GORKAMORKA™



Da Roolz

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THE TURN

During the game you take command of a mob of Orks complete with their ramshackle and dangerous vehicles. The opposing player takes command of another mob, your deadly rivals in the forthcoming festivity of violence.

The model warriors, vehicles and scenery are set up on the tabletop as described for the encounter you are fighting (see the *Scenarios* section in Da Uvver Book). There are many different kinds of encounter, varying from the chance meeting of rival mobs, cunning ambushes, blatant thievery, and sneaky raids against fortified buildings. The mob is set up on the tabletop in different ways depending on the encounter you are fighting, but all the games are basically played in the same fashion.

To begin with one side takes a turn, then the other side, then the original side and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any warriors able to do so, and fight hand-to-hand with enemies your models are touching. Once your turn is complete it is your opponent's turn to move, shoot and fight with his mob.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct phases. Each phase is completed before beginning the next. So, begin by moving all your models, then shoot with all models that can do so, then fight hand-to-hand, and finally recover any models that have gone down due to injuries.



TURN SEQUENCE

1	**MOVEMENT**	During the movement phase you may move your warriors and vehicles according to the rules given later for movement.
2	**SHOOTING**	In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.
3	**HAND-TO-HAND**	During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.
4	**RECOVERY**	During the recovery phase you can test to see if injured warriors are able to rejoin the action. The rules for recovery are described later.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and recovery, after which his turn is over and it is your turn once more.

A game lasts until one side either gives up or is defeated as described later. A side can also be obliged to withdraw from a fight if it suffers too many casualties.

Some encounters will involve a specific objective, for example to escape with valuable scrap or rescue a captive. In Da Uvver Book we'll describe a number of different encounters together with what you have to do to win each game.

MOVEMENT ON FOOT

During the movement phase you can move all your models in accordance with the Movement rules given below. Move your models one at a time – finish moving each model before moving another. You can move your models in any order you like, you do not have to move vehicles before warriors on foot or vice versa. We're going to cover movement on foot first; moving vehicles is covered later as it works in a different way.

MOVING

During their movement phase warriors can move up to their Movement characteristic in inches in any direction. Vehicles and warriors riding in vehicles can also move, and the rules for moving vehicles are discussed separately. Most warriors have a Move characteristic (M) of 4 and so can move 4" in any direction including up or down ladders, stairs, and so on.

In normal circumstances you do not have to move a warrior the full permitted distance or even at all if you do not wish. Any exceptions are described later and involve either charges or compulsory moves.

RUNNING

The normal 4" move represents a warrior moving at a fairly rapid rate but allowing time to aim and shoot a weapon, yell encouragement to his mates, and take in what is going on around him. If you wish, a warrior can move much quicker than this – he can run! A running warrior can move at double speed: 8" rather than 4".

A running warrior loses his chance to shoot in the turn, he is far too busy running and is not ready to fight, having shouldered his weapons or placed them in holsters or packs. Declare out loud that models are running as they move, as this will help to remind both players that the warrior is unable to shoot that turn. You can place a Run counter beside the model to jog your memory if you wish.

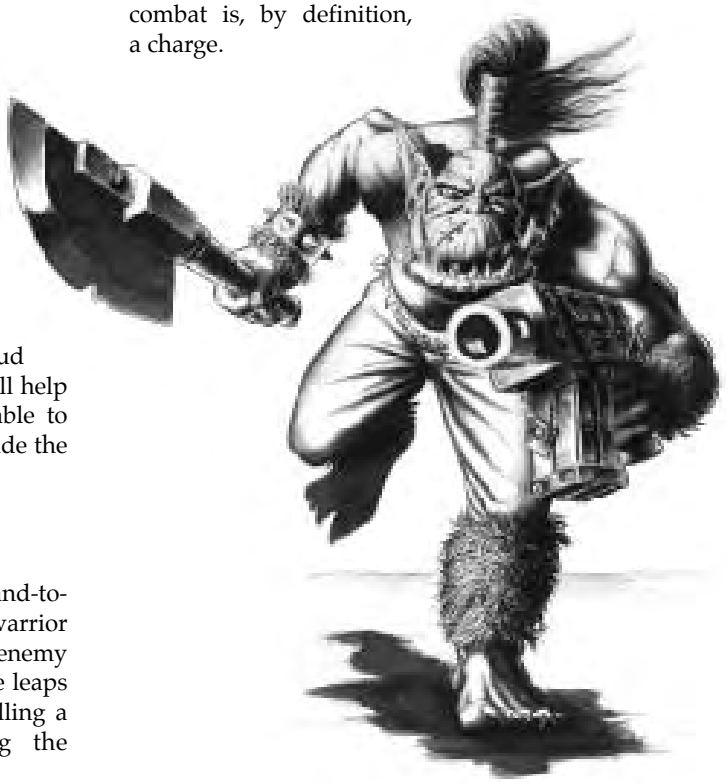
CHARGE!

