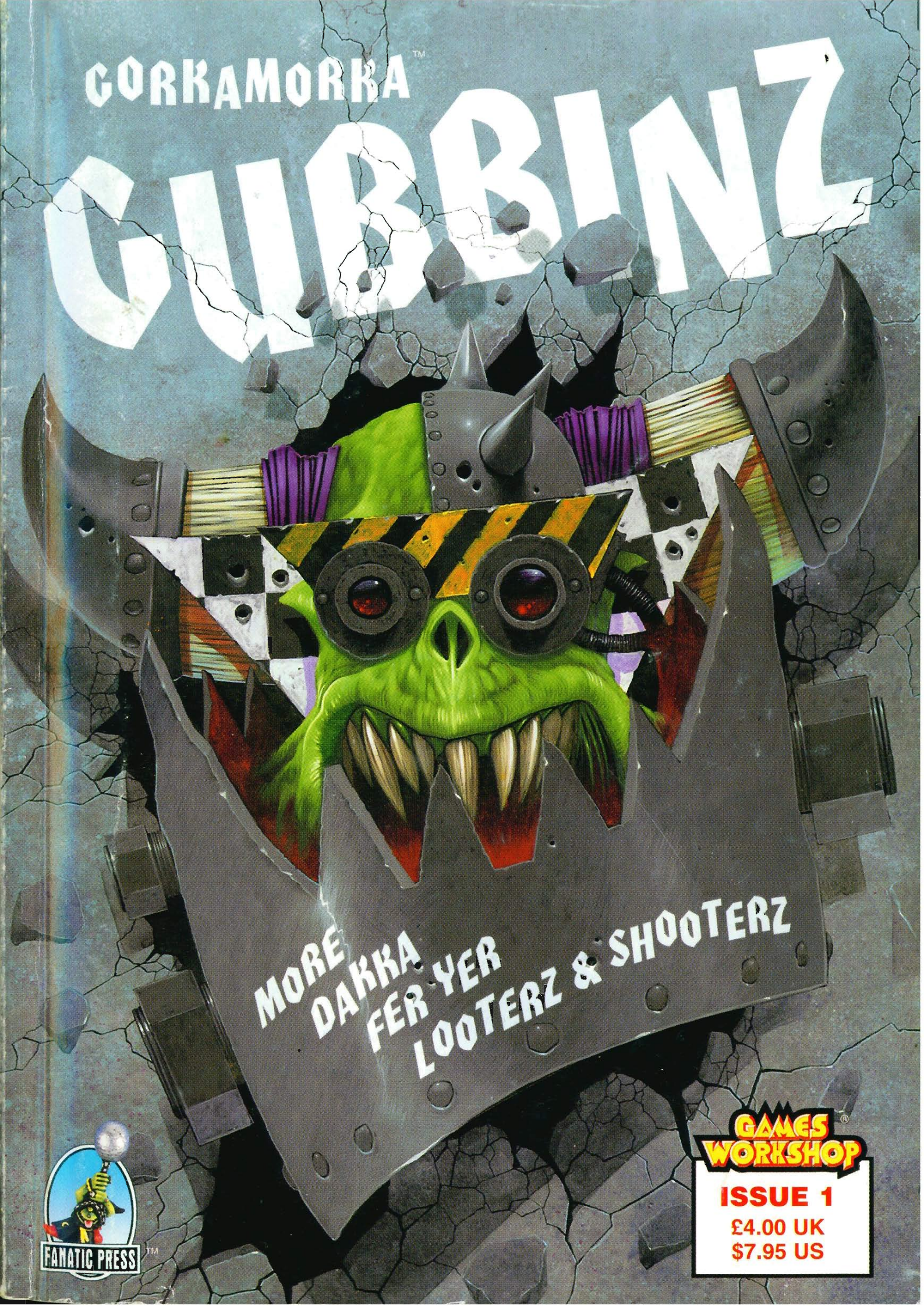

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Adrian Wood's Buggy with ram and Snotling passengers



Nick Davis's Big Trak and Nobz Trike



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# GUBBINZ

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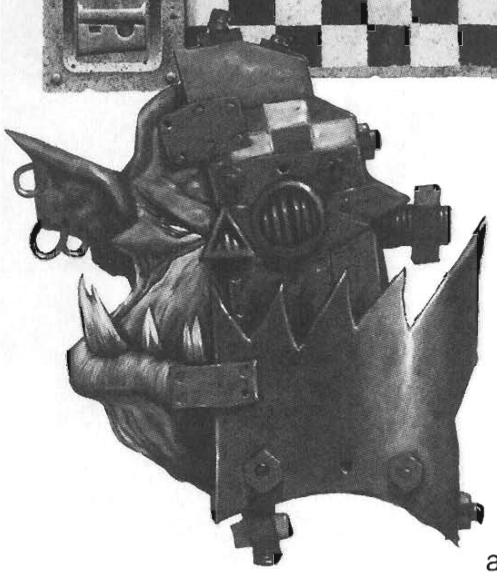
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# MAD MEKS

**Adding extra stuff to your Gorkamorka trukks and traks is one of the things we like best about Gorkamorka. This month, we pay a visit to Mekboy Gav Thorpe's workshop to see some of the great ideas for gubbinz has come up with to kustomise your vehicles...By GAV THORPE**

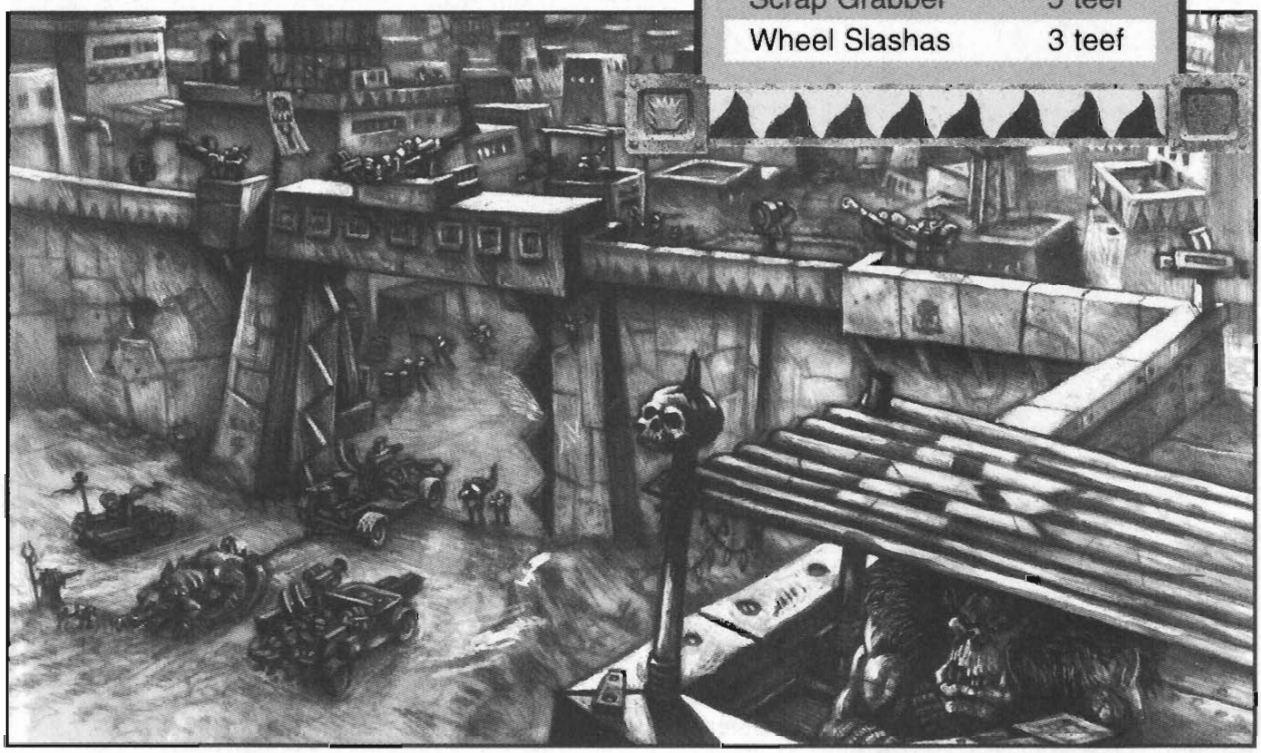
In a Gorkamorka campaign there are many ways your mob can improve. By fighting battles your warriors earn experience and gain increases to their characteristics and learn special skills. The teef you earn by digging in your mine and salvaging scrap from the desert can be used to buy new warriors and upgrade your weapons and vehicles. One of the ways your bikes, traks, trukks and buggies can be improved is by fitting gubbins. gubbins is a term used by the Ork Meks to describe a variety of additional devices which can be nailed, tied, bolted or glued to a vehicle, including stuff like extra armour plates, reinforced rams, extra spikes and huge wrecker balls.

This article includes some new gubbins types which you can purchase for your mob, and ideas on how to model them.

## BUYING GUBBINS

You can buy these new gubbins types just like the gubbins detailed in *Da Roolz* and *Da Uvver Book*, by paying the appropriate teef cost listed on the table below.

| Gubbins | Cost |
|---|---|
| Frag Mine Layer | 6 teef |
| Krak Mine Layer | 10 teef |
| Shoutas | 4 teef |
| Scrap Grabber | 5 teef |
| Wheel Slashas | 3 teef |



## MINE LAYERS

A Mine Layer is a rack of two mines, either Frag or Krak, which can be dropped behind the vehicle as it moves. If the enemy move closer or run them over, the mines will explode, usually with devastating effect. They can be used to attack enemy chasers or to close off areas of the battlefield.

All Mine Layers form one entry in your vehicle's gubbins box. Additional Mine Layers are noted beside the main entry and you must decide whether they are fitted with Frag mines or Krak Mines, eg Krak Mine Layers 2. A bike can have one Mine Layer, any other vehicle can have up to three Mine Layers. You may mix different types of Mine Layer, but can only mount a maximum of three (two Frag and one Krak, for example). Mine Layers work as follows:

Each Mine Layer carries two mines, which are released together. At any point in the vehicle's move you may declare you are laying a mine. Place a mine counter directly behind the vehicle. The second mine is laid after the vehicle moves another D6 inches. If the vehicle doesn't move this full distance it is placed behind the vehicle when it stops moving.

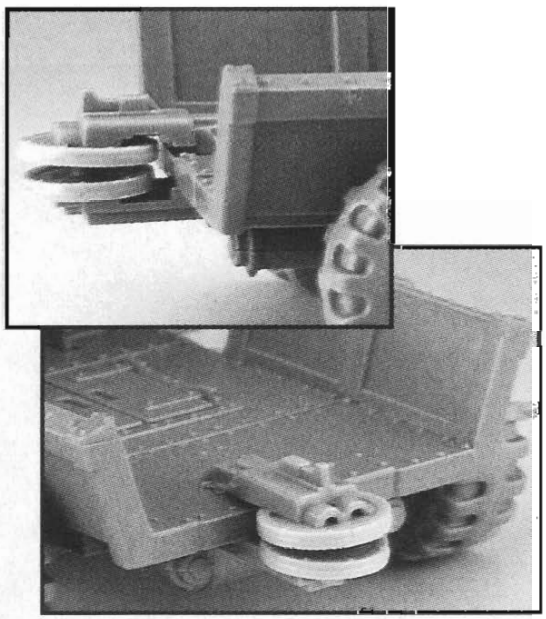
If any model moves within 2" of a mine counter it will explode on a D6 roll of a 4+. If a model moves over a mine counter it will explode automatically. Mines explode with the same effect as a stikkbomb of the appropriate type (Frag or Krak). When a mine explodes, remove the counter.

If an unused Mine Layer is damaged by the enemy due to a hit on the gubbins location then roll a D6. On a roll of 1, 2 or 3 it explodes, affecting the vehicle as if it had set off the mine. On a roll of 4, 5 or 6 the Mine Layer cannot be used for the rest of the battle. Mine Layers are assumed to be stocked up between battles for no extra cost.

## MINE LAYERS

You can model your gubbins anyway you want, but we've included some modelling ideas throughout this article just to give you some ideas.

This Mine Layer has been made from round Warhammer shields and the storm bolter from the Imperial Vehicle Accessory sprue. To begin with stick two round shields together, as you can see from the photos they look better with a piece of plastic in between to set them apart slightly. Then stick the two halves that make up the storm bolter above and below the shields and the completed Mine Layer is ready to stick on your trukk. We suggest you use round Warhammer shields as Mine counters!



## SHOUTAS

Noise is very important to Orks, and the louder the better. Some mobs like to fit their vehicles with huge amplifiers and speakers which turn the rumble of the engine into a deafening roar and makes the shouts of the crew reverberate across the battlefield.

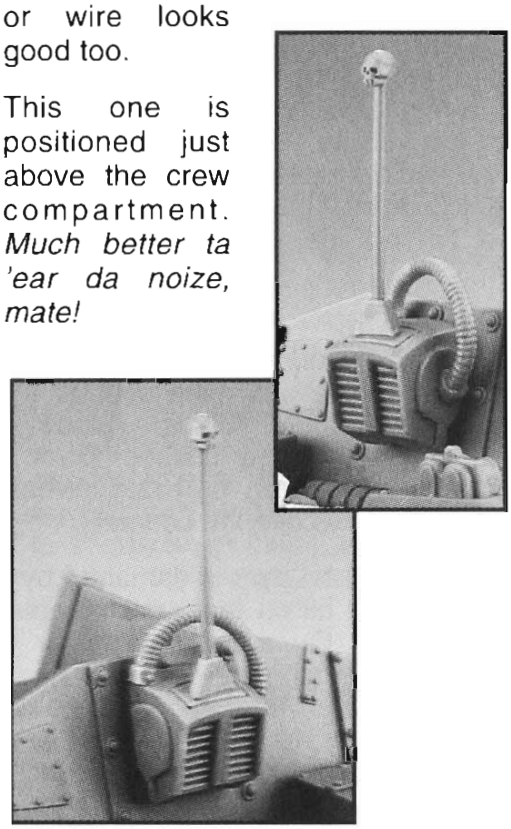
A vehicle can only be fitted with one set of Shoutas. A vehicle with Shoutas has the following benefits:

Some scenarios, *Da Rumble* and *Da Fight* use a Revvin' and Shoutin' roll to see who goes first. In these situations a vehicle with Shoutas allows you to roll 2D6 rather than

## SHOUTAS

Our amplifier/speakers for the Shoutas Gubbins are made from the torso of a plastic Space Marine Terminator. Add extra bits to the speaker to make it look more mechanical; the aerial we've used is from a Space Marine Bike, but any kind of hose or wire looks good too.

This one is positioned just above the crew compartment. *Much better ta 'ear da noize, mate!*



1D6 as normal. bikes' Shoutas aren't as big and only allow an additional D3 to your roll.

In addition, Orks respect loud noises and a vehicle which is zooming around preceded by the thunderous roar of its engines and the bellows of its crew is a daunting foe, even for an Ork. A vehicle with Shoutas causes *Fear* as described in Da Clevver Stuff section of *Da Roolz*. This means enemies who wish to board the vehicle must first take a *Fear* test to see if they can.

Shoutas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

## SCRAP GRABBER

It has been a constant source of irritation to many Ork Nobz that in order to get scrap from the desert, someone has to jump out of the vehicle to dig it up. This makes scrap hunts more dangerous, as the time taken gives enemy mobs more opportunity to muscle in and claim the scrap for themselves. In response to this, some inventive Meks have developed a variety of gubbins that allow a moving vehicle to tear scrap from the sand as it passes over. This can be a large shovel on the front or back, weighted nets hung off the side or a series of hooks on chains which latch onto protruding scrap and drag it from the sand.

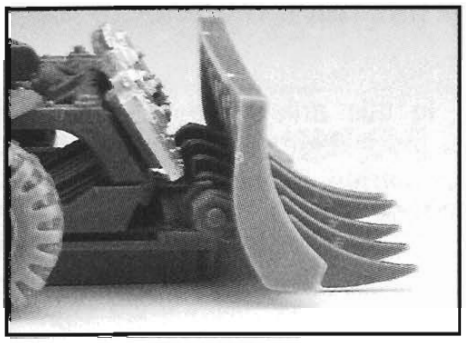
A Vehicle can have one Scrap Grabber. Bikes cannot be fitted with a Scrap Grabber (experiments saw many bikes being literally torn in half as they latched onto a particularly weighty and deeply buried piece of scrap!). A vehicle with a Scrap Grabber can attempt to pick up Scrap counters by moving over them.

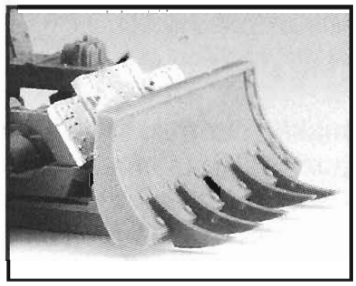
If a vehicle with a Scrap Grabber moves over a Scrap counter, roll a D6 to see if it is picked up. On a roll of 4, 5 or 6 the scrap is wrenched out of the desert and is caught in the Scrap Grabber. Add +1 to this roll if the vehicle has used its thrusters that turn. Scrap Grabbers are of no use while a vehicle is performing a slow speed manoeuvre.



## SCRAP GRABBER

Making a Scrap Grabber couldn't be simpler; just use the bulldozer blade from the Imperial Vehicle Accessory sprue. When you've put the 'dozer blade together don't glue it onto your vehicle straight away. See how it will best fit onto your vehicle before you attach it permanently. The one in the photo was glued underneath and needed a little chopping around to get the 'dozer blade to look right.







A Scrap Grabber can only hold one Scrap counter at a time, but if a crewman does nothing else for a whole turn (no shooting or fighting in hand-to-hand combat) then they may unload the Scrap Grabber and it can be used again – place the Scrap counter in the vehicle at the end of the turn.

A Scrap Grabber can be damaged like any other gubbins and is useless for the rest of the battle if this happens. Roll a D6 if the Grabber contains scrap, on a roll of 4+ it falls out, place the counter behind the vehicle. On a 1, 2 or 3 it stays lodged in the tangled remains and is treated as if loaded onto the vehicle.

## WHEEL SLASHAS

Some Spannerz like to fit their buggies and trukks with huge scythes that cut through enemy wheels and tracks.

Only buggies or trukks can be fitted with Wheel Slashas. When the vehicle is involved in a rake or sideswipe, the enemy vehicle automatically suffers a point of damage to the Wheel/Track location in addition to any other damage that may be inflicted.

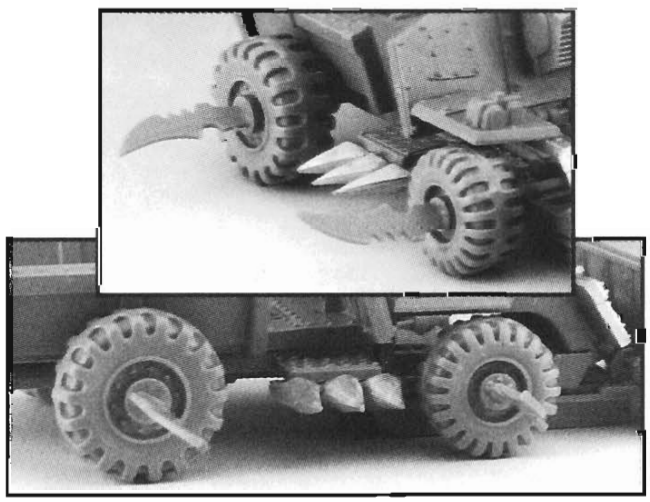
Wheel Slashas can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

## MORE FROM MEKTOWN NEXT TIME

Of course, this is only the start. We've got lots more gubbins ideas so look out for more from the Mek Thorpe's Workshop over the next few months!

## WHEEL SLASHAS

Use any kind of blade or spiky bit to attach to the hubs of wheels and onto the sides of the vehicle's hull. Lots of Warhammer chariots have deadly metal scythes.



# MAD MEKS 2

**Gav Thorpe's Mek Workshop is chock full tasty new gubbins some of which we featured in issue 217. So, we're off to 'ave our vehicles kustomised. Check out the next few pages for all the new bitz but remember to have your teef ready...**

## MEKBOY MADNESS

One of the easiest ways to make your trukks and traks better is to add gubbins to them. You buy gubbins at Mektown, in between battles. Your mob's spanner can add as many gubbins to your vehicles as you want, making the vehicle more heavily armoured, faster, etc. It's a bit like characteristic increases your Boyz get.

It's rewarding to see your vehicle become more powerful, however it's really important that gubbins are actually modelled onto your vehicles. After all it's only fair that your opponents can see what they're going up against! In this article we give you some ideas for modelling these new gubbins, just to get you started. Remember you can model your gubbins anyway you want, just use whatever parts you have to hand. If you have some specific parts in mind but you don't have them, why not order them from Mail Order?

## BUYING NEW GUBBINS

As in part one of Mad Meks(White Dwarf 217) you can buy these new gubbins types just like the gubbins detailed in *Da Roolz* and *Da Uvver Book,* by paying the appropriate teef cost listed on the table below.



| Gubbins | Cost |
|---|---|
| Spiky Wheelz | 5 teef |
| Turnin' Hook | 5 teef |
| Boosta Rokkit | 5 teef |
| Spike Droppa | 5 teef |

## SPIKY WHEELZ

Although Ork vehicles are designed to move across the rugged ground of the open deserts, they can still get bogged down in drifting sand dunes. Some Meks have come up with ingenious devices to partially compensate from this, the most popular being a set of Spiky Wheelz which give the vehicle a much better grip in loose sand.

### SPIKY WHEELZ

Spiky Wheels are made by sticking spiky bits to your wheels! *(Really?! – Fat Bloke)* The spikes we used were spiky bits cut off other models and glued onto the tyres but you can use what you want. You might prefer to use some metal wheels like those used on Ork support weapons.



A vehicle with Spiky Wheelz does not suffer the usual penalties for moving over sand dunes – it is not restricted to slow speed manoeuvres and may use its gas engines and thrusters when moving over dunes. However, every inch travelled over a dune counts as two inches, so a maximum thrust will move the vehicle forward 3 inches instead of 6, for example.

Spiky Wheelz can be damaged like any other gubbins and are useless for the rest of the battle if this happens.

## TURNIN' HOOK

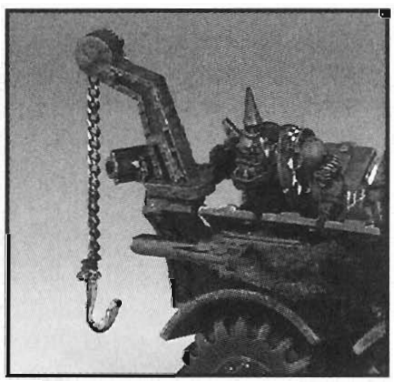
As every Ork driver knows, turning a thrusting vehicle is more a matter of chance than skill. However, some Orks, particularly Morkers, just can't resist going as fast as possible. To aid manoeuvring at high speeds, some drivers get their mob's Spanner to fit a Turnin' Hook. These vary in design from spring-fired grapples to large anchors which can be flung to the desert floor.

Any vehicle other than a bike can be fitted with a Turnin' Hook. A vehicle with a Turnin' hook can use it at the end of any thrust move. The Turnin Hook works automatically and allows the vehicle to make a 45° turn without the need to make a Leadership test. After the Turnin' Hook has been used, roll a D6. On a score of a 4, 5 or 6 the rope snaps or the chain is broken and the vehicle can carry on moving as normal. On a roll of a 1, 2 or 3 the vehicle moves D6" forward and then makes another 45° turn in the same direction. Keep moving and testing until the rope breaks. A Turnin' Hook can only be used once per game.

A Turnin' Hook can be damaged like any other gubbins and is useless for the rest of the battle if this happens.

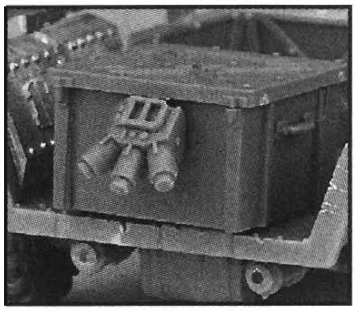
### TURNIN' HOOK

A good Turnin' Hook can be made from any kind of anchor, trident or hooked spear, attached to some string or a chain. The one we've shown here is really simple, a hook attached to a length of chain. The buggy was made by Andy Chambers for Burzuruck and his Badboyz.



## SPIKE DROPPA

The main component of a Spike Droppa is the hoppa. An easy way to make a hopper would be to use one of the new plastic ammo crates. Add a winding handle from a squig katapult and the smoke launchers from the Imperial vehicles accessory sprue.



## SPIKE DROPPA

Spike Droppas consist of a large hopper mounted on the back of the vehicle. As the vehicle moves across the desert the hopper can be opened, spilling its load of spiked balls on the ground. These impede the movement of warriors on foot and can puncture tyres and jam the tracks of vehicles.

All Spike Droppas form one entry in your vehicle's gubbins box. Additional Spike Droppas are noted beside the main entry. Eg Spike Droppas 2. A Bike can have one Spike Droppa, any other vehicle can have up to two Spike Droppas. When you use a Spike Droppa it works as follows.

At any point in the vehicle's move you may declare you are using the Spike Droppa. Place the 2" template from the Gorkamorka box directly behind the vehicle. A Spike Droppa can only be used once per battle.

Any foot model which moves onto or starts its move on a Spike Droppa template suffers a Strength 2 hit. Any vehicle which moves onto or starts its move on a Spike Droppa template suffers D3 Strength 3 hits to its Wheelz/Tracks location.

Spike Droppas can be damaged like any other gubbins and are useless for the rest of the battle if this happens. Spike Droppas are assumed to be filled up again between battles for no extra cost.

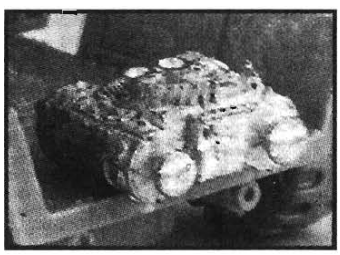
## BOOSTA ROKKIT

Orks need speed! This is especially true of Morkers, who just can't go fast enough! A mob who likes that real white-knuckle ride across the desert can opt to have a Boosta Rokkit fitted to their vehicle. The Boosta Rokkit provides a massive amount of thrust, flinging the vehicle forwards across the desert, flames and sparks trailing in its wake!

All Boosta Rokkits form one entry in your vehicle's gubbins box. Additional Boosta Rokkits are noted beside the main entry. Eg Boosta Rokkits 2. A Bike can have one Boosta Rokkit, any other vehicle can have up to three Boosta Rokkits. Boosta Rokkits work as follows.

## BOOSTA ROKKIT

To make a Boosta Rokkit use any kind of rocket; just mount it on the back of your vehicle or as part of a buggy's engine. We thought the Storm Boyz Jump Pack was a great choice for a Boosta Rokkit. Why not look around – there are some great alternative rokkits throughout the range of Citadel miniatures. The exhaust vents and rocket tubes from a Space Marine Whirlwind are pretty good. If you want to stick with Orky things, how about using the rokkit engine from a pulsa rokkit (or for the particularly adventurous just use the whole thing).



Each Boosta Rokkit can be used once per battle, after which its fuel is all burnt out. Boosta Rokkits are used at the very end of a vehicle's movement and can be used even if it would normally have to stop (due to a failed Thrust test, Leadership test to turn and so on). When used the Boosta Rokkit moves the vehicle 2D6 inches straight ahead. However, if you roll a double on the dice the vehicle is flung forward so fast it lifts off the ground and sails through the air! When this happens the vehicle is moved forward the distance shown but will pass straight over any intervening models and scenery. When it lands the vehicle suffers D6 damage just as if it had been involved in a head-on crash!

If an unused Boosta Rokkit is damaged by the enemy due to a hit on the Gubbins location then roll a D6. On a roll of 1, 2 or 3 it ignites immediately – resolve this using the rules given above. On a roll of 4, 5 or 6 the Boosta Rokkit cannot be used for the rest of the battle. Boosta Rokkits are assumed to be refuelled between battles for no extra cost.



## DA END

Ork Meks are incredibly inventive so the possibilities of adding different types of Gubbins to your vehicles are endless. Look out for more Gubbins in the near future.

Grukfang howled in frustration. The Gorker trak they were chasing was almost at the fort, and there was little his driver, Spanmek, could do. Their thrusters were playing up and the trak kept taking short-cuts across dunes where Fundatrukk, his prize vehicle, couldn't follow.

"Ain't dere nuffin' ya can do? If dey gets inna fort, all dat scrap will be dere's. We ain't got da Boyz ta attack right now!"

Spanmek cast a shifty glance over his shoulder.

"Weeell... Dere's one fing we could do, but it's chancy..."

"Jus' do it!"

"We could blow up da trukk if we's ain't lucky..."

Grukfang smashed one of his Grots over the head as he slammed his fist down, sending the small greenskin hurtling over the side of the trukk, its cries lost in the roar of another thruster burst.

"Do it! Do it NOW!"

Spanmek shrugged and then grinned happily as he grabbed a big handle in the centre of the dash and pulled hard. Suddenly the pipe behind Grukfang, which he had taken to be an extra fuel tank, burst into life, sending a out a plume of flame and hurtling the buggy forward. Rocks and dunes sped past in a blur and the welcoming bellow of the rokkit was music to Grukfang's ears.

"'Ere we go, 'ere we go, 'ere we go!" he started chanting. The trukk was still accelerating and it looked like they might just cut off the trak in time.

Grukfang laughed loud as the trak driver looked round to see them bearing down on him with tremendous speed.

With a crunch, one of the tyres hit a rock and the front of Fundatrukk lifted up. Propelled by the boosta rokkit, the vehicle's wheels left the ground, and the Orks on board held on for dear life as they sailed over the trak and smashed into the sand just in front. A plume of grit and sand billowed into the air, sending a choking cloud into Grukfang's face. As he coughed and spat, he looked around for the Gorkers. The trak was behind them. Its wide-eyed driver, momentarily stunned by the events, snapped back to his senses. But the trak slued round, sliding in the shifting sand, its thrusters stuttering uselessly as the cloud of debris clogged its intakes.

As the trak skidded uselessly, Grukfang grabbed his massive choppa and prepared to board.

# NOB UU DA KOP

**Everyone knows there's piles of scrap all over the place out in Da Big Uz. But some of it is so dangerous to get to, only the toughest and bravest mobs will succeed in bringing it back and reaping the rewards in Mektown.**
**A new scenario by ANDREW STICKLAND.**

## SPECIAL RULES

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

## DA DESERT

Place a single large rock in the centre of the table to represent Da Kop and place D3+3 Scrap counters on top of it.

Also place D3 Tar Pits anywhere on the table, at least 8" away from Da Kop.

## MOBS

Roll a D6. The player with the higher score may choose a table edge to deploy their mob on and deploys first. The opposing mob deploys on the opposite table edge.

Both players may deploy their mob within 8" of their table edge.

## STARTIN'

Both players roll 1D6. The player with the highest score gets the first turn.

## DA KOP

Da Kop is 'an 'uge grate bolda' in the middle of a particularly treacherous part of the desert. It can be whatever shape and size the players choose, but should have a relatively flat top surface (for all the fighting that's going to be taking place on it) and also reasonably good access so that warriors on foot can climb up it on all sides.

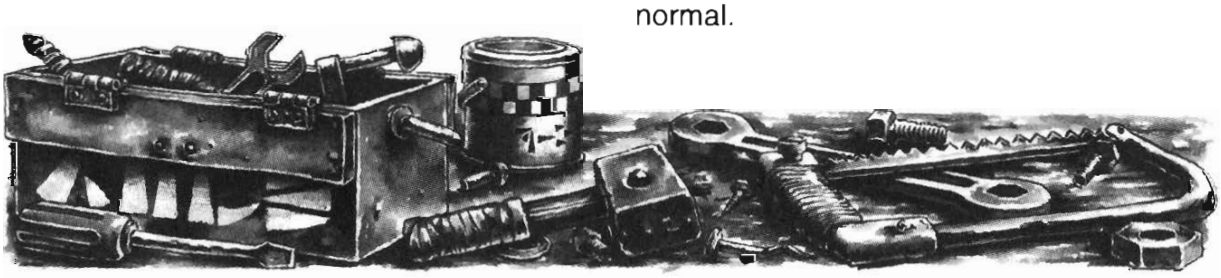
Da Kop is completely inaccessable to all types of vehicle.

Apart from this, players should make up their own rules about such matters as climbing up, falling down, carrying Scrap counters and shooting at the same time as trying to hang on with their teef, etc. These are all things which will differ depending on the size and shape of any particular Kop and players should feel free to be as creative as they want - provided they both agree of course!

## ENDIN'

The game ends when one of the mobs fails its Bottle test or chooses to Bottle Out.

Important: These are two of the toughest mobs around and aren't likely to be put off by a few injuries, so both mobs take Bottle tests after 50% casualties, not 25% casualties as normal.



If one mob only has warriors that are casualties left on the table the game immediately ends (this does not count as Bottlin' Out).

If one mob Bottles Out the other has won, otherwise the winner is the mob with the most scrap counters at the end of the battle. If both sides have the same number of Scrap counters the battle is drawn and no Nob gets the extra experience for winning.

## 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.

This part of the desert provides top quality scrap, and the Meks will pay a premium to get their hands on it. After the game, any Scrap counters held by each mob may be traded in for teef. However, each Scrap counter will be worth D3+3 teef, not D6 as usual. This is added to the mob's income for the game.

## EXPERIENCE

Warriors who take part in this scenario earn experience points as follows:

**+D6** Survives. Any warrior who survives the battle earns D6 experience points

**+5** Wounding Hit. A warrior earns an extra 5 experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

**+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.

**+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 any experience.

**+10** Nob Uv Da Kop. The Nob of the winning mob earns a bonus 10 experience points.

# TREACHEROUS TERRAIN

The following rules are designed to be used with the Nob Uv Da Kop scenario. However, if both players agree beforehand, there's no reason why they can't be used in any other Gorkamorka scenarios.

## TAR PITS

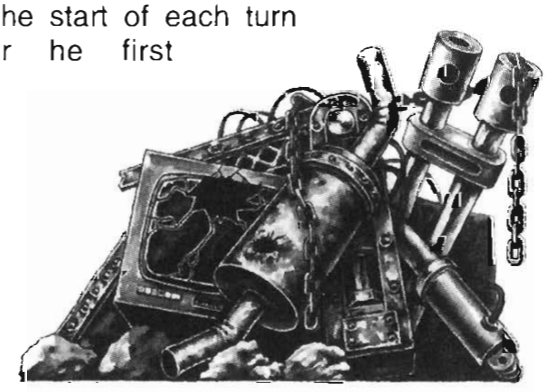
This area of the desert is dotted with ugly black tar pits which smell so bad, most of the local inhabitants would rather not go anywhere near them if they can help it. Some of them are huge, the size of small lakes, and others are no more than a puddle, but no matter what their size, they can easily swallow up any unfortunate victim (warrior or vehicle) foolish or unfortunate enough to get too close.

The players should take it in turns to place D3 Tar Pit templates on the table. These can be any shape the players wish, but should be at least large enough to cover an entire vehicle. They may be placed anywhere on the table unless the rules for the scenario state otherwise.

## WARRIORS ON FOOT

Any warrior on foot who enters a tar pit for any reason is likely to suffer a slow and frustrating death unless his friends can help him out.

At the start of each turn after he first



enters the Tar Pit the warrior must roll 1D6. If the result is equal to or less than his Strength, he may move 1". If this takes him off the template, he has succeeded in dragging himself out of the foul pit and may continue as normal.

If the result is greater than his Strength, the tar has begun to suck him down and he must roll again at the start of the following turn. He may not do anything else during the turn as he is too busy trying to save himself.

At the start of any subsequent turns he must roll again as above, but from now on, a roll of 6 on the D6 means he has been dragged under and is lost forever!

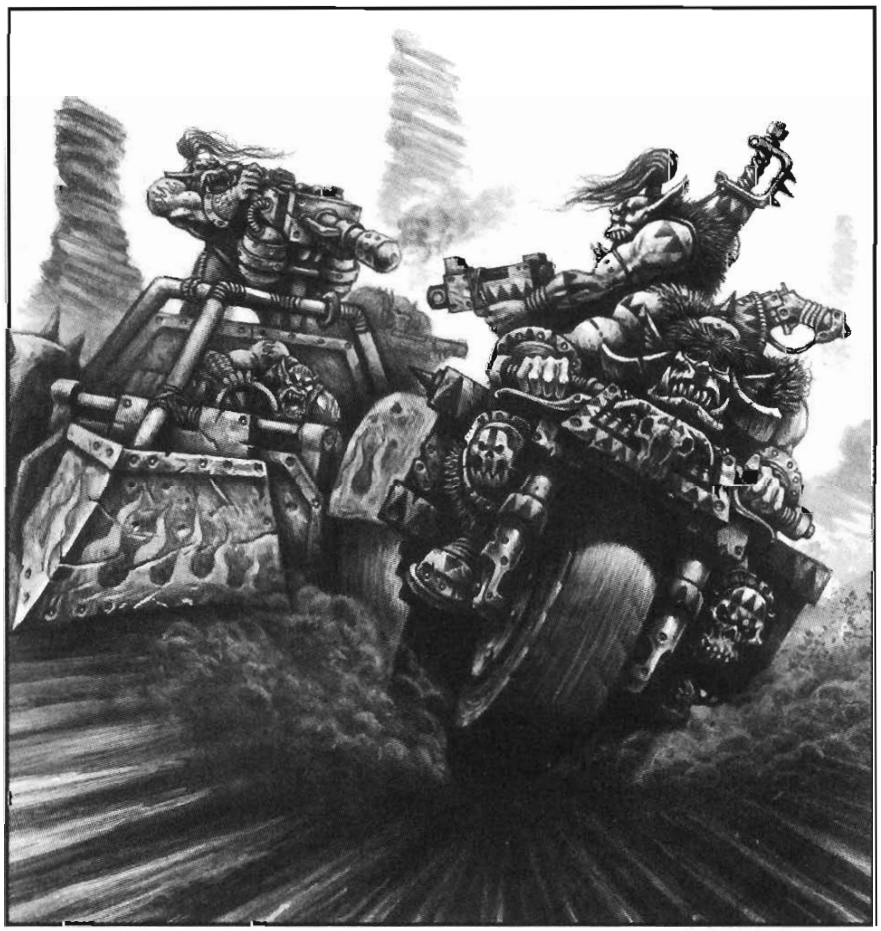
Any friendly warriors within 1" of the struggling warrior (but not in the tar themselves) may attempt to pull him out. For every friendly warrior helping to pull him out, a warrior in a Tar Pit may subtract 1 from the score on the D6. Warriors who help to pull someone out from a Tar Pit may not run or shoot in that turn.

