 25 to your mob rating.

SPECIAL RULES

Scrap Fever. Nazgrub Wurrzag has an irrational love of scrap and seeing others with scrap which should belong to him makes him very, very mad! Nazgrub Wurrzag *hates* any enemy warriors carrying a Scrap counter or who are on board a vehicle carrying scrap. See Da Clevver Stuff section of Da Roolz for details of how Hatred works.

Thievin' git! Nazgrub Wurrzag has a penchant for wandering off with stuff that doesn't belong to him. Of course, with his temperamental psychic powers, it is a brave Ork who questions this when he notices the scrap prospector heading off to Mektown with some of the mob's hard-earned loot.

After every battle, before working out income, roll a D6 for every Scrap counter the mob captured in the last battle. If the roll is a 1, Nazgrub helps himself and your mob does not gain any teef for the scrap. On a roll of a 2 or more the scrap prospector controls his kleptomaniac instincts. Obviously, the more scrap the mob collects, the itchier Nazgrub's fingers get!

Weirdo Powers. Nazgrub Wurrzag has the following powers due to his latent psychic abilities:

Knows fings. With choice phrases such as "I hears it in da wind!" and "My gippy leg has never let me down!", Nazgrub Wurrzag has a knack for knowing when there's going to be a fight. Before any battle against an Ork mob or Diggamob, Nazgrub Wurrzag *must* take a Leadership test. If the test is passed, the mob he is with may roll on the Scenarios Table, if he fails then the enemy rolls on the Scenarios Table. Remember that whoever rolls on the table usually gets to choose the scenario and is the attacker. This is regardless of the relative mob ratings of the two mobs involved.

If both mobs have a Scrap Hunter they cancel out each other's precognitive abilities and the mob with the lower mob rating rolls as usual. This ability has no effect against Muties or Rebel Grots, whose attacks are often chance encounters and random acts of violence.

Zapp! At the start of each of Nazgrub Wurrzag's shooting phases, roll a D6 and deduct the number of Orks (not Grots, Diggas or anyone else) within 6" of Nazgrub. Also, deduct -1 for each hand-to-hand combat within 6". If the score is 0 or less then the psychic energy built up during the battle flares off the itinerant prospector in a spectacular fashion.

If Nazgrub Wurrzag can pass a Leadership test the psychic bolt can be directed at any target within his line of sight just like shooting. If the test is failed the explosive psychic energy travels in a random direction (roll a Scatter dice). Whether controlled or random, the bolt will travel 4D6" and will hit the first model in its path. The *Psychic Zap* inflicts a hit of D6+1 Strength that does D3 damage with a -2 save modifier. After the psychic zap has been resolved, work out a hit on Nazgrub, with a Strength equal to the roll of a D6. There is no save against this hit. If Nazgrub Wurrzag fires off a psychic zap he may not shoot normally in the same shooting phase.



BAD DOC DREGGUTZ

Docs are seen as necessary specialists in Ork society, but nobody really likes or trusts them. They have a habit of pulling out more teef than they need and their penchant for strange and unnecessary experimentation means that quite a few patients often end up worse than when they went into the serjery. Some Docs go even further, and their outrageous operations have left a horde of mutilated and contorted Orks wandering Mektown. Eventually public opinion turns against these fanatical researchers so much that they must either leave Mektown or risk going under the knife themselves.

Dreggutz was dubbed a 'Bad Doc' after an infamous incident involving Snakrat (Gorker Nob of the Twisted Nex mob), a head wound and the indiscriminate use of a kustom jump-jet. While they scraped Snakrat off the side of Gorkamorka, Dreggutz thought it better to make his exit before the rest of the Twisted Nex found out and demonstrated why they had chosen that particular name for their mob. He is offering his services at the moment with a 'speshul, enda season discount!'.

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

Weapons. Bad Doc Dreggutz is armed with a bone saw (see below), slugger and a knife. He wears studded armour.