If you want to move to engage an enemy in hand-to-hand combat then you must announce that your warrior will **charge**. The reason we do this is that the enemy might get a chance to shoot at your warrior as he leaps towards his victim waving his weapons and yelling a bloodcurdling battle-cry. Without measuring the distance, declare that you are charging and indicate the enemy model your warrior intends to attack.

A charge is double speed, like a run, and ends with the charger bounding into the enemy he intends to fight. Opposing models are placed so that their bases touch, or as close as possible where this is not practical (for example, if they are riding in or on vehicles). Another situation where models may not be literally able to touch is if a warrior is crouching beside a wall or behind a rock, or in some comparable position, and in these cases the models are simply placed as close as possible to indicate that they are engaged in a fight.

It can happen that you declare a charge and your warrior bounds forward eager to pummel his enemy into the ground but fails to reach his enemy, because you have miscalculated the distance. Remember that charges are declared without measuring, so it is quite possible to overreach yourself in this way. When this happens the charger is moved as far as possible towards his target (remember to double your move!) and can do nothing for the rest of his turn.

Note that warriors cannot move into hand-to-hand fighting except by charging; any move intended to bring a warrior into hand-to-hand combat is, by definition, a charge.



TERRAIN

The world of Gorkamorka is a bleak landscape of windblown sand and crumbling rocks. It is an inhospitable world where even the Orks find life extremely hard. It is not devoid of vegetation, but the little that grows is mostly fungi of various kinds, some of which grows to the size of trees and forms clumps of acridly pungent spore forest.

The lands around the Orks' main settlement, Mektown, are scattered with buried wreckage from the time when the Orks' vast, dilapidated space hulk crashed upon the planet's surface. Wreckage sticks out above the desert. Half buried sections are often adopted as temporary encampments, hideouts or fortresses. Much of the wreckage is small and dispersed, but there are huge sections too, comprising entire spaceships or large portions of even more massive vessels.

The most striking topographical feature is the Skid, a thousand mile-long gash gouged into the planet by the space hulk as it ploughed through the desert. This long, straight valley is steep sided and deep in places, and all along its length can be found debris left in the space hulk's wake (there is loads more information about the space hulk, the Skid and Mektown in Da Uvver Book).

Battles mostly take place in the open desert around Mektown, or along the flat valley bottom of the Skid. In these areas the Orks' vehicles can find room to move and manoeuvre. However, many conflicts take place in or around hideouts and fortresses, or other fortified places, where one side must oust the other from its defences. Here vehicles play the role of engines of war, battering down doors or delivering warriors onto the ramparts of enemy-held walls.

All these different kinds of terrain can affect the warriors battling across them, whether by creating dangerous open areas which must be crossed at speed or patches of tangled, impenetrable terrain which must be avoided.

VEHICLES AND TERRAIN: The effects of terrain on vehicles is covered in the Vehicles section, later.

OPEN GROUND

The flat desert areas represented by the tabletop surface, plus floors, walkways and ladders within or on buildings and almost all flat solid surfaces are considered to be 'open ground', which does not impede the movement of warriors. Warriors can also move freely through open doorways or through hatches as long as the space would be large enough for the warrior to fit through.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of fungi, pools or loose sand.

Warriors on foot move at half speed over difficult ground – each 1" of movement counts as if the warrior had moved 2". So a warrior wishing to traverse a steep slope would move at 2" per turn rather than 4", or should he choose to run he progresses 4" rather than 8". If a warrior's move is divided between open ground and difficult ground then it covers the open ground at normal rate and the difficult ground at half speed.