## VEHICLES

If any wheel or track on a vehicle comes into contact with a Tar Pit, the vehicle will immediately spin and move D3" in the direction it is then facing. This will be the end of its movement.

If a wheel or track is still inside the tar pit at the end of its move, the vehicle has become bogged down and has begun sinking. At the start of each subsequent turn the vehicle must attempt to escape by using its thrusters.

Make a thrust attempt as normal, but subtract 1 from the dice roll for each wheel or track which is in the tar. Any friendly warriors within 1" of the sinking vehicle (but not in the tar themselves) may attempt to help by pushing or pulling the vehicle. For every two friendly warriors lending a hand, the player may add +1 to the dice roll.



If the thrust is successful, the vehicle may move D3" either forwards or backwards. If this takes the vehicle out from the tar, it may then continue to make thrust moves as normal. If the thrust test is failed, the v ehicle will move 1" further into the tar. No other failed thrust effects (ie spin or swerve) will apply.

Once all of a vehicle's wheels and/or tracks are inside the tar there is no saving it. The vehicle sinks at the end of that turn, along with any crew who were foolish enough to remain on board!

# DA NECRON RAYD

## Goin' out with a bang in Gorkamorka

**Features a Necron raid on Angelis. As the Necron legions sweep nearer and nearer to Mektown, they destroy mob after mob, until they find yours. The scenario is intended to be played as a grand last battle, like the ones featured in Journal 18 for Necromunda.**

**By ANDREW MCALEER**

The main purpose of this scenario is for a mob to retire. It may be used otherwise however, and so rules have been included if you wish to continue fighting with your mob. I included some rules to weaken the Necrons a bit, to make it possible (if hard) to win.

### RETIRIN' IN GORKAMORKA

This scenario is a retirement scenario for Gorkamorka. Use the Necron roster sheet for the invading Necrons, and your own mob roster for your mob. You should have a mob rating of over 400 for this battle. You can try it with a lower rating but this is bit suicidal!

### TERRAIN

Your mob's fort must be on the opposite table edge to the Necron force. Other desert scenery may be placed where mutually agreeable.

### DEPLOYMENT

The Necrons deploy first. The Orks deploy in the fort or with their vehicles outside, on the same board edge. The Necrons go first.

This scenario uses the Scrap counters special rule.

### SCRAP

The defender must place D3+1 Scrap counters in his fort, then another D6 counters around the fort.

### SPECIAL RULES

**Special Characters:** No special characters may be used for this scenario.

**Necron Dust Problems:** Every movement phase of the Necron turn, roll a D6 for every Necron. On a roll of 6, the Necron has sand or dust in its circuitry and is weakened by connection breaks. Its movement characteristic is halved for that turn, and it cannot fire.

**Necron Fear:** Necrons cause *Fear* to Orks, Grots, Muties and Diggas, as described in Da Uvver Book.

**Bottle Rolls:** None at all. The Orks are too tuf to run from sum gurly tin canz! (Oh, and if they aren't tuf, they're too scared!)

**Gauss-Flayers:** If a dismembered Necron is lying on the floor, an Ork may pick up its weapon and use it. The Ork needs to wait one turn to work out 'Ow ta fire the dam fing'. However, the Ork must drop whatever gun he has to take the Gauss-Flayer. If you were suicidal enough to take this scenario as a normal one, this could prove useful later!

**5 Turn Game!** If there are any Orks left after 5 turns then they win! If not, they lose!

### INCOME AFTER THE BATTLE

Assuming there are any Orks left, each Ork may roll 2D6 Income teef. Every Nob may Roll 3D6, Head Honchos 2D6, Grots 1D6, Diggas 2D6, Muties 2D6 + Initiative. Orks are also allowed to scavenge Necron weapons

as described over the page. Due to the long recuperation time from a battle like this, the Orks can mine lots. If any model in your mob has a Cybork body, they may take 2D6+5 income. Note that only warriors who weren't down at the end of the game may earn income.

## EXPERIENCE

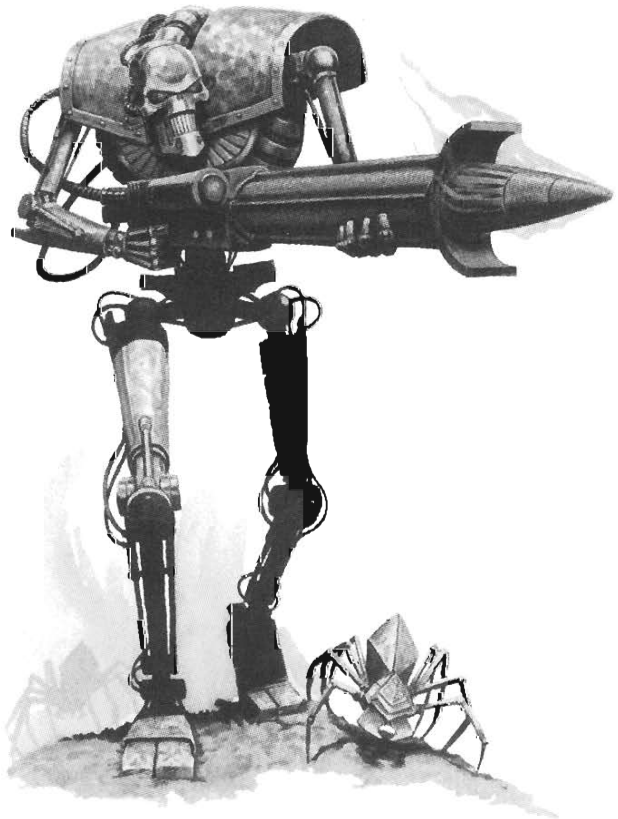
**+10** For surviving every Ork gains 10 experience points.

**+5** For wounding a Necron an Ork gains 5 experience points.

**+1D6** For surviving the 2nd turn an Ork gains an extra 1D6 experience points.

**+5D6** For Grots surviving means they gain 5D6 experience points.

**+2D6** For downing a Necron Vehicle a warrior gains 2D6 experience points.



## RETIRIN'

If, after this battle, your mob has a rating of 401+, then it retires. Your Nob can sit behind his own Bar, selling Fungus beer and telling tales of his battle against 'da Metal Fings'. Your Spanners can become fully fledged Meks and set up Wurkshops in Mektown. Yeah, it's 'Da Eezy Life...'

## CONTINUIN'

If you still don't have a Mob rating of over 400 then you can continue fighting with that Mob.

## NECRON RULES

**Self Repair or "I'll Be Back":** If a Necron takes a wound and fails it's saving throw then it falls to the ground as if destroyed. Do not remove the model but lay it down instead. The Necron takes no part in the game whilst on the ground and cannot be harmed, it's body is just another piece of wreckage littering the desert. At the start of each Necron turn roll a dice:

On a score of 6 the Necron is repaired. It rises to it's feet and can move and fight as normal.

On a score of 1 the Necron is beyond repair and it fades away and vanishes. Remove the model permanently.

On a score of 2-5 the Necron remains on the ground. Roll again at the start of the next Necron turn.

**Metal Flayer:** Gauss weapons make little distinction between flesh and metal. If it strikes a vehicle it will strip away a small section. The weapon has a special armour penetration rule. If you roll a 6 for armour penetration then you may add a further D6 to the penetration score.

## NOTES

I see no real problem in fielding a small Necron force this size to take part in the battle! It isn't too expensive to do and will help your mob go out with a bang, rather than fading away into nothing (like a Necron).

GORKAMORKA™

**MOB NAME:** Necron Raiding Party

**MOB RATING:** N.A.

**TEEF HOARD:** None

| NAME | CHARACTERISTICS | | | | | | | | | WEAPONS, SKILLS AND INJURIES | WEAPONS SUMMARY | | | | | | | | | COST | EXP. |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | M | WS | BS | S | T | W | I | A | Ld | | Short Range | Long Range | To Hit Short | To Hit Long | Str. | Save Mod. | Dam. | Ammo | Notes | | |
| 1 Necron Lord | 4 | 4 | 4 | 5 | 5 | 3 | 4 | 3 | 10 | Lightstaff, 2+ save | 6 | 12 | +1 | - | 5 | -2 | D3 | 1+ | | - | - |
| 10 Necrons | 4 | 4 | 4 | 4 | 5 | 1 | 2 | 1 | 10 | Gauss Flayer, 2+ save | 6 | 24 | +1 | - | 4 | -2 | 1 | 1+ | | - | - |
| 5 Scarabs | 8 | 1 | 0 | 3 | 8 | 1 | 2 | 1 | 10 | Fly (Double M to 16), 2+ save | - | - | - | - | - | - | - | 1+ | | - | - |
| 2 Drivers | 4 | 4 | 4 | 4 | 5 | 1 | 2 | 1 | 10 | Gauss Flayer, 2+ save | 6 | 24 | +1 | - | 4 | -2 | 1 | 1+ | | - | - |

**VEHICLE TYPE:** Destroyer **NAME:** **COST:**
**DRIVER:** **SPANNER:**

| Score | Armour | Location/Damage | Score | Armour | Location/Damage |
|---|---|---|---|---|---|
| 1 | 8 | Driver | 4 | 10 | Destroyer |
| 2 | 8 | Driver | 5 | 10 | Destroyer |
| 3 | 8 | Driver | 6 | 10 | Destroyer |

**FIXED WEAPON TYPE:** Gauss Cannon **GUNNER:**

| Short Range | Long Range | To Hit Short | To Hit Long | Strength | Save Modifiers | Damage | Ammo | Notes |
|---|---|---|---|---|---|---|---|---|
| 12 | 36 | +1 | - | 6 | -3 | D6 | 1+ | Metal Flayer |

**KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:**

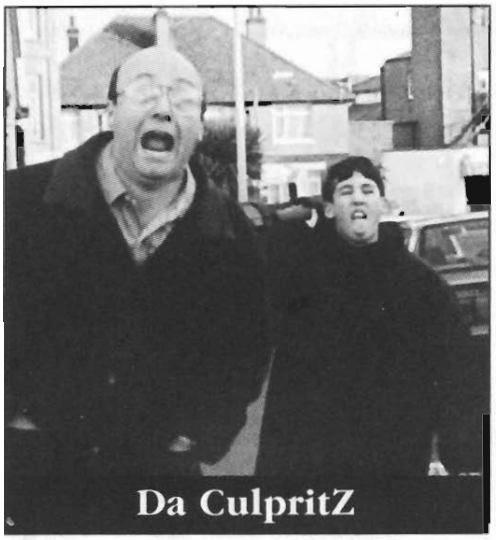
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**KUSTOM JOBS, GUBBINS AND PERMANENT DAMAGE:**




# BladerZ

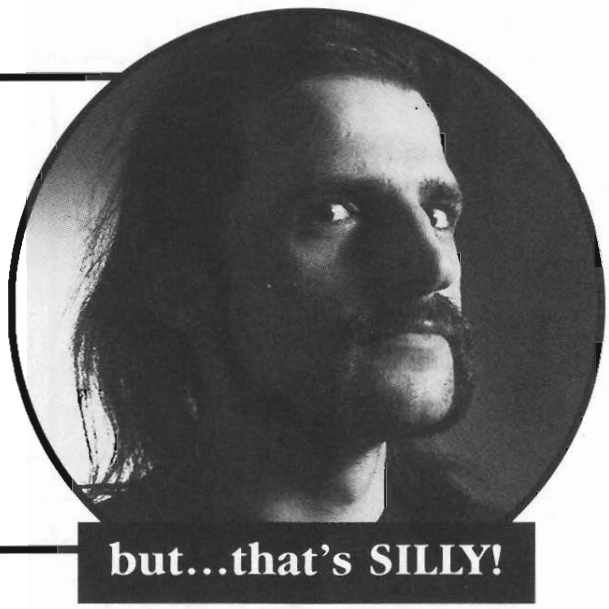
## GorkaMorka Mob for Hire

**By Pete & Chris Wood**

Pete, the senior partner, has been collecting GW games and models for years. His pride and joy, is his collection of White Dwarfs from issue twenty to the present, which he jealously covets. He describes his missus as a GW widow that does him proud on his games nights and serves the meanest curries in the universe. His thirteen year old son Chris came up with the original idea for BladerZ and remains Pete's staunch gaming partner with his massive Ultramarines armies in both Warhammer 40,000 and Epic.

***WARNING!***
***IMPENDING SILLYNESS***

***This article even comes with its very own 'sillyness warning' from dead serious 'dood' Andy Chambers. Andy warns that you are in danger of losing your seriousness if you read an article of this heretical nature.***




## HISTORY & DEVELOPMENT

To trace the history of BladerZ you have to go back to a time before the Hulk crashed onto Angelis. A weird Mek called An-Orakk had a desire for collecting things. He would collect anything but his main passion was ancient journals from which he would get his inspiration for inventing things, mostly of no use to anyone. He had a massive collection and could, with the help of his friend, Nerd, put his hand on any type of journal at any time.

During the crash most of his journals were destroyed or lost in the skid. A few precious items were found amongst the wreckage, although they tended to be badly burned. One of these was a strange and ancient humie journal containing designs and pictures for some very weird n' wonderful Kontrapshuns. They showed how every nut n' bolt should be placed and the shape and size of every component. As the Mob around him grew under the leadership of Krakjaw, he was called upon to design and build transport for the Mob. Most of the land based vehicles

seemed to work, but attempts at flying machines rarely got off the ground.

The Mob soon became known for its unusual buggies and at length came to be named after the Journal. The Mob became known as the MekkanoZ. Krakjaw decided that he wanted to name himself after parts of their beloved machinery and he became known as 'NutZ'. Anorak became 'Strate BitZ' and Nerd became 'Bent BitZ'. Other mob members known at the time were WeelZ, CogZ, Brakkett, BoltZ, and so on.

It was Bent BitZ who, getting bored with the Mekkano drawings, decided that it was time for something new. Besides, Strate BitZ had always called the shots and it was time for some personal glory. Inspired by a colourful humie journal, he set about designing and testing with an elite bunch of BoyZ. After weeks of work in total secret he decided that is was time to demonstrate his invenshun.

NutZ, Strate BitZ & the BoyZ gathered around to watch. Bent BitZ signalled the Buggy waiting at the top of a steep bank. It powered down the hill with what appeared to be BoyZ running alongside it. NutZ soon noticed that they were not running but moving on wheels. As the buggy reached the edge of the camp the driver, WeelZ, hit the brake. With excellent timing the BoyZ hanging on let go and were propelled like a sling-shot towards the waiting audience with shouts of 'Cool dood' & 'Raddeekal'.

As they got nearer Bent BitZ gave the order to stop, but too late. The BladerZ hit the crowd with such force that several BoyZ were knocked out cold. One particularly good Blader attempted a jump over a cowering grunt. It failed and the force of the hit took the Grunt's head clean off.

Once all the action had stopped, NutZ walked up to Bent BitZ Picked him up at arm's length, pulled him towards him and planted a big kiss on his forehead!

'You've just made my day. Raddeekal... Dood!'

## GORKAMORKA MOB FOR HIRE

# BladerZ

Any type of Ork except Grots can become a Blader. All they need is enough teef to be able to buy a set of converted BootZ called BladeZ. BladerZ BootZ consist of ordinary BootZ, reinforced and fitted with over-sized wheelZ. They are normally fitted in-line but can also be fitted one at each corner. The latter are then called RollerZ. Both have the same attributes and have the following affects to the wearer.

## MOVEMENT

- BladerZ move at the same time as vehicles (see special movement rules).
- The BladeZ add + 1 to the wearer's movement characteristic.
- BladerZ may not climb walls or ladders but can board vehicles.

## SPECIAL MOVEMENT RULE
## Hitching a Ride - Skitchin'

BladerZ can move along with any vehicle by being in base contact with it. Due to their highly practiced skill on the BladeZ they can catch hold of any moving vehicle and 'Skitch'. A Blader in contact at the start of a turn can either stay attached or can let go and move as normal. A Blader can also move into contact with a vehicle, grab hold and move with the vehicle. In both cases the Blader can then complete its normal movement when the vehicle has finished moving or at any time during the vehicles movement.

For example a Boy Blader will have a movement of 5. He could move 2 inches, grab hold of the vehicle, 'Skitch' with the vehicle, and then let go and complete his movement of 3 inches. No Initiative test is needed unless the vehicle uses its thrusters.

BladerZ can also charge into combat when Skitchin'.

**Thrusters** – If a vehicle uses thrusters during the above special movement, the Blader will have to pass an Initiative test in order to successfully complete his dismount. If failed, the Blader moves D3 inches in a random direction, falls over and suffers a S3 hit. He may do nothing for the rest of the turn.

**Jumping** – BladerZ can attempt to jump over terrain, low walls, crates, etc up to 2 inches high. In order to successfully land they must pass an Initiative test. Failing will result in them falling down & taking a S3 hit. If they fail the Initiative test but survive the S3 hit, determined not to lose 'Mek Cred', they may try to recover their poise by rolling a 4+. If successful they can stand up and fire as normal but may not move further. If they fail this roll they fall over and may do nothing except suffer extreme embarrassment for the rest of the turn. BladerZ can also jump into close combat but must test for Initiative as normal. They will need to have *Da Grind* skill if they want to make Da Grind attack, otherwise jumping into close contact acts as a normal charge.

**Turning** – BladerZ may turn without penalty as per normal movement of figures except when thrusting (see GubbinZ).

### Shooting

BladerZ suffer a -1 modifier when shooting although this may be changed by special skills.

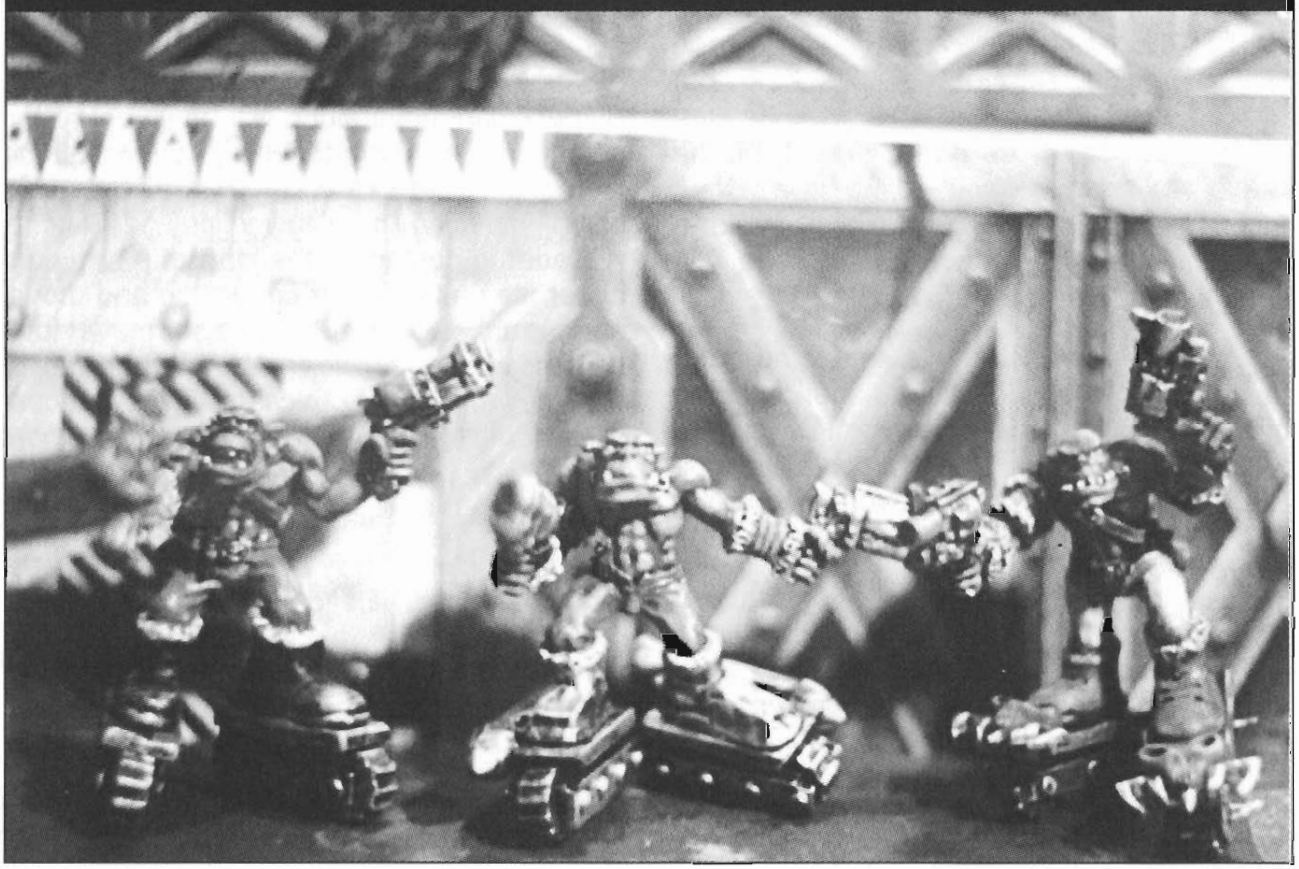
### Charging

Normal rules apply except when special skills are used.

## MOB ORGANISATION

Initially Mobs will only have two or three Bladerz who will operate under the Leadership of the Nob. As the number of Bladerz increase they may want to form their own mob. If this happens they may leave the Mob and start up on their own but will not

Da BladerZ are in town.



take any of the stash from the mob they are leaving.

Alternatively they may operate as a sort of sub-mob within the main mob, called a Pakk with their own leader. This leader will be called 'Da Leader of Da Pakk'. The main Nob will tolerate this as he will be happy to benefit from the extra skills that the Bladerz can provide. All income will still go to the main mob and be distributed by the Nob.

Pakks can of course be started from scratch using the normal rules. They will be led by Da Leader of Da Pakk who has slightly different stats to the Nob.

## DA LEADER OF DA PACK

This character is in essence the same as a Nob. The only difference are his Initiative & Leadership skills which reflect their extra abilities to Jump & Skitch, and their more cavalier approach to leadership of the Pakk.

| | M | WS | BS | S | T | W | I | A | LD |
|---|---|---|---|---|---|---|---|---|---|
| Leader | 4(5)*4 | | 4 | 3 | 4 | 1 | 4 | 1 | 6(7) |

**Movement = 5 when wearing BladeZ.*

All other rules under the Weapons and Leadership headings in Da Uvver book apply.

## BLADERZ SKILLS

BladerZ for both Gorkas & Morkas can choose to roll on the BladerZ Skills table if rolling for a new skill. This applies to all BladerZ.

**D6 Roll SKILL**

**1 Da Grind:** BladerZ with *Da Grind* skill have practiced the art of leaping into close combat at the last minute BladeZ first! This gives the attacker an extra attack which is taken before the close combat phase. The attack is successful on a throw of 4+ and gives a strength 3 hit. Note: this can be increased by the addition of Grind PlateZ.

**2 No Fear:** BladerZ with *No Fear* are among the sharpest BladerZ. He is highly respected by other BladerZ and, as the skill suggests have 'no fear' and add +1 to their leadership when testing, and + 1 to the leadership of all BladerZ within 12 inches. Note: this does not apply to other members of the mob as they consider BladerZ to be a bunch of WeirdoZ.

**3 Cool Dood:** BladerZ with this skill have acquired superb balance and can aim their weapons with great skill. They may add +1 to any rolls when shooting.

**4 Da Slingshot:** BladerZ with the *slingshot* skill have spent many hours practising their Skitchin'. So much so that they have learnt to time the dismount to perfection and can add extra power to their movement. Using *Da Slingshot* adds +2 inches to any remaining movement upon dismount. Note: an Initiative test must still be taken if the vehicle has used thrusters.

**5 Mek Cred:** A Blader with Mek Cred is an incredibly stylish Dood. He will have the latest ShadeZ, as well as heaps of self-confidence. *Mek Cred* minus 1 from their dice rolls when testing for Initiative.

**6 Da Yuppie:** This skill allows BladerZ to execute jumps over objects no more than 2 inches high without the need to pass an Initiative test.

## GUBBINZ

**Grind PlateZ** – Each Grind Plate added to the BladeZ increases the strength of Da Grind hit by +1. A maximum of 2 may be added to each boot.

**Mini ThrusterZ** – These are Mini Rokkits and must be bought in pairs and attached to each boot. These will allow the Blader to thrust up to 3 inches using the revised rules for thrusting. ThusterZ attached to feet are, of course, very dangerous and along with most Orky technology are prone to spectacular failure. When rolling on the Thruster Buster table the following rules apply.

**D6**

**1, 2, 3** – as per normal rules.

**4 or 5** – as per rule for 4+.

**6** – The thrusters explode in spectacular fashion blowing both of the wearer's feet off and putting the model out of action. Models that recover may be fitted with Traks/Wheels at Doc's Serjery, teef permitting.

**SpikZ** – SpikZ may be added to the BladeZ. SpikZ increase the damage done when making a grind attack. Each set of SpikZ adds +1 Attack. Note: that only one set of SpikZ may be added per boot.

**SlikZ** – SlikZ are replacement wheels that allow the BladerZ to move faster. SlikZ add +1" to movement. Note: this is added to actual movement, not to the model's movement characteristic. E.g a model with movement of 5 charges, moving 10", the SlikZ add 1" making a total of 11" moved.

## PRICE CHART

| Item | Teef |
|---|---|
| BladerZ or RollerZ | 5 per pair |
| Grind PlatZ | 2 each |
| Mini ThrusterZ | 10 per pair |
| SpikZ | 3 each |
| SlikZ | 3 per complete set |

## SERIOUS INJURIES

When rolling on the serious injuries table the following amendment applies.

36 – 50 Full Recovery.

51 – 55 Roll a D6 on the following table:

**1** BladeZ destroyed and will need to be replaced.

**2** Both BladeZ are damaged costing D6 -1 teef to repair.

**3** One Blade is damaged costing D3 -1 teef to repair.

**6** The damage has fixed an annoying rattle in the BladeZ and they work even better than before. Add +1 to movement for next battle only.

## HOW TO MAKE YOUR BLADERZ MODELS

Making BladerZ is simple and inexpensive. You will need the following items:

- Any suitable Gorkamorka model – the metal Yoofs are ideal and make the best conversions.
- Some old plastic Orks n' any kind will do as long as they have got large boots!
- Old plastic Epic Ork battlewagons, or the tracks from the Ork Weirdboy Battletower or Ork Battlewagon.
- Armour plates from Gubbins bag.
- Razor Saw, Knife, files, plastic cement, super glue, filler.
- Plasticard.

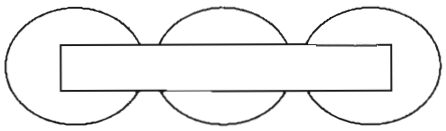
### Stage 1 - Preparing the model.

Take your metal Yoof and cut his feet off just above the ankle with a razor saw. Feed the feet to the Squigs. Use a file to tidy up the stump.

### Stage 2 - Making the BladeZ.

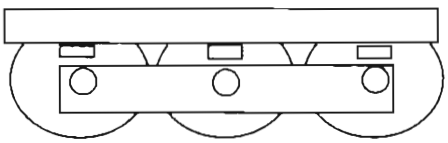
For standard in-line Bladez you will need 3 old Epic battle wagons. Using a razor-saw cut the outer wheel disc & spike off the rear wheels whilst still attached to the model. Then saw off the modified wheels from the model. File the sides down to a smooth finish. You now have 6 wheels, 3 for each blade. Cut 4 strips of plasticard 3mm wide by 15mm long, these will be used to hold the wheels together. Arrange the wheels into 2 sets of 3 and glue the strips of plasticard, as shown below, to both sides of the wheels. Put aside to dry.

## DIAGRAM 1



For each set of wheels you will now need 1 large armour plate from the Gubbins Bag. Remove the plastic spine with the razor-saw or sharp knife. And clean up. The armour plate will form the footplate of the BladeZ. Glue this to the wheels with the rivets facing downwards. You may need to trim the rivets slightly to fit. Using a sharp knife carefully trim off 12 rivets from some more armour plates and attach to the side of the plasticard to look like small wheel hubs.

## DIAGRAM 2



You now have the completed chassis.

### Stage 3 - The BootZ

Cut off the boots from the plastic Orks. Ensure that the cut is straight by cleaning up with a file. Glue these to the top of the chassis and leave to dry thoroughly.

### Stage 4 - The Operation

This is possibly the trickiest part. You now need to attach the footless Yoof to the completed BladeZ. It is best to use pinning for this stage (see TedZ TipZ Journal no. 25, page 94.). Once you have prepared the pinning offer up the BladeZ to the stumps of the Yoof's legs. If you have been careful they will be a pretty good fit. Attach with superglue and hold in place in the required pose. If you get this right the Blader will balance quite happily on the BladeZ without the need for a stand. See Photos.

Finally use some filler to build up the area around the ankle in order to make the boots resemble skating boots. It is Ok to make these oversized as it emphasises the BladeZ. If you are using Yoofs try to leave a rim of fur around the top of the BootZ.

And there you' have it, one superb Blader Model.

### Extras

SpikZ – for really effective wheel spikZ do not cut off the wheel disc & spike from the battlewagon in stage 2.

For front spikZ carefully remove the skull and spikZ from the front of the battlewagon and attach to the front of the chassis.

Grind PlateZ – Remove spine from armour plates and cut in half length ways. Attach to either side of the plasticard. Do not use rivets as hubs in this case.

Thrusterz – Attach any suitable Orky rokkits to the sides of the chassis.

## THE GAFFER'S STORY

*It was a normal day in the Skid for Gaffer and his BoyZ the JannerZ, a bit of Squig kickin' and the odd tinkering with equipment. Generally though boredom was setting in.*

*The dust cloud on the horizon and the distant sound of engines brought a toothy grin to Gaffers face and his interest was accentuated as his previously droopy ears stood erect. It was bound to be the MekkanoZ coming along for another good kickiní. They just couldn't get enough. It was the same thing every time. NutZ and his BoyZ would arrive full of fight with some invenshun that the crazy Mek, Strate BitZ and his side-kick Bent BitZ had dreamed up. And every time the same thing happened, it either failed to work or just blew up in their faces.*

*'C'mon ladZ, lets get ready to givvum annudder 'iding' Gaffer yawned out.'*

*The JannerZ took up defensive positions*

*behind scrap piles, crates and assorted oil drums.*

*'Ere boss, dey don look rite dem MekkanoZ. Ow cum deyíz all moving so fast, evun da wun's runnin behind da buggy?' Shuvvell asked with a puzzled look.'*

*Gaffer didn't reply but narrowed his eyes to try to make out what was happening. The heat haze on the hard desert floor hid the truth.*

*The MekkanoZ were closing fast and WeelZ, the driver, was pushing the Buggy to the limit. As they got closer, Gaffer's huge jaw dropped at the same time as his eyes bugged out and his ears became fully erect 'uurghh?'*

*The MekkanoZ BoyZ were not running at all but were clinging onto the Buggy with their legs planted firmly on the ground. They were all dressed weird with ShadeZ, bandannas, and brightly coloured shirts with strange inscriptions. It was the boots that finally caught Gaffers attention. They were all wearing strange oversized boots with wheels attached to the bottom. The lead boy started the war cry 'Raddeekal Dood' as the wind battered his face, and pushed out the tail end of his bandanna.*

*As the Buggy closed on the JannerZ position NutZ gave the order to charge. WeelZ hit the brakes and at the exact same instant the BladerZ released their grip and were catapulted towards Gaffers mob.*

*One Blader got it wrong and did a triple somersault before smashing his head open on a rock. The rest executed a perfect release and were an awesome sight as they charged at full speed, guns blazing at the JannerZ who stood to an Ork, open mouthed, waiting for the inevitable failure of this latest invenshun.*

*It didn't happen.*

**A Blader about to leap some barrels (he hopes!).**



*Gaffer tried too late to whip his BoyZ into action. A Blader leapt, at full speed, clean over two oil drums, giving Gaffer just enough time to read the words 'No Fear' on the flying BoyZ shirt. The Blader landed feet first on Gaffers face, taking out a SpannerZ worth of teef in the process. Gaffer rolled over but was soon on his feet. He used his massive club to beat the Blader over the head, mashing his shades into his brow with a cry of 'Fear Dat Den'.*

*Looking around Gaffer saw the rest of his mob had bottled it and he quickly decided that heíd better scram as well, but first...*

*That night, bruised but alive the JannerZ gathered around the camp fire and waited for Gaffer. Most assumed that he was dead and some BoyZ were already squaring up for leadership challenges. The sound of heavy boots on gravel made the mob turn as one, guns at the ready. The unmistakable shape of Gaffer appeared out of the gloom and was illuminated by the bright orange glow of the fire. In each hand he was carrying a leg. At the end of each leg was one of the kontraptions that the MekkanoZ had been using earlier.*

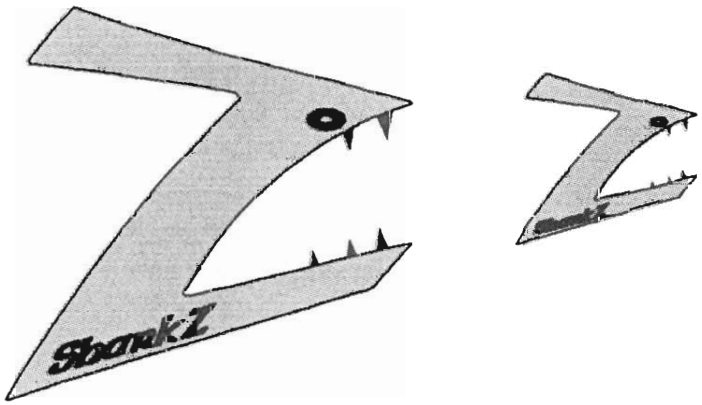
*Gaffer had a hungry look as he eyeballed every gang member. Even breathing seemed to stop as they waited for the inevitable verbal, and no doubt, physical onslaught.*

*He held out the legs and said, 'I gotta get me some more of dese.'*

**Famous Pakks**

One of the most reknowned Pakks is known as the SharkZ. They were one of the first breakaway Pakks and adapted they letter Z to be they're logo. They are purist BladerZ who tend to favour normal BladeZ heavily upgraded with Grind PlateZ and Spikz. This gives them superb close combat ability which reflects they're aggressive attacking nature.

They operate out of Mek Town and are bitter rivals with the another Pakk, the JetZ, who favour ThrusterZ on their BladeZ.




## SharkZ Logos




## JetZ Logos

The JetZ sing a war chant when they go into battle, it goes...

'Ere cum da JetZ like a bat out of 'ell, sum wun getz in da way, sum wun don feel to well, when you're a Jet you stay a Je-e-e-e-e-etZ.'

# GORKA-FORTA

## Building Gorkamorka Forts and Mektown Buildings

**By Gary James, aided and abetted by fort bildaz Nikki, Minkus, James, Mark and Stunty.**

**That Gary James is soon becoming a legend in his own lunchtime! Not content with the rigours of running the busy and successful Lincoln games club (see Overwatch! in issue 24) and the time consuming efforts of articles like 'Necromovies' and 'The Underhive Workshop', Gary has nailed and glued together this feast of 'Gorka modelling and mayhem'.**

Anyone who owns the Gorkamorka box set will have been impressed by the card fort which is included... in fact, their boyz have no doubt made it their home already. However, there's nothing quite like scratch building your own fort or Mektown, complete with bigga wallz, fikka dorz, sharper spikey fingz, and lots of junk, orky bitz and know-wots.

This article describes how the fort bildaz of Games Workshop Club Lincoln went about making their own Gorkamorka buildings and winning the young bloods and senior member's fort building competition.

## WHAT YOU'LL NEED

- A base for your fort which may be Medium Density Fibreboard (MDF), hardboard, or plywood.

A variety of salvaged materials for wall sections. We used:

- Balsa wood, drinking straws, tooth picks.
- Car repair mesh, corrugated wood joints and fuse wire.
- Foam core, thick card and corrugated cardboard.

Detailing materials for your base. Think about:

- Sand, gravel, cat litter (clean, unless you take your orky modelling very seriously!)
- Broken gadgets and junk such as hairdryer motors, broken circuit boards, old sci-fi toys, nuts and bolts and so on.
- Incidental miniatures like squigs, snotlings, grots and fungi made from modelling putty.
- Bolt heads, split peas and lentils for orky rivets.

Finally you'll need some tools, glue and stuff:

- A craft knife and some pliers or wire cutters.
- PVA (Elmer's) wood glue.
- Superglue.
- Small nails.

## METHOD

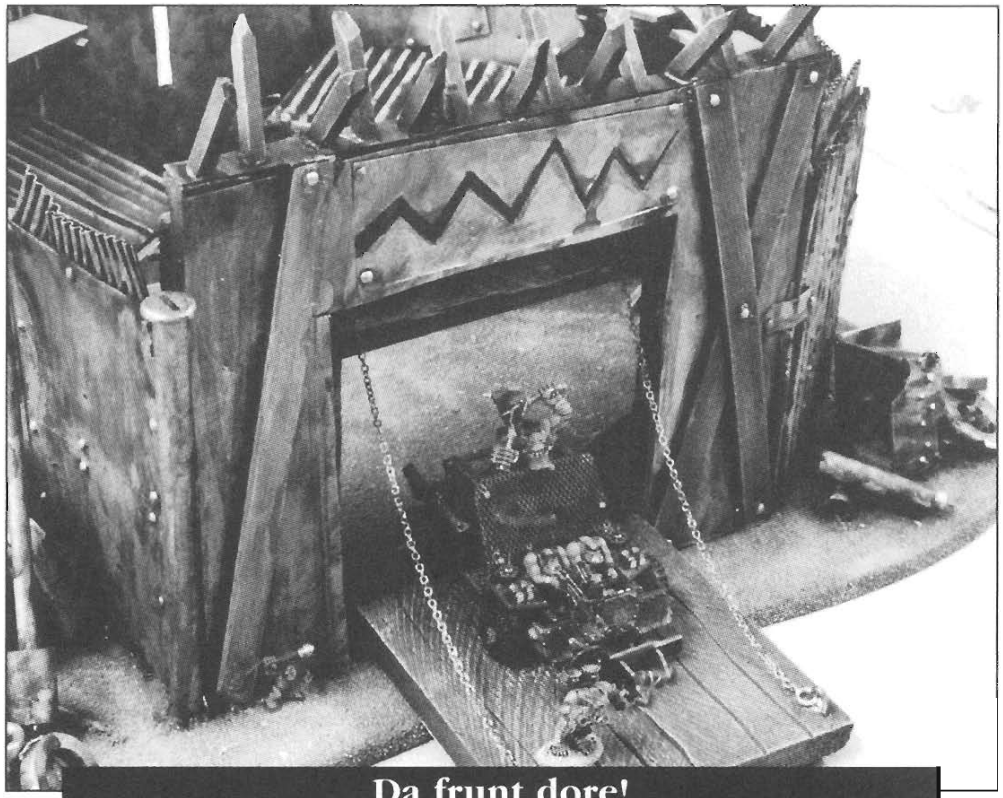
### Step 1: Prepare the base

Begin by deciding on the overall size and shape of your fort and then cut the base to size. At this stage think about how you are going to store it or, better still, get a storage box and build your fort to fit it.