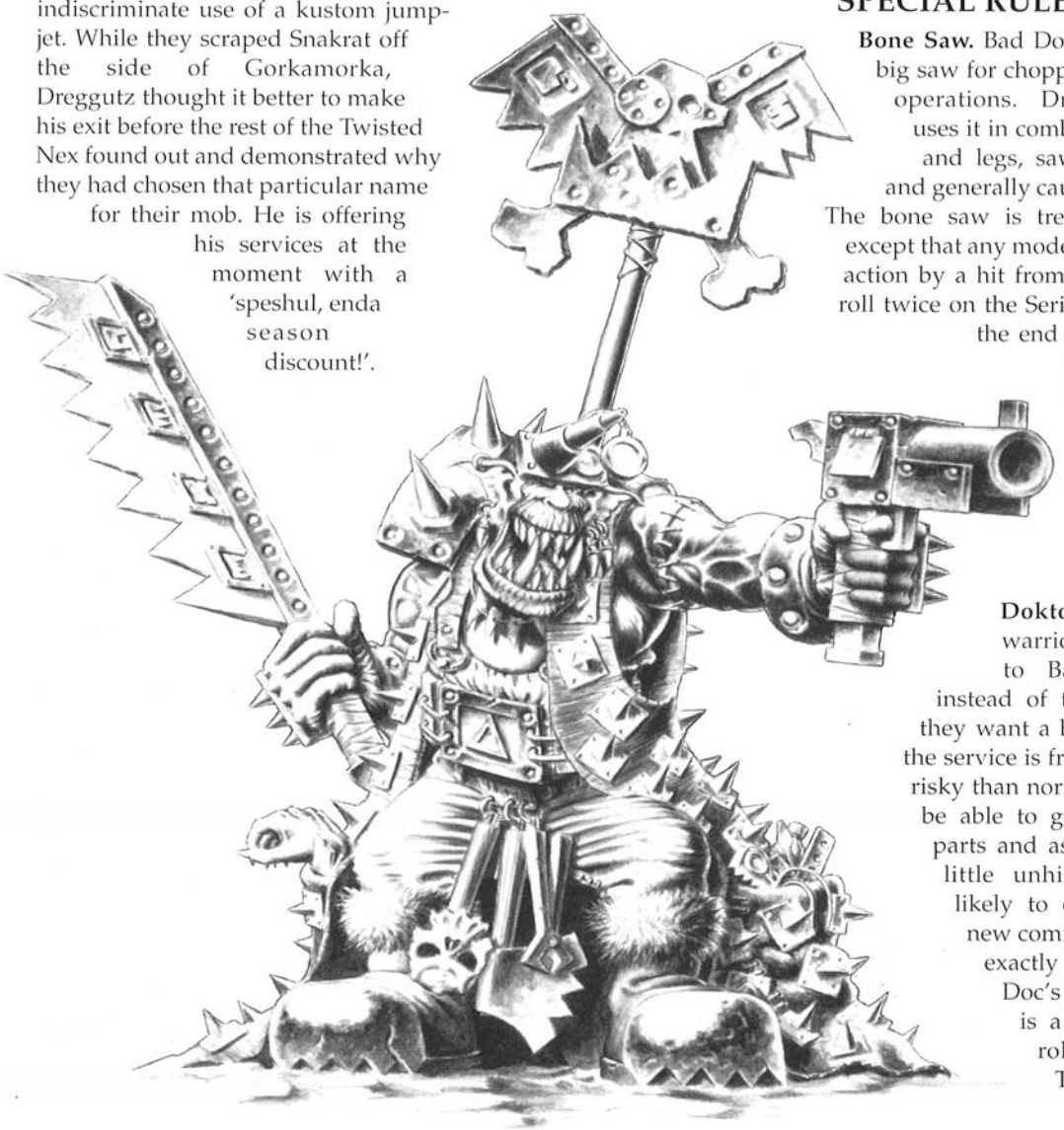
Skills. Bad Doc Dreggutz has the following skills: *Well 'Ard* (Ferocity skill), *Duck 'n' Weave* (Cunnin' skill) and *Doc* (Odd skill).

Mob Rating. Bad Doc Dreggutz adds 25 to your mob rating.

SPECIAL RULES

Bone Saw. Bad Doc Dreggutz carries a big saw for chopping off limbs during operations. Dreggutz sometimes uses it in combat, lopping off arms and legs, sawing through skulls and generally causing lots of damage. The bone saw is treated like a choppa except that any model who is taken out of action by a hit from the bone saw must roll twice on the Serious Injuries Table at the end of the battle, taking the lowest result. Remember to note down which warriors are taken out of action in hand-to-hand combat by the Doc.

Doktorin'. Injured warriors in the mob can go to Bad Doc Dreggutz instead of the Doc's Serjery if they want a bionik bit. Although the service is free, this is even more risky than normal – the Doc won't be able to get that many spare parts and as he is more than a little unhinged, he is more likely to eksperiment on his new comrades. This is treated exactly like a visit to the Doc's Serjery except there is a -1 modifier to the roll on the Big Day Table which costs no teef.



DREGMEK BLITZKART - MEKBOY EXTRAORDINAIRE

It's the duty of every Mek to labour in the construction of the great Gorkamorka. Alongside this holy role, the Meks also have a good line in weapon and vehicle building and kustomisin'. In fact, some Meks get so side-tracked by their endeavours for the mobs of Mektown that they hardly turn up at Gorkamorka at all (if ever!). Of course, the other Meks get annoyed by this. Firstly, it is shirking a sacred duty laid down by the Ork gods. Secondly, if everybody had such a carefree attitude nothing on Gorkamorka would get done. Finally, and probably most importantly, the Meks don't get paid for working on Gorkamorka and those who slope off for a bit of freelancin' generally end up with more teef than other, more dedicated, Meks.