VERY DIFFICULT GROUND

This is extremely hazardous ground that warriors would generally prefer to avoid. It includes tar pits and noxious or corrosive pools.

Warriors on foot move over very difficult ground at a quarter their normal rate, so a warrior with a 4" move would progress only 1".

IMPASSABLE GROUND

Some terrain is simply impossible to move over at all, for instance very deep or extremely corrosive pools, deep drifts of sinking sand, and, of course, solid objects such as big rocks, walls, and so on.

WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, rocks and other low obstacles form barriers that warriors on foot can either go around or leap over. Vehicles cannot cross such obstacles and must go round or run into them!

A warrior on foot can leap over a barrier less than 1" high and no more than 1" across without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" wide, can still be crossed by climbing over but you must give up a half of your total movement that turn to do so. A sheer barrier higher than 2" is effectively impassable except by means of ladders or some kind of leg-up.



SHOOTING

Orks enjoy shooting... a lot! Ork warriors carry a variety of weaponry, and individuals often have several different guns, the odd knife, a stikkbomb or two and a spare pistol just for luck.

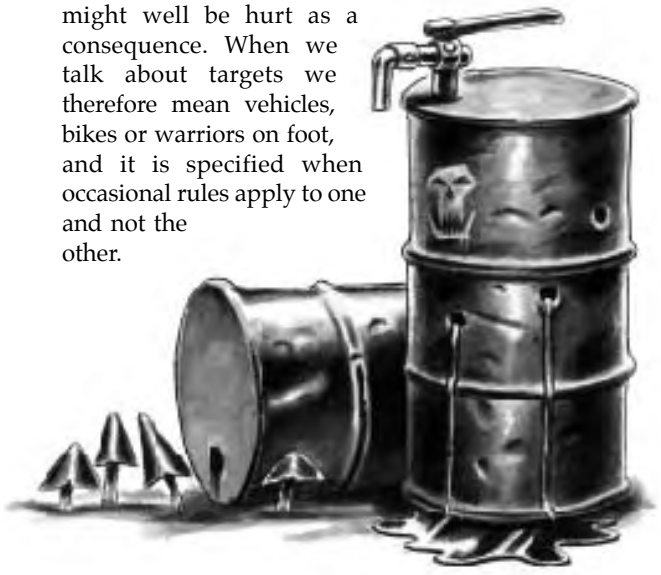
During the shooting phase of your turn, each of your warriors may shoot once with one of his weapons. For example, a warrior could either fire with his shoota or throw a stikkbomb (an Ork grenade).

Work through your models one at a time. Pick which warrior is going to shoot, nominate the target, work out whether he hits his enemy and, if he does so, any wounds or damage inflicted as a result. Then continue to the next shooter. You can take shots in any order you wish, though it's a good idea to shoot with all the warriors riding in a single buggy before going on to the next, as this helps you to remember which models have fired.

TARGETS

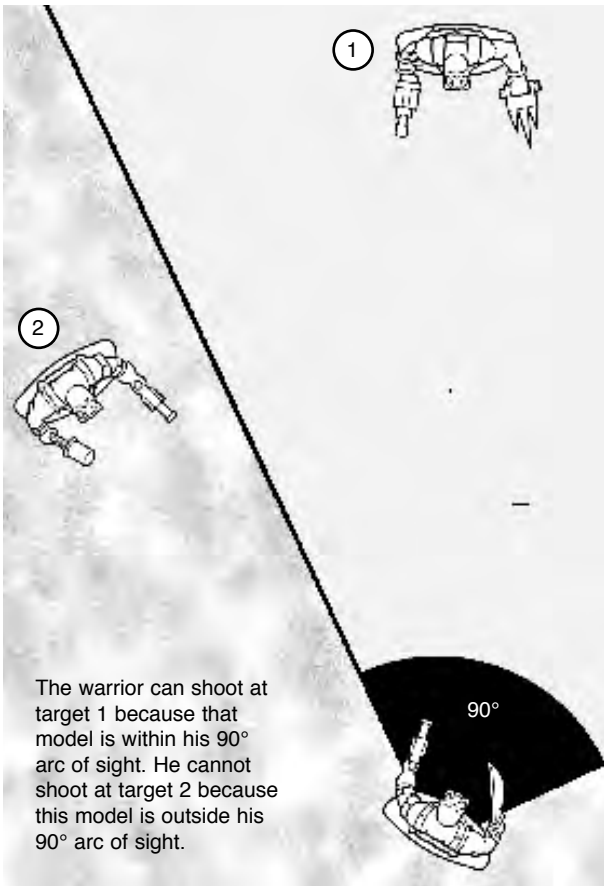
At this stage it's worth getting one thing totally clear. Gorkamorka is about combat between bikes, trukks, traks and buggies as well as warriors on foot. A warrior on foot forms a target that you can shoot at assuming you can see him, that he's within range, and so on. A vehicle, whether it's a buggy, bike or whatever, is also a single target in the same way... albeit a much bigger one!