Having cut the base you can then add a layer of polystyrene (styrofoam) if you wish. This allows you to cut into the polystyrene to contour the base a bit and add a trench around the fort walls if you like this effect. One of the forts featured used this technique, and one didn't.

### Step 2: Make the door

The next stage is to decide upon the design of your door and build it first, before adding the walls. In our competition all the forts had to have a working door. As it happens most



Da frunt dore!

people went for a drawbridge, so I'll show you how to make one of those.

Make the door from balsa wood. It is easier to use one large piece and carve a planked effect into it. If you prefer a metal door then use balsa wood but cover it with cardboard which can be painted silver with rivets added. Be sure your door is wide enough for your trukks and high enough to take banner poles and tall vehicles.

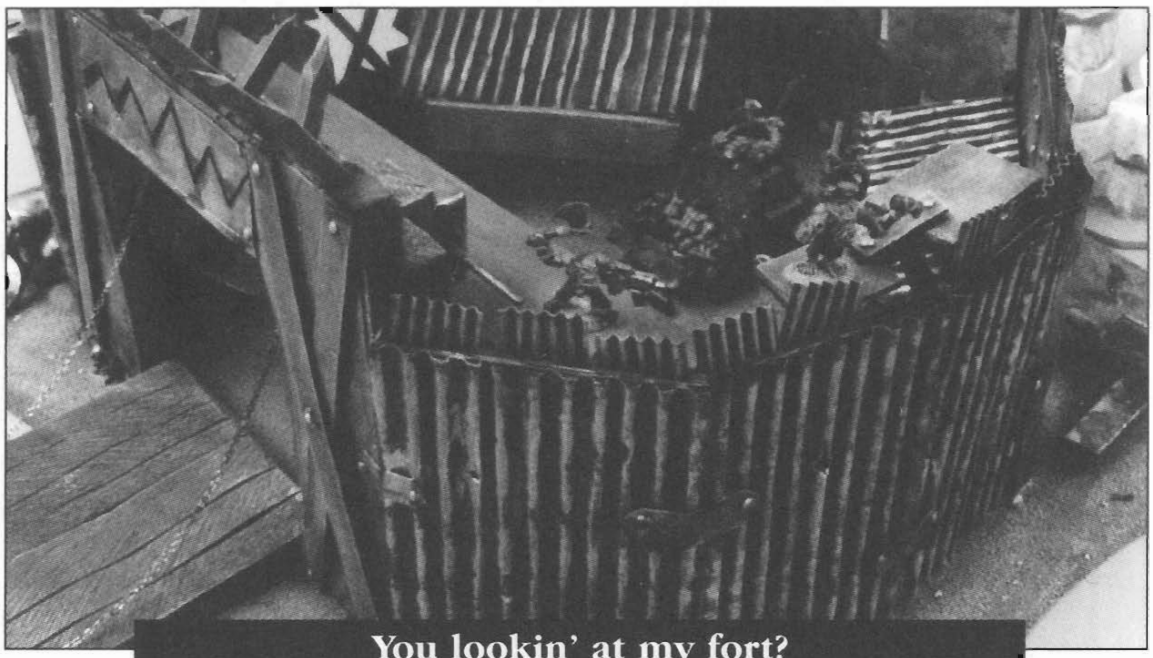
Once you have your door cut out make a door frame of three pieces of balsa wood. The door and frame for Mark and Stunty's fort can be seen in the picture (above). The zig-zag pattern and planks are just cardboard stuck over the door frame. Don't glue the door frame together until you've made the hinges!

You will want your door to open and close. Make a pin hinge by pushing a small nail into the bottom of the door at each side with about 10mm sticking out. Snip the heads off the nails with some pliers or wire cutters and push these into the door frame. This is shown in the next picture (overleaf). Make sure you have enough clearance at the bottom of the door to allow it to swing open. Test the action and when you are satisfied, glue the door frame together and then glue the whole thing to your base board. Be careful not to get glue on your door or you'll glue it shut!

You can just lift the door up and down by hand or, like Mark and Stunty, add some jewellery chain which goes through the door frame to some winding gubbinz behind so you can wind the door up and down. The winding gubbinz is just a bamboo barbecue skewer or plastic rod which spins in two blocks of balsa wood. The chains are glued to it.

### Step 3: Build up the walls

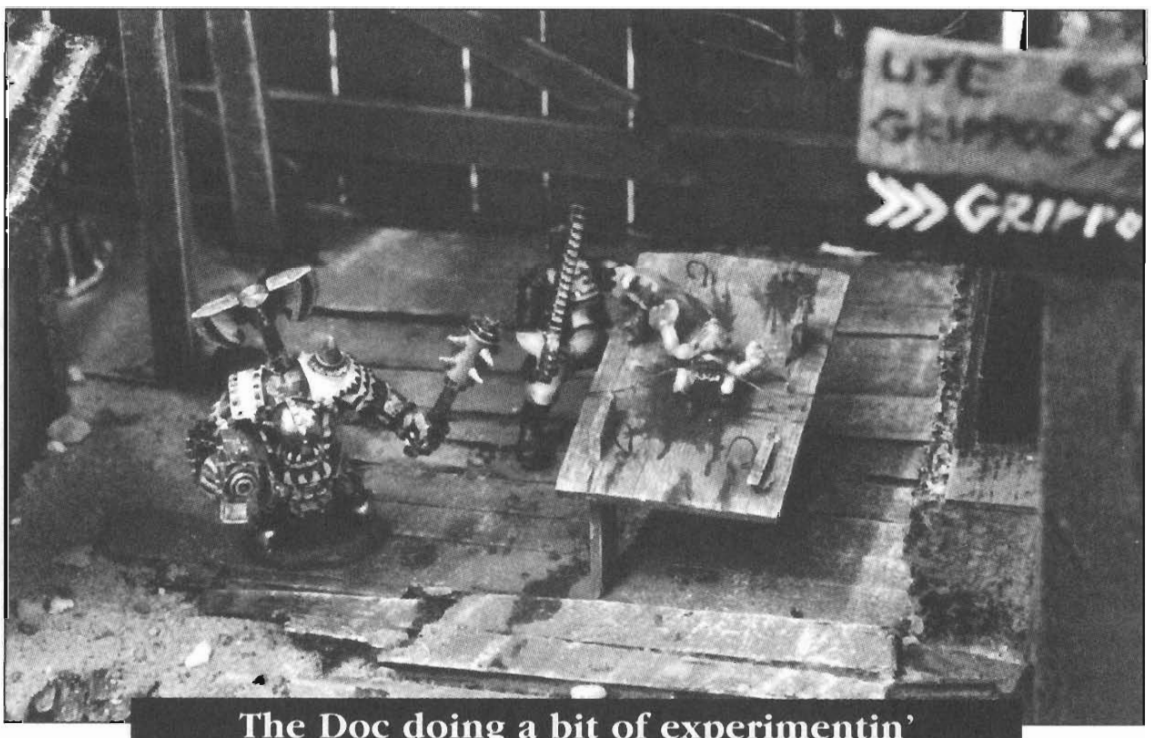
The forts are basically a circle of walls made up of various oddments of materials. If you have added a polystyrene base you can stick wooden rods into it to hold the wall sections... in fact, bamboo barbecue skewers stabbed into the base to make a wall look very effective. Mark and Stunty made a number of



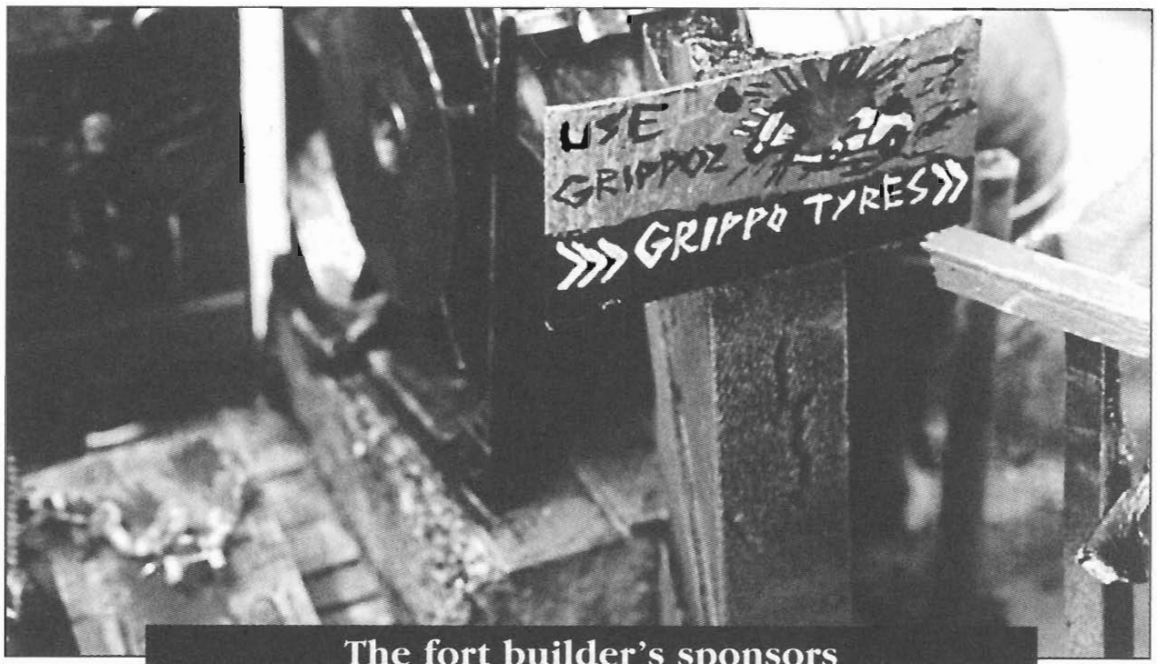
You lookin' at my fort?

wall panels from foam core (or cardboard) and then glued materials on the outside to make the wall panels. They used a lot of corrugated cardboard which looks like corrugated metal sheeting when painted up. They also use plain cardboard with scratches and holes cut out, and lentils added as rivets. Try sticking patches of cardboard on here and there with split peas or lentils in the corners.

Corrugated wood joints (from DIY or hardware stores) are sharp, corrugated metal pieces used in joinery. These have been stuck around the wall tops by stabbing them into the foam core.



The Doc doing a bit of experimentin'

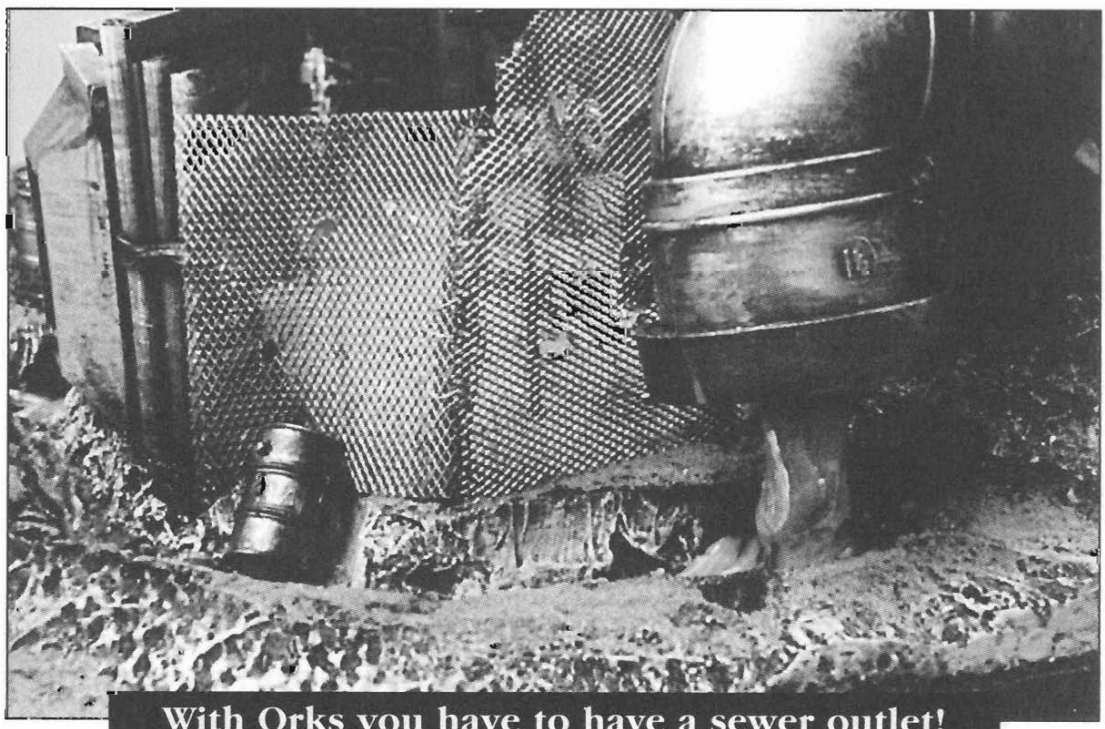



The fort builder's sponsors

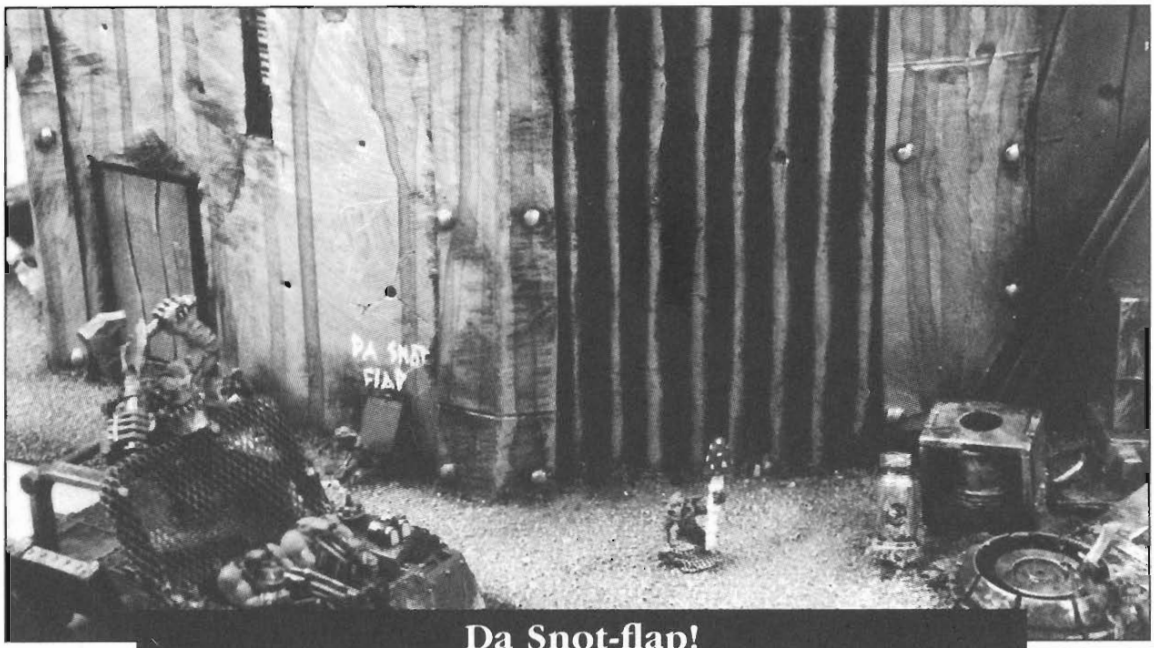
Nikki, James and Minkus used a wide variety of wall materials, some of which can be seen in the picture facing. I especially liked the drinking straws wired together with fuse wire, and the car repair mesh wired to poles. You can also see a Necromunda plastic wall section or two.

### Step 4: Detail the interior

Your fort will have a big empty interior which can be filled with strop heads, shacks, mekboy workshops, ladders and junk. Mark and Stunty made tin shacks from cardboard with corrugated cardboard roofs.



With Orks you have to have a sewer outlet!




Da Snot-flap!

Nikki, Minkus and James' fort had more sinister detailing, such as the 'operashun tabul' and some teknikal stuff like Oily Fikzitts shoppe and giant fan (broken computer fan). These can be seen in the pictures earlier. It is a good idea to add platforms and planks around the tops of your walls so the boyz can shoot over the top.

### Step 5: Detail the exterior

It is the detailing of the forts that really brings out the character of the model and makes it unique. Mark and Stunty added lots and lots of junk which they make from broken household appliances, bits of plastic rod, old washers, broken circuit board bits and so on. Minkus, Nikki and James used some oil drums from the accessories sprue. Both teams of builders added extra miniatures and details all over the forts and base by picking suitable figures from the Citadel range. In the picture earlier you can see a large sewer pipe (made from a 90 degree plumbing elbow) spewing 'Goodness knows' what into the trench around the fort.

Da boyz also have a couple of not so friendly guard squigs to fend off unwanted visitors.

Mark and Stunty's fort is overrun with snotlings, and da boyz have very thoughtfully provided a snot flap for them at the back of the fort (picture above).

### Step 6: Finishing and painting

I generally spray the whole of the fort black and then paint the metallic area with Boltgun metal followed when dry with a Chestnut Wash to give a rusty effect. Wooden areas can be painted with Bestial Brown and then dry brushed with light brown, such as Skull White with some Snakebite Leather added.

The bases of the forts are covered with PVA glue and then sand. This can be painted up in suitable colours – I find very watered down Skakebite Leather makes a good first coat, followed by a dry brush of very light brown.

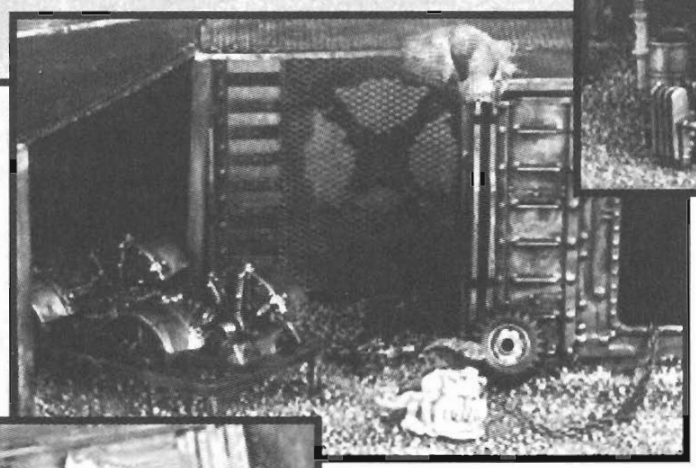
Remember that orky forts are supposed to look ramshackle and chaotic, which makes them the perfect terrain project for you to cut your teeth on. When you are ready to branch out into more terrain building why not check out my web site to see dozens of ideas from modellers all over the world? You'll find it at **http://www.altdorf.com/terragenesis**. Happy building. Waaaaaagh!

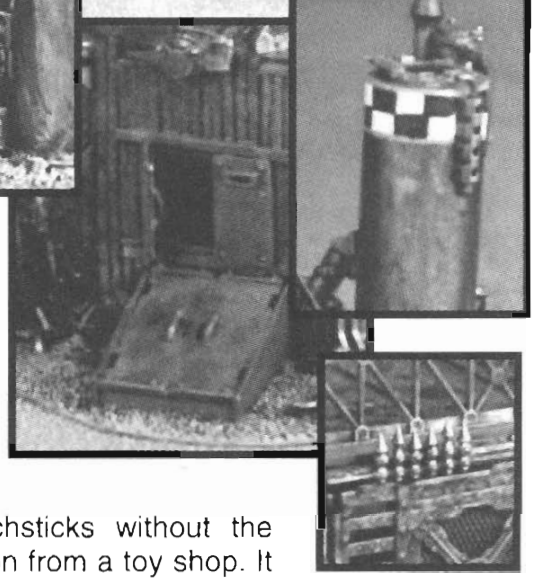
# MARKUS' FORT















Markus, from our German studio, couldn't wait to get his hands on an Ork fort so he decided to make his own! Markus says "The fort wasn't planned at all, I just started making it without thinking about it to much. It turned out looking the way it does by accident rather than design! I used cardboard, Games Workshop plastic bulkheads, aluminium mesh and lots of big matchsticks make great looking planks of thin wood. The mesh is made for cars and you can buy it from Halfords. I got a big bag of matchsticks without the heads on from a toy shop. It didn't take too long to make, just an hour or two a day for about two weeks. Apart from a few oddments here and there all the main pieces of scrap all came from one source. I bought an Imperial Rhino model and cut it up into interesting shapes. If you look on the photographs you can see odd bits of Rhino stuck on all around the model." The only other notable models that Markus used are the Warhammer Squig Hound and the chassis of a Warbuggy.

# DA BANDITS

**A new scenario in which a Mek convoy, laden with scrap, becomes the target of a bandit attack, in a high-speed chase across da Skid.**

**By JONATHON WILLIAMS**

Out on the Skid bloodthirsty mobs will sometimes risk attacking a Meks convoy for the lovely loot they are transporting. Meks on scavenging trips often return to Mektown with their truks laden down with scrap. Of course Meks ain't dumb, and they know sneaky-gitz will try to knick their precious scrap. For this reason Meks employ mobs to guard their convoy and reward them with teef once they get back safely to Mektown.

In this scenario an unscupulous mob attempt to rob the Mek convoy in a high speed pursuit across the Skid.

## SPECIAL RULES

This scenario uses the Bottling Out and Scrap Counters special rules. Also use the Da Rollin' Road special rules from the Da Chase scenario.

## DA DESERT

Da Bandits takes place on the skid and the terrain should show this. Few rocks, low sand dunes etc. If terrain is moved off the bottom table edge then both players roll a D6. The player that scores the highest gets to put it back on at the top of the table.

## MOBS

The mobs are seperated into the Meks guards and the ambushing mob. The mobs must consist of vehicles and warriors riding in them. The defending mob sets up on the meks vehicles (these may be trukks orr a converted large cargo carrier), there must be a least 1 member of the defending mob on each vehicle as its guard. The drivers should be designated at the start. The defenders may also bring their vehicles as escorts. The defenders are setup 24" from one of the short table edges facing the otherway. The attackers are then placed 18" behind them facing the same way.

## DA LOOT

The defending mob are guarding D3 Scrap counters per Mek vehicle. This means for example with two vehicles seperate D3 rolls would be made for each vehicle to see how much scrap it is carrying. As usual, the Scrap counts as gubbinz and if hit will fall off the vehicle, so being effected by Da Rollin' Road rules.

If the defending mob make it off the other end of the table then it has escaped. Any other edge and it is assumed to be lost in the desert and it is taken as a casualty.

## STARTIN'

The attacking mob takes the first turn as it swoops in.

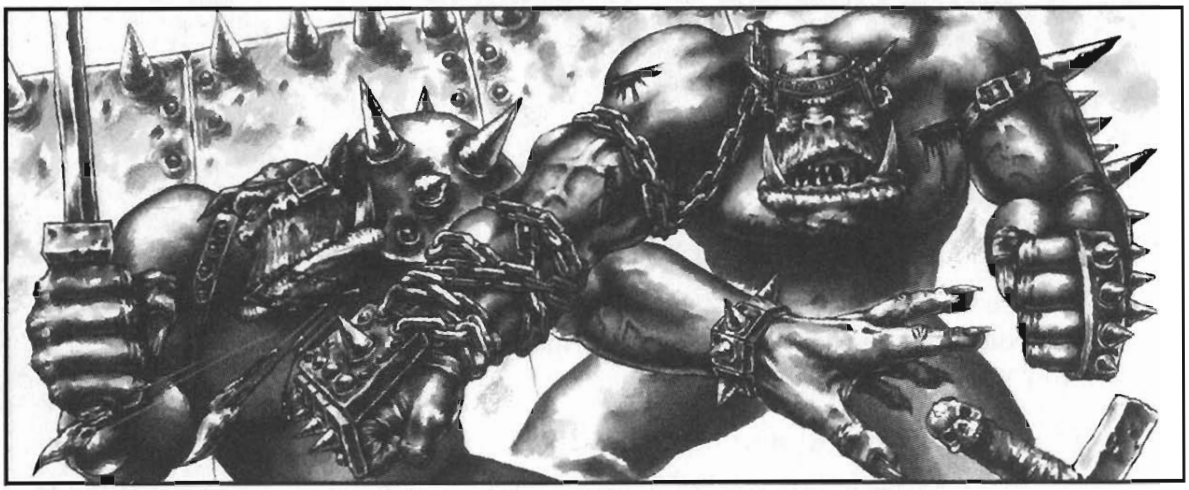
## ENDIN'

The game ends when one side Bottles Out or all the defending mob leave the table edge.

## SPECIAL RULES

All Bottle tests are taken at 50% casulties as the attacking mob is desperate to capture the loot and the defending mob have their Orky pride at stake.

It is usually unheard of for Orks to steal from Meks. As a result no Scrap may be taken by any of the attacking mob before they have beaten a member of the defending mob in



hand-to-hand combat to prove them are worthy to have the Scrap. Any Scrap knocked off can only be collected by an attacking warrior who has already been in hand-to- hand combat.

## SCRAP COUNTERS

Also, since the Scrap was stolen from the Meks the attacking mob cannot sell it back to them. This means that the scrap must be sold to other Orks, who hang around the slop houses, at half price (D3 teef). This is the only way the 'hot' scrap can be passed on. The defending mob will recieve 1/3 of the total value of the teef which survived the trip, rounding fractions up.

## EXPERIENCE

All warriors receive the following experience awards.

**+D6 Survives** Any warrior who survives the battle earns D6 experience points.

**+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.

**+5 Wounding Hit** Any warrior earns an extra 5 experince points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, 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.

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

**+D6 Worthy of da Scrap** Given to any Orks taking part in hand to hand combat over the scrap and winning. This applies to attacking and defending mobs.

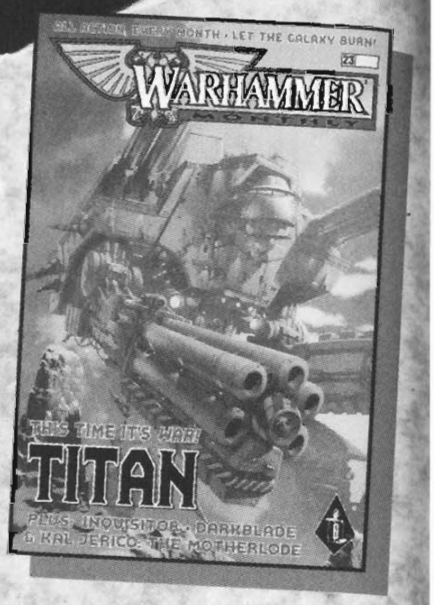
## POST GAME PIT-FIGHTS

As an added extra you might like to include Pit fighting for extra Teef after your games of Gorkamorka.

After a game you can challenge another mob to a round of pit fights. Each mob selects 6 members to fight. You must include your Nob (he's not going to miss a good fight) and at least 1 Yoof in the six. These are numbered 1 to 6. A D6 is rolled by each side and the result is the pair who will fight. Fight out the hand to hand combat as normal, including any injuries. The winning mob gets 5 teef off the opposite mob as the wager. Eezy money!!

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## • CITADEL JOURNAL 34




The Citadel Journal is the Games Workshop magazine written by gamers for gamers. This issue's ninety-six pages are packed full of gritty, hobby material, here's the highlights:

The Tower of Hazuk, a Warhammer Quest scenario that pits the Warriors against an ancient evil magic that has been left to slumber for far too long, but can they avoid the ingenious traps that lay within?

The Kindreds of the Wood Elves are re-discovered amongst other things as the Sylvan folk are toughened up for the Warhammer battlefield.

In a twisted parody of their fairer brethren, the Dark Eldar take to the Epic battlefield in search of captives.

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# SAND, NOTHING BUT SAND...

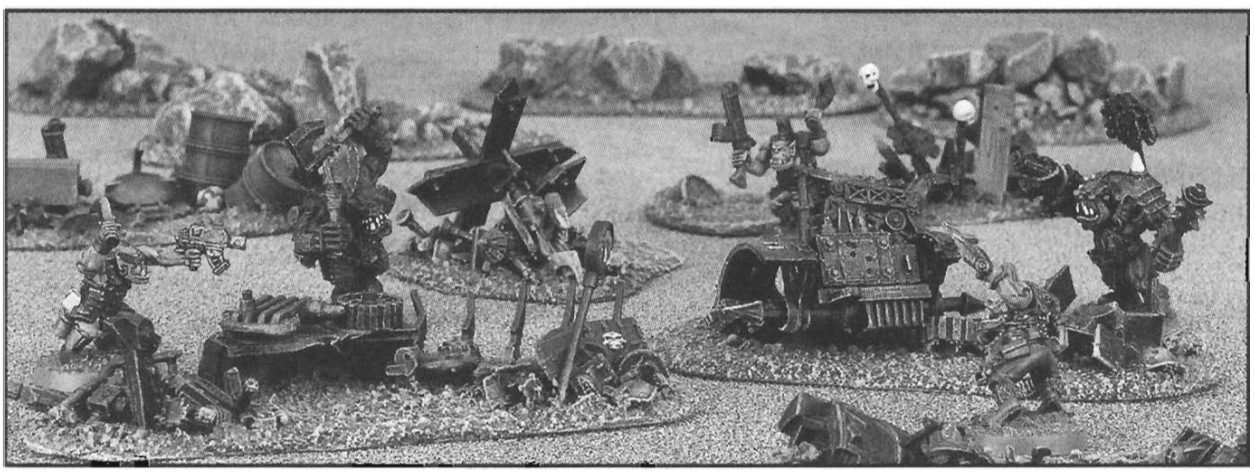
**Building desert terrain and piles of junk.**
**By ADRIAN WOOD**

## GAMES DAY '97

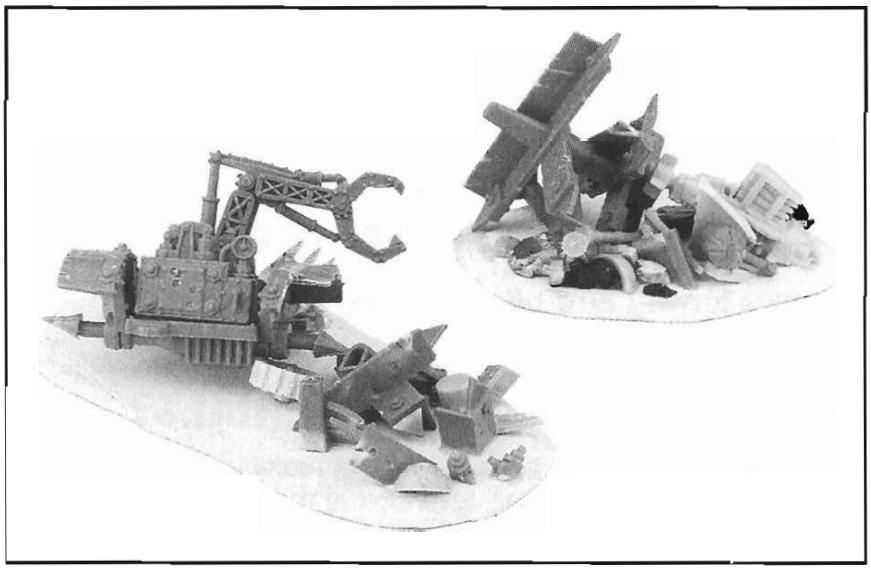
I aimed to have all my models ready for display at Games Day '97. For those of you who were there and had time to talk to me, it was really interesting to hear your comments. The most surprising thing was how many people thought I'd made my rock piles out of polystyrene. "No," I kept saying, "they're made out of real stones...". In general I got the impression that everyone thought terrain making was (a) difficult to do and (b) expensive if you wanted to do it well. OK how about this for a bold statement: I think you should only have to spend a small amount of money to make your terrain! You can spend money on modelling materials if you really want but generally I think this maxim is true. Over the next few pages I'm going to show the different stages and techniques I used to make my terrain. This is so you can have a go at making some yourself. Rest assured though, you shouldn't have to spend more than the price of some glue. You can make great terrain with the materials at hand.

## WHAT MATERIALS?

Before taking a look at making the terrain in more detail, let's look at the materials I used. All the bases are made from thick card I had lying around. In hindsight I must say it's actually better to use ordinary corrugated cardboard boxes, as they are much easier to cut. All you need do is fill in the edges with a few coats of sand texture (explained later!). Neither thick card or corrugated card will warp with all the glue you use. Scrap is made from the gubbinz sprue in the Gorkamorka boxed game as well as lots of stuff that I've collected over the years. The rocks are, you guessed it, real stones found lying around. The dunes are made from the unflocked Warhammer hills that we sell. Yes, I could have made them from a few layers of thick card but why not use these? They're pretty cheap and look great if you do a little work to them. The sand was given to me by Nick but you can pick it up from your local GW store, modelling shop, pet shop or even on your summer holidays!



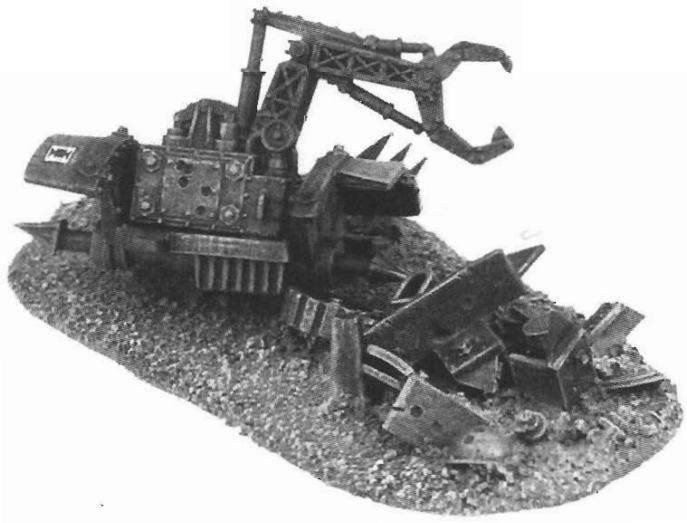
*As well as the terrain, all the photographs in this article feature Adrian's huge collection of Gorkamorka Orks.*



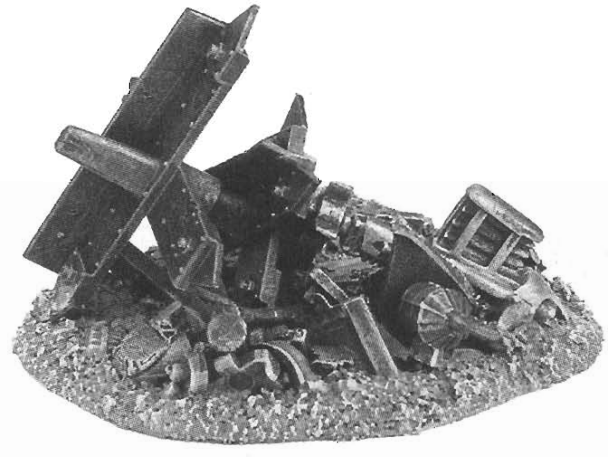
1 First cut out a base for the terrain from thick card (the thicker the better). Thick card won't warp when you use watered PVA glue on it later on, however it can be difficult to cut out, so be careful – it's really hard to make terrain without fingers! Use a stanley knife rather than a scalpel – the blade is stronger. Next cut along the edge of the card at a 45 degree angle in order to round off the edge of the card. This makes the terrain look much better when it's finished.



Use anything you can get your hands on to make the scrap, the barricades, oil drums and fuel cans from the Gorkamorka box, whatever you want (take a look at the new Warhammer 40,000 accessory sprues too). It's a good idea to cut some of your bits and pieces in half so that they look like they're buried in the sand. Glue them down with superglue; it's faster than using PVA.



2 Once you've stuck down your scrap, you need to add texture to the base. Water down your PVA glue and brush it all over the base, being careful not to obscure your scrap too much. Then dip the base into a box of sand, and the sand will stick to the PVA. Once the glue is completely dry, paint over the sand texture with watered-down PVA. This helps to seal down the texture and blends it together a bit. More importantly, it stops the sand rubbing off when you come to drybrush it.



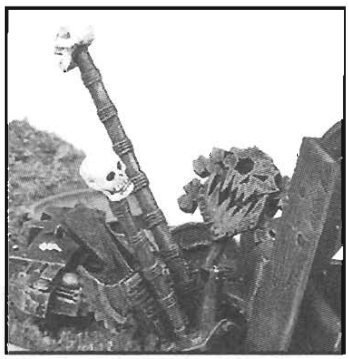
## PAINTING SCRAP PILES

Painting this kind of terrain couldn't be simpler. Spray the whole model black and, once it's dry, drybrush all the metal parts with Tin Bitz. Drybrush again with Boltgun Metal – this dries almost instantly, so you'll be able to get on with painting the rest of the model. Paint the sand texture with Bestial Brown, then wash with Chestnut Brown ink. Once this is dry, use Snakebite Leather and Bleached Bone to drybrush the final highlights onto the base.

The terrain looks better if you paint some of the details on the scrap. For example, the buried buggy is drybrushed with Dark Angels Green and then drybrushed again with a mix of Dark Angels Green and Skull White. I've added buggy transfers as well, to finish it off.

## QUICK HIGHLIGHTING

There is a really quick way to highlight terrain which look really good. First dip a big paint brush, the kind you use to paint walls, into a lighter version of the colour you want to highlight. Then wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the effect. This effect is sometimes called drybrushing.

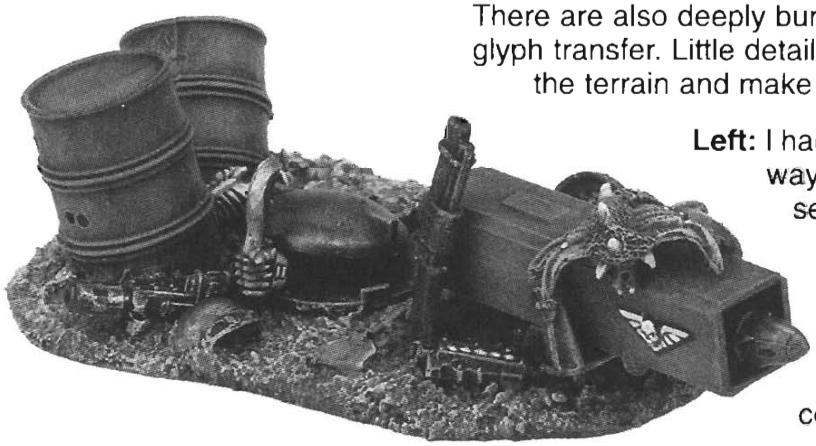


You can see the rest of the scrap piles on this page. I've picked out the skulls, iconography, as well as the squigs, in different colours. If you take a close look at the terrain you'll see a lot more ideas to think about...