Dregmek spent half his life sketching plans for a "ded good flyin' kart" that would enable an Ork to soar through the air and rain death on his enemies from above. Unfortunately, all the other Orks, rather justifiably, thought him completely barking mad and he could never get the sponsorship to build the Deth Kopta. One night, Dregmek made a decision which was to change his life.

Several weeks later the Bossmeks of Gorkamorka noticed a large number of supplies, intended for the Windward Thruster Chamber, had disappeared. Who had been looking after the scrap? Dregmek! They arrived at his workshop just in time to see him roaring over the outer wall of Mektown, screaming into the wind "I'll be back, ya zoggin' skumbos, just you see!".

	M	WS	BS	S	T	W	I	A	Ld
DREGMEK	4	4	5	3	4	2	3	1	8

Weapons: Dregmek Blitzkart is armed with a kustom six-shoota and a knife. He drives (flies!) the Deth Kopta.

Skills. Dregmek Blitzkart has the following skills: *Skid Start*, *Stunt Driver* and *Skid Turn* (Drivin' skills).

Mob Rating: Dregmek adds 60 to your mob rating.

SPECIAL RULES

Kustom Six-Shoota. Dregmek Blitzkart has his own kustom six-shoota, hand-made by himself. The six-shoota has the profile below.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	12	+1	–	4	1	0	4+

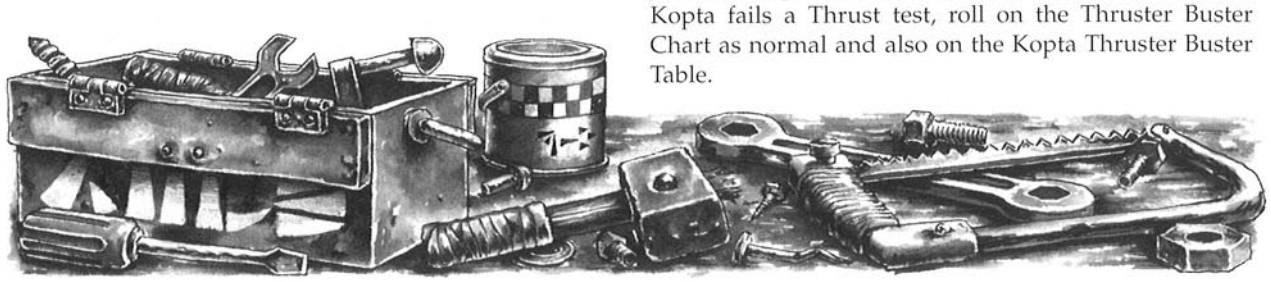
Special: Two Sustained Fire dice and 1 turn reload.

Upkeep. Dregmek Blitzkart and the Deth Kopta are counted as *three* models for the purposes of living expenses (rather than two as for other special characters). The Mek does not count as a Spanner Boy or allow the mob any vehicles other than the Deth Kopta, and will not fit gubbins to vehicles or do any other Spanner type work.

The Sad Loss. If the Deth Kopta is destroyed or captured (and not rescued) then Dregmek Blitzkart will leave the mob, surrounded by an air of despondency. If Dregmek is killed or captured then the Deth Kopta can be sold as scrap, earning the mob an additional 2D6 teef, added to their next income (not profit).

Deth Kopta. The Deth Kopta is Dregmek Blitzkart's latest invention. This flying machine will revolutionise warfare as the Orks know it, or so the Mek's sales pitch claims. Roaring through the air, it certainly is a stirring sight, but most Orks prefer to have both feet firmly planted on the ground and only Dregmek Blitzkart himself is brave enough to fly this potential death trap!

Except where noted below, the Deth Kopta is treated exactly like a bike for movement, shooting, being shot at and so on (think of the wheel/track hit location as 'wurly bits'). During its movement the Deth Kopta flies over any models or terrain no higher than 6" tall. If it moves into a piece of terrain taller than 6" it will collide as normal. Whilst flying, the Deth Kopta cannot ram or be rammed, be boarded or otherwise have warriors moving on or off it. If the Deth Kopta is immobilised, for any reason, it will crash to the ground and take D3 damage, from then on it may be rammed and boarded just like any other immobilised vehicle. If the Deth Kopta fails a Thrust test, roll on the Thruster Buster Chart as normal and also on the Kopta Thruster Buster Table.





