

Gorkagunz (And some stabby bitz, too!)

More gunz! Big Gunz! Bad Gunz! These home-brew rules attempt two things. First to re-balance the stats and costs of some of the existing weapons and Gorkamorka gear. The second is to add some new weapons, mostly just for fun. Sometimes da Boyz gets to finkin', "You know, a slugga and a choppa and a Trukk wiv a big shoota is all good and tradishunal like, but it's what ALL the ladz are sportin'..."

None of this has been test-played in anyway. Thoughts comments, criticism, and enraged challenges to settle differences of opinion by arena death-match are all welcome. **Changes to existing gear and new stuff is written in red. And that way they go fasta too.**

New Special Rule: Primitive

Some Gunz and ranged hand to hand weapons are simply too low powered to compete with Shootaz and Sluggaz. A bullet just has more punch than a Spear no matter how hard you throw it. Weapons with the "Primitive" rule have a -1 modifier when rolling on the Vehicle Damage Chart. If the result is a "0" no damage is inflicted but the attacker does get the XP for inflicting a penetrating hit. In addition, some types of armor protect against Primitive weapons better than normal shooting attacks.

Big Gunz!

Big Shoota- 15 teef

The big shoota is the king of big gunz. The final word in dakka. Unless the next final word is dakka, too. And so on, and dakkadakka...dakka....

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-12	12-24			5	1	-2	4+

Special-

2 Follow Fire Dice. (Dakkadakka!)

Rokkit Launcha- 15 teef

If you really, really need it to go "BOOM", then the (trusty?) Rokkit Launcha is

for you.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-12	12-32		-1	6	D6	-3	6+

Special-

“BOOM!” When Rokkits explode, they really, really make a wreck of things. When rolling damage results, roll 2 dice and choose the highest die.

Skorcha- 10 teef-

Burn baby burn..... What's there more to say.....

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
				4	1	-1	4+

Special

Template, Catch fire

Boomkannon- 10 teef

Boomkannons fire large caliber shells. They are especially good for knockin' over footerz like bowling pins! And they are loud. Very, very loud.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-6	6-18		-1	4	1		5+

Special-

Blast marker

Knockback- Models hit by Boomkannon blasts must make a Strength test or be knocked down in the same way as if hit by a kannon. Affected models are knocked directly away from the center of the blast marker. Drivers, gunners, crew or other passengers who suffer a “Model hit by weapon” result on the vehicle damage chart, also take a “Blast” damage result.

Spearchukka- 5 teef

Some Mobz choose a Spearchukka for the accuracy. Some for the price. And most all for the satisfying aesthetics of spear riddled corpses left in the dust.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-9	9-18	+1		4	1		4+

Special- 1Follow Fire Dice

Primitive

Harpoon Gun- 5 teef

Like a spearchukka, but instead of peppering the enemy with lots of little sharp pointy things, a Harpoon gun fires one, very, very big bolt. A bit fidgety to get the tension and whatnot set right, but when it works it can skewer an engine block. Oo sez size don't matter.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-9	9-18		-1	2+d6	D3	-2	4+

Skrapkannon- 5 teef

The simplest big gun of all big gunz. Jam a wad of shrapnel and a powder keg down a pipe. No wait, that's the powder THEN the shrapnel....I fink..... Point in the general direction of the enemy and light the fuse. Nuffink to it.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
				1+d3	1		1+d3

Special- Template, Primitive, A bit random

A bit random- To determine the S and the Ammo test number for the shot, roll a single 1+d3. Use this result for both values.

Loadza Ammo

Often a good idea to pack some spare ammo for those big gunz. Vehicles with Loadza Ammo ignore their Big Gun's first failed ammo test. The cost depends on the cost of the Big Gun.

Big Gun Cost	15 teef	10 teef	5 teef
Loadza Ammo	6 teef	4 teef	2 teef

Gunz

Shoota- Same....

Kannon- Same

Bow- 1 toof

The most basic an primitive of all shootin' weapons. Often the first weapon cobbled together by grub-Yoofs for hunting up sumfink to eat. .

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test

0-9	9-18		-1	3	1	-	4+
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Special- **Primitive**

Crossbow- 1 toof Packs a nice punch, but is finicky to load and aim. Often kept as a back-up weapon out of nostalgia, or for when you need a bit more stopping power than your basic Shoota.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-9	9-18		-1	4	1		4+

Special- **Primitive, Re-load**

Musket- 1 toof

These simple, muzzle loading, gunz are usually cobbled together by Grotz. No self-respektin' Ork would be caught dead packing a musket. But a few are caught dead by sneaky Grot or Digga snipers hiding behind rocks.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-12	12-24			3	1		4+

Special- **Move or Fire.**

Rifle- 4 teef

... 'ere now, wot's this? Orks rarely have the patience for playing sniper, but some Mobs will keep a Rifle or two stashed in the Fort for picking off attackers at range during a Siege or when setting up ambushes.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-12	12-24			3	1		4+

Special- **Take aim.....**

Take aim...