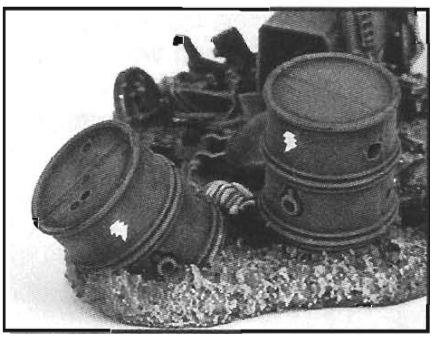


Right: This piece is based on a barricade, cut down so it is buried in the sand. Note the human skulls stuck onto poles. The poles are from the plastic mast sprue, used on old Man O' War ships. There is also a Gorkamorka Nob's banner pole buried in there as well.

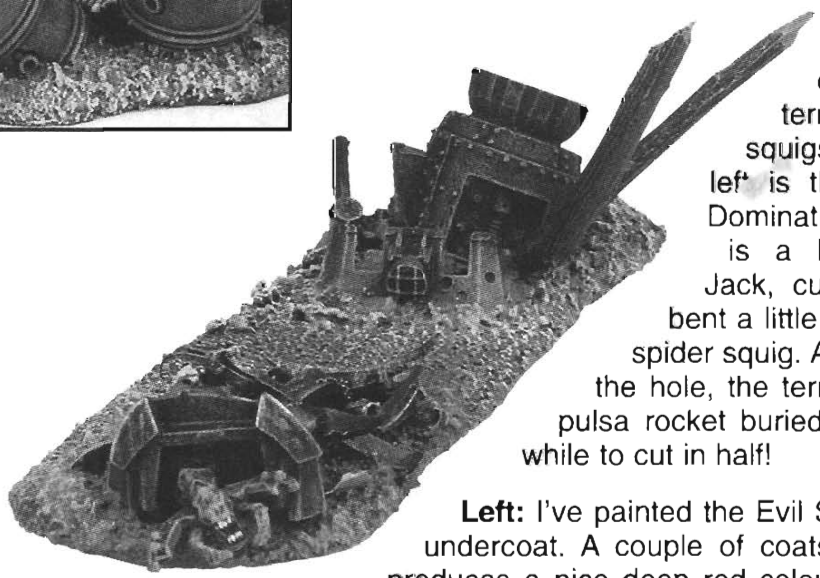
There are also deeply buried oil drums – note the Ork glyph transfer. Little details like this really stand out on the terrain and make it look more realistic.



**Left:** I had the the idea of putting a hatchway on this piece of terrain. It seemed the logical step to have an Ork's arm poking out of it. Maybe the Ork is lying in wait for the unsuspecting spider squig. If the squig comes too close, it'll end up in the Ork's cooking pot!



I've used all sorts of parts from the plastic Mega Gargant kit on a lot of the scrap piles I've made. It's a good idea to bend and hack about all the plastic parts so that they look battered and weather worn. You can add bullet holes with a pin vice drill. These always look effective and are really easy to make.



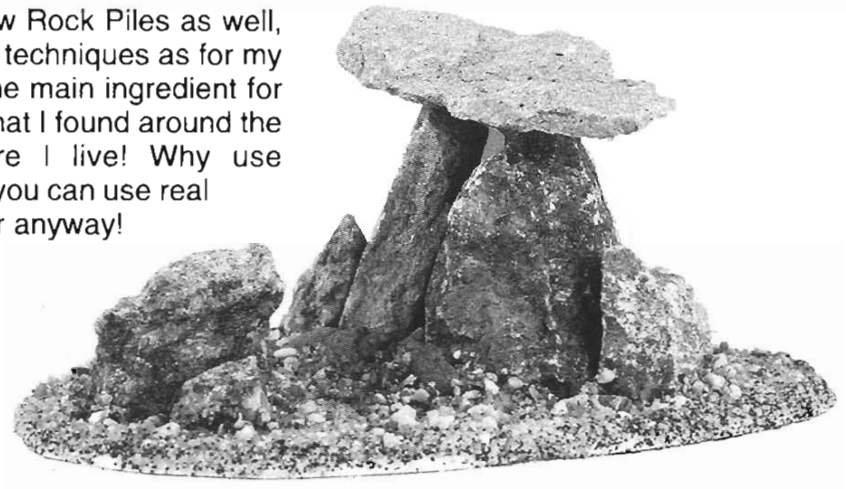
One thing I really enjoyed adding to the terrain pieces was wild squigs. The squig on the left is the head of an Epic Dominatrix, and the one above is a Necromunda Ripper Jack, cut from its base and bent a little to make it look like a spider squig. As well as the squig in the hole, the terrain on the left has a pulsa rocket buried in it. It took quite a while to cut in half!

**Left:** I've painted the Evil Sun icon over a black undercoat. A couple of coats of Ruby Red paint produces a nice deep red colour. This is highlighted with Blood Red and Fiery Orange. This really looks quite bright even over a black undercoat, particularly with a red ink wash as well.

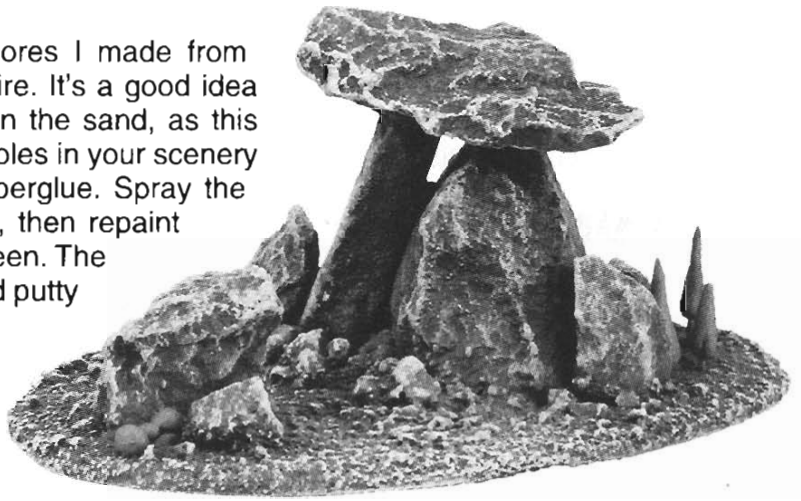


Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour (mix this up using the original base colour and some white) or, if you're using a very pale colour, just white. Carefully pick out the raised details with the highlight colour, using a fine brush.

I decided to make a few Rock Piles as well, using exactly the same techniques as for my original Scrap Piles. The main ingredient for these are small rocks that I found around the roadworks near where I live! Why use polystyrene tiles when you can use real rocks? They look better anyway!



The only additional things are some spores I made from modelling putty moulded around some wire. It's a good idea to put the spores in after you've glued on the sand, as this stops them getting obscured. Drill some holes in your scenery and glue the wire stem in place with superglue. Spray the terrain black and drybrush up as normal, then repaint the spores black and paint them goblin green. The spores were made out of balls of hardened putty cut in half and superglued in place.



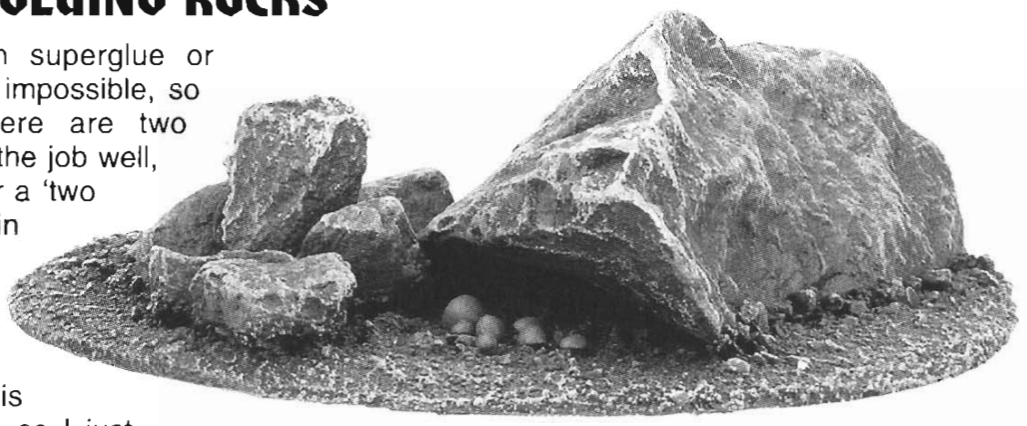
## MOULD, SPORES AND FUNGUS

This particular rock pile features both spores Ork skull; check out the piece of artwork for ic well. The Ork skull was specially made for ou makers here at Games Workshop but there number of Orc banner poles that feature Or skulls you can use yourself.



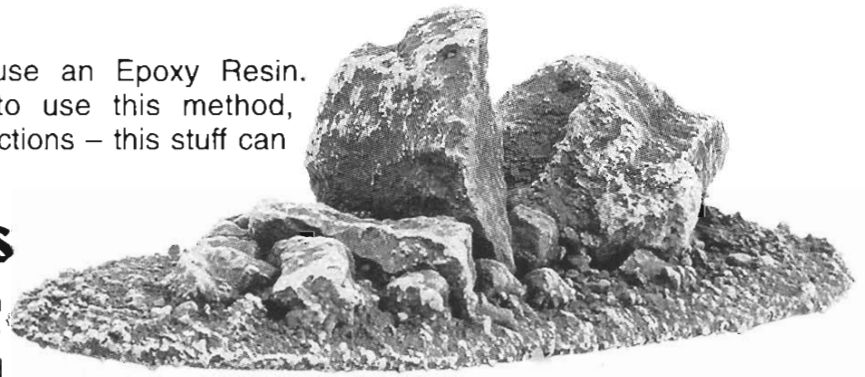


## GLUING ROCKS



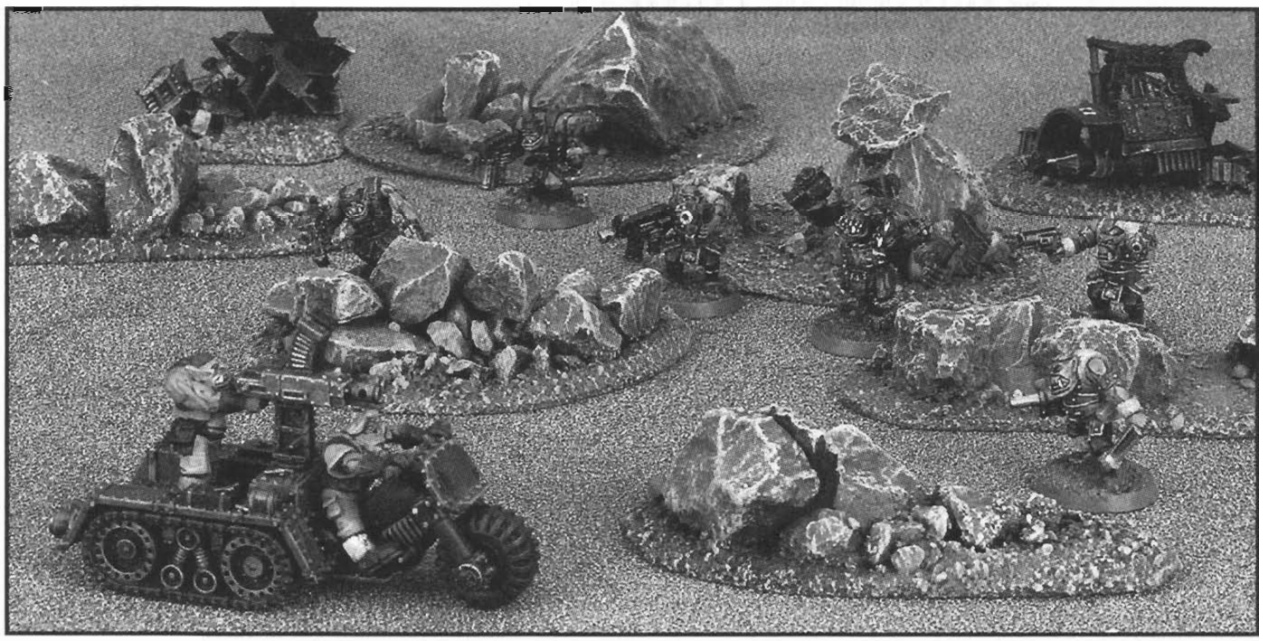
Gluing rocks with superglue or PVA? It's nigh on impossible, so don't bother! There are two things that will do the job well, a Hot Glue Gun or a 'two part' Epoxy Resin glue. A Hot Glue Gun heats up wax which is squeezed onto the rocks. Nick Davis uses one of these so I just borrowed his!

The other method is to use an Epoxy Resin. important: if you decide to use this method, remember to read the instructions – this stuff can be dangerous if misused.

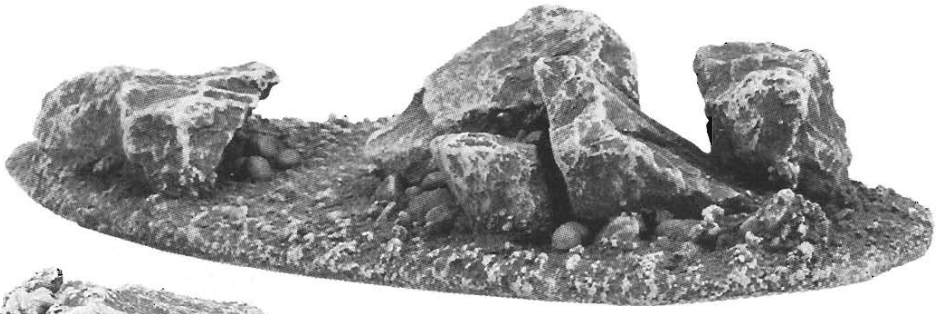


## PAINTING ROCKS

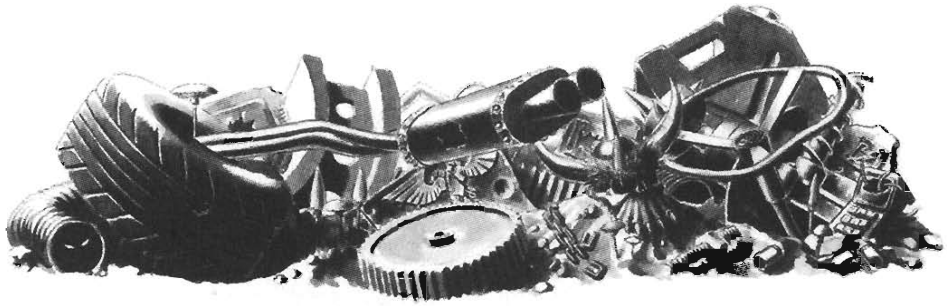
I wanted my rocks to fit in with the rest of the scenery so I sprayed them black and painted them in the same way as the sand. Lots of drybrushing with a big brush (like one for painting walls), really brings out the texture.



*Dakka, Dakka, Vroom!*



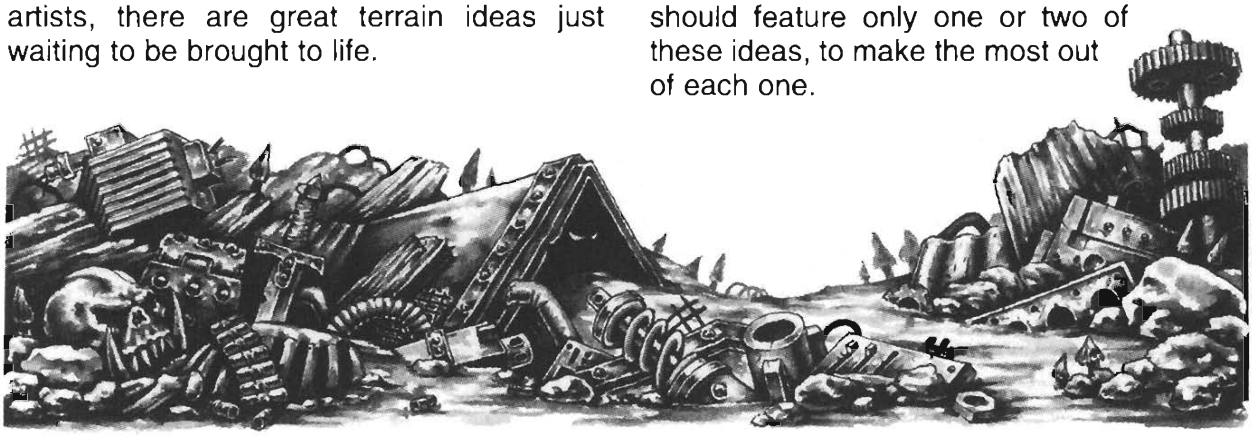




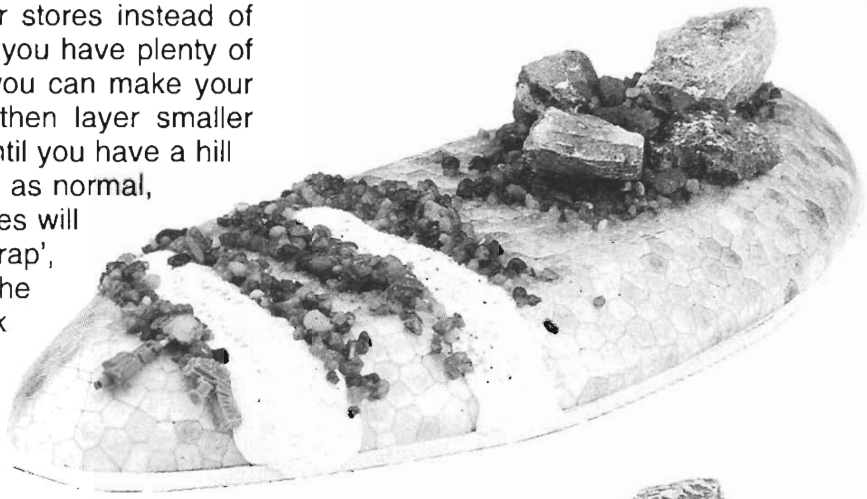
## GORKAMORKA ARTWORK

There are lots of ideas for terrain features in the Gorkamorka game. Not only are there some great modelling tips in Da Uvver book but there are also endless illustrations of scrap drawn by the artists. These in particular have really caught my imagination – all that lovely scrap, ready to be collected and fought over. Indeed if you look in the corners of all the illustrations by the Studio artists, there are great terrain ideas just waiting to be brought to life.

Take this illustration by Paul Smith for example (one of my favourites). It contains all the elements I want to see in my own terrain. The rocky ground is littered with engine parts, partially buried beneath the ground. There are also discarded weapons and the bleached bones of a long dead Ork warrior. Numerous fungi have grown up amongst the scrap. Finally you can see the ominous eyes of some strange beast awaiting to pounce on the unwary. A single terrain piece should feature only one or two of these ideas, to make the most out of each one.

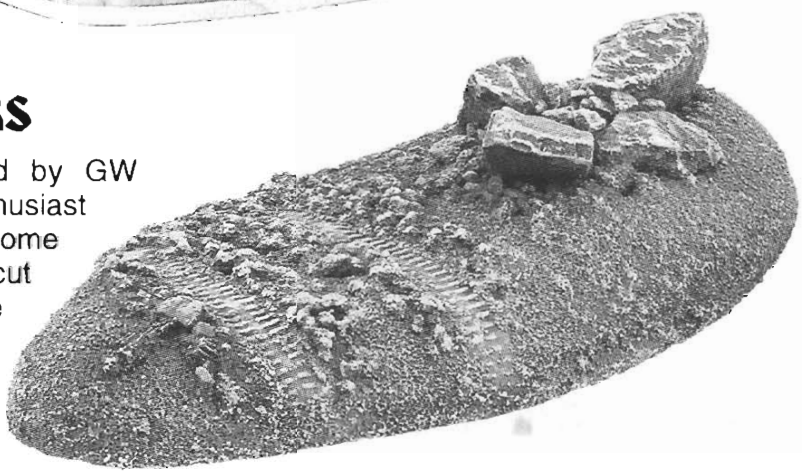


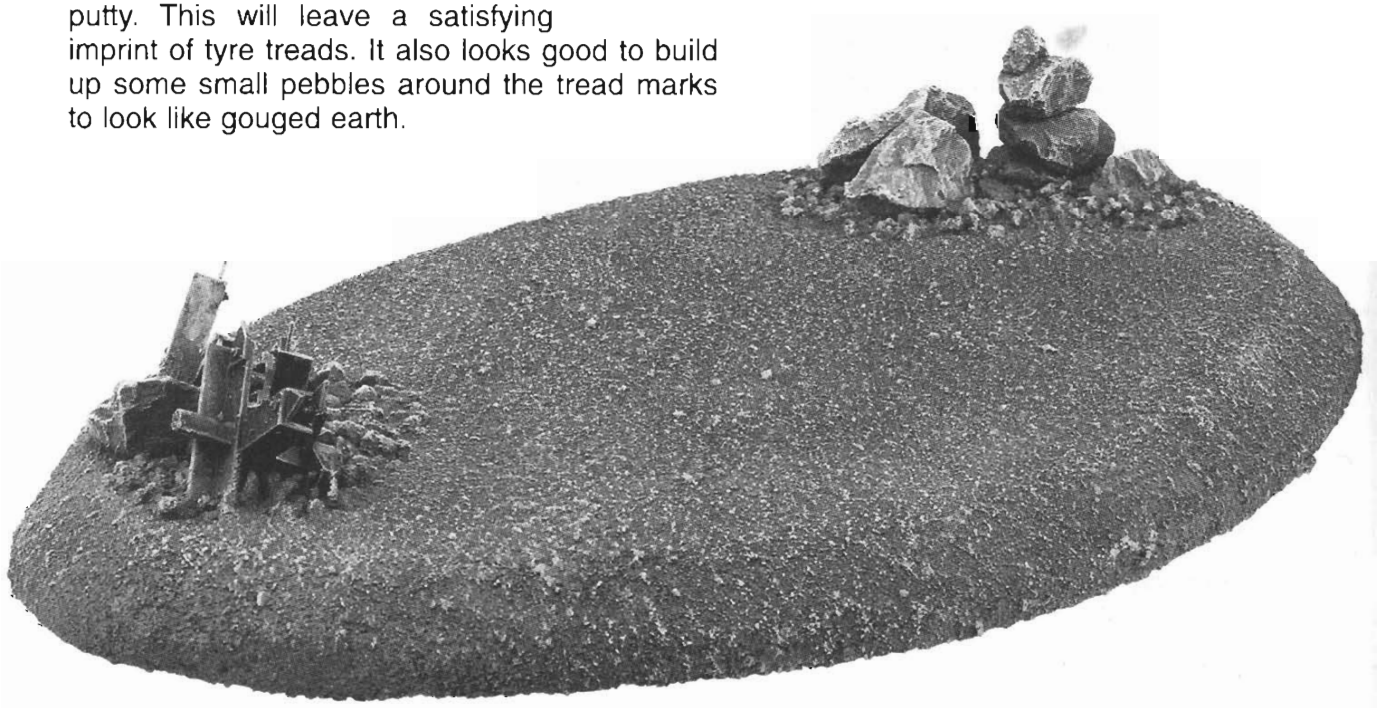
As an experiment I used the unflocked polystyrene hills that you can buy from our stores instead of making my own sand dunes. If you have plenty of thick card or polystyrene tiles you can make your own. Cut out a basic shape, then layer smaller versions of that shape on top until you have a hill the height you want. Texture up as normal, two or three coats over the edges will smooth out the sides. I used 'scrap', rocks and sand for texture in the same way as the scrap and rock piles. Remember to seal your texture with watered down PVA glue.

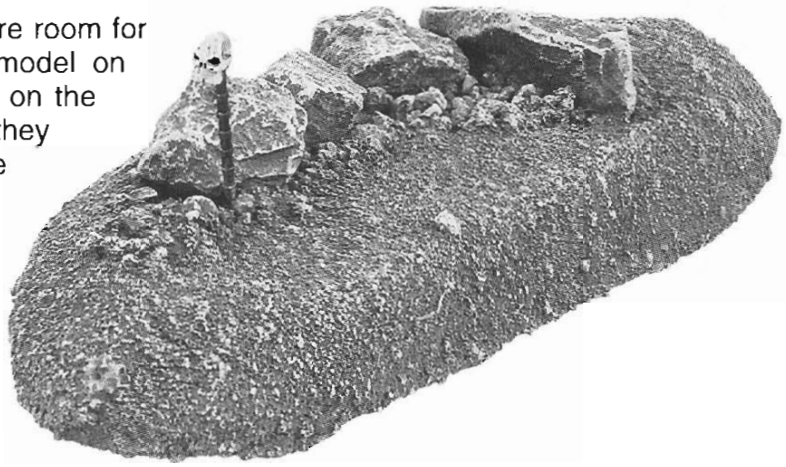


## TYRE TRACKS

One idea that was suggested by GW Chaplain and Gorkamorka enthusiast Chris Harbor, was to make some wheel tracks in the sand. First cut some furrows in the polystyrene foam and then press in some modelling putty. Leave the modelling putty to set for about ten minutes, then take a model wheel and roll it along in the putty. This will leave a satisfying imprint of tyre treads. It also looks good to build up some small pebbles around the tread marks to look like gouged earth.



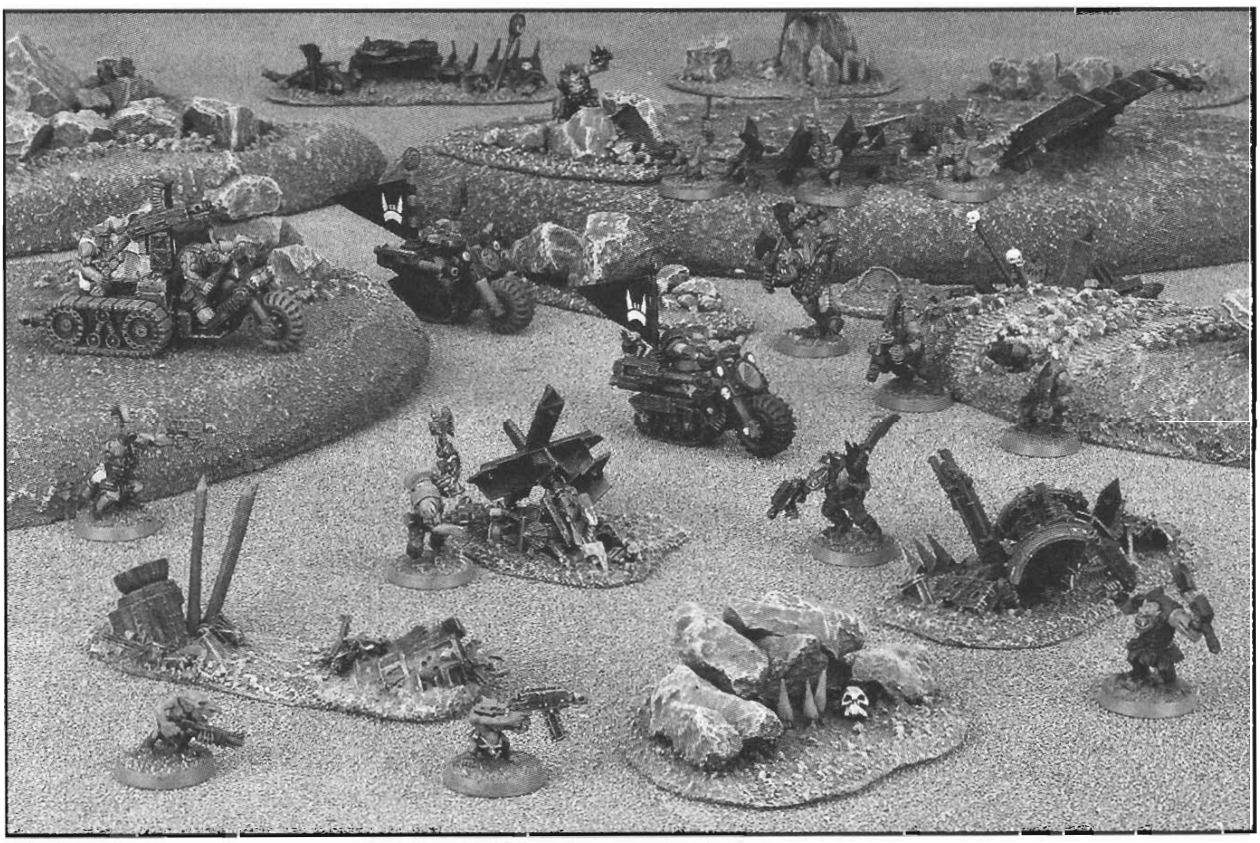




With the larger hills there is even more room for you to play around with. You can model on Gorkamorka terrain features just like on the scrap and rock piles, only this time they can be much larger! The hill above features the big vehicle traps and barrels from the Gorkamorka game. Use the same texture techniques on the hills as you have on the rest of your terrain. This will make all your terrain pieces look like they belong together. It's a good idea to leave some space in the middle of the hills, so put your terrain features around the edges. You can always put any smaller hills you make on top of the larger ones, creating a two tier look. You can even model your small hills on if you want.

## DA END

So there you have it, a table top filled with great terrain and for very little cost. If you want to spend money on making terrain that's fine but let's face it, you don't actually need to spend much; just set aside a little time for modelling instead of painting your mob. You know it's worth it!



*You can add extra cover and height to your large sand dunes by putting rock piles and smaller sand dunes on top of them.*

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# GORKA-MUNDA



**Ever since Gorkamorka came out I've wanted to combine it with Necromunda so my Goliath and Escher gangs can go up against some viscious Orks. I also liked the idea of Goliaths whizzing about on bikes and buggies just like in the Mad Max films. Here it is, my rules for combining the two games.**

**By COLIN STUTT**

Hands up everyone who thinks Necromunda is a great game. Thanks. Now hands up everyone who thinks Gorkamorka is a great game. Good. Now what would you think of a new game that combined all the excitement and atmosphere of both worlds?

Okay, alright, calm down, calm down. All will be explained.

Gorkamunda is a game in which a fierce gang of human fighters from Hive Primus on Necromunda find themselves stranded on the distant planet of Angelis II, better known to the dominant Ork inhabitants as Gorkamorka. You will need access to both Necromunda and Gorkamorka to play.

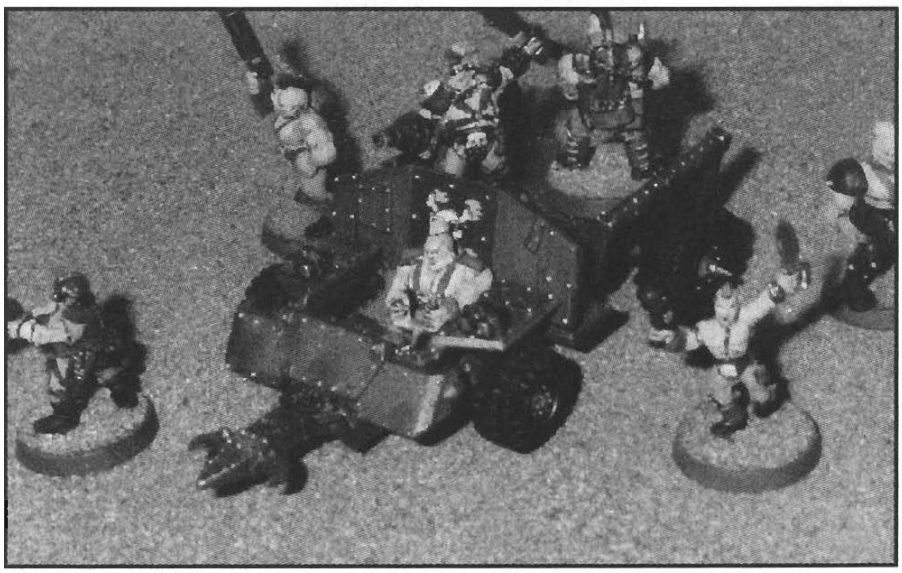
The Necromundans are strong fighters in their own right and they have brought with them weaponry and equipment which is superior and more reliable than anything on the primitive planet. But they are totally cut off not just from their homes and supplies, but from anything even remotely resembling civilisation. How will they fare against the toughness and sheer brutality of the marauding Ork gangs of Gorkamorka?

Read on....

## SETTING UP YOUR GANG

You start by choosing a gang out of an initial allowance of 1,000 credits. In Gorkamunda you will essentialy be playing Gorkamorka games and scenarios but with a Necromunda gang, so you will want a vehicle or two to start with. Here is what you do:

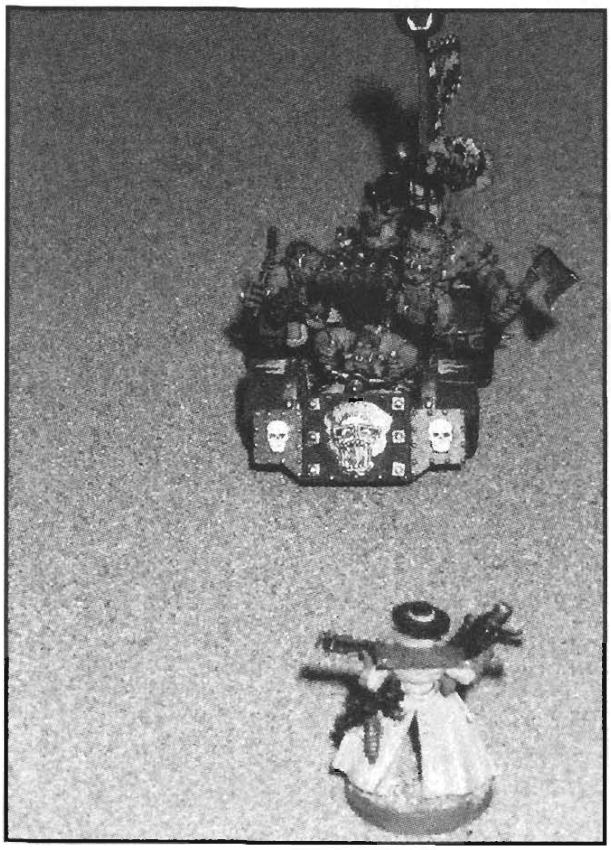
**1 Ork Gear:** Decide how much you wish to spend on vehicles and any other Orky equipment you want your gang to have to start with. This costs in credits ten times what it costs in teef, so for example a truck or buggy is 200 credits, a trak 150 credits and a bike 100 credits. Any vehicles you have represent abandoned Ork vehicles whose crews were killed when you crash landed, but for the purposes of game balance you still have to "buy" these from your initial



*Colin's Gorkamorka Goliath gang??*

allowance of 1,000 credits. It is probably not a good idea to get much Ork equipment other than a vehicle or two because you will be able to buy such stuff between games, whereas you will never again have the chance to spend credits on decent Necromundan weaponry.

**2 Your Gang:** Use your remaining credits to hire a Necromunda gang and their starting equipment, so if you spent 200 credits on a truk you would have 800 left for the gang. Gang selection is subject to all the usual Necromunda rules e.g. you must have one gang leader, you cannot have more than two heavies etc. Any credits you have left over are simply wasted. There is no use for them where you are going! A useful tip is to go for weaponry which is superior to the stuff available to Orks, either through being reliable like laspistols and lasguns, or having high strength to overcome Ork Toughness. Therefore weapons like plasma pistols, grenade launchers and melta guns are good choices.



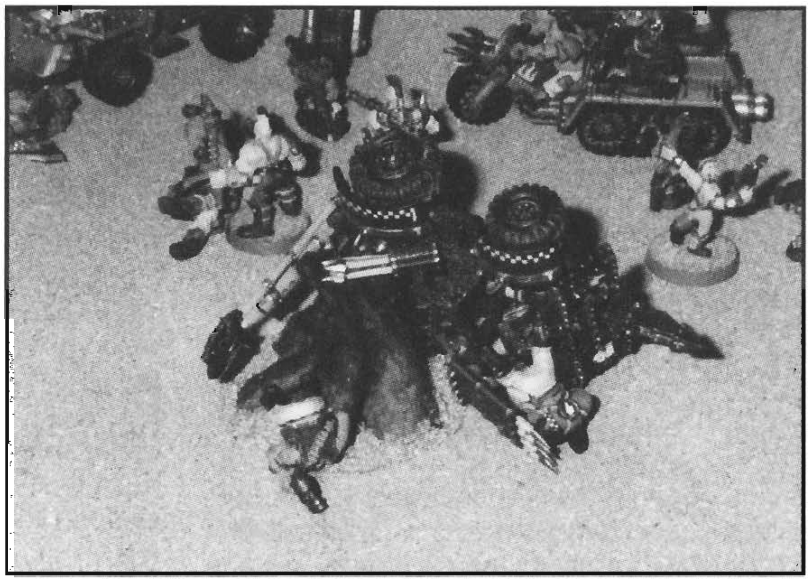
*Da Boyz come face to face with the traffic warden from hell!*

**3 Hired Guns.** In Gorkamunda even a starting gang can have Hired Guns from the outset. However, since they are being hired for an extended period it costs five times the usual hire fee to get them, i.e. the same cost in credits as a Hired Gun adds to your gang rating. Therefore Underhive Scum cost 75 credits, Mad Donna Ulanti costs 225 credits. Fortunately once you have hired someone in this way and they arrive in Gorkamorka, they realise they are trapped and have nowhere to go, so they will stay with your gang indefinitely and never need to be paid any further hire fee. Hired Guns are treated just like gangers for the purposes of foraging, trading and being supplied. However Hired Guns never gain experience or advance rolls.

**4 Established Gangs:** Everything so far assumes you are starting with a fresh gang, but you can bring an established Necromundan gang to Gorkamorka if you want to (and are not so attached to them that you would be upset to see them dying horribly at the hands of rampaging Orks). There are two ways or approaching this. Either you can just take your gang over as it is so that it will start with no vehicles at all (which can be a bit unfortunate in scenarios like Da Rumble, Da Fight and Da Chase); or else you can leave behind gang members or equipment (other than Hired Guns) up to the value of the vehicles you want. Established gangs must still pay five times the fee as explained above for any Hired Guns they take with them. This can be paid immediately after the gang's last regular Necromunda fight.