KOPTA
THRUSTER BUSTER TABLE

1D6	Result
1	**Stall!** The Deth Kopta soars into the air before plunging to the ground with a crash. It takes D6 damage just as if it had been involved in a collision.
2	**Krunch!** The Deth Kopta skids along the ground and takes D3 damage just as if it had been involved in a crash. The Deth Kopta will collide or crash with any vehicle or terrain it moves over during its random move.
3	**Skreech!** The Deth Kopta barely stays aloft and if it moves over a vehicle or terrain during its random move it will crash or collide as normal.
4+	**Phew!** The Deth Kopta moves erratically but stays airborne and is otherwise safe.

The Deth Kopta is fitted with linked kannons with the *More Dakka* upgrade. This profile is summarised below. Like a bike, the linked kannons have a 2" 'fire corridor' extending up to 18" in front of the Deth Kopta and are fired by Dregmek Blitzkart himself.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
4	18	–	–	4	1	0	4+

Special: Two Sustained Fire dice, Knockback.

The Deth Kopta is not powerful enough to carry anyone except the pilot (Dregmek himself) and so never has any crew. This means that if the mob is split into separate reinforcement groups because of the scenario being played, the Deth Kopta and its mad Mek pilot will always be in a group on its own. Nobody else would ever dream of flying the Deth Kopta, so you cannot have one of your warriors challenge Dregmek for the position of driver.

Kustomisin': Between battles, Dregmek Blitzkart will patch up any damage done to the Deth Kopta (treat permanent damage just like a visit to the Mek's Workshop) and spend his time adding on extra bitz and improving its performance. Dregmek can perform one kustomisin' job on the Deth Kopta, its kannons or his kustom six-shoota after each game, and will not work on any other vehicles or weapons. He can only perform one kustomisin' job in each post-battle sequence. There is usually not enough spare gubbins and scrap for Dregmek so he has to make do. For this reason there is a -1 modifier to his rolls on the Big Day Table. Although no teef are actually paid, you must roll a D6 to see how much the cost of the Deth Kopta or the six shoota has increased by, and add this to your mob rating.

DA KRUSHER

There are many mysteries and legends argued and fought over in Mektown and the forts dotting the Skid and the desert. When will Gorkamorka do its thing? What protects the Diggas below their Pyramids? Did Grotslag 'Eadbiter really choke to death on a Mutie? Who is Da Krusher? The last of these has been asked more often over recent times, as the enigmatic figure of Da Krusher has appeared in more battles.

Nobody can remember who Da Krusher originally was, before 'Da Accident'. Who can say why the Meks felt honour-bound to do all they could to save his life after 'Da Accident'. Come to that, what the Gork was 'Da Accident'? Whatever the answers, Da Krusher has passed into folklore – an avenging figure who appears out of the wastes to do battle, before disappearing again once his strange duty has been fulfilled.

Nothing much shows of Da Krusher's original body. Generations of Meks (who call it Da Six 'Undred Teef Ork in reference to the value of the hundreds of bioniks it has had fitted) have patched up his original replacements and upgrades, adding new nails and squirting oil into the right bits, so that all that shows is a small piece of brain tissue. Whatever its reasons for fighting, Da Krusher is a valuable ally – when he turns up and is in full working order!

	M	WS	BS	S	T	W	I	A	Ld
DA KRUSHER	4	5	4	4	Special		2	1(4)	7(8)

Weapons. Da Krusher is armed with a shoota arm and a claw arm. The details of these are given in Da Uvver Book and are summarised below.

Skills. Da Krusher has the following skills: *Well 'Ard* (Ferocity skill), *Chuck* (Muscle skill), *Hipshoota* (Dakka skill) and *Gunboy* (Odd skill).

Mob Rating. Da Krusher adds 35 to your mob rating.

SPECIAL RULES

Da Bionik Ork. Da Krusher has had many, many bionik enhancements. The rules for these are summarised below, full explanations can be found in the Doc's Serjery section of Da Uvver Book. Da Krusher has the following Bionik bitz (note that it breaks the normal rule of no more than one of each type of bionik, but that's why it's so special!). Any characteristic increases due to bioniks have been entered on Da Krusher's profile in brackets.

Shoota Arm

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
12	18	+1	0	3	1	0	4+

Claw arm

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
Close Combat		–	–	6	1	-3	N/A

Two De-lux Kickin' Legs. +2 Attacks at normal Strength of 4.

Steel Horns. An extra Strength 4 attack.

Steel Skull. +1 Leadership.

Bionik Eye. +1 to Hit with shooting.

Iron Mask. Causes *fear*.

Fuel Injection Implant. At the start of Da Krusher's turn you must declare if it is using the implant or not. If it does use the implant, then its basic Movement and Initiative are increased by +2. At the start of each turn that Da Krusher uses the implant roll a D6. On the score of a 1 it fails. On the score of 2+ there is no detrimental effect that turn. Da Krusher may use the fuel implant for as many turns as you want but must test at the start of every turn it uses the implant.