A buggy crammed full of warriors is still one target. When you shoot at it you are shooting at the buggy and not at the individual warriors riding in it, although they might well be hurt as a consequence. When we talk about targets we therefore mean vehicles, bikes or warriors on foot, and it is specified when occasional rules apply to one and not the other.



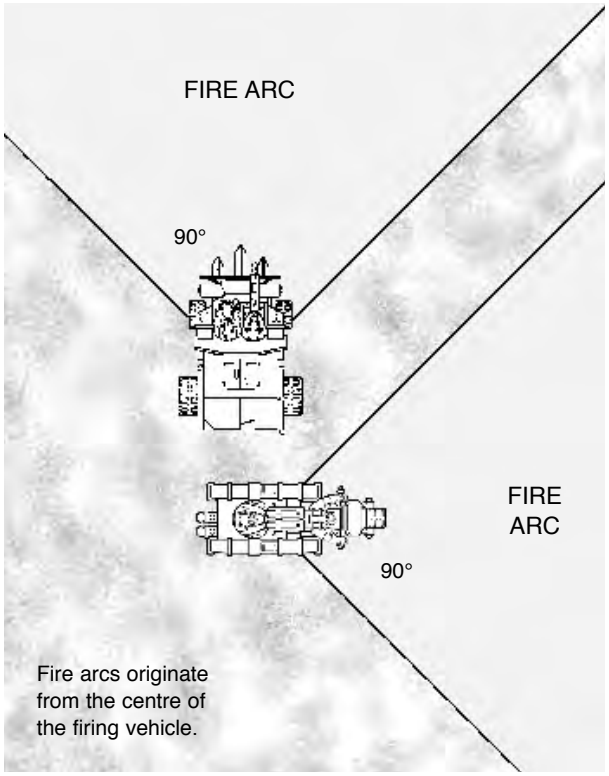
WHO CAN SHOOT

Each warrior can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable weapon. He can't shoot if he is already fighting in hand-to-hand combat (as described later) or if he ran or charged in the movement phase. A warrior is always assumed to face the direction faced by the model itself, and is able to see within a 90 degree arc to his front. You can only shoot at a target within this arc as shown on the diagram below.



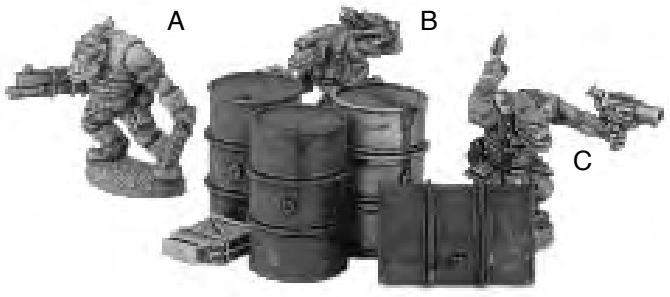
The warrior can shoot at target 1 because that model is within his 90° arc of sight. He cannot shoot at target 2 because this model is outside his 90° arc of sight.