**5 Gang Rating:** You can use either a Necromunda or Gorkamorka Gang Roster to record your gang members but you need a Gorkamorka Buggy Roster to record your vehicle details. Since you will be fighting Gorkamorka gangs you must calculate a gang rating according to the Gorkamorka rules. Once you have made your gang selection, the value of everyone and everything in the gang must be recorded on the roster in teef. Just divide anything you paid for in credits by 10, so a ganger with

lasgun who cost you 75 credits would go down on the roster as costing 7 and a half teef. Gang rating is the total experience of the gang divided by 10 plus the value of the gang in teef.



*Get stuck in ladz...*

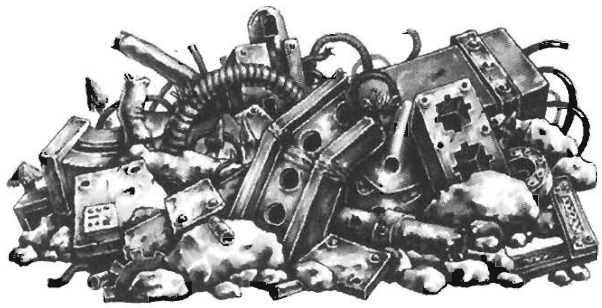
**6 Food Stocks and CRED:** These are new things which must be separately recorded on your gang roster. The way they work is explained below. To work out your initial food stocks, roll one Sustained Fire dice for each member of the gang. Add up the total and write it down, treating the Jammed symbol as 0. CRED is a measure of the status of your gang in the eyes of the local Orks. At the start of the campaign your CRED is 0.

**7 The Good News:** FREE BONUS ITEMS! As part of the deal that brought you to Gorkamorka, your friendly sinister Guilder contact has brought along some useful stuff for you. Every Necromunda gang therefore gets D6 random items absolutely free of charge. Newly established gangs can re-roll this throw once, but must accept the second roll even if lower. Each item is then randomly generated on the Rare Trade Chart (the main one, not the Outlaw Trade table). Wow! It could be anything from a fantastically valuable or useful item like a Needle Rifle or Power Fist, or it could be something like a Mung Vase or Ratskin Map, both of which are completely useless on Gorkamorka. Bonus items must be allocated to gang members as usual and will be lost if the gang member is lost. Bonus items cannot be left behind or exchanged for credits to pay for things like vehicles. Also they can only be rolled for after everything else has been selected. Bonus items are completely ignored when calculating your gang rating.

**8 The Bad News:** That is it. You are totally alone, a very long way from home. Never again will you be able to recruit new Necromundan fighters or equipment. So you will have to make do with crude Ork weaponry and equipment, and as over time your numbers dwindle, the best you can hope for may be to try and recuit the odd Digga to your ranks. And some of them are very odd indeed. A certain fatalism is needed to avoid being overcome by the sheer hopelessness of it all. Your aim now is survival, not glory. Bear that in mind as you make ready for your first rumble.

## PLAYING GORKAMUNDA GAMES

Basically you will be playing Gorkamorka scenarios under Gorkamorka rules. However a Necromunda gang has no fort, so when defending scenarios like Da Siege they can only use their wrecked spaceship to hide behind. What you really need is an ace card model of a wrecked spaceship. I wonder



where you could get one of those?

Being "weedy oomans", Necromundans are subject to pinning, just like Diggas. Necromundans always lose to Orks in the Revvin' an' Shoutin' phase.

Initially Necromundans tend to avoid straying too far from their base and avoid deliberately picking fights with the locals. Therefore when an opposing gang is choosing a scenario they cannot choose Da Rumble, Da Fight or Da Convoy unless either the Necromundans agree or they have played any of those scenarios previously.

When playing, the basic rule is that, in the event of a conflict between Gorkamorka rules and Necromunda rules, the Gorkamorka rules prevail (unless it says otherwise here). So for example:

* When firing sustained fire weapons, roll the Sustained Fire dice first, then roll to hit for each shot you get.

* Necromundans in Gorkamunda do not have to take leadership tests when friendly models go down or out of action within 2"

* Use the Gorkamorka rules when rolling for the effect of an injury or for models which are down in the recovery phase i.e. Flesh wound on a 1 or 2; Down on a 3, 4 or 5; Out of action on a 6.

All these differences can be explained by the increased gravimetric effects of the planet Gorkamorka on the human metablism which means that ... err .... um ... well never mind.

## HEAVY AND SPECIAL WEAPONS

Any Necromunda Heavy or Special weapons can be mounted on vehicles just like Ork Big Guns. Mounted weapons can be fired from moving vehicles (subject to the normal modifiers) even if normally they are "move or fire" weapons. Heavy and Special weapons can be attached or detached from their mounts if their gunner is standing by the weapon mount in the shooting phase and is not firing or engaged.

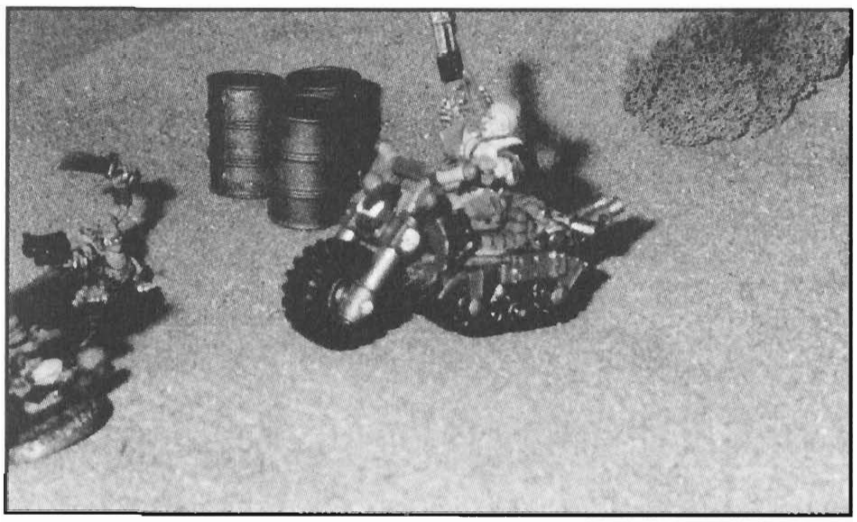
Any member of the gang can fire a heavy or special weapon while it is mounted, but only the owner of the weapon can attach or detach it or carry it around.

When a "move or fire" weapon is on a vehicle but not on its mount, it can only be fired if both the gunner and the vehicle remained stationary that turn.

## TEMPLATE WEAPONS

The 1" blast template of a shotgun and the small hand flamer template do not cause multiple hits when they strike vehicles. Weapons with a 1.5" blast template cause up to 2 hits when they strike. Roll a D6. On a 1-3 one hit is scored; on a 4-6 two hits are scored. Flamers and weapons with a 2" blast radius cause d3 hits on vehicles as in the Gorkamorka rules.

Necromundans are allowed to make "sawn-off" shotguns just by cutting back the barrell of a normal shotgun. A sawn-off shotgun has its range reduced to 16" and cannot fire bolt shells. Its advantage is that it is



*Easy Rider.*

short enough for a driver or biker to fire. This looks really cool. A sawn off shotgun does not count as a pistol or hand-to-hand weapon.

Incidentally Necromundans are able to use Ork stikkbombs in grenade launchers but not missile launchers.

## POST BATTLE SEQUENCE

Necromunda gangs follow special rules after each battle

**1 Injuries.** Use the Serious Injuries Chart in the Necromunda game.

**2 Experience and Advances.** Necromundans gain experience points according to the particular Gorkamorka scenario they were playing, including any Underdog bonus. However they use the Experience Advance and Skill tables and rules from Necromunda. The only exception is that any Necromundan who rolls 2 or 12 on the Advance Roll Table can choose to take a Driving Skill instead of a Necromundan skill.

**3 Income.** Necromundans have no territory or mine, so they do not routinely generate any income after a battle, nor do they gain any 'Ardboyz Bonus. Necromundans only gain teef or scrap where this is provided for in the scenario. However they can keep or use everything they get, regardless of the size of the gang, and never have to roll on the chart which shows net income.

**4 Hunting.** Any gang member who did not roll on the Serious Injury chart can go hunting. Roll a D6 for each hunter. Beastmasters and any Ratskins can re-roll this once but must accept the second roll. Results are as follows:

**6 Big Kill** - gain D6 food units.

**4 or 5 Success** - gain 1 food unit.

**2 or 3 No Luck.**

**1 Meet Something Nasty** - gain D6 experience then roll again.

**5 or 6 Take it down** - gain D3 food units.

**3 or 4** The one that got away.

**1 or 2 Roll on Serious Injury Chart.** Re-rolling any result of 'Captured' or 'Bitter emnity'.

**5 Leadership Challenges.** If any gang member has ended up with a higher Leadership rating than the gang leader, resolve a Leadership challenge using the rules from the Outlanders book. Note that unlike Orks, Necromundan gang members can swap positions as drivers and gunners on vehicles without fighting about it (subject to the usual restrictions on what weapons each type of gang member can use).

**6 Vehicle Maintenance.** Since they lack Ork Spanners and like Diggas are unfamiliar with Ork teknology, Necromundans must roll for each vehicle after each game to see if it suffers permanent damage. Use the rules for Digga vehicles in Digganob.

**7 Revise CRED.** Record any increase in the gang's CRED rating - see below.

**8 Trading with Diggas.** Roll a D6. If this is equal to or less than the gang's current CRED, the gang can trade with local Digga gangs. Trading with Diggas can involve any or all of the following:

* Any scrap can be swapped for D6 teef or D6 food stocks

* Food can be bought, each food stock costing one toof.

* The gang can recruit Digga-boyz or Digga-yoofs



* The gang can buy weapons from the Hand-to-Hand Weapons, Gunz, Armour or Stikkbomz lists.

If you roll over the gang's current CRED, you can only trade with Diggas if your gang leader has a knife fight with a Digga boy and wins. See below.

**9 Trading with Orks.** Roll 2D6. If this is equal to or less than the gang's current CRED, the gang can enter Mektown or trade with local Orks. In addition to doing any of the things listed above for trading with Diggas, the gang can:

* Buy any vehicles, weapons or equipment available to an Ork mob.

* Repair or kustomise a vehicle at da Mekboy'z Workshop

* Kustomise an Orky weapon at da Mekboy'z Workshop

Note that weapons from Necromunda can never be kustomised. Also Necromundans would never even dream of risking the Doc's Serjery.

If you roll over the gang's current CRED, you can still enter Mektown or trade with Orks if your gang leader has a knife fight with an Ork boy and wins. See below.

**10 Feed the Gang.** Each gang member consumes one food supply unit. Any gang members who are not fed are subject to the rules on starving in the Outlanders book, so they will be subject to -1 Strength and -1 Toughness and will die if either of these is reduced to zero. Note that it is no use having lots of teef or scrap because that's inedible! Food can only come from your initial supplies, hunting or trading.

**11 Update Gang Roster** and determine new Gang Rating.

## GAINING CRED

Most Orks treat Necromundans like slightly odd Diggas, but the more perceptive ones like the Mekboyz realise that there is something different, even slightly sinister about them. Orks will therefore tend to refuse to deal with Necromundans or allow them into Mektown, at least until these curious humies have proved ther worth in Ork eyes. Diggas think the same way but are much easier to convince and impress than Orks.

A new gang arriving in Gorkamorka starts with zero CRED. Then after each battle CRED is gained as follows:

| | |
|---|---|
| Defeating an Ork gang in Da Fight | +4 |
| Attacking and defeating an Ork gang in Da Siege | +3 |
| Defeating Orks in any other scenario | +2 |
| Defeating Humies, Grots or Muties in any scenario | +1 |
| Destroying an enemy vehicle in a head on ram | +2 |
| Each Ork taken out by the gang leader in close combat | +2 |
| Each Ork taken out by any other gang member in close combat | +1 |

CRED never falls, so once Necromundans have reached 12 CRED, they have made it in Ork eyes and can trade freely with them from then on. Also, since Orks have a touch more Orky respect for Necromundans than for Diggas, once Necromundans are permitted into Mektown they are not subject to the penalties which apply to Diggas for rolling on Da Big Day chart or for fitting Gubbins.



## DIGGAS AND THEIR WEAPONS

Necromundans can only recruit Digga Boyz and Digga Yoofs. Once hired, the Diggas are treated mostly like any other member of the gang, but they use the Digga Advance Table and skill charts. Diggas will never challenge for the leadership of the gang. If all Necromundans in the gang are killed, the gang must disband.

Diggas cannot use Necromundan heavy or special weapons, even when they are mounted on vehicles. Necromundan gang leaders and heavies can use any Gorkamorka weapons (but obviously they cannot carry around Big Guns, which are too heavy even for Orks to manage). Gangers can use any weapons usable by Digga Boys and vice versa. Digga Yoofs can use Necromundan Hand-to-Hand weapons or Pistols. Necromundan Juves can use Gorkamorka Hand-to-Hand weapons.

## KNIFE FIGHTS

If you fail the roll against CRED, your gang leader can choose to have a knife fight with an Ork Boy or Digga Boy. If so, resolve a close combat between your leader and an Ork or Digga with a standard profile. Neither side can use any weapons or armour and neither counts as charging. The fight continues until one side is taken down or out of action.

If your leader wins he immediately gains 5 experience points and can proceed to trade. If you lose your gang leader must roll on the Serious Injury Chart, re-rolling any result of 'Captured' or 'Bitter Emnity'.

## CAPTIVES

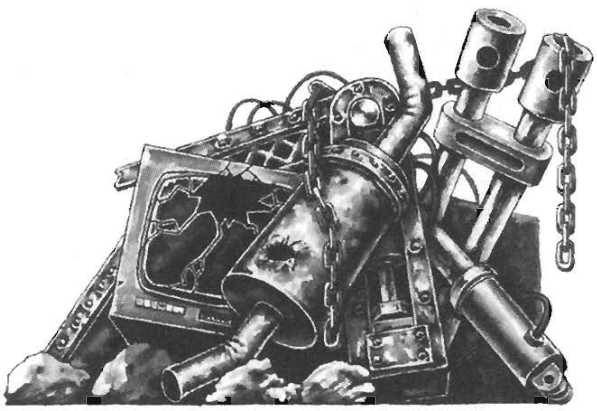
If Necromundans capture an enemy warrior or vehicle (other than a Mutie) they can agree to exchange or ransom it back as normal. If not the enemy may attempt to capture it back in a One of Our Lads is Missing scenario. If the enemy do not attempt a rescue or do not succeed, and there is still no agreeable exchange, the Necromundans must either kill the captive, taking his equipment, or set him free in the desert (roll on Serious Injury Chart, re-rolling any further result of 'Captured', before the captive gets home). Vehicles in these circumstances can be broken down for 2D6 teef.

If a Necromundan is captured by a gang containing a Slaver, he can be put to work in the mines like a Digga. However he will never join or fight for another gang, having nothing but contempt for the Ork race.

## CONVERTING FIGURES

A little conversion is needed to adapt a Necromunda gang to Gorkamorka. It helps to re-mount some figures on smaller bases so they can more easily fit in the vehicles. Fortunately you will find that Heavies do not necessarily need any conversion as they mostly have their weapons at about the right height to fire over the front plate of a trukk. The only figures you really need to think about are drivers for your vehicles. It is easiest to start with Goliath or Orlock gangs, because you can just order a few plastic figures of these from your nearest friendly mail order troll.

For example, to make a trukk driver for a Goliath gang you only need a Goliath torso and can use the arms and legs of the plastic Ork driver from the trukk. Just take the Goliath figure holding the knife and chop off the knife arm at the shoulder and the pin



sticking out of the other shoulder. Then chop the legs off just below the belt and glue on the Ork arms and legs. The legs do look a little odd because the Goliath body is so chunky, but this does not show at all when the driver is in place. The arms are the tricky part because they need to be bent outwards to fit on the larger body. You might want to file or gouge a little off the chest to make it easier to glue them in place. Since the shoulder area is still likely to look a little odd you need to either fill any gaps with modelling putty or, better still, glue on some pieces of shoulder armour made out of thin card.

By contrast, to make a Goliath bike rider the arms are easy but the legs can be more fiddly. Chop off the Goliaths left arm. The right one can hold a shotgun or other Goliath weapon. Glue on the plastic Ork biker left arm (the metal arms from the Gorkamorka biker set are a little too long and clawed for a human). For the legs you can just chop off the bottom half of the figure and glue on the Ork biker legs, but this does not look quite right. It is better to make a diagonal cut at the top of each leg and then re-position the leg angled forward at about forty-five degrees, just right for riding a bike.

Converting Orlocks is, if anything, easier because they are about the same general size as Diggas. Therefore an Orlock trukk driver can just be an Orlock torso with metal Digga driver arms (from the Digga trukk boxed set or from mail order) and Ork trukk driver legs.

Any other gangs can also be converted, but metal figures are of course harder to work with than plastic. Getting figures like House Cawdor or the Redemptionists to drive trukks and ride bikes would be quite a challenge!



## VARIATIONS ON A THEME

There are many different ways of linking Gorkamorka with Necromunda. One approach is to assume that there is an old abandoned Ork settlement some distance from Mektown. When choosing scenarios Necromundans can choose to fight around the settlement using Necromundan scenery and scenarios. Scavengers is a particularly appropriate scenario for such a location. Just replace Loot counters with Scrap counters. When alternating between Gorkamorka and Necromunda scenarios it would be quite a challenge for gangs to get the best balance between troops and vehicles.

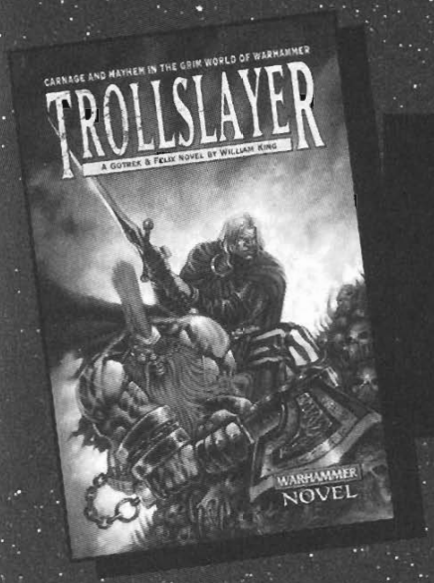
Much of this article has been focusing on standard Necromundan gangs, but what if, say, Spryers were stranded on Gorkamorka? How would they measure victory? How would Scavies fare and where would they get all their zombies from? Perhaps they infected an entire Digga settlement shortly after crashing. And what about Beastmaster Wyrds? If their pets were killed would they start to control some local beasties instead? All these variations create possible background stories and the potential for interesting house rules. One of the most fun options would be to consider what on earth a Redemptionist gang would get up to, stuck on a planet simply swarming with alien monstrosities!

Then again, how about a game of Necrogorka? A prison ship crashes on Necromunda, releasing a murderous gang of Orks who fight to carve out an existence in the Outlands. Just choose a Gorkamorka gang without vehicles, and record everything in credits so that gang ratings are calculated the Necromunda way.

Why stop there? What if the Iron Jacks had been awoken from stasis on board ship only to find Genestealers stalking the corridors of the Space Hulk? Now, there's an idea...

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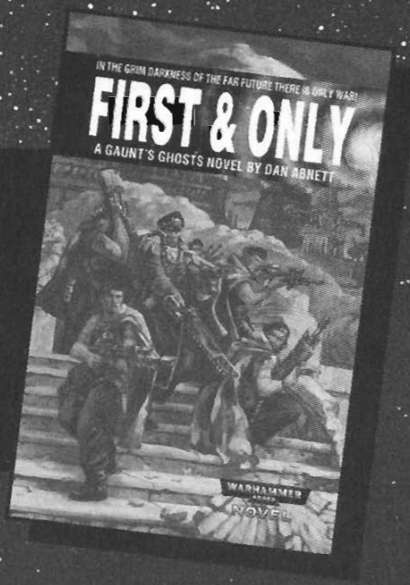



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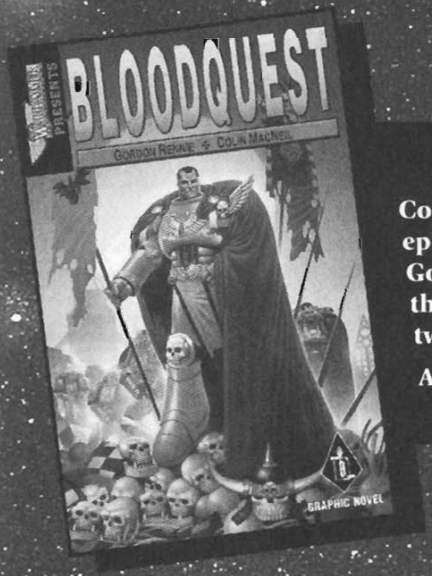
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# DA JOLLY ORK

**I have here some insane scribblings which will allow you, if you so desire, to use a different type of Ork Mob in Gorkamorka – Freebooterz. This idea is not as corny as it sounds so do bear with me. I have extensively researched the background using such forgotten tomes as 'Waaagh the Orks' and 'Freebooterz', of course *(Cor, now that does take me back... – Ed).***

**I have always loved Freebooterz for their 'piratical' feel. Indeed, it was these cool miniatures that attracted me to a small and sinister broom cupboard that was Games Workshop Manchester eight long years ago. Since then I have collected an Ork horde for Warhammer 40,000, a Dwarf Man-O-War fleet, four or five Blood Bowl teams, several Quest characters, Necromundan Orlock, Redemptionist and Ratskin gangs... I also play Space Hulk and some of the older games like Dark Future (which I got for only £2.00 at a car boot sale). I especially like Gorkamorka which offers me the opportunity to use my other Ork miniatures to further effect.**

**By NEAL PLEWS**

## DOZE MAGNIFSUNT ORKS IN DERE FLASHY MASHEENZ

Ork Freebooterz have always existed on the fringe of Ork life. They are bandits and mercenaries of the first order owing no allegiance to anyone. Quite frequently they are the remnants of Orkish communities that have been almost totally wiped out, or maybe fugitives fleeing from the wrath of a powerful Ork Warlord whom they have somehow displeased. Amongst these disaffected elements of Ork society, which exists even on Angelis, there are a handful of individuals who are particularly dangerous and unstable (even by Orkish standards). These Orks tend to leave Mektown in search of adventure, booty and above all a good fight. These Orks tend to form small, roving bands of Freebooter pirates who all share the same lust for booty.

Unlike most of the Orks of Gorkamorka, Freebooterz have no faith whatsoever in the Mekboyz grand plan and what they are building. They harbour no desires to be to identified as Gorkas or Morkas. Freebooterz are obsessed with the acquisition of Teef instead and regard the Mekboyz of Mektown as being remarkably stupid for exchanging scrap metal for good solid teef. Ork Freebooter bands usually become the refuge of those few Bad Meks who have grown disillusioned with the Gorkamorka project and instead seek adventure and booty. Ork Freebooterz can be readily identified by the sign of the Jolly Ork, which is the common symbol of all Freebooter bands. It is a symbol depicting an Ork skull with two crossed bones and its meaning is very clear: Watch out, there's Freebooterz about !!!

## FREEBOOTERZ MOB LIST

The following mob list is used to hire your initial mob. You have 100 teef with which you must recruit at least three Orks, including a Kaptin plus sufficient vehicles to transport your entire mob. Any Teef left unspent can be added to your teef hoard and used later when you get the opportunity.

# Freebooter Mob for Hire

## MOBSTERS

There are five different kinds of mobsters: Kaptinz, Furst Matez, Bad Mekz, Freebooterz and Kabin Boyz. Freebooter bands despise Grots and therefore have no use for Slavers either.

**Kaptin.** Your mob must include a single Kaptin to lead it, no more and no less.

**Furst Mate.** Your mob may include a single Furst Mate but it is not compulsory.

**Bad Mekz.** Your mob must include one Bad Mek for each vehicle or three bikes in it.

**Freebooterz.** Your mob may include as many Freebooterz as you can afford.

**Kabin Boy.** Your mob may include a single Kabin Boy if you desire.

**Weapons, Vehicles and Injuries.** The costs for vehicles and weapons for a Freebooter band is the same as for normal Ork mobs as detailed in *Da Uvver Book*. Drivers and Gunners must be nominated in the same way as normal. In a campaign game the tables for Serious Injuries and Vehicle permanent damage from *Da Uvver Book* are used when a Freebooter Ork or Vehicle is taken out of action.

## KAPTIN

Cost to recruit: 12 Teef

The Freebooterz band is lead by a particularly hardened boss, or Kaptin. The Kaptin will be the most cunning member of the band and also the best at fighting and shooting to. The Kaptin holds a very prestigious position in Freebooter society and wears Da Kaptin'z hat, with the Jolly Ork symbol on it, as his badge of office. He wears excessively flamboyant clothes with stripes and polka-dots in the most garish colours to distinguish himself from the other Orks.

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

**Weapons:** The Kaptin can be armed from the Hand-to-hand weapons, Gunz, Armour and stikkbombz lists.

## FURST MATE

Cost to recruit: 8 Teef

Da Furst Mate is the Kaptin'z right-hand Ork. He is in charge of most of the day to day running of the mob and its vehicles. Da Furst Mate depends upon the Kaptin in order to hold his rank and so will watch for any Orks who might present a challenge to the Kaptin. Some Freebooter mobs do not have a Furst Mate and instead the Kaptain will run the mob entirely himself although most Kaptinz can't be bothered with the more menial tasks.

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Furst Mate | 4 | 4 | 3 | 3 | 4 | 1 | 2 | 1 | 7 |

**Weapons:** Da Furst Mate can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

## BAD MEKS

Cost to recruit: 10 Teef

Bad Meks are few and far between and cost serious Teef for Kaptinz to recruit. Bad Meks are extremely skilled in the building and repair of Ork wurky-bitz and have skills that would put mere Spanner Boyz to shame. They are able to keep the Freebooter'z vehicles running on scarce supplies, which is essential as Freebooterz are constantly on the move and never stop to build forts or workshops.

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Bad Mek | 4 | 3 | 3 | 3 | 4 | 1 | 3 | 1 | 7 |

**Weapons:** Bad Meks can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

**Tricks of Da Trade:** At the end of each battle you may choose one vehicle or piece of equipment for the Bad Mek to work on. Roll for kustomisin' or fixin' just as if you had gone to Mektown. The work still costs some Teef (for da bitz and piezez) which is D6 divided by 2 (rounding up) rather than the normal D6.

## FREEBOOTERZ

Cost to recruit: 5 Teef

Freebooterz are the normal members of da Crew who do most of da fightin'. They model themselves upon their Kaptin by wearing equally outrageous clothes, but without the flamboyant Kaptin'z hat. Most Freebooterz are outcasts from normal Ork society, perhaps they insulted a powerful Nob or Mekboy, perhaps they showed strange behaviour, for whatever reason no normal mob would touch these Boyz with a grabba Stick and so they drift into Freebooter mobs.

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

**Weapons:** Freebooterz can be armed from the Hand-to-hand, Gunz, Armour and Stikkbombz lists.

## KABIN BOY

Cost to recruit: 3 Teef

It is rare for Yoofs to become attracted to the Freebooterz, most would rather prefer to fight in normal Ork mobz. There are some however who are attracted to the Flash clothes and the outlaw status of the Freebooterz and seek to join the first band they encounter. Most Kaptinzwill allow one such Yoof to become Da Kabin Boy, who has all the menial and dangerous jobs to do. If and when Da Kabin Boy proves himself to be a warrior, then he is allowed into the ranks of the normal Freebooterz, and a fresh Yoof is recruited to take his old jobs.

| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Kabin Boy | 4 | 2 | 2 | 3 | 3 | 1 | 2 | 1 | 7 |

**Weapons:** Da Kabin Boy can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

**Toughening Up:** Once da Kabin Boy has reached the experience level to become a Freebooter his Toughness increases by +1. Once this occurs another Yoof can be taken on to become da new Kabin Boy.

## EXPERIENCE

| Type of Warrior | Initial Experience Points |
|---|---|
| Kabin Boy | 0 |
| Freebooterz | 20+1D6 |
| Bad Meks | 60+1D6 |
| Furst Mate | 30+1D6 |
| Kaptin | 60+1D6 |

**Underdogs:** When a Freebooter mob fights another mob with a higher gang rating than its own it gets the bonus experience points as described on page 57 of *Da Uvver Book*.

## FREEBOOTER ADVANCES

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

*Freebooter mobs are often very small, specialised bands of double-hard renegades that make up for their lack of numbers with their individual tough-as-nailz approach and flash style.*

## MAXIMUM CHARACTERISTIC INCREASE

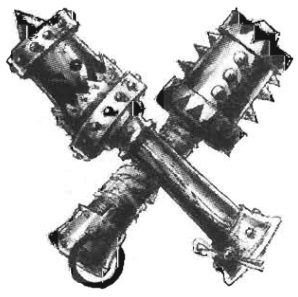
| | M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|---|
| Freebooter | 4 | 6 | 6 | 4 | 5 | 3 | 5 | 3 | 9 |

## EXPERIENCE

| Experience Points | Title | Notes |
|---|---|---|
| 0-5 | Skivvy | Starting level for Kabin Boyz |
| 6-10 | Kabin Boy | |
| 11-20 | Kabin Boy | |
| 21-30 | Freebooter | Starting level for Freebooterz, a Kabin Boy reaching this level becomes a Freebooter and gains +1T |
| 31-40 | Freebooter | Starting level for Da Furst Mate |
| 41-50 | Freebooter | |
| 51-60 | Freebooter | |
| 61-80 | Flash Git | Starting level for Kaptin and Bad Meks |
| 81-100 | Flash Git | |
| 101-120 | Flash Git | |
| 121-140 | Flash Git | |
| 141-160 | Flash Git | |
| 161-180 | Flash Git | |
| 181-200 | Flash Git | |
| 201-240 | Rich Git | |
| 241-280 | Teef Boss | |
| 281-320 | Teef Lord | |
| 321-360 | Teef Baron | |
| 361-400 | Teef King | |
| 401+ | Da Jolly Ork | A warrior who advances this far may not advance any further |

## DA DUTY TO DA BOOTY

It is the job of every Freebooter Kaptin to lead his Boyz into the fights from which the most booty will be gained. A Kaptin who doesn't get enough booty for his Boyz will find himself disposed of rather quickly. If the amount of profit that the Freebooter mob makes is over the Kaptin'z Leadership chara-cteristic after a battle then his mob remains content. If it is lower than his leadership the Kaptin must have a pitfight with the Ork with the highest amount of experience points. If the Kaptin wins he asserts his authority over the rest of the mob. If he loses the pit fight, his opponent becomes the new Kaptin. This is accepted by all Kaptinz as an inevitable fact of life; after all 'Teef make the wurld go round'.



PIRACY SKILLS

This table is used for both the Pirate Skill generation as well as if a 7 is rolled on the advance table. This table includes ways of making Freebooter Orks more 'piratical' as well as showing some of the reasons they became outcasts in the first place.

**2D6 Result**

**2** ***Beardy!*** This Ork collects a large quantity of hair squigs and attaches them to his chin. The Ork must choose what colour beard to be worn and this is to be added to his name (ie Grimshak Blackbeard) no two Orks in the same band can have the same colour beard. The beard makes the Ork more startling and he now causes *Fear.*

**3** ***Pet Growler Squig.*** The Ork keeps a vicious pet growler squig on the end of a metal chain. If the Ork charges into Hand-to-Hand he may unleash his squig which will inflict a S3 hit on a 5+. As long as its master wins the combat the squig returns to him and can be re-used.

**4** ***Robba.*** When this Ork takes an enemy out of action in Hand-to-Hand he takes the opportunity to loot his victim. On a D6 roll of +4 the Freebooter steals one randomly determined weapon from his victim which can be sold or used (if possible).

**5** ***Da Kaptin Sez.*** When a Freebooter with this skill takes a weapon or vehicle to the Meks to be customised or repaired, he tells the Mek of his Kaptin'z fearsome rep and large Teef hoard, the Mek is convinced and Da Big Day table result may be re-rolled

**6** ***Peg-leg.*** Although this looks like an ordinary peg-leg and the unfortunate Ork must lose his leg to have this fitted (-1 to his Move) it has an in-built force field created by the Bad Mek which gives him a 6+ unmodified save.

**7-8** ***Madboy.*** This Ork begins to show strange habits which are odd even for Freebooterz. Perhaps it was this behaviour that lead the Ork to be outcast in the first place. Roll a D6 to determine the behaviour

1 *Frantik.* This behaviour leads the Orks to become subject to un-controllable excitement and hyperactive behaviour. Their constant movement makes it impossible to hide.

2 *Paranoid.* This Ork is under the impression that someone or something is our to get him. The Ork is subject to *Hatred* against (1D6) 1-2 all enemy boyz 3-4 all enemy Yoofs 5-6 all enemy Grots

3 *Phobiak.* An Ork with this behaviour exhibits an irrational fear of something. Roll a D6 on the table for a Paranoid Ork except this Ork *Fears* the particular type of enemy.

4 *Moroniks.* An Ork with this behaviour is in a permanent state of bewilderment and wanders aimlessly about. An Ork with this problem is subject to the rules for *Stupidity.*

5 *Deliriak.* this behaviour causes the Freebooter to be in a permanent state of happiness. They laugh insanely and grin delightedly even when suffering extreme injuries or fighting the most horrific enemies. This Freebooter is immune to the effects of *Fear* and *Terror.*

6 *Savantz.* This Ork exhibits bizarre un-Orky features. They have great powers of memory, recall, calculation and increased mental abilities. Only Meks can make some sense of what they say and so they are used by Meks as computers. A savant can help a Bad Mek fix vehicles and allows the Freebooter player to re-roll any damage caused on the vehicle permanent damage table.

**9** ***Eye Patch.*** The Ork wears a big black Eye Patch which gives him instant respect with the other Freebooterz so +1 Ld. However, the Ork finds it difficult to run or charge using one eye as he can't see properly, every time this Ork charges or runs he will fall and takes a flesh wound on a roll of 1 on 1D6.

**10.** ***Yo ho ho and a bottle of Squig Joose.*** This Ork is partial to fermented squig juice. At the beginning of each battle roll 1D6. On the roll of a 1 the Ork is ësozzledí and is subject to the rules for *Frenzy.*

**11** ***Walkin' da Plank.*** This Ork practices boarding by balancing on a plank nailed to one of the mobs vehicles. This practice improves his balance and adds +1 to his initiative

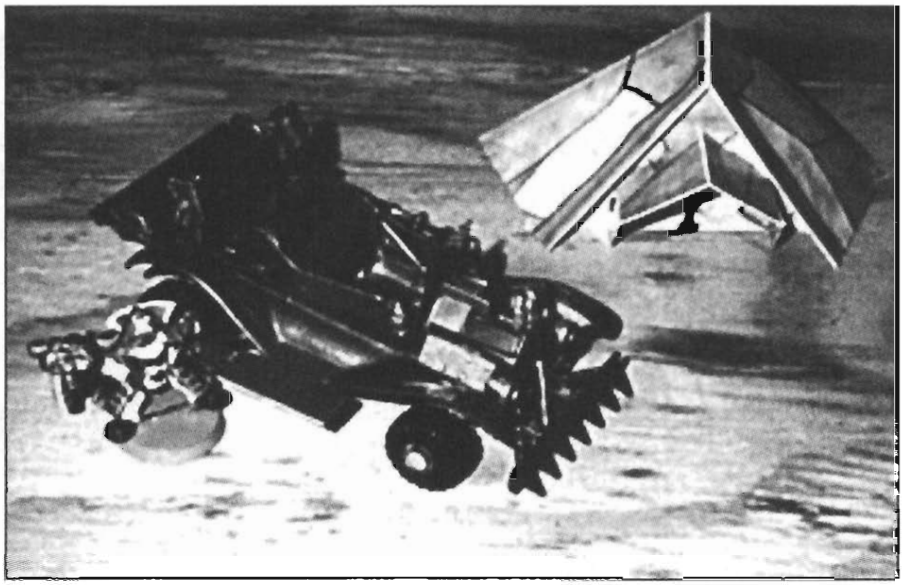
**12** ***X marks the spot.*** An Ork with this skill is adept at sniffin' out valuable pieces of scrap and may add 1D6 Teef to the mobs income after each battle.

## SKILL TABLE

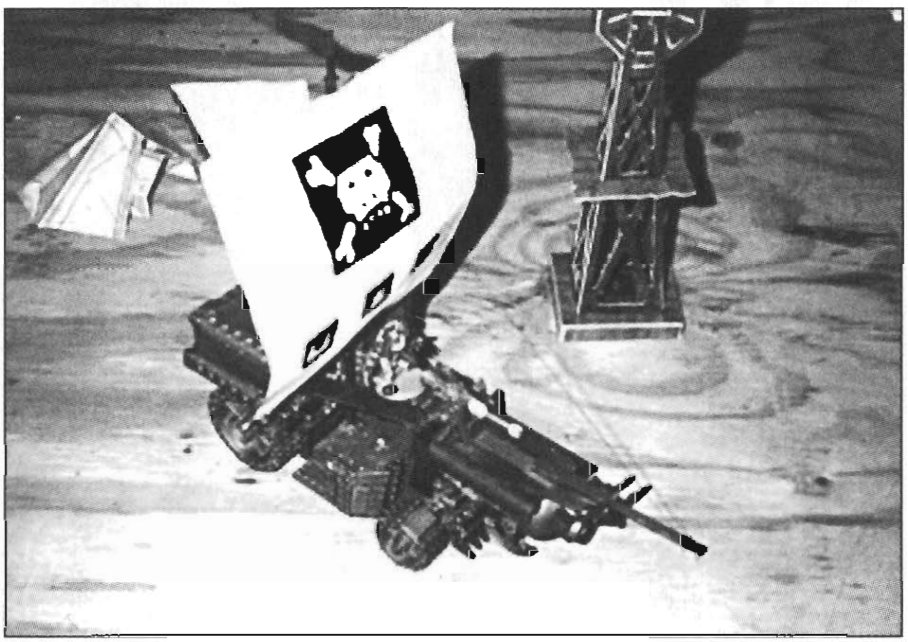
| | Muscle | Ferocity | Driving | Cunnin' | Dakka | Odd | Pirate |
|---|---|---|---|---|---|---|---|
| Kaptin | Y | Y | N | Y | Y | N | Y |
| Furst Mate | Y | Y | N | N | Y | N | Y |
| Bad Mek | N | N | Y | Y | Y | Y | Y |
| Freebooterz | Y | Y | N | N | Y | N | Y |
| Da Kabin Boy | Y | Y | N | N | N | N | N |

## INCOME

Freebooterz look upon the mining activities of other Orks with the contempt it deserves. No Freebooter will get his gear messed up scrabblin' in the dirt for scrap. However, they are not adverse to thievin' other mob's scrap. Freebooterz also extort money from market traders in Mektown, especially Grots, whom they despise. The Kaptin and Bad Mekz are above such low activities and so it is left to the rest of the band who must earn the mobs living. After each game each surviving Furst Mate or Freebooter may earn D6 Teef from his criminal activities. whilst the Kabin Boy earns D3 Teef from petty theft. If three or more 6's are rolled the Grots gang up on the Freebooterz and a D6 should be rolled for each Freebooter. On a '1' he has been 'duffed up' and must roll on the Serious Injury table ignoring *Captured* and treating *Bitter Enmity* as a



**'Nice motor, ya flash git!'**



**'Waaagh, me heartys!'**

*Full Recovery*. The profit table and the 'Ardboyz bonus from page 65 of *Da Uvver Book* are used as normal.