Cybork Body. All the metal plates nailed to Da Krusher's body gives it an armour value of 9, instead of a Toughness value. If any hits penetrate Da Krusher's armour then roll a D6. On the score of 4-6 Da Krusher explodes and is taken out of action immediately and on a roll of 1-3 Da Krusher is unharmed by the attack.

Temperamental. Da Krusher is a clanking, whirring monstrosity gouting steam and smoke as it plods purposefully into battle. However, it is in constant need of repair and many of its bioniks have long since seized up. Da Krusher is subject to the rules for the following serious injuries: *Head Wound* and *Old Battle Wound*. Remember that if Da Krusher is affected by *frenzy* because of his head wound, he doubles his basic Attacks (to a total of 2) before adding the extra attacks for his kickin' legs and horns.

Klunky. Da Krusher is not what you'd call quick on its feet. In fact, as it stomps across the battlefield it's quite easy to run circles around it. Da Krusher doesn't get any bonuses for charging into hand-to-hand combat and enemy who shoot at him while on overwatch do not suffer the usual -1 to hit modifier for firing at a charging or disappearing/emerging target.

Da Krusher cannot hide and cannot go into overwatch.

RED GOBBO

The Red Gobbo is the infamous individual who heads Da Kommittee and therefore is the figurehead for the whole Revolutionary Movement. Although the Red Gobbo mainly concerns himself with the Revolution as a whole, it is not uncommon for him to get out and do a bit of dirty work himself.

While the actual position of the Red Gobbo may change hands, part of the seat of power is the trusty kustom slugger and club-like sceptre of authority which all Red Gobbos have carried since the Gretchin Revolutionary Committee was founded. These were supposedly wrested from the bloodied hands of the Ork oppressors during the Strike Day Massaker and have been treasured artefacts ever since. This means that nobody mistakes the Red Gobbo for anything than what he actually is – the one true leader!

	M	WS	BS	S	T	W	I	A	Ld
RED GOBBO	4	D6+1	D6+1	D3+1	4	D3	D3+1	D3	7

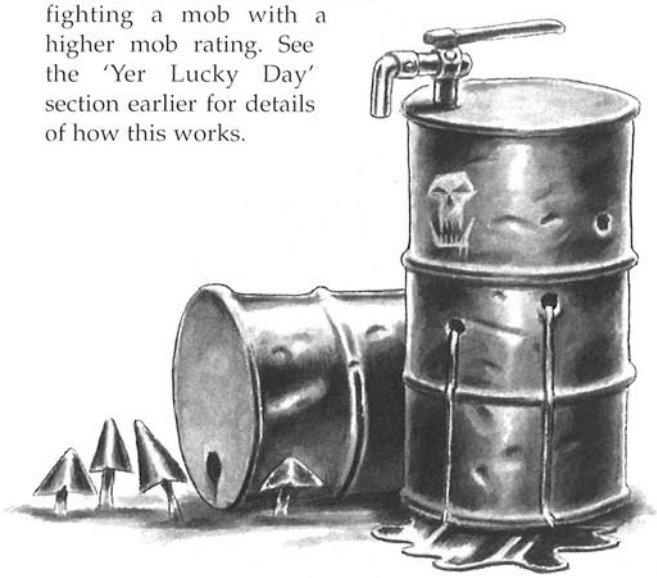
Weapons. The Red Gobbo is armed with a kustom slugger, club and a knife.

Skills. D6 random skills (see below).

SPECIAL RULES

Rebel Grots Leader. The Red Gobbo is the head of Da Kommittee and will only fight for Rebel Grot mobs. He will fight for no other type of mob.

Hiring. The Red Gobbo is not hired in the normal way. Rebel Grots cannot purposefully seek him out, he will only ever turn up if the mob is fighting a mob with a higher mob rating. See the 'Yer Lucky Day' section earlier for details of how this works.



Different Gobbo. To represent the fact that the Red Gobbo is not actually the same Grot all the time, you must randomly determine his profile and skills when he joins the mob. Even if he joins the mob again the very next battle, he may be a different Grot (life in Da Kommittee can be very fast!). The Red Gobbo's characteristics are rolled for at the start of the battle, as shown on the profile above. The Red Gobbo also has D6 skills. Roll a D6 for each skill to see which list to roll on.

RED GOBBO SKILL TABLE

1D6	Skill list
1	Ferocity
2	Muscle
3	Boardin'
4	Cunnin'
5	Dakka
6	Odd

Revolutionary Leader. The Red Gobbo takes over your Rebel Grot mob and counts as its leader instead of your Head Honcho. If he is taken out of action or is not on the table for any reason then control reverts to your Head Honcho as normal.

Inspiring. The Red Gobbo is an awe-inspiring sight to the Rebel Grots and his presence makes them double their efforts for the revolution. Any Rebel Grots within 6" of the Red Gobbo can use his Leadership of 7 for any Leadership tests they take.