If the firing model remained stationary during its movement phase, the Rifle gains 2 bonuses. The first is a +1 to hit at long range. The second is if the target is at long range and a vehicle, the firer may roll two dice and choose one when determining the vehicle damage location.

Hand to Hand weapons

Knives/Knuckles, Slugga, Six-shoota, Choppaz, Uge Choppaz, Whips, Grabba Sticks,

- No changes here mate. Keep scrollin' down

Chain/Flail- 1 toof

As is but add the following special rule.

Spinnin' Loonie

Once a fighter starts swinging a chain around, it's best to keep your distance. During the first round of a hand to hand combat, models attacking the chain wielding model do not gain any bonus for multiple attackers. Should the combat continue, multiple attackers gain the attack bonus as normal.

Spear (thrown) - 1 toof

Spears may be used in hand to hand combat. Models using a Spear gain a +1 initiative in Hand to Hand combat as outlined on page 54 of Da Roolz.

They may be thrown once per game with the following profile. After the game the thrower is assumed to pick up the spear or fashion a new one easily enough.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-8	x	-	x	As user	1	-	

Special- Primitive, One shot

Javelin/Throwing axe-1 toof

Javelins/Throwing axes may be used in close combat with the same statistics as knives/knuckles. They may also be thrown with the following profile.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-6		-	x	As user-1	1	-	auto

Special- Primitive.

Handbow- 1 toof

More a toy for sniping rat-squigs or sand-roaches, some lads keep a handbow around as a back-up weapon, or strapped to their wrist as a fashion statement.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-6	6-12	+1		3	1		4+

Special- Primitive, Re-load

Handkannon- 3 teef

When you mean bizness, you let 'im 'ave it with a handkannon. Blam!

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-4	4-12	+1	-1	4	1		4+

Special- Re-load, Knock-back

Note that Knock-back has no effect when the Handkannon is used in hand-to-hand combat.

Pitclawz 4-teef

For the true “kawnawsoor” of face-stabbin’, there is nothing as ded hard as a pair of Pitclawz. These heavily bladed, armored fighting gloves are always worn in pairs, strapped on to the fighter’s forearms. Models armed with pitclaws may not use other hand to hand weapons in close combat, but may make shooting attacks with pistols and stickbombz. They may not use gunz or other equipment requiring two hands. Nor may they be a driver or gunner.

Strength	Save modifier	Special
As user	As user	Block, Armor save

Block- Pitclawz grant the wielder the ability to block 2 of their opponents attack dice.

Armor save- Pitclaws grant a +2 armor save bonus vs hand to hand attacks.

Stickbombz

Frag/Krak –same

Scorchabomb- 6 teef

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Armor Save Modifier	Ammo Test
0-6	x	-1		4	1		auto

Special- Scorcha, Blast template, Splatter

Splatter- Scorchabombs don’t explode so much as spatter the area nearby with burning fuel. Roll to hit and place the Blast template, and resolve scatter as normal. Only models directly under the center hole will be hit automatically. Totally covered models will be hit on a 4 + and partially covered models on a 6+. Vehicles take d3 hits if the hole touches the vehicle, or only one on a 4+otherwise.

Armor

Studded- 1 toof

6+ save. Increased to a 5+ save vs shooting attacks made by "Primitive" weapons.

Flak- 2 teef

6+ save. This is increased to a 5+ vs blast and template weapons. It also confers this 5+ save against "hit by shrapnel" damage results.

Crash- 2 teef

Grants a 6+ save vs hand to hand to hand attacks and a 5+ save against damage from falling off heights, being thrown overboard and being raked/overrun by vehicles.

Eavy- 5 teef

Grants a 4+ save vs all damage. Fighters wearing 'eavy armor take a -1 penalty to their Initiative characteristic when Boarding or Dodging Vehicles.

Shield- 1 toof

Same as page 59 of Da Roolz.

Kustumizing

All effects of Kustumizing work as outlined on pages 71-75 of Da Roolz with the following exceptions.

All Gunz and hand to hand weapons can be Kustumized. "You want explodin' arrers fer yer bow? Eh, wotever. Let's see da teef guv."

The cost depends on the current cost of the weapon.

1 Toof weapons cost a d2 teef.

2 Toof weapons cost a d3 teef.

3-5 toof weapons cost a d6 teef

6+ toof weapons cost a d3+d6. teef

Once a weapon has been kustumized, include the cost of the kustum job when calculating further kustum jobs.

Notes on weapons

Stickbombz can only be made Shootier.

Kannonz and Hand Kannonz can be made Shootier, given more Dakka or even Longer Range.

Template weapons cannot be given Longer range.

If given More Dakka, resolve each template shot in turn. If the 2nd or subsequent Ammo roll is a “1” the weapon Explodes! Resolve the hit as per “Exploding Weapons”.