In the case of warriors riding in vehicles it is not always practical to arrange a model so that it is facing the direction you want. The model's pose might simply make this impossible. Therefore, a warrior riding in a vehicle is assumed to be able to turn round to see and shoot in any direction. Warriors firing a vehicle-mounted big gun, as well as drivers, cannot turn round in this way and are restricted to a 90 degree arc to the front of the vehicle just like warriors on foot.



Fire arcs originate from the centre of the firing vehicle.

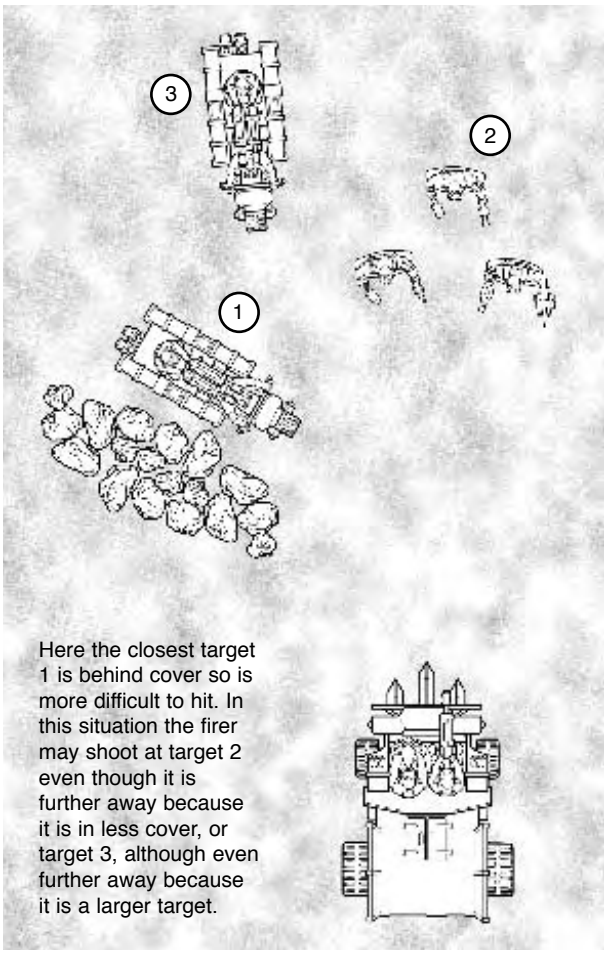
To shoot at your chosen target your warrior must be able to see it, and the best way to check this is to stoop over the tabletop for a model's eye view. Sometimes it will be obvious whether a target can be seen or not, at other times it will be more difficult as buildings and rocks will be in the way. So long as the shooter can see at least a part of the target's body in the case of a warrior on foot, or any part of a vehicle's body in the case of a vehicle, he can shoot. If he can see nothing but the tip of a weapon, a gun, an axe, or, in the case of a vehicle, a dozer-blade, whip aerial, or other peripheral part, then he cannot shoot as he is unable to see the target's body. If in doubt check the line of sight from both the shooter's and target's positions and, if you still can't decide, roll a dice – on a 1, 2 or 3 you can't see and on a 4, 5 or 6 you can.



Seeing a Target
Warrior A is in the open, B is in cover and C is in partial cover.

CLOSEST TARGET

You must always shoot at the closest enemy as this represents the most immediate threat and therefore the most obvious target. However, you can choose to shoot at a more distant target if it is easier to hit than a closer one. For example, a closer target may be hard to hit because it is partly obscured by cover, whilst a more distant target might be in the open and therefore an easier shot. A vehicle or a bike is a bigger target, so it can be chosen as a target even if warriors on foot are closer.



Here the closest target 1 is behind cover so is more difficult to hit. In this situation the firer may shoot at target 2 even though it is further away because it is in less cover, or target 3, although even further away because it is a larger target.

Buggies and other vehicle models are usually left in place as 'wrecks' when they are immobilised or crippled. These wrecks do not amount to viable targets so you are not obliged to shoot at them. Similarly, a vehicle which has no occupants can always be ignored, as can a vehicle whose occupants are all 'down' due to injuries as explained later. Warriors on foot that are 'down' can also be ignored when choosing a target. Obviously, there is little point in shooting at an empty vehicle even if it isn't destroyed, though you can do so if you wish.