Any Rebel Grots within 6" of the Red Gobbo may also test to recover from pinning at the start of their turn, just as if they were within 2" of a friendly warrior.

Die-hard. The Red Gobbo can always test to recover from pinning, even if there is no friendly model within 2" at the start of his turn.

Kustom Slugger. The Red Gobbo's slugger has the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	15	+1	–	4	1	0	+4

Honest Dealin's. After fighting a battle alongside the mob, the Red Gobbo will know *exactly* how they performed. When generating income after the battle, your Head Honcho may not lie to Da Kommittee and all appropriate modifiers will apply.



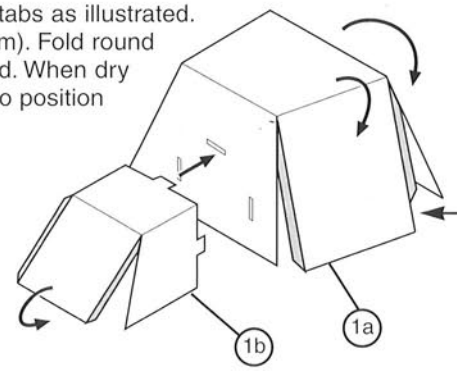
CONSTRUCTING YOUR CARDBOARD SCENERY

Apply glue where tabs are shaded, using either super glue or all purpose adhesive.

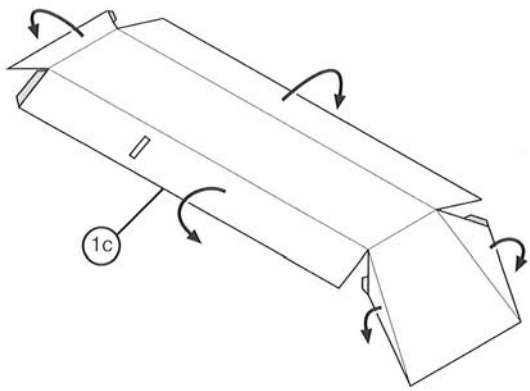
CRASHED SPACESHIP

1 BOXY BIT

Fold round the sides of the boxy bit (**1a**) and glue the tabs as illustrated. It is important only to get glue on the tabs (see diagram). Fold round the sides of the smaller box (**1b**) and glue as illustrated. When dry locate **1b** into **1a** using the tabs provided, and glue into position for added strength.



ONLY GLUE THE TAB. ENSURE NO GLUE GETS ON THE EDGE BELOW THE TAB, AS THIS FORMS A LOCATION SLOT.

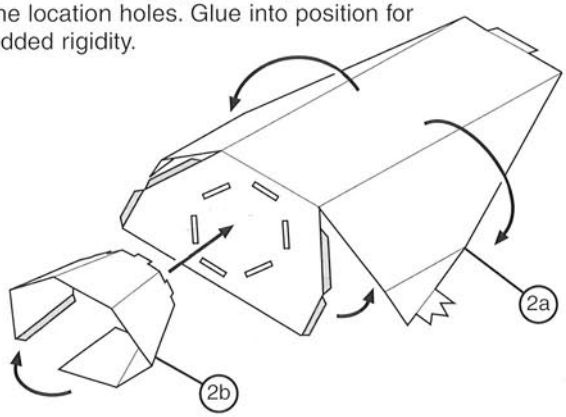


AIR DUCT

Fold round the air duct (**1c**) sides and ends and glue into position with the tabs as illustrated.

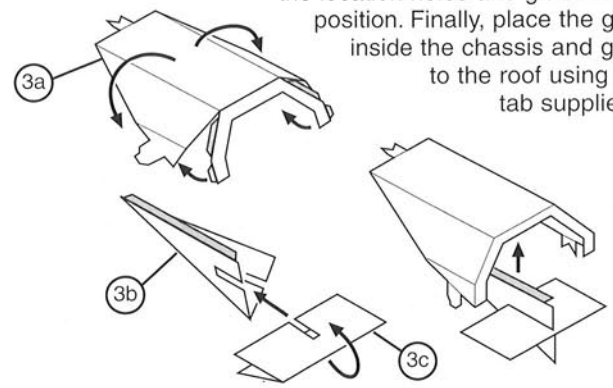
2 ENGINE

Fold round the sides of the main engine (**2a**) and glue to the front section with the tabs as illustrated then leave to dry. Fold the engine afterburner (**2b**), glue, then push the tabs into the location holes. Glue into position for added rigidity.