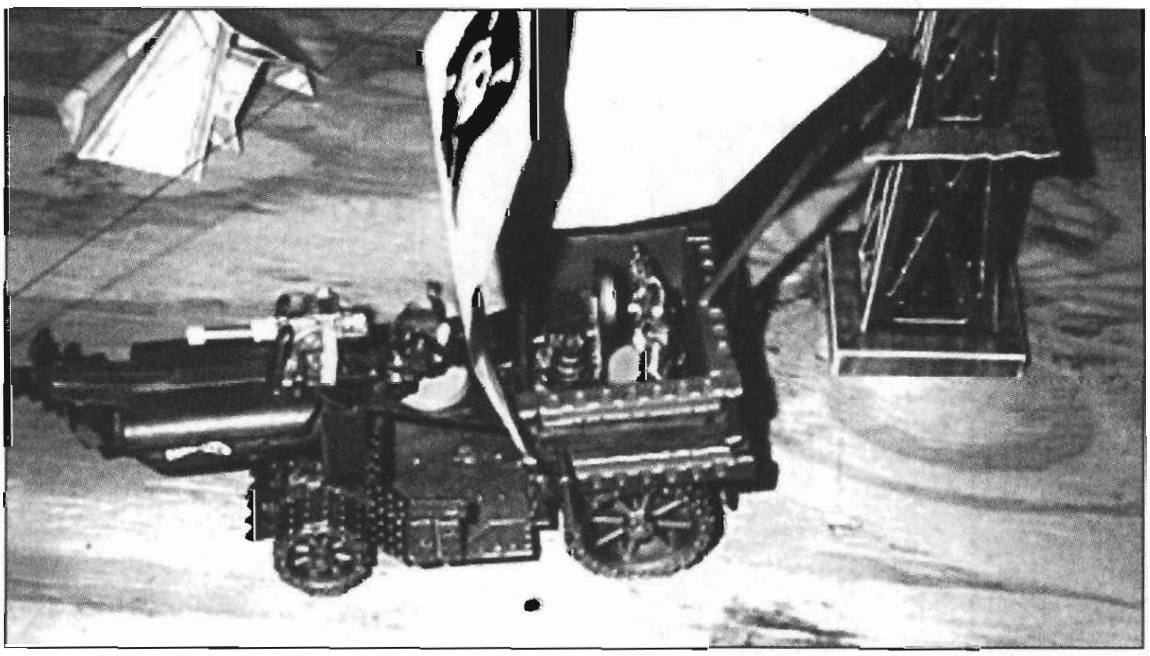
## MEKTOWN

Although technically outcasts Freebooter mobs do visit Mektown occasionally. Although most Freebooterz would be thrown out of Mektown (or worse!) if they went alone, the Mektown Orks are less likely to cause trouble with a band of flashy, shooty Freebooterz. Free-booterz use the normal rules for Mektown as given in *Da Uvver Book*.



## SCENARIOS

Freebooterz are treated in exactly the same way as normal Ork Mobs for the purposes of deciding which scenario to pick. The only exception is that Ork Freebooterz cannot be the defenders in Scenario 6: *Da Siege*. This is because Freebooterz are nomadic and never stay in one place long enough to build a fort preferring instead to live in their large customised vehicles instead.



This is Neal's converted Ork Battlewagon, the 'Titanic' *(Doh! What a name – Ed)* is such a huge beast, with added running boards so that he can fit as many Freebooterz on as possible. On the deck is a converted Hop-Splatt Gun but sadly it is missing a plank to walk rival Orks off of.

# ROKKIT PAKS

**There are many ways to travel on Gorkamorka. Most Orks prefer a Buggy or Bike, but Stefen has come up with rules for two very wacky (and good fun!) new forms of transport. The first is the Rokkit Pak, only for the most suicidally insane Ork boyz. The second you'll find later in this issue - Pogo stikks for Grots!**

**By STEFAN FERGUS.**

## IN DA BEGINNIN'

While working on a new rokkit boosta for their Boss, Gorfang's trukk, two up-and-coming Spanner Boyz, 'Bitz' and 'Bobz', came upont an amazingly humerous discovery! As they marched towards Gorfang with their new piece of gubbinz the grot, Splifz, who was carrying the rokkit boosta on his back, sat down for a rest and accidentally activated the boosta as it clunked on the ground. To Spliffís horror and the rest of the Mobs' amusement the Grot launched up into the air screaming! This gave the Spannerz a brilliant new idea. They waited for the rokkit boosta to run out of fuel and retrieved it after the Grot had plummeted to his death. They fixed straps to it and grabbed the first Yoof who came into reach, strapped him in and turned on the boosta. The boy rocketed into the air screaming and the two Spanner Boyz broke out a new keg of rum. Unfortunately they had put more fuel in the boosta than they had planned so the boy kept flying through the air for hours before finally coming to rest in a passing Gorker bike. After a few tinkerings with the boosta they added some controls so that the wearer of the boosta, or Rokkit Pak as it became known, could decide how far and how high he could go. They also reduced it in size so that it was less likely to blow the wearer from Mektown to the Digga Pyramids.

The Rokkit Pak was a great success with Yoofs and (very) stupid Boyz. Unfortunately Bitz and Bobz died while trying to attach two of these onto a bike to produce their greatest dream: Da Flyin' Machine (not very original but there you have it).



## DA ROKKIT PAK IN GORKAMORKA

A Rokkit Pak costs 10 teef and can be taken by Boyz or Yoofs. Nobz and Spannerz cannot take them because they know what damage they can do if they misfire.

A Rokkit Pak need never be taken to Mektown to be fixed or kustomised, it is fixed by any Spanner Boyz you have in your Mob. This does not mean it is free to mend and you must still pay D6 teef because the Spannerz need to buy certain parts from Mektown.

Any boy or Yoof wearing a Rokkit Pak may move over long distances and over dangerous terrain, including vehicles.

Please Note: For every inch up that the Boy/Yoof with a Rokkit Pak moves, you must -1 inch from his total distance, eg. A boy flies over a dune 2 inches high which means he only has 6 inches left of his movement

## MOVEMENT

Moving with a Rokkit Pak is done as follows: Roll a D6:

**1 The Rokkit Pak fails to ignite.**

The Pak cannot be used this turn, however the boy can still move using his normal movement value.

**2- 5 Zooooooom!**

The Rokkit Pak ignites and the wearer can now move up to 8 inches in whichever direction he pleases. Take an initiative test. If this fails the Boy/Yoof receives a S3 hit inflicting D3 wounds with a ñ1 save modifier.

**6 Ka-Boom!**

The Rokkit Pak ignites and lets out a huge gout of flame and the wearer is shot into the air and can land anywhere on the battlefield within 20 inches of his take off point. Take an Initiative test. If this fails the Boy/Yoof receives a S4 hit inflicting D3 wounds with a -1 save modifier.

Each time a Boy or Yoof uses his Rokkit Pak (after the first) roll the artillery dice. If the result is a Misfire roll on the following table:

**1 Ka-Boom!**

The Rokkit Pak explodes as it takes off. The wearer of the Pak receives D3 S5 hits which inflict D3+1 wounds with a -2 save modifier. The Boy/Yoof no longer has a Rokkit Pak!

**2-3 Klunk! Whirr! Sproing!**

The Rokkit Pak falls apart. The Rokkit Pak falls apart and is rendered useless. The Rokkit Pak can be repaired but it will take a while because it is such a complex machine so the Boy/Yoof cannot use his Rokkit Pak in the next two games.

**4-5 B****r! Out of Fuel.**

The Rokkit Pak has run out of fuel and cannot be used for the rest of the battle, it is refilled after each encounter and can be used again next game.

**6 Zoooom! Splutter! Bonk! Buggeritt!**

The Boy can make his move as normal but then the Rokkit Pak runs out of fuel and can not be used for the rest of the game. It is refilled after the battle.

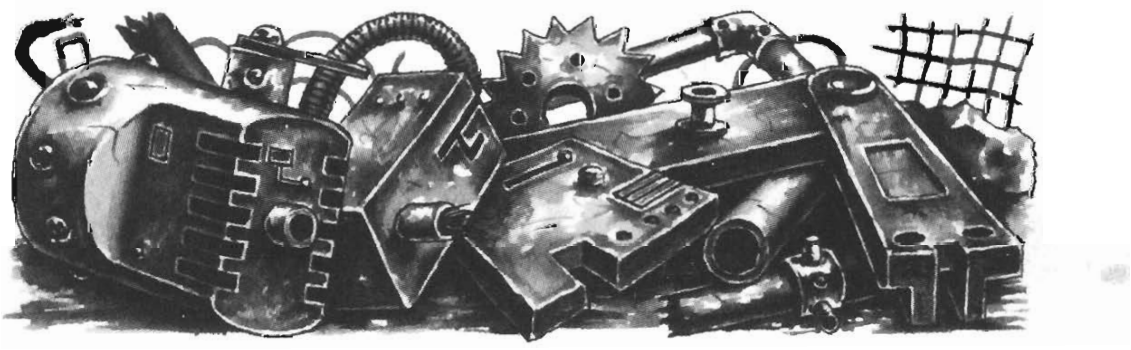
## CHARGE!

A Boy/Yoof wearing a Rokkit Pak can charge into hand-to-hand combat as normal but gains a +2 modifier (instead of +1) because he is charging with such force.

## SHOOTING

Anyone shooting at a Boy/Yoof wearing a Rokkit Pak which has been ignited and used during their movement phase will receive a -1 to hit because he is moving too fast for the enemy to get a bead on him.

Boyz/Yoofs with grenades can drop them



onto warriors or vehicles that they fly over. If a warrior does this he drops one of his grenades onto his target(s) (do not roll for hits, misfires, etc because the warrior is just dropping the grenade which requires no skill whatsoever, even a Grot could do it given the chance!). The target(s) are hit as normal.

**Note:** This is a free action and will not use up one of the Boy's/Yoof's attacks on his characteristics.

## CLOSE COMBAT

Anyone charged by a warrior wearing a Rokkit Pak will suffer -1 to hit in the first round.They must also take a Bottle test, if they fail then they run away from the screaming green thunderbolt which is rapidly becoming bigger and plummeting towards them. The charger will receive a +2 bonus to his combat score.

If the warrior fails to land but crashes into Close Combat then he is taken out of action because the other warrior will just scrag him.

## VEHICLES

A Boy/Yoof wearing a Rokkit Pak can be carried as normal by Trukks or Buggies but not Trakks or Bikes because they don't fit on.

A Boy can take off from a vehicle but with a risk to the other riders. If a warrior wearing a Rokkit Pak takes off from a Trukk/Buggy anyone being carried by the trukk will be hit by a single S2 hit with no modifiers, armour saves are made as usual.

Only two Boyz/Yoofs with Rokkit Paks can be on a Trukk/Buggy with other boyz but if you don't have any other boyz you can have three Boyz/Yoofs with Rokkit Paks on the Trukk/Buggy.

## CONVERSHUN IDEAZ

To make an easy but affective conversion of a boy wearing a Rokkit Pak you will need:

1 x Gorkamorka Boy or Yoof, preferably one with some sort of strap on him so it looks more affective and requires less modelling (not that we don't like modelling or anything, but?). The boys from the Gorkamorka boxed game are ideal, especially the ones wearing the armour type togs with metal plates nailed to them.

1 x Ork Storm-boy Jump Pack. Available through Mail Order.

1 x Tube of Super-glue.

1 x Small length of wire (used for a pin). Available in Hardware stores and the like.

1 x Pin Vice Drill (or other sort of drill with small whirly-bit).

## WHAT TA DO

Get your Boy, clean up the model getting rid of cast lines and the such.

Get you Rokkit Pak (whatever you're using) clean up all cast lines and the such.

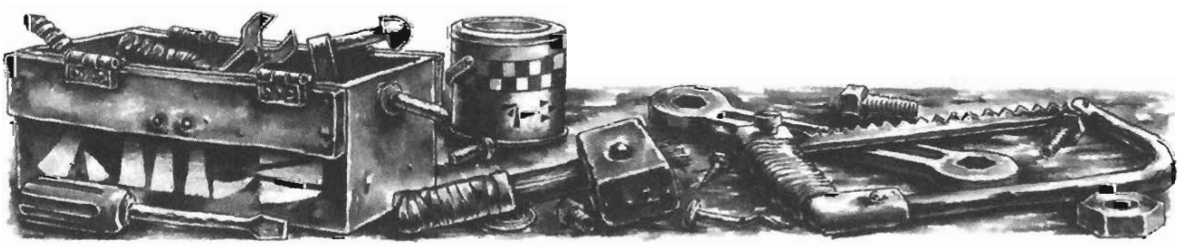
Drill a small hole in the back of the Boy and in the back of the Pak.

Put the pin into the hole and fasten it with super-glue, then put the pin into the Pak and glue in with super-glue (Important: Make sure the pin is the correct length).

Undercoat.

Paint.

Up, up and away...



# WRITE FOR GUBBINZ

Gorkamorka Gubbinz is written *for* fanatical Gorkamorka gamers *by* fanatical Gorkamorka gamers. You (yes, YOU!) make the Gubbinz the brilliant hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

If you would like a full list of writers' guides, send a self–addressed envelope to the address that follows.

## 1. What do we need?

• **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

• **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

• **We don't need flowery prose** - we leave that to the INFERNO! boys.

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• **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

• **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

• **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

## 2. Decide what article you want to write

For example:

- **A scenario for Gorkamorka**
- **The house rules that you use in your games**
- **Ideas for collecting, modelling, converting and painting Citadel miniatures**
- **Tips and tactics**
- **A review of a Gorkamorka tournament/convention you have attended**
- **Your Games Club**

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. Gubbinz is supposed to be a grungy mag!

## 3. Get writing!

As a guide there are three kinds of submission that we can work with:

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed with photographs, maps, conversions, etc. where necessary. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

• **Special Characters and Army Lists.**

## 4. Check your work

Everything that goes into tGubbinz is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

• **Is it Gorkamorka?** Your article has to be based on Gorkamorka or at least related to it.

• **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

• **Is it interesting?** Try and make it original and innovative.

• **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

• **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

## 5. Send your work to us

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**Please title any submission 'Gubbinz Submission'**

## 6. See your name in lights!




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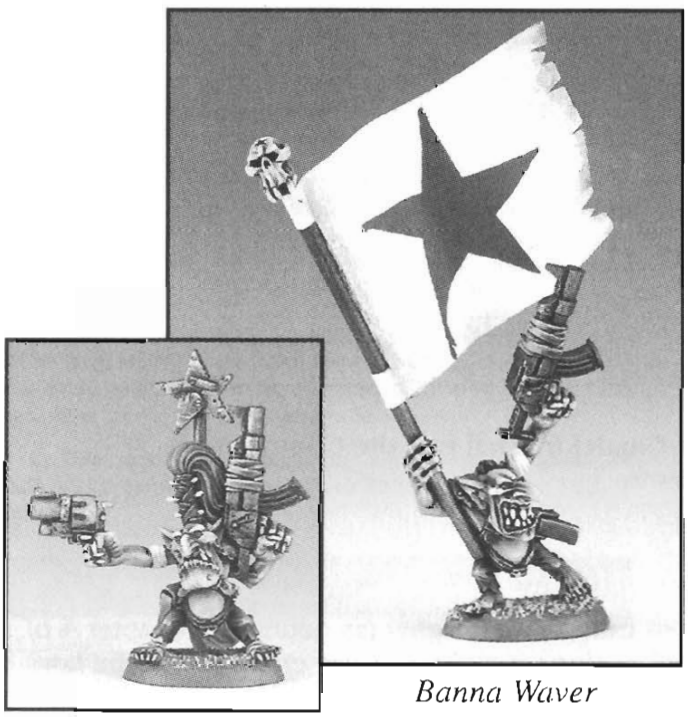
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# STARTIN' DA REVOLUTION

**Gav demonstrates how to put together a Rebel Grots mob for a game of Gorkamorka (and provides a few tactical hints for use on the battlefield). At the moment Gav is feverishly painting up his Rebel Grots so we've taken this golden opportunity to show the 'Eavy Metal miniatures instead!**

**By GAV THORPE**

For those of you who haven't rushed out to get your copy of Digganob yet *(why not? – Paul Sawyer)*, here's a summary of what the Rebel Grots are all about. Rebel Grots are the warriors of the Gretchin Revolutionary Committee, and have waged a long and bitter war against the oppression of the Orks. In particular, they seek to force the Meks to allow Grots to earn Gorkamorka tags which would give them the right to take part when the big Waaagh starts again. They are nasty, vindictive, spiteful and downright vicious – even to each other! They have long been down-trodden under the heels of their brutal Ork oppressors and they've had enough – it's time for the Grots to fight back! Unfortunately for the revolutionaries, a Grot is little match for even an Ork Yoof, and they must plot and plan well to bring about the downfall of their large and mean enemies. However, on their side they do have zealous enthusiasm, various wacky weapons and vehicles, and an almost limitless supply of warriors!



*Banna Waver*

*Head Honcho*

## MAKING BANNERS

*Designing and making banners makes your models look 'Da Bizniss'. To draw a banner use a sharp pencil and draw your banner design on a piece of paper. Its a good idea to measure the banner pole to see how big your banner will be. Don't forget to draw on the tabs or you won't be able to attach it to the banner pole! When you're satisfied with the finished result use a fine black pen to carefully trace over the design. Most black pens don't have waterproof ink so always photocopy your finished drawing. Also, if you make a mistake you won't have to draw the banner from scratch again. Paint the banner with Citadel paints and Bob's Your Uncle! You're the proud owner of a lovely finished banner! When you make a double-sided banner make sure it backs up against each side okay and you leave room for the tabs. When gluing this type of banner use superglue or a spray adhesive, which bond quickly. Next, carefully wrap the tabs around the banner pole and glue them to the back of the banner. If the banner is single-sided paint an appropriate colour, such as black, on the back.*

## GORKAMORKA

**MOB NAME:** Gitskab's Gurrillas

**MOB RATING:** 132 **TEEF HOARD:** 3 teef

| NAME | M | WS | BS | S | T | W | I | A | Ld | WEAPONS, SKILLS AND INJURIES | Short Range | Long Range | To Hit Short | To Hit Long | Str. | Save Mod. | Dam. | Ammo | Notes | COST | EXP. |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Gitskab (Head Honcho) | 4 | 4 | 4 | 3 | 3 | 1 | 3 | 1 | 5 (6) | Shoota, Slugga, Knife, Flak Armour | 12 | 18 | +1 | — | 3 | 0 | 1 | 4+ | | 12 | 61 |
| Skraga (Banna Waver) | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | Shoota, Knife | 12 | 18 | +1 | — | 3 | 0 | 1 | 4+ | | 6 | 44 |
| Smit (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | 2 x Stx-Shoota, Knife | 6 | 12 | +1 | — | 3 | 0 | 1 | 4+ | 1 Sav. Fire dice 1 turn to reload | 6 | 25 |
| Smirnoff (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Blunderbuss, Knife | 6 | 0 | +3 | — | 3 | +1 | 1 | 4+ | | 3 | 21 |
| Badgit (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Blunderbuss, Knife | 6 | 0 | +3 | — | 3 | +1 | 1 | 4+ | | 3 | 26 |
| Snograt (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Slugga, Knife | 6 | 12 | +1 | — | 3 | 0 | 1 | 4+ | | 4 | 23 |
| Skrunk (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Choppa, Knife | 0 | 0 | — | — | 4 | 0 | 1 | — | | 3 | 26 |
| Skppi (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Frag Stikkbombz | — | — | — | — | 3 | +1 | 1 | Auto | 2" Blast Marker | 5 | 24 |
| Spirt (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Blunderbuss, Frag Stikkbombz, Knife | — | — | — | — | 3 | +1 | 1 | Auto | 2" Blast Marker | 6 | 25 |
| Ploppi (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Choppa, Slugga, Knife | 6 | 12 | +1 | — | 3 | 0 | 1 | 4+ | | 5 | 25 |

A mob must consist of at least three models, including one Nob. No more than half of the Orks may be Yoofs. No more than half of the mob may be Grots.



*Grot armed with blunderbuss*



*Grot with blunderbuss*



*Grot with slugga and knife*

## GORKAMORKA

**MOB NAME:** Gitskab's Gurrillas

**MOB RATING:** **TEEF HOARD:**

| NAME | M | WS | BS | S | T | W | I | A | Ld | WEAPONS, SKILLS AND INJURIES | Short Range | Long Range | To Hit Short | To Hit Long | Str. | Save Mod. | Dam. | Ammo | Notes | COST | EXP. |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Flappa (Snot) | 4 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | 4 | Catapult, Knife | 6 | 12 | — | — | 3 | -1 | 1 | 2+ | Fire Twice | 2 | 0 |
| Trotsky (Snot) | 4 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | 4 | Bow, Knife | 12 | 18 | — | -1 | 3 | -1 | 1 | 4+ | | 2 | 0 |
| Starlin (Snot) | 4 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | 4 | Club, Knife | 0 | 0 | — | — | 4 | 0 | 1 | — | | 2 | 0 |
| Grubbi (Snot) | 4 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | 4 | Bow, Knife | 12 | 18 | — | -1 | 3 | -1 | 1 | 4+ | | 2 | 0 |
| Skappi (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Slugga, Knife | 6 | 12 | +1 | — | 3 | 0 | 1 | 4+ | | 4 | 26 |
| Spit (Grot) | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 | Slugga, Knife | 6 | 12 | +1 | — | 3 | 0 | 1 | 4+ | | 4 | 22 |

**VEHICLE TYPE:** Big Buggy **NAME:** Freedom Fighta **COST:** 23
**DRIVER:** Skrunk **SPANNER:**
**FIXED WEAPON TYPE:** Splatapult **GUNNER:** Grot

| Score | Armour | Location/Damage | Score | Armour | Location/Damage |
|---|---|---|---|---|---|
| 1 | 7 | Crew | 4 | 8 | Gubbins |
| 2 | 8 | Fixed Weapon | 5 | 8 | Hull |
| 3 | 8 | Wheelz | 6 | 9 | Wunky Bitz |

**HISTORY NOBS, GUBBINS AND PERMANENT DAMAGE:**

**TOTAL POINTS COST AND EXPERIENCE:** 97 349

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**VEHICLE TYPE:** Dorn **NAME:** Snik Kart **COST:** 19
**DRIVER:** Snogrul **SPANNER:**
**FIXED WEAPON TYPE:** **GUNNER:**

| Score | Armour | Location/Damage | Score | Armour | Location/Damage |
|---|---|---|---|---|---|
| 1 | 7 | Crew | 4 | 7 | Gubbins |
| 2 | 7 | Hull | 5 | 6 | Sail |
| 3 | 7 | Wheelz | 6 | 6 | Sail |

**HISTORY NOBS, GUBBINS AND PERMANENT DAMAGE:**

**VEHICLE TYPE:** **NAME:** **COST:**
**DRIVER:** **SPANNER:**
**FIXED WEAPON TYPE:** **GUNNER:**

| Score | Armour | Location/Damage | Score | Armour | Location/Damage |
|---|---|---|---|---|---|
| 1 | | | 4 | | |
| 2 | | | 5 | | |
| 3 | | | 6 | | |

**HISTORY NOBS, GUBBINS AND PERMANENT DAMAGE:**

**VEHICLE TYPE:** **NAME:** **COST:**
**DRIVER:** **SPANNER:**
**FIXED WEAPON TYPE:** **GUNNER:**

| Score | Armour | Location/Damage | Score | Armour | Location/Damage |
|---|---|---|---|---|---|
| 1 | | | 4 | | |
| 2 | | | 5 | | |
| 3 | | | 6 | | |

**HISTORY NOBS, GUBBINS AND PERMANENT DAMAGE:**



*Grot armed with two six-shootas*

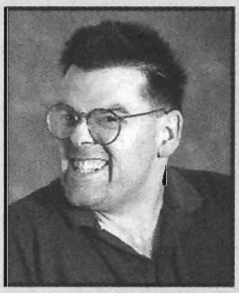
## DA FURST STUFF

Like all the other mobs, I have 100 teef to spend when creating my Rebel Grot mob, though it's likely I'll have a few teef left over. Like all mobs, there are certain things which a Rebel Grot mob must have, so it is best to start by choosing these. A Rebel Grot mob must have at least five warriors, one of whom must be the leader, called the Head Honcho, so I'll start with him.

The Head Honcho is the leader of the Rebel Grot mob and is the best fighter. Since most Grots are quite poor fighters, it's important that your Head Honcho gets the best equipment possible, so that he can bolster your attack with his abilities. Luckily, the Head Honcho has access to the best weapons, as he beats up anybody who tries to get in first! I want my Head Honcho to be a good, reliable fighter, so I give him a shoota – he could have a kannon instead, which is more powerful but also much more inaccurate. As a back-up to this, I also give him a six-shoota. This means he can loose off a salvo from his six-shoota and then fire his shoota in the turn he is reloading. To make sure he stays fighting fit throughout the battle, my Head Honcho has also managed to scavenge some Orky flak armour and cut it down to size. In total the Head Honcho costs me 12 teef.

I now need to pick at least 4 other warriors to make sure my mob complies to the rules for

# PAINTING MY GROTS

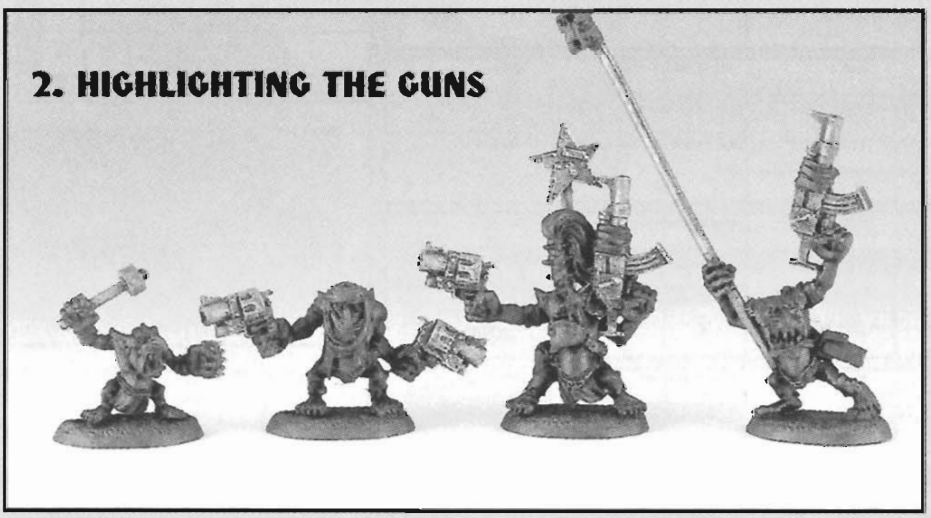


I've lost track of how many greenskins I've painted over the years, and these Grots are some of the best models I've seen. Just look at that Head Honcho and the Banna Waver, these two look like they mean business. The Grot with two six-shootas looks really dangerous (for a grot that is) and even the snot looks like he could take on a Digga and come out on top!

### 1. PREPARATION AND UNDERCOATING

Cleaning up the models thoroughly is important. There's nothing worse than a visible mould line on a fully painted model. I scrape it off with a modelling knife, following the line all round the model. I clean up the base and stick the tab into the base. I always use a pair of clippers to bend a slight kink in the tab. This helps the model fit tightly into the slottabase, instead of relying on the glue to hold it in place. Finally I drill out the gun barrels with a pin vice drill *(If you don't, your guns don't fire – Paul Sawyer).*

### 2. HIGHLIGHTING THE GUNS



When I paint Orks I always use a black undercoat, it gives a darker skin tone which I like. I want my Grots to look just as dangerous so I use the same undercoat for them. When I paint a bunch of models I often work on one area at a time, all the flesh,

minimum size. Of these, the most important is the Banna Waver, who isn't compulsory in the rules but will be found in almost every Rebel Grot mob. Toting a large flag proclaiming the achievements of the revolution, the Banna Waver is a great inspiration to his fellow Rebels and gives them a better chance of staying in the battle. Not only this, he's better at fighting than your average Grot. Like the Head Honcho, the Banna Waver can get his greasy paws on the best guns and equipment, and I give him a shoota. The Banna Waver costs me 6 teef.

My next three warriors are all going to be Grots, to make up the minimum of 5 mob members. One of these I give two six-shootas (so he can pull the same trick as the Head Honcho), and the other two I give blunderbusses. Rebel Grots like to get in pretty close, so a blunderbuss is perfect – it's short ranged but almost never misses, and it's half the cost of a slugga or shoota. For another 12 teef that's the minimum requirements sorted out.

## CUTTAS AND BIG LUGGAS

Like Ork and Digga mobs, the Rebel Grots must have vehicles to transport them across the scorching desert. They have two types of vehicle; wind-driven Cuttas, which are small, fast and fragile; and Big Luggas which are a bit more ponderous but can take more damage and even ram trukks and buggies. For my mob, I'll take one of each thank you!




all the metal, etc. This makes the models look more consistent. I don't spend a lot of time concentrating on just one model – you never finish big mobs that way!

## 2. HIGHLIGHTING THE GUNS

Drybrushing is a process that is easy to get the hang of and quickly brings out the detail of your models. Mix up a lighter shade of your base colour and dip your drybrushing brush into it. Wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the colour. You'll end up with a nicely highlighted texture.

With the Grots I drybrushed all the metal areas. It's a good idea to do all the drybrushing on the models first, as it's more difficult to do after you've painted your base colours (drybrushing tends to go everywhere, no matter how careful you are). For the metal areas I thoroughly drybrush on Boltgun Metal, followed by a lighter drybrush of Chainmail for a highlight. I then re-undercoat with black all the surrounding areas that have inadvertently caught some of the metal colour.

The Cutta costs a basic 5 teef – pretty cheap, but then they fall apart as soon as you look at them! On top of this the Cutta needs a driver, so I purchase a Grot armed with a slugga for 3 teef more.

The Big Lugga relies on its crew to power it across the desert, and will be the main focus of my mob's battle plans. Like trukks, traks and buggies, the Big Lugga is large enough to mount a big gun on it. The only big gun available to Rebel Grots is the unique Splattapult. The Splattapult is virtually essential in any Rebel Grot mob, and is very versatile. It can throw big rocks to smash opposing buggies, lighted Burnas to set fire to warriors, and Rippa Pots that can force enemy crew to jump out of their vehicle!

With its Splattapult, the Big Lugga costs me 23 teef in total. A Grot armed with a choppa serves as the driver, adding another 3 teef to the cost, while the Splattapult's gunner, armed with frag stikkbombz, makes the final tally 30 teef.

## DA UUUER STUFF

So now it just remains to bulk out the crews of the vehicles with some more warriors. There are two types of warrior that form the majority of a Rebel Grot mob – Grots and Snots. Snots are even smaller than Grots, but just as determined to fight for the rights of

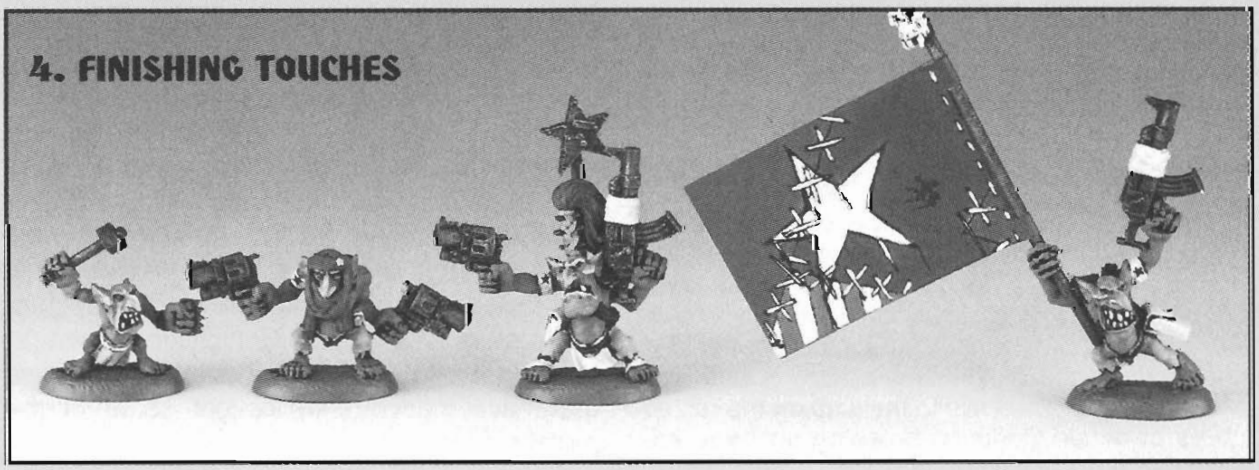
### 3. FIRST COAT OF PAINT

At this stage I'll paint the whole model. When I paint I use a darker shade of the colour I intend to end up with, leaving some black showing in the deepest recesses as areas of darkness. I start by painting the trousers with Vermin Fur and all the holsters, bandages and arm bands in Elf Grey. I don't paint the belts, they look fine just in Chaos Black. Painting red over black is a little tricky but a coat or two of Crimson Gore works well. Painting Grot flesh is easy: just Goblin Green straight over black. All teeth or skulls I paint Snakebite Leather.

### 4. FINISHING TOUCHES

You can stop at stage 3 if you want but I always go a stage further. To make the models look more three-dimensional I paint a lighter shade onto the raised areas, leaving the original base colour showing in the recesses. I use Bubonic Brown over Vermin Fur, Skull White over Elf Grey and Ruby Red makes Crimson Gore look brighter. Rotting Flesh is a great colour to highlight the faces, making them look much more dynamic.

To finish off the models I paint Bleached Bone over the teeth and skulls. I re-undercoat the eyes white before painting them Ruby Red, as this makes the eyes look much more piercing. I pick out the white stars on the belts and head scarf and paint a black star on the arm bands. Finally I paint the banner using the same colour scheme as the models, to give the whole mob a uniformed look.



their oppressed brethren held in bondage in Mektown! My Grots are given a mix of more blunderbusses and sluggas, and are mainly there to crew the Big Lugga – the more crew, the faster it goes!

Snots are truly abysmal fighters, who have trouble wrestling Squigs, never mind the cut and thrust of close combat! They get the least effective weapons around and are armed with a selection of bows and catapults (only Rebel Grots can have catapults, nobody else would be seen with such a pitiful weapon). In the end, I add another 8 warriors to the mob, which is just about all I can carry on my vehicles. In total my mob ends up costing 97 teef, leaving me 3 teef to save for later purchases.

All that remains is to come up with names for these diminutive revolutionaries, generate their starting experience values and fill in a mob roster. Then you're ready for your first battle (Hurrah!).



*Snot with bow*



*Snot with catapult*



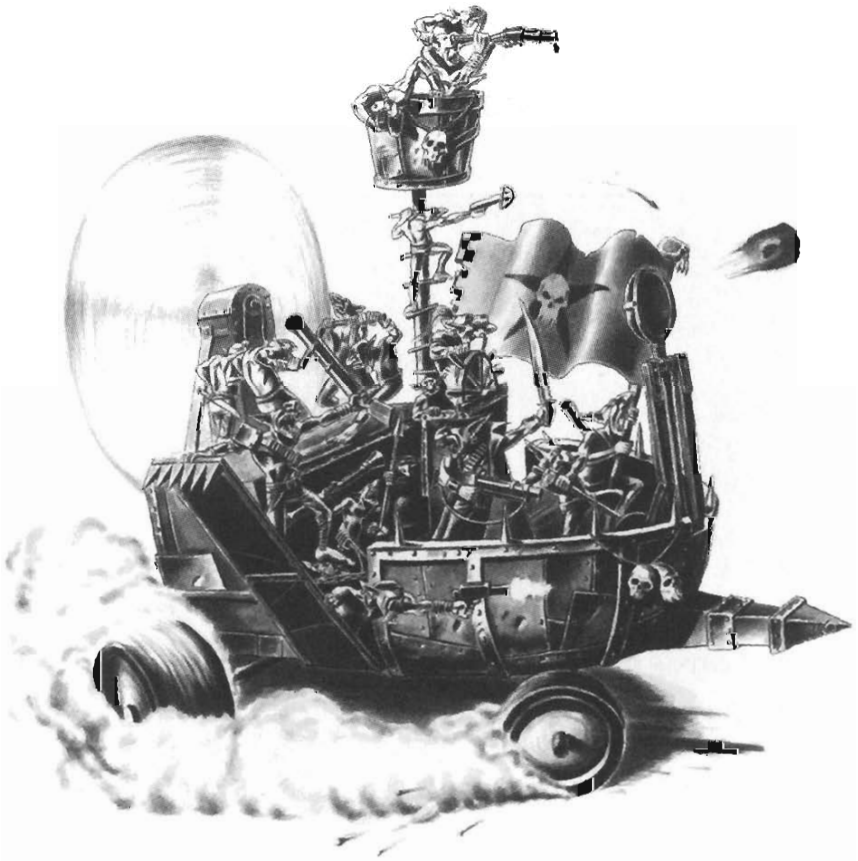
*Snot with bow*



*Snot with knuckles and club*

## FIGHTIN' DA GOOD FIGHT

As you can see on the roster, a starting Rebel Grot mob has quite a high mob rating. This is due to the number of warriors in the mob, each of whom adds their experience to the total. As well as this, after each battle, every warrior who survives will increase their experience by +D6. This can mean adding 10D6 or more to the mob's total experience every battle, even before taking wounding hits and everything else into account! Although not as tough as Orks, Grots are still quite resilient and hard to kill, and the sheer number of warriors in your mob means that although you will have to replace lost warriors with sometimes alarming regularity, it's unlikely that a



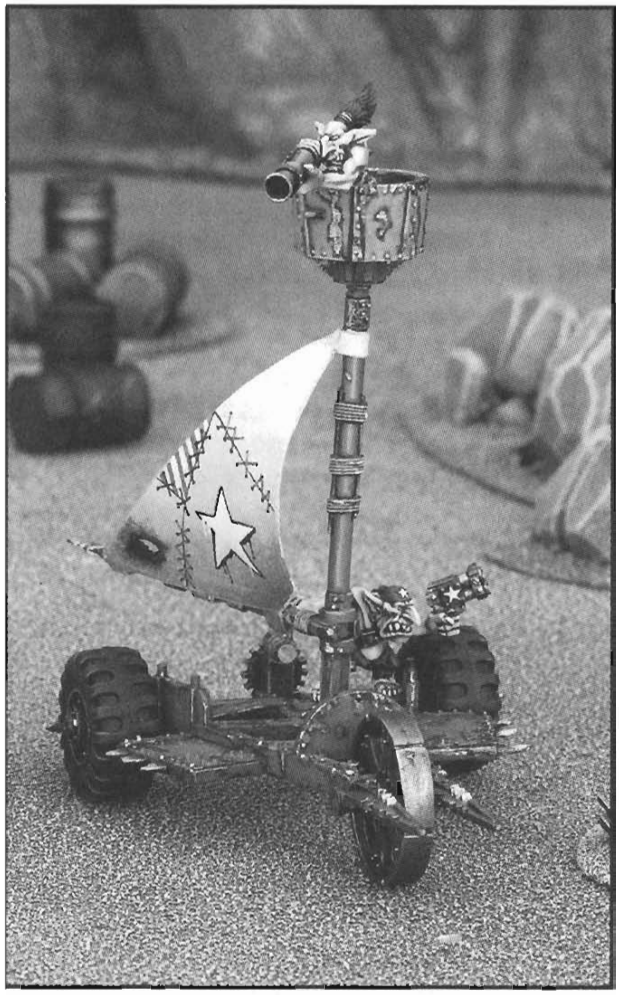
single battle can cripple your mob beyond salvation.