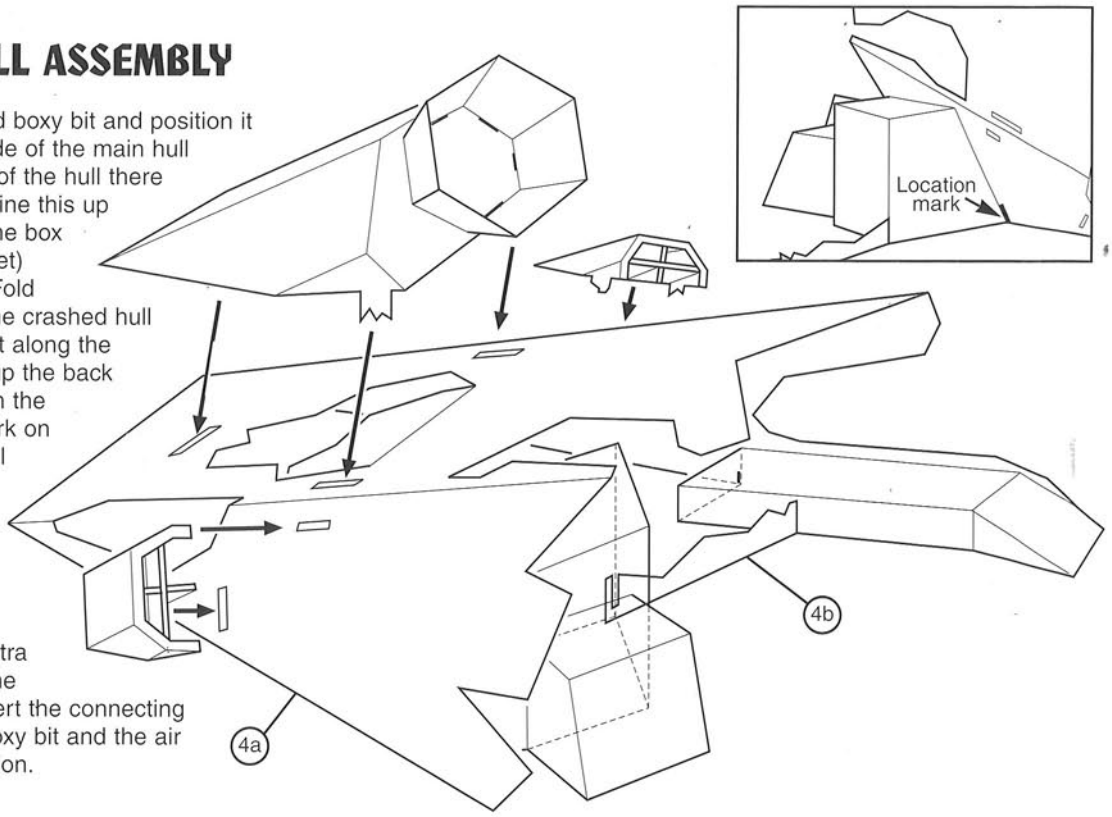
3 EXHAUST VENTS

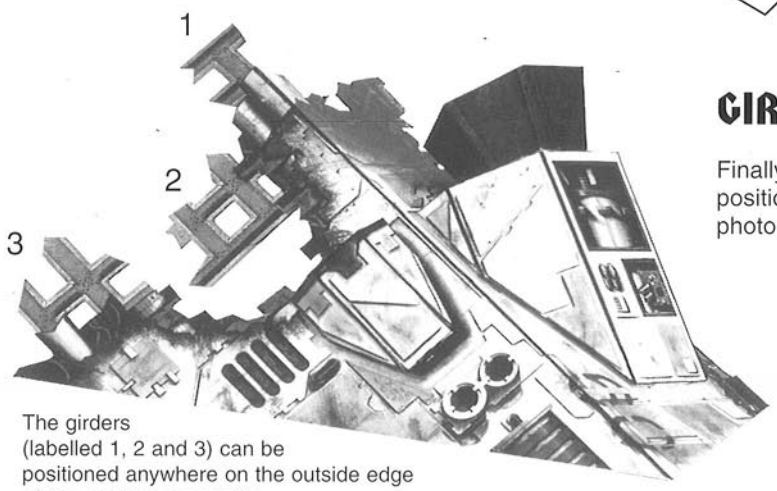
Fold round the sides of the vent chassis (**3a**) and glue to the chassis lip with the tabs as illustrated and leave to dry. Fold over vent grille (**3b**) and glue together (BUT DO NOT USE THE TAB). Fold over second part of the vent grille (**3c**) and glue together. When dry push the two parts together using the location holes and glue into position. Finally, place the grille inside the chassis and glue to the roof using the tab supplied.



4 MAIN HULL ASSEMBLY

First take the completed boxy bit and position it against the left hand side of the main hull (**4a**). On the underside of the hull there is a small black mark. Line this up with the back edge of the box (as illustrated in the inset) and glue into position. Fold over the other side of the crashed hull and position the air duct along the edge. Once again line up the back edge of the air duct with the small black location mark on the underside of the hull (see main diagram), then glue into position. Place the completed engine and exhaust ducts into the location holes provided. Glue into position for extra rigidity. Finally to hold the position of the ship, insert the connecting tab (**4b**) between the boxy bit and the air duct and glue into position.