Of more importance is making sure that you have enough vehicles to transport your large mob around. In the case of Gilskab's Gurrillas, I'll definitely be looking to get another Cutta as soon as possible, and later on, as the mob grows, possibly another Big Lugga. As they progress, Rebel Grot mobs can get very unwieldy – one mob in our studio campaign needed two Big Luggas and three Cuttas to carry its 23 warriors around!

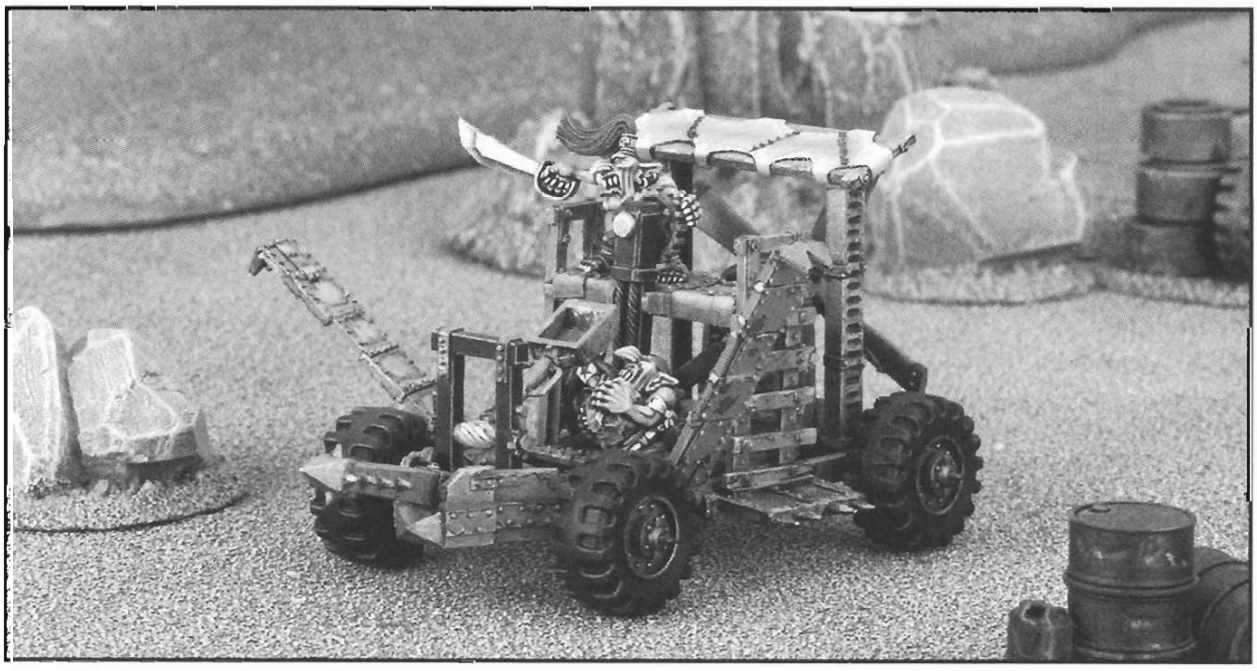
Rebel Grots have special 'Pilin' On' rules that allow them to gang up on enemies in boarding actions, overwhelming their foes with their weight of numbers. In addition to this, Rebel Grots can pick up special Boardin' skills over the course of a campaign. This means that getting a couple of boarding planks for my Big Lugga will be very useful, as my mob will be able to charge onto enemy vehicles and sweep the crew away in a tide of green-skinned malevolence!

Well, less talk and more action – the world won't be changed with words alone. Good luck with your own revolution, and remember that Da Kommittee is watching you!

FREEDOM FOR GROTS!



*Rebel Grot Cutta*



*Rebel Grot Big Lugga*

# REBEL GROT POGO STIKKS

**Rebel Grotz bounce for freedom!**
**BY STEFAN FERGUS**

It was an inventive Grot named Pogo who discovered the effects of strapping a spring around a stick and then jumping up and down on it. Since then Pogo Stikkz, as they were called thereafter, have cropped up many times in Grot line-ups. Pogo Stikkz are great for jumping over a trukk or buggy and dropping a stikkbomb on top of it. Grots are very good at this.

A Pogo Stikka has the following statistics.

**Cost to Recruit:** 8 teef

| M | WS | BS | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 8 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 5 |

**N.B:** A Rebel Grot mob may have up to a maximum of 3 Pogo Stikkaz.

**Weapons:** Pogo Stikka is armed with Frag Stikkbombz and a Shoota.

**Movement:** A Grot on a Pogo Stikk can move over difficult terrain without penalties, a Grot can also move over vehicles and warriors without penalties.

**Bombing Run:** When a Grot moves over a vehicle or warrior, he may drop a frag onto it. The grenade will land on the warrior/vehicle and then scatter. Use the scatter dice to determine which direction it goes in and a D6 to determine how far it goes in that direction (a 'HIT' result on the scatter dice means it has exploded on impact). Damage is done as normal.

## CONUERSHUN IDEAZ

Get the Scrappa Sorehead Blood Bowl Star Player.

File Down Chain on the top of his hand only.

Glue a Shoota onto his hand (you will find a couple of these on the Ork Boyz sprue).

Glue a couple of Stikkbombz to his belt (also found on the Ork Boyz sprues).

Paint him up.

Boing!!!! Boing!!!

# BOARD STUPID

**If Pogo Stikks weren't enough for you then how about Rebel Grot Wind surfers. Surfs up dude!**
**Rules by BARRY THOMPSON.**

## COST

The wind surfs cost 1 Toof.

## MOVEMENT

Windsurfs move in much the same way as the Rebel Grot cutta, as in you need to roll on the wind table and apply the relevant modifiers. However due to its size and build it rolls 3D6 as apposed to the cuttas 2D6.

The cutta rules state it may make 1 45-degree turn without any problems after which it must make a Ld test if failed the cutta moves an additional D3+3 inches forward. The wind surf uses much the same method, however due to it s size it is alowed to make 2 45-degree turns before it needs to take any Ld tests. If it fails a Ld test to turn it will move D6+3 instead of the cutta which is D3+3.

If the surf is at the top of a dune or other suitable slope, and you move down it then the wind surf will move an additional D6+3. If you are moving along at a speed of 10 inches or more and your movement allows you to reach the base of a dune or other slope then you may attempt to jump it. To do this you simply roll 2D6 and measure that distance from the top of the hill in a direction determined by the scatter dice. Once you have determined the distance and direction the grot has gone, you must make a Ld test to land. If you pass this test you may continue any movement you had left when you jumped the dune, if you fail the grot has fallen from his board, and suffers 1 strength 4 hit and if not wounded is pinned. The board will continue in a random direction at D6 inches. The Grot may re-board the board in subsequent turns.

## RAMMING

For size reasons you may not ram with a wind surf. And for speed, size and agility reasons the surfs may not be rammed except by bikes.

## SLOW SPEED MANOUVERS

These actions are not in the spirit of the board and so can not be attempted.

## GETTING ON AND OFF THE BOARD

You are not able to get off the board whilst it is in motion as the Grot riding the board enjoys the speed so much he'll not want to stop. But you may get of the board if you do not move. You also may attempt to get the Grot off the board simply by charging at it. If there is an enemy model within charge range at the start of there turn they may charge you. The enemy model is assumed to leap at the Grot in an attempt to knock the Grot from the board, because of this the charging model must first make an initiative test, if it is passed then the enemy has successfully hit the grot at strength equal to half the distance moved by the Grot on the surfboard. Both models take the damage. The Grot falls to the ground D6 inches in a random direction and the enemy model is place 1 inch away from the Grot, his board continues D6 inches in the direction it was travelling. If the Initiative test is failed then the enemy model falls to the ground D6 inches on the opposite side of the Grot and is pinned regardless of whether you are immune to pinning. (i.e. an Ork).

## SHOOTING AT AND FROM THE WIND SURF

You may shoot at the board as normal but

with the relevant modifiers cover and speed.

The Grot on the other hand may not fire any weapon whilst the wind surf is in motion unless it moves at 6 inchs of less or stops. ( Note: when the wind surf is in motion at 6 inches or less you may only fire pistols or throw stick bombs.)

## DAMAGED BOARDS!

Should your wind surf sustain a broken mast on the damage table do not despair you can still use it but only as a surf board. All the previous rules apply, accept due to the obvious lack of a mast you may no longer use the wind to propel you. You may therefore only move down dunes, hills, and other relevant slopes. To do this you will need to get your Grot to carry the board to the top of a hill or dune. Grots carrying boards move at half rate. They may shoot and fight combat as normal but suffer a -1 to hit when shooting and a -1 in combat as they are encumbered.

The board may move a total of 2D6+2 when moving down a slope it may make a total of 2 45 degree turns as with the wind surf and rules for jumping dunes apply.

When the mast is broken the Grot must make a Strength test to remain on the board and not to fall. If you fall, you take 1 hit at a Strength equal to half the distance you were moving, and the board will continue D6 inches in a random direction. If you pass you must bring the broken board to a complete stop while you assess the damage.

## GUBBINS

The Rebel Grot wind surf may not take regular gubbins but may take them from the list below:

| GUBBINS ..... | COST |
|---|---|
| Leash ..... | 1 Toof |
| Surf Wax ..... | 1 Toof |
| Bigger Sails ..... | 2 Teef |

**Leash.** You may ignore the rules for scattering board when you fall. Instead the board lands 1 inch away.

**Surf Wax.** You may add +1 to you movement. This effect is cumulative.

**Bigger Sails.** You may add an extra D6 to your movement. You may not have this twice, but it may be used in conjunction with Surf wax.

## WIND SURF HIT LOCATION TABLE

### (Roll a D6)

**1 Board - Armour value 5**

Roll a D6:

- **1-2** Caught in blast! Swerve 45 degrees away from the blast.
- **3-4** Chunk! You may only make 1 45 degree turn, subsequent hits cause -1 to Ld tests for turning.
- **5-6** Snap! The rider is thrown D6 inches away From the hit and Suffers 1 hit at the Strength of the Weapon used.

**2-4 Sail/Mast - Armour value 4**

Roll D6:

- **1-3** Holes in Sail! –1 inch to movement.
- **4-5** Huge Holes! –2 inches to movement.
- **6** Snap! The rider is thrown D6 inches away From the hit and Suffers 1 hit at the Strength of the Weapon used.

**5-6 Crew - Armour value 4**

You hit the Grot, roll to wound as normal but the Grot may have a save of 4+ as he uses the sail as a shield ( modifiers apply).
If he is not wounded he may make a Strength test to stay on the board instead on being pinned. If it is failed he falls off and takes 1 Strength 4 hit, the board continues D6 inches in a random direction. If he is wounded work out as if the Grot has fallen but with an additional hit from the weapon used.

# INTO DA BIG NUFFINK

**Tim is an official weirdo from Peterborough, Cambridgeshire, who has a bit of an Ork fixation! When he's not driving about town yelling 'Waaagh!' and 'Gitz!' out of the window of his buggy at old ladies he can often be found in his Mekboy workshop building Gorkamorka vehicles. So far he's made a Trike that can carry six boyz and is considerably larger than a Trukk and a scratchbuilt Trukk that can carry about a dozen boyz and is considerably bigger than most cars! Tim loves modelling, scratchbuilding in particular, and throws together all manner of insane constructions, from buildings and scenery to vehicles and figure conversions.**
**Tim plays just about all of the games, past and present, but shamefully admits that in sixteen years he still hasn't got around to painting a Warhammer army yet *(Boo, hiss n' stuff – Ed).* It appears that he is just too busy sawing things, tinkering with stuff and scaring old people!**

**By TIM CAMMACK**

I got the Gorkamorka game almost as soon as it came out (I am an Ork after all!), and was just swept away by its unrefined Orkiness: Battered old Trukks, buggies and bikes, and Orks with lots of shootas out for a scrap – marvellous! Well, after trying out the rules and finding them quite satisfactory for an 'old Ork's' needs I set about devising and writing up a few scenarios that would, hopefully, test the metal of most mobs but at the same time give them something slightly different to do and be amusing. I tried them out with my mates and we just 'fell about' (must remember to lean on something next time!). So, without anymore unnecessary waffling, here they are:

## 1. GET DA BIG BOOTS

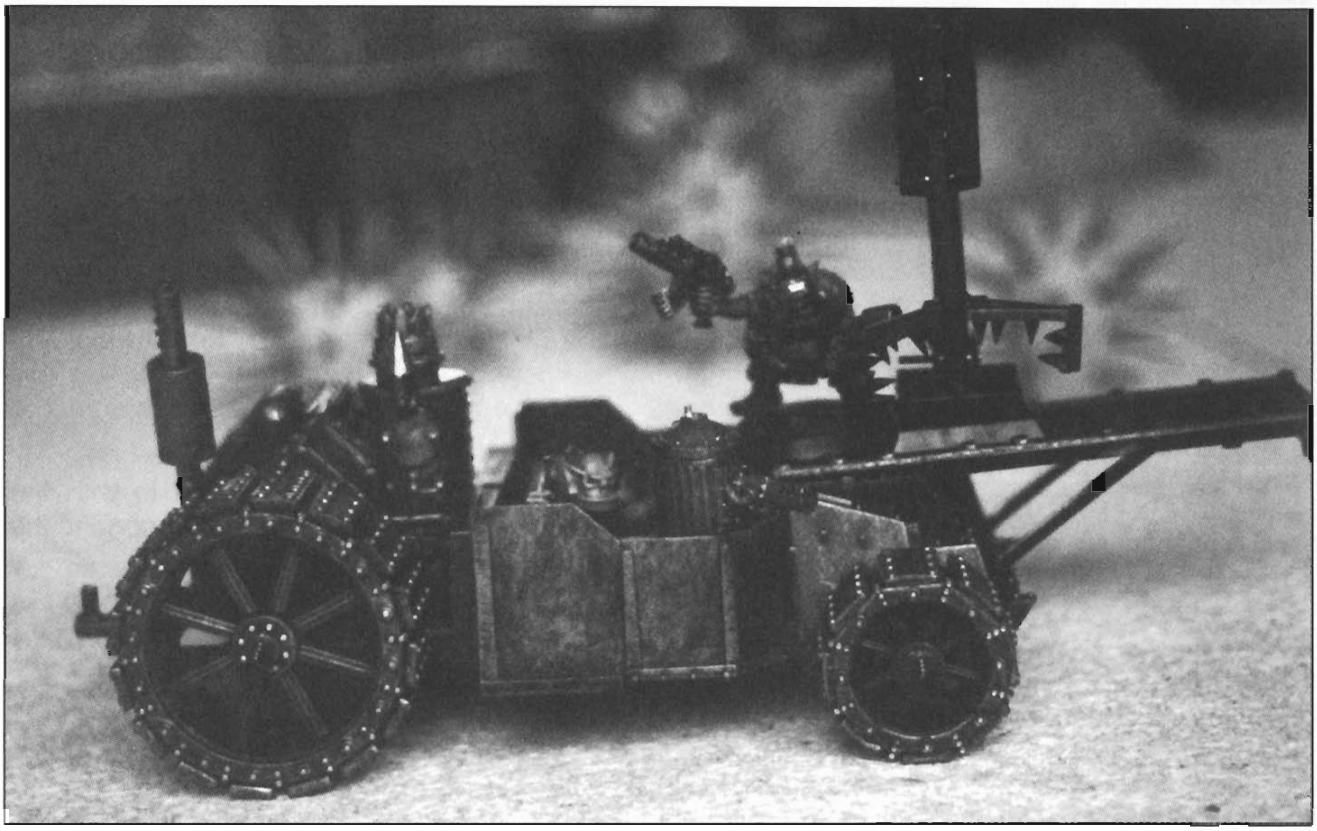
Sometimes a Mob will just get on everybody's nerves, they'll get too big for their own 'Obnailz and annoy so many of the other mobs with their greedy selfish Orkiness that the other mobs sometimes band together to 'Bash 'em down a peg or two'. This is especially true for an old, successful well-established mob (with a high Mob-Rating) who get a bit too hard for any one mob to take on, on their own.

### SPECIAL RULES

This scenario uses the *Bottlin' Out* and *Scrap Counters* rules. You may use *Da Fort* special rules also, if desired. The Mob with the highest Rating is the Defender in this scenario and all the other Mobs are the Attackers.

### TERRAIN

The Defender's Mob can choose to use Da Fort or to fight in the open desert, either way he is allowed to place all of the terrain, and if Da Fort is used it should be placed in the centre of the board. After he has done so, one of the Attacking Mobs is allowed to move, add or discard any one piece of terrain (not counting Da Fort, obviously!). After the terrain has been set up, D3+3 *Scrap Counters* are placed inside Da Fort by the Defender, or on his vehicles if not using Da Fort.



*Gorkamorka Trukk with boarding plank*

**MOBS**

The Defender's Mob sets up first. If using Da Fort, then all the Defender's warriors and vehicles must be placed inside, with only the drivers and gunners in the vehicles. All other warriors should be placed on foot, with at least half of them manning the walls.

**OPTIONAL RULE:** The Defender is allowed to try and enlist help from one of the Attacking Mobs in secret before the start of the game. Before determining which members are to turn up, he can pick one of the other Mobs that are taking part and offer them a bribe not to attack him. This bribe will be in the form of a percentage of the Defender's Income arising from this battle (*Scrap*, *Loota* skill, *Mining*...). The Attacking Mob that's been offered the bribe does not have to say if they accept or not, they can wait and see what events transpire during the game. The bribed Mob can only collect this bribe if none of their warriors or vehicles *Immobilised, Crippled* or took *Out of Action* any of the Defender's warriors or vehicles. He is otherwise free to help or hinder the Defender as he sees fit (that includes trying to steal the Scrap, naturally).

Once the Defender has set up then you must determine who from the Attacking Mobs are turning up (just because they agreed to band together to 'Get Da Big Boots' they don't trust one another sufficiently to leave their own Forts unguarded). The more Mobs that are taking part, the less they will trust each other and fewer members turn up to join in. Using the table below roll a D6 for each warrior and vehicle to see if they are taking part. A vehicle includes its driver, riders and gunners automatically.

| | **Number of Attacking Mobs** | | | | | | |
|---|---|---|---|---|---|---|---|
| | 2 | 3 | 4 | 5 | 6 | 7 | 8+ |
| Nob | 2+ | 2+ | 3+ | 4+ | 5+ | 5+ | 6 |
| Vehicle | 3+ | 4+ | 4+ | 5+ | 5+ | 6 | 6 |
| Other Warrior | 3+ | 3+ | 4+ | 4+ | 5+ | 5+ | 6 |

The Attacking mobs are placed on any board

edge, at least 10" away from each other. All the members of each mob should be deployed within 6" of each another (but don't have to keep together once the game starts). Warriors must be set up inside their vehicles when vehicles are available for them.

**STARTIN'**

To determine the order in which the Mobs have their turns, all Mobs must roll a D6, the mob with the highest score has the first turn. If the Defender rolled highest then he goes first, otherwise he has to move last, regardless of the other dice scores. Out of the Attacking Mobs the player with the highest score goes first, followed by the other Attacking Mobs taking their turns going around the table in a clockwise fashion.

**ENDIN'**

The game ends when the Defender's Mob fails its *Bottle Test* or ALL Attacking Mobs have failed their's. The battle will also end if one side has only casualties left on the field.

If one side bottles out then either the Defender or ALL of the Attacking Mobs have won. The *Scrap Counters* are only a reward.

**SCRAP COUNTERS**

If one side *Bottles Out* then it must test to see whether it drops Scrap as normal. The other side gets all the Scrap left on the battle field. If the Attackers win and there remains unclaimed Scrap (or that which is dropped by the Defender) then it goes to the Mob with warriors or vehicles that are the closest and still operational (i.e not casualties) to the *Scrap Counter.*

*Scrap Counters* can be traded in with the Meks for D6 Teef each, which is added to the Mob's Income as usual.

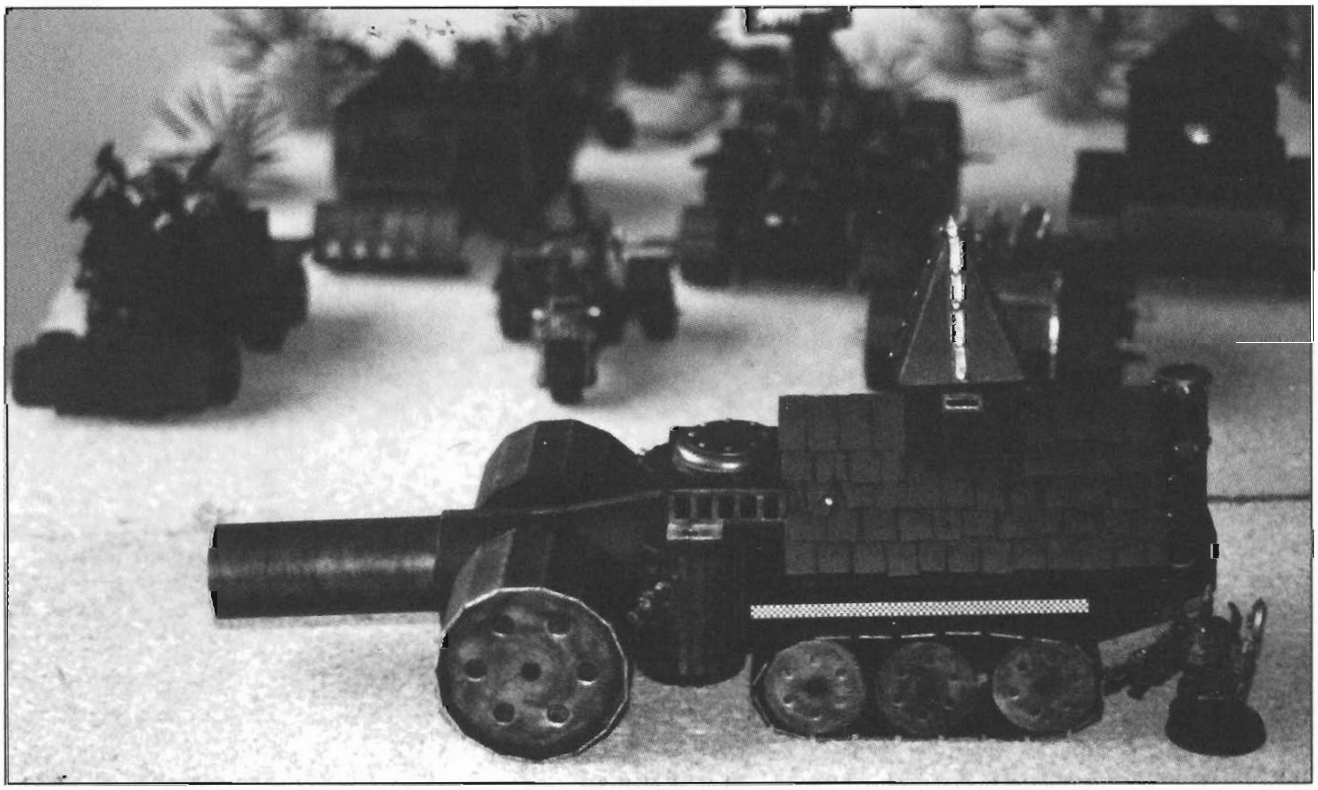
Don't forget to pay any bribe if appropriate.

**EXPERIENCE**

Warriors that took part in the fight earn Experience points as follows.

**+D6 Survives**

Any warrior that survives the battle earns D6 Experience points.



*'Ere, this looks a bit like an old Braincrusha to me!'*

**+5 Wounding Hit**
A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count towards this. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

**+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.

**+1 Carrying Scrap**
Any warrior who is still carrying a *Scrap Counter* at the end of the battle (or who leave the board edge carrying scrap) earns an extra Experience point. Scrap loaded onto vehicles doesn't earn anyone any Experience.

**-D3 Losin' Da Fort**
If the Defending Mob *Bottles Out* the Mob Leader will lose credibility in Mektown. If the Defender loses the battle then the defending Mob Leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience accrued from this battle, not from Experience earned in previous battles.

**+10 Winning**
The Nob of the winning Mob(s) all earn 10 Experience points.

## 2. ATTACK ON GROT TOWN

*'Yup. Dem pesky Grotz is too much.'*
Several Mobs have organised a Gretchin extermination hunt. After all, Grotz shouldn't be allowed their own freedom, they need a proper Ork to show them what's what. If they're not kept under control the Orks could all have revoltin' Grotz on their hands and Gork knows that they're bad enough as it is.

**SPECIAL RULES**
This scenario uses the *Bottlin' Out* rules.

All of the Mobs are effectively on the same side (but are free to expend their energy against each other), out to cull some 'Free' Grotz.

If a large number of players (Five or more) are taking part then it may be necessary to limit them to taking one vehicle and its driver, along with either a gunner or two other warriors.

The number of Grotz that take part is determined from the total Rating of the participating vehicles and warriors. Divide this total by 20, rounding up, which will give the number of normal Grotz. Now roll 1D6 for each Grot and consult the table below to see what weapons they are armed with:

**D6 Roll**
1. Kannon+Knife
2. Shoota+Knife
3. 6 Shoota+Knife
4. Slugga+Knife
5. Choppa+Knife
6. Knife

In addition to the above Grotz, there is one Boss Grot for each Mob taking part, that is equipped with; Kannon, Slugga, Choppa, Krak and Frag Stick Bombs and wearing Heavy Armour.

Many players may not have enough of the new Gorkamorka miniatures to represent all of these Grotz, so you may need to use Warhammer 40,000 Gretchin or Warhammer Goblins. Make sure that all players are aware which miniatures are equipped with which weapons.

For a harder or easier game, just increase or decrease the number of Grotz, but get the agreement of all the players before changing the ratio of Grotz to Mob Rating (a ratio of less than 1 to 5 is not recommended).

**TERRAIN**
The hunt takes place at the wild, thin end of Da Skid, so lots of small pieces of terrain should be used with as many buildings and ruins as possible. Make sure that you leave enough room for the vehicles to manoeuvre.

The terrain should be placed by the players in turn before it is decided who sets up on what board edge.

**MOBS**

Before the Mobs have set up, the Grotz are placed on the board. All Grotz are set up in cover, at least 16" from the board edges and no closer than 2" from each other. The Grotz are then placed one by one by each of the players in turn.

Each player should roll a D6, with the player with the highest score setting up first. The Mobs may be placed on any board edge, but at least 10" away from each other. All of the members of a Mob should be placed close to one another (but don't have to keep together once the game starts). Warriors must be set up inside their vehicles.

Remember, only fight a round of close combat if it is the turn of any of the warriors involved.

**STARTIN'**

The Grotz have the first turn, see below for how they act.

To see what order the Mobs take their turns, all Mobs must roll a D6, the Mob with the highest score has the second turn, then the other Mobs take their turns going around the table in a clockwise fashion.

**GROTZ' 'N 'OW DEY ACT**

Grotz will move and attack using the following rules. Use the first set of instructions that fit the individual Grot's circumstances:

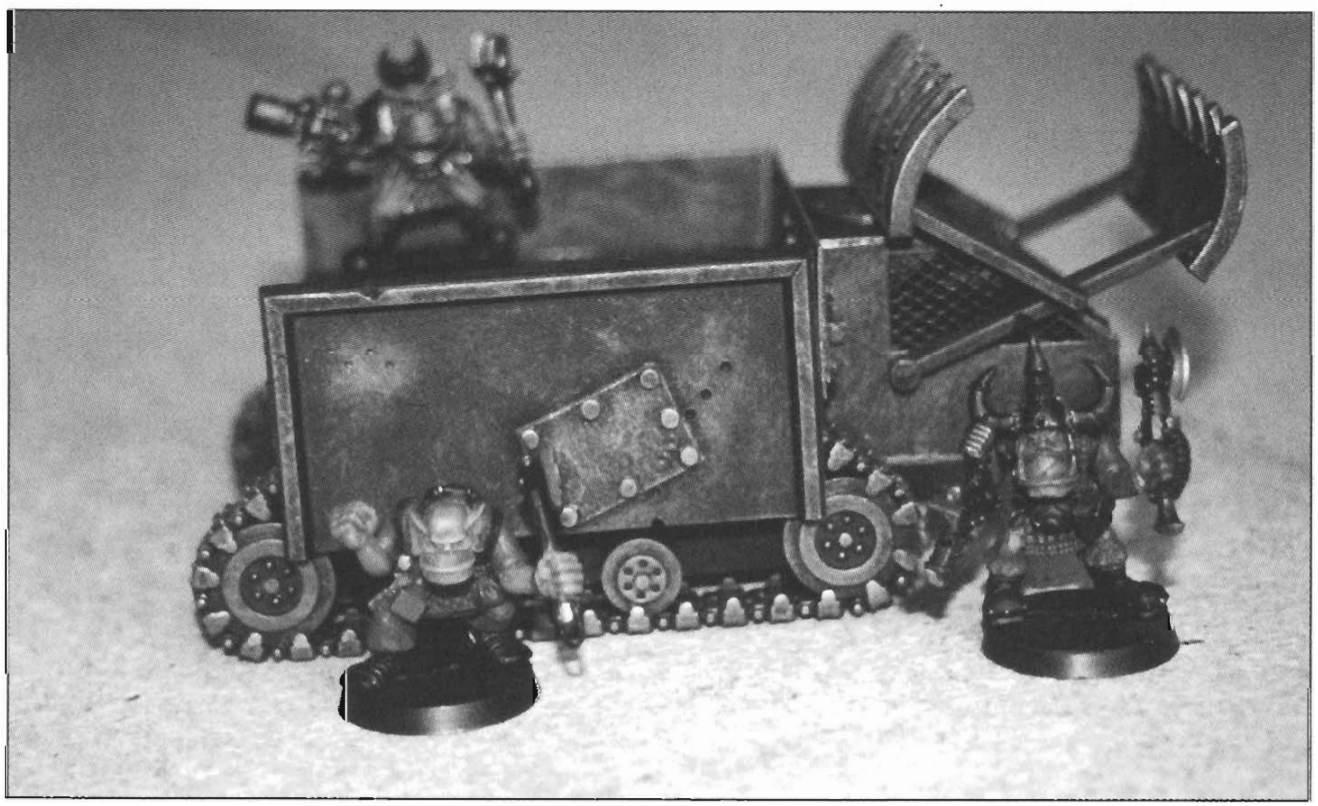
**1.** If in charge range they will Charge the nearest warrior.

**2.** If in charge range they will charge and attempt to board the nearest vehicle.

**3.** If in range with their gunz, they will make best use of available cover and shoot at the nearest warrior or vehicle within line of sight.

**4.** If out of range with their gunz (or don't have gunz) they run towards the nearest warrior or vehicle, making best use of cover.

**5.** If none of the above fit they will randomly



*'Right Linzee, let's off road!'*

move 2D6" in the direction of the scatter die, a HIT meaning that they don't move.

Note: If the Grot has run out of ammo then he will ignore instruction three.

Note: A Grot may shoot at a more distant target if it is easier to hit.

**ENDIN'**
The game ends when either all of the Mobs have failed their *Bottle Tests* or all of the Grotz have been taken *Out of Action*. The battle also ends if one side only has casualties left on the field.

The winner of 'The Hunt' is the Mob that took out the largest number of Grotz.

**GROTZ TAKEN OUT**
For each Grot taken Out of Action the Meks reward the Mob concerned with a bounty of one Toof. This is additional Income.

**EXPERIENCE**
Warriors that took part in the fight earn Experience points as follows.

**+D6 Survives**
Any warrior who survives the battle earns D6 Experience points.

**+5 Wounding Hit against other Mobs' Warriors**
A warrior earns an extra 5 Experience points for each wounding hit that he inflicts against other Mobs during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

**+3 Wounding Hit against Grotz**
A warrior only earns an extra 3 Experience points for each wounding hit he inflicts against the Grotz (they're not a real test of Orky skill). Wounding downed Grotz does not count. Note that you only score 3 points for wounding a Grot, regardless of the number of wounds actually inflicted by the hit.

**+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 an extra 10 Experience points.

## 3. DA TRUKK BASH

Once in a blue moon Orks join together in fellowship to praise the wondrous invention of the Engine. All the rest of the time they are out to prove they've got the 'ardest vehicles around. What better way to do this than in a 'Uge 'ed ta 'ed Trukk-Fest'?

**SPECIAL RULES**
This scenario uses the *Bottlin' Out* rules.

Remember only fight a round of close combat if it is the turn of any of the warriors involved.

**DA DESERT**
Da Trukk Bash takes place in a natural valley in the desert. The main table should only contain one or two small clumps of rocks. All the other terrain is placed on the board edges. The terrain is placed by the players in turn before it is decided who sets up where.

**MOBS**
Each player should roll a D6, with the player with the lowest score setting up first. The Mob's vehicles may be placed anywhere on the board, at least 12" from each of the board edges. The Warriors are placed in the terrain on the board edges, within 2" of each other. Note: They don't have to keep together once the game starts. Only the driver/rider is allowed to set up in his vehicle.

The driver is not allowed to shoot his vehicle's heavy weapons, but may shoot a twin linked gun. He can still shoot one of his pistols or throw a stick bomb as normal.

No warriors are allowed to board any vehicle during this battle. The only exception is a

warrior who has the *Wreka* skill, he is allowed to board enemy vehicles and attempt to sabotage them. Warriors may attack each other or shoot at vehicles as normal. None of the Mobs have to take *Bottle Tests* until they have lost one of their vehicles (Immobilised or crippled).

**STARTIN'**
To see in which order the Mobs may take their turns each player should roll a D6, with the with the highest score having the first turn, then the other Mobs take their turns going around the table clockwise.

**ENDIN'**
The game ends when there is only one Mob with vehicles that can still move! OR, all of the Mobs but one have Bottled out, or only have casualties left on the field.

The winner of 'Da Trukk Bash' is the Mob that had the last moving vehicle on the board. In the case where the last vehicle from two or more Mobs was immobilised at the same time there will be no winners and no Nob will get the +10 Exp. for winning.

**EXPERIENCE**
Warriors that took part in the fight earn Experience points as follows:

**+D6 Survives**
Any warrior who survives the battle earns D6 Experience points.

**+5 Wounding Hit**
A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

**+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 an extra 10 Experience points.

## 4. WE'Z OUTA JUICE

One of the Mobs have run out of Squig Juice and will have no fuel for their vehicles until they can get back to their fort with the new supply they have just bought in town (Orks are so stupid that they will often run out of fuel before they realise that they are low!). The other Mob has just heard this news from a sneaky Grot informer and is seizing the opportunity to attack, attempting to bash their enemies and nick all their fuel.

**SPECIAL RULES**
To determine which Mob has run dry, both Mobs roll a D6 and the player with the highest Mob Rating subtracts 1 from his roll. The lowest scoring Mob has run out of fuel. It may use no vehicles for this battle. This scenario uses the Bottlin' Out rules.

**FUEL CANS/COUNTERS**
The fuel counters work in a similar way to *Scrap Counters* but with the following differences:

- A warrior can carry one fuel counter with no movement penalties but has a -1 Initiative if attempting to board a vehicle.
- A warrior can carry two fuel counters at a loss of half movement and has a -2 Initiative if attempting to board a vehicle.
- A warrior may throw his fuel counters into a vehicle that he is next to, this takes up one inch of his movement.
- A warrior or vehicle leaving the board with fuel counters does not need to roll to see if they are dropped if their Mob bottles out.
- Orks carrying fuel will automatically drop them if in close combat or as a result of a failed Bottle Test.

The fuel counters are worth bonus Teef and Experience at the end of the game.

**DA DESERT**
The Mob which is without vehicles may place all of the terrain. No buildings should be used, but ruins may. After the player has placed all of the terrain to his satisfaction then the other player can move, remove or add one of the pieces of terrain.

Remember, this is the sparse dessert so you shouldn't have much more than one piece of terrain per two square feet of board.

**MOBS**
The player who is without vehicles should set up all of his warriors first. Each warrior is given a fuel counter for them to carry. The warriors should be placed in the middle of the board, at least 18" from each of board edges.

The other player divides up his warriors between his vehicles and places them on a random board edge. All of his warriors must start inside a vehicle (They don't have to stay together once the game starts).

**STARTIN'**
Roll a D6 to see who has the first turn, the Mob with the highest score has the first turn.

**ENDIN'**
The game ends when one side *Bottles Out* or has only casualties left on the field.

If one Mob *Bottles Out* then the other Mob automatically gets all of the fuel counters remaining on the board.

Each fuel counter can be traded with the Meks for 1D3 Teef. This is additional Income and not profit.

The winner is the Mob that has the most fuel counters.