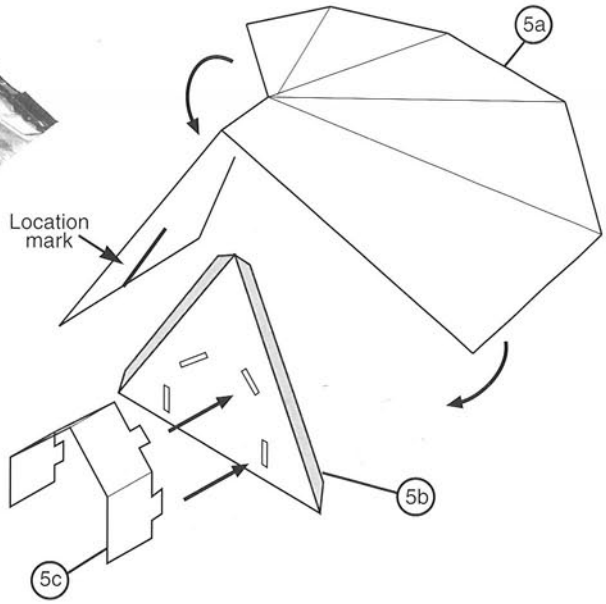




The girders (labelled 1, 2 and 3) can be positioned anywhere on the outside edge of the crashed spaceship.

GIRDERS

Finally, you can add the stripped girders in any position you desire. Simply glue into place (see photo opposite).



TENTS

Fold round the back of the tent (**5a**) until it meets the opposite wall as shown, and glue into position. Glue tent wall (**5b**) inside the tent, with the front edge of the wall in line with the location mark as illustrated. Finally slot in the tent entrance (**5c**), and glue if you wish.

Tent 6 is constructed in the same way using pieces **6a**, **6b** and **6c**, and so on for tents 7 and 8.

SUMMARY

WEAPONS SUMMARY

		RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STRENGTH	SAVE MODIFIER	DAMAGE	AMMO ROLL	NOTES
GUNZ	Arbalast	12	24	+1	0	4	-1	1	4+	
	Arqueba	6	12	+2	-1	5	-3	1	6+	
	Caliver	12	18	+1	0	4	-2	1	4+	1 Sustained Fire dice
	Fusil	12	18	+1	-1	4	-1	D3	4+	Blast
	Jezail: Autofire	6	24	+1	0	4	-1	1	4+	1 Sustained Fire dice. 1 turn
	Overload	6	24	+1	0	7	-2	1	4+	recharge. May explode on overload.
	Catapult	6	12	—	—	3	+1	1	2+	Fire twice
H-TO-H	Findin' Rod	—	—	—	—	user +1	varies	1	—	Block
	Demilume	—	—	—	—	user +1	varies	1	—	No secondary attacker bonus
	Falchion	—	—	—	—	user +1	varies	1	—	Special block
	Glaive	—	—	—	—	user +1	varies	1	—	Extra injury dice
BIG GUNZ	Splattapult:									
	Rocks	Guess	6-24	—	—	5	-3	1	2+	Template
	Burna	Guess	6-24	—	—	4	-2	1	4+	Template. Sets on fire.
	Rippa Pot	Guess	6-24	—	—	3	0	1	4+	Template. Ld test to stay on vehicle.

ODDMOBS SCENARIOS TABLE

2D6	Result
2-3	**Gotcha!** Player who rolled is defender.
4-6	**Convoy.** Player who rolled is attacker.
7-11	Player who rolled may choose: **We Woz 'ere Furst, Looterz, Da Chase, Da Siege, Da Trap** or **Convoy**.
12	**Gotcha!** Player who rolled is attacker.

MUTIES SCENARIOS TABLE

2D6	Result
2-3	**Gotcha!** Muties are defenders.
4	**Da Trap.** Muties are defenders.
5-6	**Convoy.** Muties are attackers.
7-11	Muties may choose: **We Woz 'ere Furst, Da Chase, Da Siege, Da Trap** or **Convoy**.
12	**Gotcha!** Muties are the attackers.

ADVANCE TABLE

2D6	Result
2	**Know-wots.** Choose any of the skill tables and randomly generate a skill from it.
3-4	**Know-wots.** Select one of the standard skill tables for the mob and randomly generate a skill from it.
5	**'Arder.** Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	**'Arder.** Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	**'Arder.** Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	**'Arder.** Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS
9	**'Arder.** Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	**Know-wots.** Select one of the standard skill tables and randomly generate a skill from it.
12	**Know-wots.** Choose any of the skill tables and randomly generate a skill from it.



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