**EXPERIENCE**
Warriors that took part in the fight earn Experience points as follows:

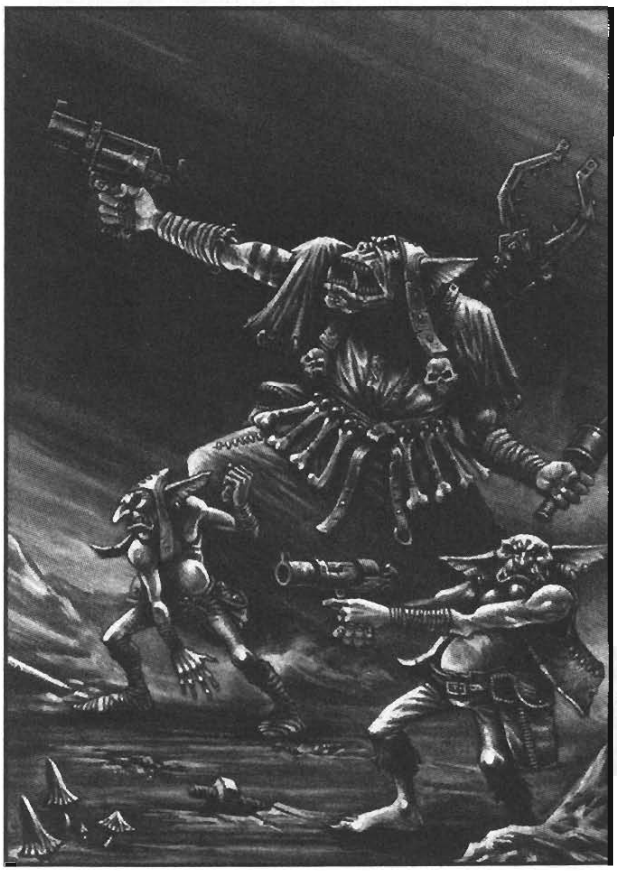
**+1 Carrying fuel counters**
Any warrior is still carrying one or two fuel counters at the end of the game (or that has left the board with fuel counters), gains an extra 1 point of Experience. No extra experience is gained for fuel cans loaded into vehicles.

**+D6 Survives**
Any warrior who survives the battle earns D6 Experience points.

**+5 Wounding Hit**
A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

**+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 an extra 10 Experience points.



# 5. DA SQUIG FARM

News has just hit town that a Mob is herding big Meat Squigs out in the desert. Meat Squigs can feed a Mob for a whole week. The race is on to try and bag as many Squigs as possible, without paying, of course.

**SPECIAL RULES**

This scenario uses the *Bottlin' Out* rules.

**SQUIGS AND DERE MINDERZ**

The Squigs are being shepherded by four Slavers. These Slavers have the standard starting profile for Slavers and they are equipped with: Choppa, Whip, Grabber and Kannon.

You should use as many Squig models (from Warhammer Orcs and Goblins) as you can lay your hands on. Eight or more is fine but a couple of dozen is MAD... and lots of fun.

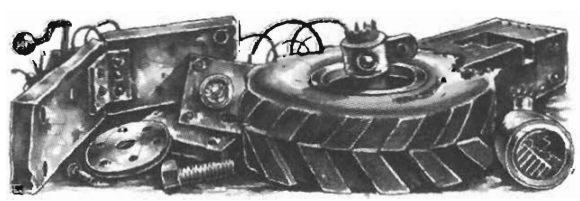
Squigs within 4" of one of their Slavers are 'under control' and will move with the Slaver. Squigs further away move randomly – Roll Scatter and Artillery dice for each one, on the score of HIT, move the Squig in the direction of the arrow on the I, on the score of MISFIRE the Squig will remain still for that turn.

Slavers and Squigs 'under control' will move towards the nearest warrior or vehicle and the Slavers react as follows:

**1.** If in charge range they will Charge the nearest warrior.

**2.** If in charge range they will Charge and attempt to board the nearest vehicle.

**3.** If in range with their gunz, they will make best use of available cover and shoot at the nearest warrior or vehicle within their line of sight.



**4.** If out of range with their gunz (or they don't have gunz) they run towards the nearest warrior or vehicle, making the best use of cover.

Squigs:

| | M | WS | BS | S | T | W | I | A | LD |
|---|---|---|---|---|---|---|---|---|---|
| Squig | 6* | 4 | 0 | 5 | 3 | 1 | 5 | 2 | 2 |

*May move randomly, Scatter & Artillery Die.

When a Squig is taken *Out of Action*, replace the model with a *Scrap Counter*. These Squig bodies are worth bonus Teef at the end of the game.

**DA DESERT**

Da Desert is a barren land so place the terrain sparsely to all players satisfaction.

**MOBS**

The Squigs are all placed close together in the middle of the board, at least 18" from each of the board edges, with the Slavers placed at the corners of this set up zone.

Players should all roll a D6 with the lowest score setting up first. The Mobs should have all of their warriors divided up between their vehicles and placed on a random board edge. All warriors must start inside a vehicle

**STARTIN'**

Roll a D6 to see who has the first turn, the Mob with the highest score has the first turn.

**ENDIN'**

The game ends when there is only one Mob that has not *Bottled Out* or when all of the other Mobs only have casualties left on the field.

The last remaining Mob can automatically collect all of the Squig counters. Squigs that are still alive (down, wounded or fine) are rounded up by the remaining Slavers or are deemed to have escaped into the desert and do not count towards the counters.

Each counter can be traded with the Meks for 1D6 Teef. This is additional INCOME and not profit.



*Here's Tim with his Gorkamorka gear – ready to frighten old ladies any day!*

The winner is the Mob that has the most Squig counters.

**EXPERIENCE**
Warriors that took part in the fight earn Experience points as follows.

**+1 Carrying Squig counter**
Any warrior that is still carrying a Squig counter at the end of the game, gains an extra 1 point of Experience. No extra experience is gained for counters loaded into vehicles.

**+D6 Survives**
Any warrior who survives the battle earns D6 Experience points.

**+5 Wounding Hits**
A warrior earns an extra 5 Experience points for each wounding hit he inflicts against other Mobs or against Squigs or Slavers during the battle. Wounding downed models does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

**+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 an extra 10 Experience points.

**Enjoy, and may Gork and Mork go with you!**



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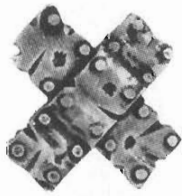
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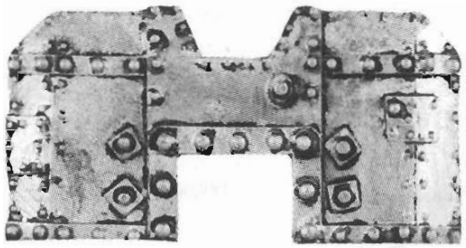
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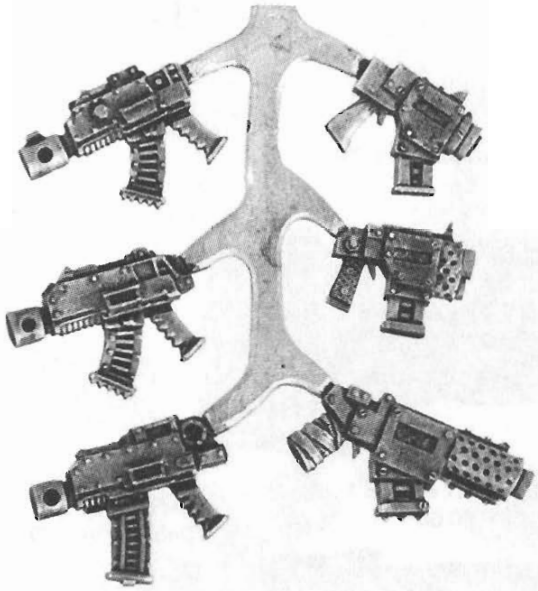
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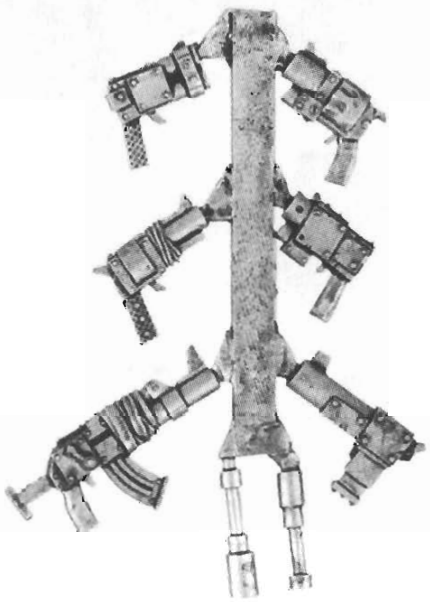


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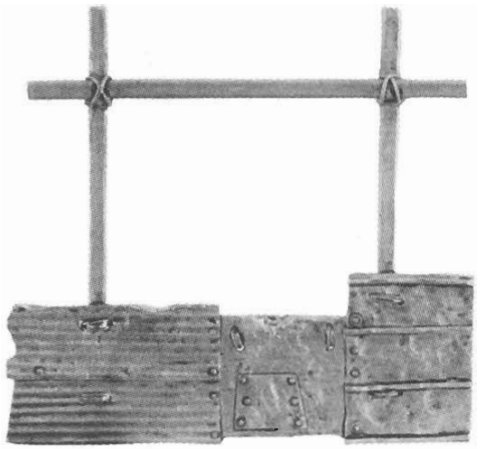


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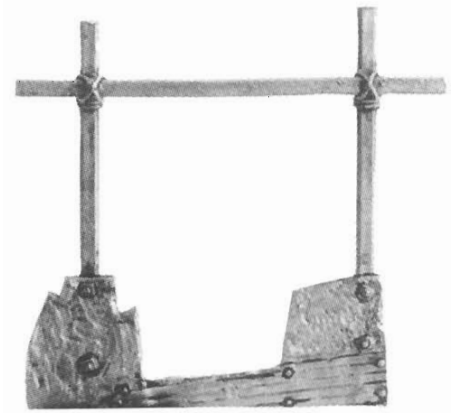
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# 'DA MEK SHOP

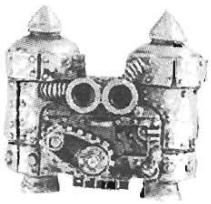
As every Ork player knows, no battlewagon, buggy or Trukk ever looks the same. Da Meks will build them out of anything and everything they can find. This page is dedicated to 'da Mekboyz' out there. We're showing all kinds of bits and pieces, like the parts The best place to start is the War Trukk kit for all Orky vehicles which only costs £10.



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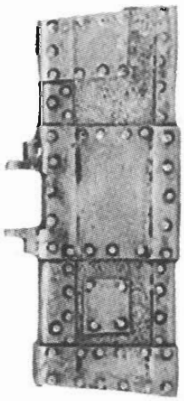


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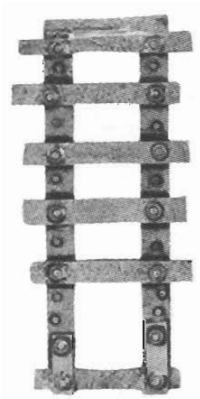


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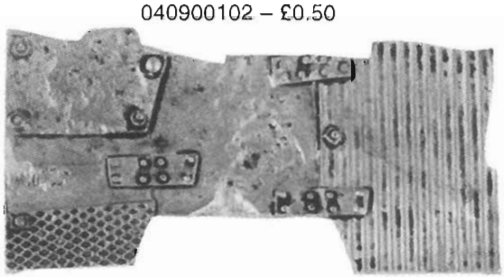
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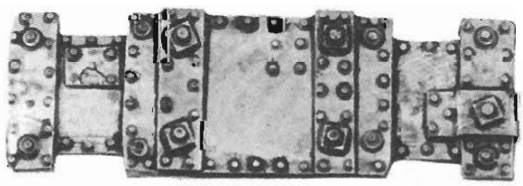
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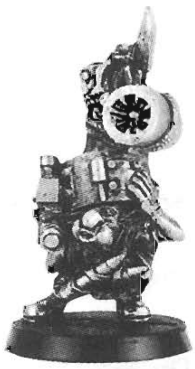
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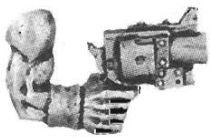
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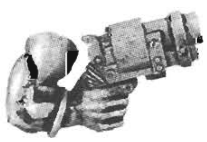
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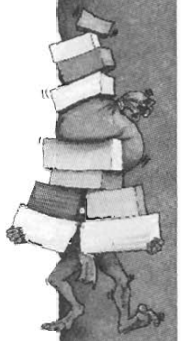
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# GET DA MEK

**Ever been stiffed by a dodgy Mek? Is your 'rear sprocket choke belt' always breaking at the critical moment? And the Meks never have the parts. Well here is your chance to get your own back, in a new ambush scenario.**
**By JOSH WARDLE.**

Many Nobs get 'a little' annoyed with the Meks either selling them vehicles with dodgy thrusters or charging them loads of teef for a bodged up job. As all Nobs know, confronting a Mek in Mektown would mean certain death as the Meks tend to have very 'ard bodyguards.

Some Nobs (using their Orky cunning) devise ambushes for the Meks. They wait until the Mek is returning from a scrap finding mission and they attack. This way they can get revenge on the Mek and steal his scrap.

At first this plan worked fine but now the Meks are getting themselves a few mobile bodyguards or as they put it 'Tuffgits'.



## SPECIAL RULES

This scenario uses Da Rolling Road special rule.

## DA DESERT

Get Da Mek takes place in the skid just in front of Mektown. Set up the terrain as normal but with a blockade at the end the Mek is trying to leave from. This blockade is allowed to be 8" on to the table and it must have some trukk size gaps in it so the Mek has a chance of getting through. This shows that the Nob does not have enough barricades to cover the whole road (he is just a Nob who does not have enough teef to waste too much valuable scrap on a blockade).

## MOBS

The ambushing mob may have D3 members of their mob within 4" of the blockade. They have one of their vehicles with any gunners plus D3 mob on it. Please note that all the above mob members and vehicles are NOT randomly chosen but are picked by the ambushing player. This vehicle starts 4" from the opposite edge to the barricade. The ambushing mob sets up first.

Da Mek hires another randomly chosen Mob from the campaign to protect him. This mob is allowed any one chosen vehicle and any gunners plus D3 randomly chosen mob members. These start within 2" from da Mek.

## DA MEK

Da Mek is returning from a scrap hunt. He is driving a trukk or a trak with D4+2 Scrap counters on. His vehicle has +1 to each armour value. He has the following stats

| M | Ws | Bs | S | T | W | I | A | Ld |
|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 1 | 3 | 1 | 8 |

He is armed with a slugga, a choppa and has the following skills:

**Sneak-off.** The Mek cannot be captured.

**Skid start.** May use thrusters after a slow manoeuvre.

**Skid turns.** May turn 180 after a gas engines move on a 4,5 or 6.

Da Mek is controlled by the player who's mob is protecting him. He can set up, up to 10" onto the table edge with his bodyguards within 2".

## STARTIN'

Da Mek and his body-guards have the first turn.

## ENDIN'

Neither Mob will bottle out as both know that losing would mean utter humiliation in Mek town. If Da Mek leaves the opposite table edge from which he started or all the ambushers are down or out of action Da Mek and his body-guards have won. If Da Mek goes out of action the ambushers have won.

## INCOME

If the ambushers won they get D6 teef for each of the Scrap counters on the Mek's trukk. In addition, this mob is now known to have a short temper with Meks so some other Meks are careful what they charge for kustomising weapons and vehicles. When the mob next visit Mektown they may re-roll the cost of any kustomised weapon or vehicle. The second roll stands even if its worse than the first.

The failed bodyguards will look ridiculous. A band of the Mek's boys will pay them a visit and 'persuade' them to part with D6+D4 teef (from this game's income only). Also, any Mek with pride (which is all of them) will not do any work for the mob on their next visit to Mektown (or their next 2 visits if the Mek they were guarding gets killed).

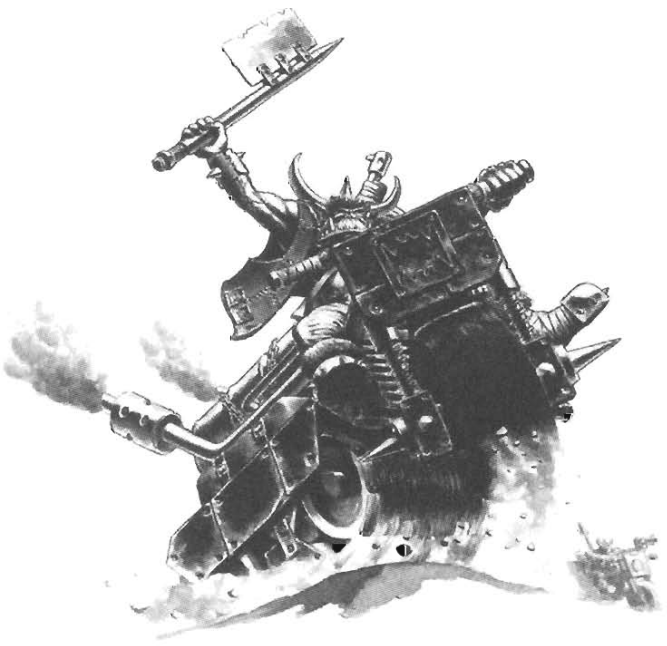
If the ambushers fail, all the rules that would affect failed bodyguards applies.

If the bodyguards succeed in protecting the Mek he will pay them D6+2 teef and will give them their next piece of kustomising for free (even if it is bodged!)

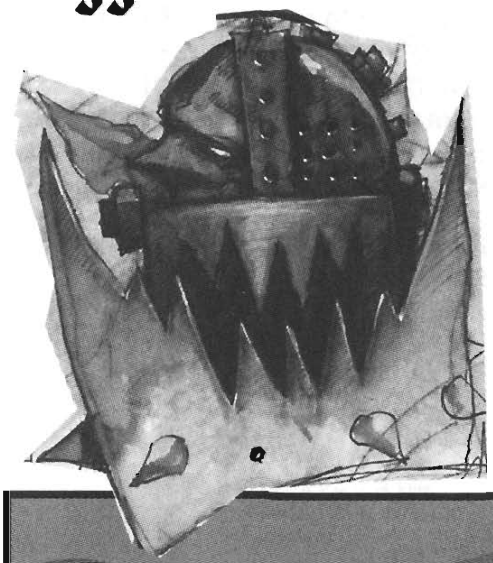
## EXPERIENCE

Warriors that took part in the fight get the following experience.

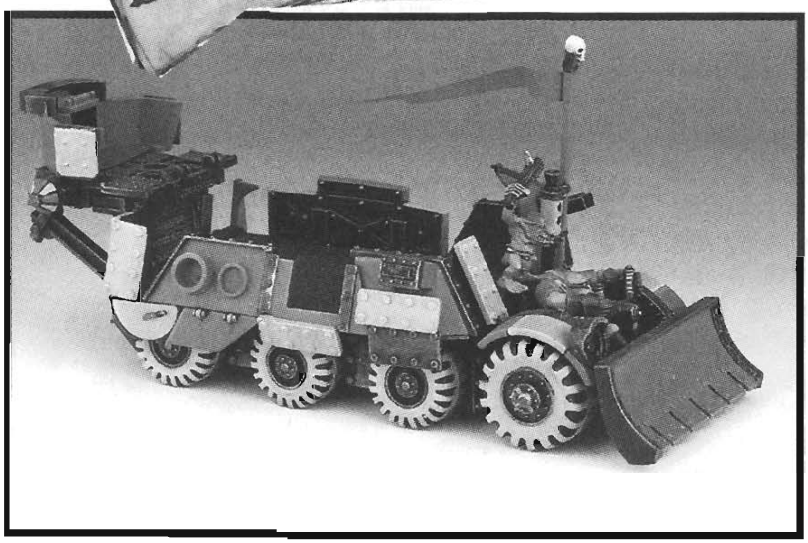
| | |
|---|---|
| **+D6** | Survives |
| **+5** | Wounding hit |
| **+5** | Penetrating hit |
| **+10** | Winning Nob |
| **-D6** | Losing Nob |



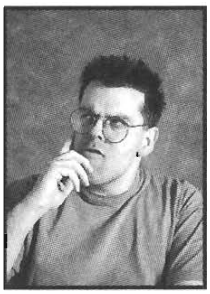
# "Dem gits at da studio 'ave been kustomizin' buggies - it's enuff to make a Spanner weep!"



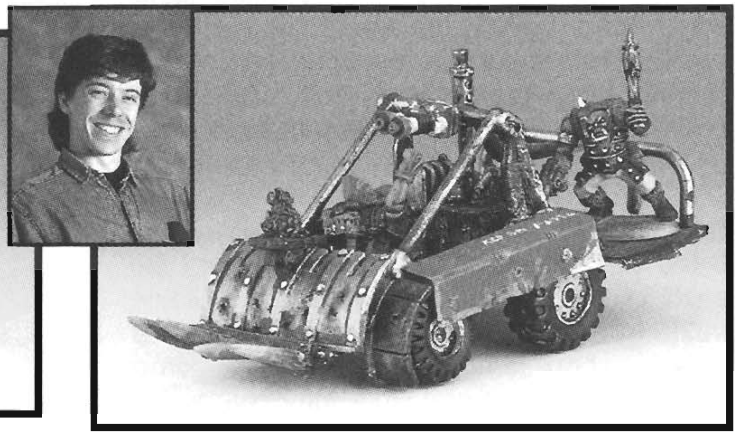




**Adrian Wood.** Adrian's original Gorkamorka mob "Da Nutty Boys" have characteristic blue vehicles. Adrian says, "The models I've painted up recently are drybrushed in browns and greens, which is much more Orky. One day I'll repaint Da Nutty Boyz' buggies and make them look more weathered."







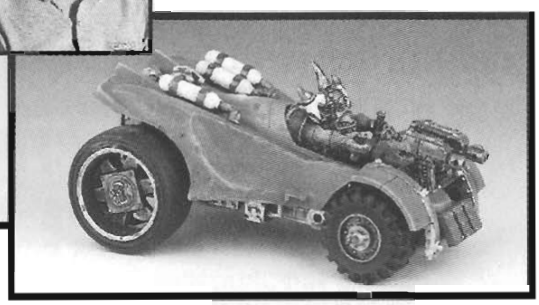
**Luca Miselli.** Guess what? Luca likes doing wheelies on motorbikes! He made the model from a Warbike with the rear end of a Space Marine bike added. Luca made some extra long front forks and used a metal Ork Boarboy as a rider.The trukk is a basic Buggy which has been armoured up with the addition of parts from the Imperial vehicle plastic accessory sprue.

**The models shown here are made from all sorts of bits and pieces the boys had to hand, as well as lots of extra bits they ordered from Mail Order. They've used old model car kits, raided their bits boxes and even broken up old models to make their trukks and traks look unique. A lot of models are specially made to carry as many Orks as possible! In other words, they're BIG!**





Simon Smith made his Buggy from an old car kit combined with a War Buggy.



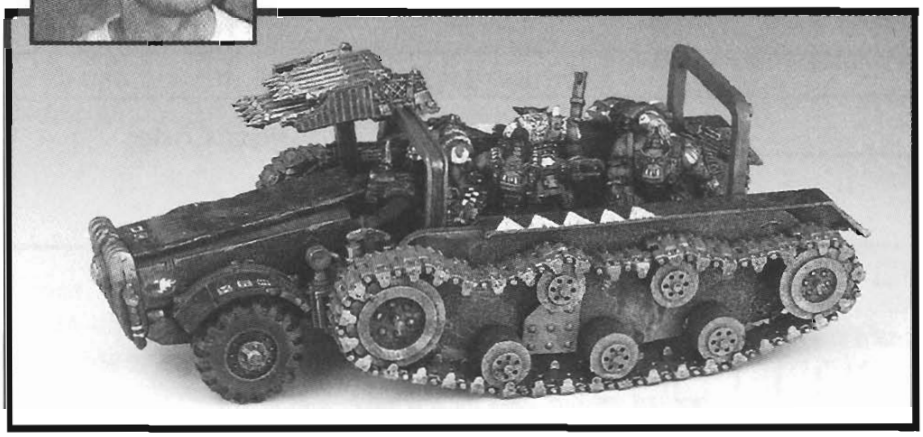
Simon's big trak was the inspiration for Adrian's Trukk. Simon used Leman Russ tracks and wheels to create a truly monstrous trak.







Talk about Orky! Andy Chamber's dark and broody vehicles are brilliant. Andy says "I made both vehicles from the chassis up. Once the wheels and tracks were in place I just stuck whatever bits fitted on top. I took some time to make the tracks sag, they look really heavy now.



This 'trike' is a particularly crazy conversion. "I just chopped a Warbike and a Buggy in half and glued the two bits together. The scorcha is a later addition, I wanted a fuel tank from somewhere so I just cut up another Warbike!"



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# KAMAKAZEE KARTS

**How does a rokkit propelled buggy with an explosive ram sound? Well most Nobz would give there right toof for one. Here are some rules for just such an insane creation.**

**By DAN McGANN.**

The Kamakazee Kart is the latest in a long line of inventions from Git Gubbinz 'Da Craziee' Mek however unlike so many of his other creations this blend of 'turbo rokkit thrusters' and 'explozivez ram' has proved popular.

While Orks have a certain natural disregard for pain and life threatening situations, Kamakazee Karts can only be ridden by their drivers who hurl themselves from the kart after engaging the 'turbo rokkit thrusters'. Hitting the thruster button locks the steering, primes the 'explozivez' and after a brief delay, allowing the driver to bail out, fires the 'turbo rokkit thrusters'. Once the 'turbo rokkit thrusters' fire the kart (should) travel in a straight line until hitting its intended (or any other) target when the 'explozivez' detonate increasing the damage caused by the collision.

The kart has a gas engine (but no normal thrusters) which is used to manoeuvre the kart into position before igniting the 'turbo rokkit thrusters'. No fixed weapons may be added to the kart. This includes the following gubbins: wreckerballs, big-grabbers, boarding planks and extra ammo. Reinforced rams can only be used to modify 1 dice roll. Karts cannot be made faster or smarter but can be repaired or made heavier in the usual way. A Kamakazee Kart costs 15 teef.

## GERONEMO!

There is a delay before the rokkits ignite which allows the driver to abandon the kart and leave it taking no damage (this is the same as leaving a trukk moving under gas engines). Of course, if he's nuts he can always stay on!

## SPECIAL RULES - BANZAI!

To ignite the 'turbo rokkit thrusters' roll 2D6 (before the driver can bail out) this is the distance the kart moves forwards, provided a double was not rolled. If a double was rolled then roll on the Malfunction chart below. Keep rolling 2D6 until the kart is forced to stop by a collison or malfunction.

### Malfunction Chart

**Roll 1D6:**

**1. Fizz.** The 'turbo rokkit thrusters' do nothing but fizz as the kart comes to a halt, all seems quiet but is it? The kart stops this turn however on a D6 roll of 1 at the start of either players turn the 'turbo rokkit thrusters' roar back to life.

Trapped drivers can free themselves when the kart stops as they stop panicking. Gas engines can be used, however the 'explozivez' are primed and if the rokkit starts again the driver gains no escape delay and so takes a S4 hit on a 4+ if he jumps clear.

**2 Oh ****!** The driver cannot escape the kart as his harness is stuck, guess he's staying to enjoy the ride!

The kart moves the distance indicated on the 2D6 and the driver (if he is still on board) when this result was rolled no longer has the option to bail out.

**3-4 Spin me round and round...** Under immense strain the steering lock snaps, roll a scatter dice this and the following turn to determine the direction the kart travels.

**5 Up, up and away!** The 'turbo rokkit

thruster' is not held firm by its bolts and begin to angle upwards, eventually lifting the entire kart off of the ground. The kart moves upwards at a 45 angle to the ground (use turney gubbins) moving the distance shown on the 2D6 it then travels down this same distance (2D6) at an angle of 45 to the ground. If the kart has not collided with anything then it crashes into the ground (threated the same as a head on crash).

**6 KABOOM!** The 'turbo rokkit thrusters' overheat and explodes causing D3 strength 4 hits and immobilises the kart.

## EXPLOZIVEZ

The explozivez tipped ram explodes on impact once primed. Priming taking place when the 'turbo rokkit thrusters' are ignited. If unprimed the 'explozivez' explode anyway an the roll of 4+ during a head on collision. Ork sized creatures are run down as normal and do not detonate the 'explozivez'.

Explozivez add D6 to the damage caused by a ram/crash to both vehicles. Note, explozives only work once per battle any further collisions are worked out normally.

## MY LUULY TRUKK

Whilst the drivers does not suffer Fear, the thought of having their pride and joy spread across the Skid chills them to the bone.

To attempt to ram a Kamakazee Kart head-on a driver must pass a Leadership test.

Similarly, before the Leadership test to swerve aside when rammed by a Kamakazee Kart, an additional Leadership test must be taken if this is failed the driver cannot test to swerve aside as he sits gibbering in fear.

## HIT LOCATIONS

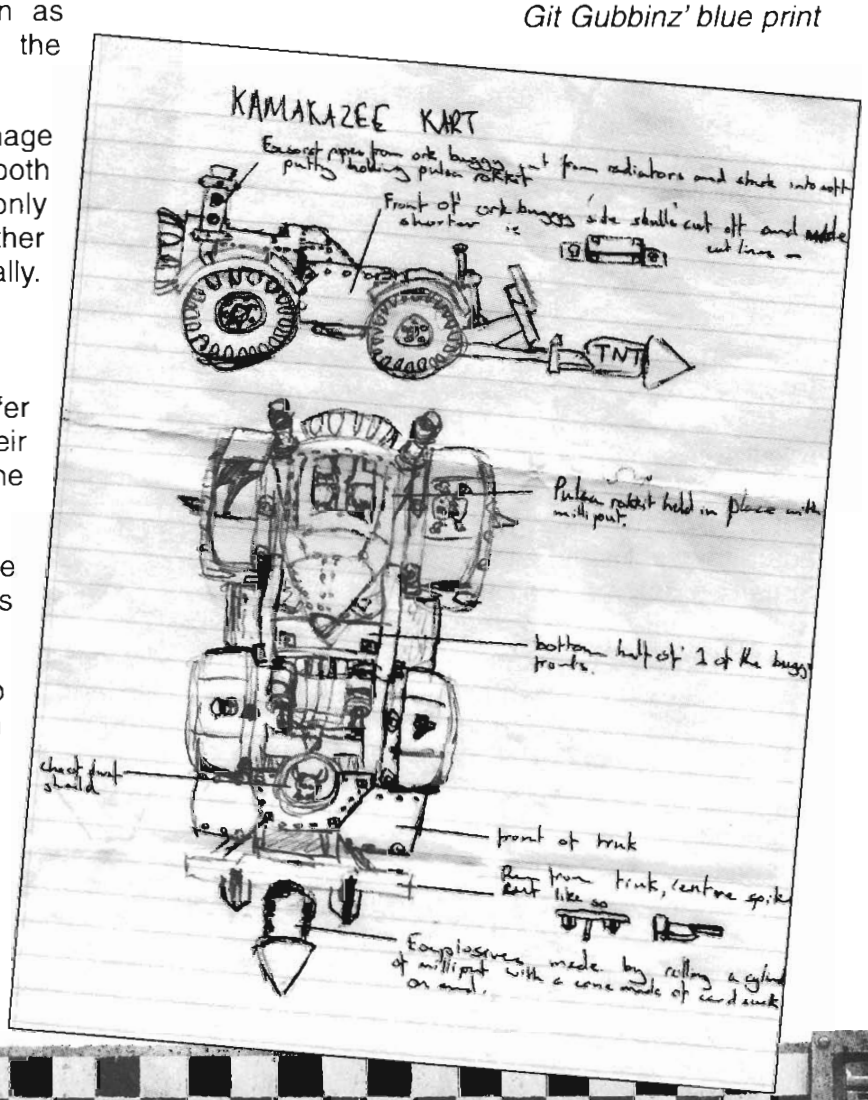
The explozivez ram replaces the fixed weapons result on the hit location chart. Any hit will explode the 'explozivez' on a 4+ causing D3 damage to the Kart if it detonates.

The engine damages remain the same except the 'turbo rokkit thrusters' replace normal thrusters.

## MODELLING SUGGESTIONS

To make a Kamakavee Kart try using the rokkit buggy's ram and add a pulse rokkit or stormboy rokkit pack for the 'turbo rokkit thrusters'.

*Git Gubbinz' blue print*



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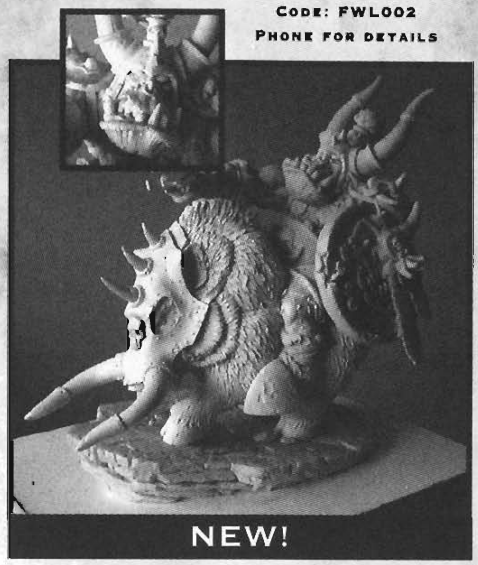
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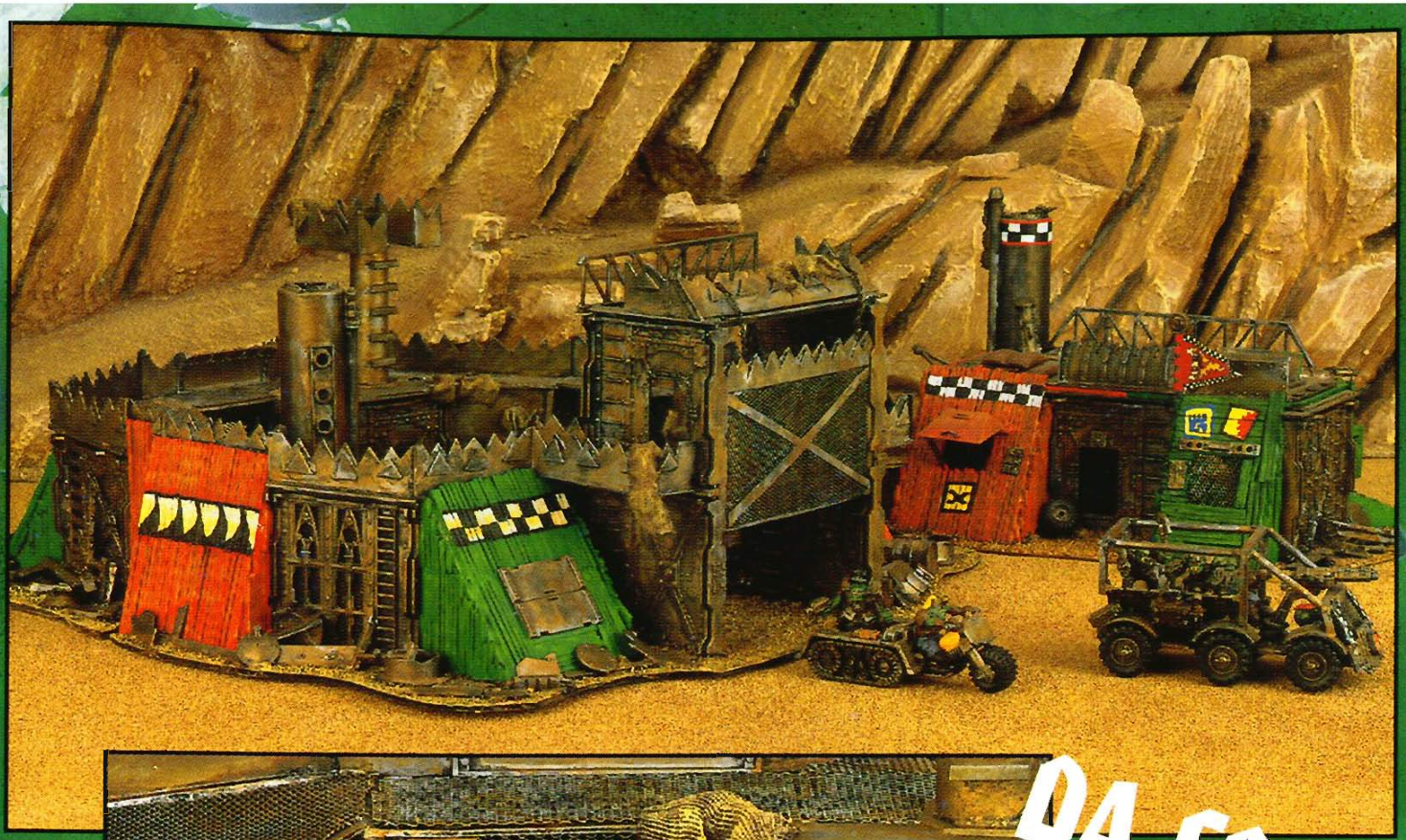
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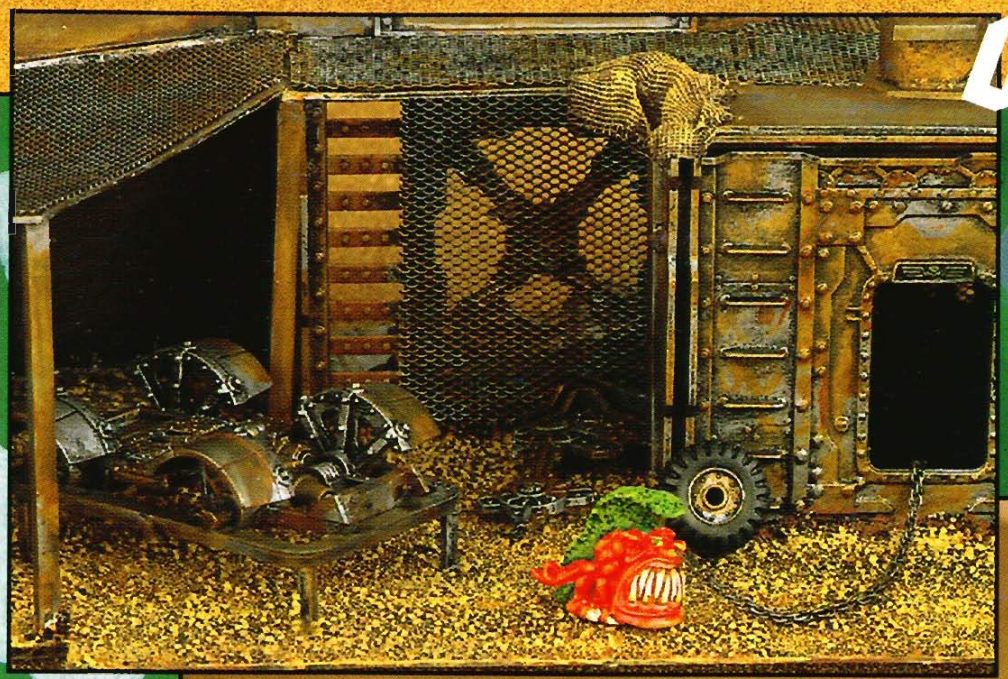
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