RANGE

Once you have decided to shoot and have chosen your target you must measure to check that the shot is within range. Each type of weapon has a maximum range as indicated later in the Weapons section of the book. The following examples show the short, long, and maximum ranges of some typical Ork weapons.

	Short Range	Long Range	Maximum
Shoota	0-12"	12-18"	18"
Kannon	0-4"	4-18"	18"
Blunderbuss	0-6"	-	6"
Six-Shoota	0-6"	6-12"	12"
Slugga	0-6"	6-12"	12"
'Eavy Shoota	0-20"	20-40"	40"
Harpoon Gun	0-12"	12-18"	18"

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed, but you still have to test to determine whether your weapon develops a fault (see *Ammo Rolls* later in this section).

MOVING AND SHOOTING

In most cases a warrior may move its normal movement rate and shoot. There is no penalty for this, as the normal move rate assumes a certain amount of time spent stationary or nearly so.

Models which run or charge may not shoot.

Models which have gone down as a result of an injury cannot shoot.

Models fighting hand-to-hand combat cannot shoot, any weapons fire at close quarters, being worked out in the hand-to-hand combat phase.

HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The table below shows the minimum D6 roll needed to score a hit.

BS of Shooter	1	2	3	4	5	6	7	8	9	10
D6 Score	6	5	4	3	2	1	0	-1	-2	-3

For example: If the shooter is a warrior with a BS of 3, a dice roll of 4 or more is required to hit the target. An easy way to remember this is simply to subtract the firer's BS from 7 to find the number to hit.

You will notice that the table covers scores of 1 and even less. However, a dice roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the dice turns up a 1 you have missed!

HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. A large vehicle is bound to be easier to hit than a warrior. Usually it is easier to hit a target if it is close compared to one further away. These situations are represented by the following modifiers.

-1 If the target is in partial cover
Up to half the target is obscured as defined in the section on cover.

-2 If the target is in cover
More than half the target is obscured as defined in the section on cover.

-1 Appearing/disappearing or charging/ramming target
The shooter is firing at a suddenly appearing/disappearing or charging/ramming target whilst on overwatch. See the Overwatch rules in Da Clevver Stuff section.

-1 Firing from a vehicle which has used its thrusters
The shooter is firing from a vehicle which has used its thrusters this turn. See the Vehicle Movement rules later in this book for details.

-1 Target used thrusters
The target used thrusters in its previous turn, or if firer is on a chasing vehicle and the target used its thrusters during the chase. See the Vehicle Movement rules later in this book for details.

-1 Small target
The whole target is less than 1/2" tall and wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the ground or along a wall. Enemy warriors are always larger than this.

+1 Large target
The whole target is 2" tall or wide. Such targets include vehicles (not including bikes) but also such features as large doors and other sizeable bits of building or industrial equipment.

RANGE MODIFIERS

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Weaponz section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Shoota	+1	-
Kannon	-	-1
Blunderbuss	+3	-
Six-Shoota	+1	-
Slugga	+1	-
'Eavy Shoota	-	-
Harpoon Gun	-	-1

As you can see, the accuracy of some weapons varies at different ranges. Generally, it's easier to hit targets at short range with most weapons, although particularly cumbersome weapons like 'eavy shootas aren't any more accurate at short range. Some weapons are harder to hit with at long range because of their hefty recoil, like kannonz and harpoon gunz.

Example 1. An Ork warrior with a BS of 3 fires a kannon at a target 12" away. He needs to score 4 or more on a D6 to hit. The target isn't in cover and no other hit modifiers apply. However the target is at long range for a kannon (4-18") so the Ork gets a -1 modifier to his hit roll. The Ork therefore needs a 5 or more to successfully hit (5-1= the required score of 4).

Example 2. The same Ork warrior fires his kannon at a target 12" away but this time he's firing from a vehicle which has used its thrusters this turn. He needs to score 4 or more on a D6 to hit, but he gets a -1 modifier to his hit roll because it's at long range and a further -1 for shooting from a vehicle which is hurtling along having used its thrusters. The Ork will need a 6 to successfully hit.

COVER

The terrain around Mektown is mostly open, but a scattering of rocks, drifts of sand, debris, and the occasional outlying workshop or building may provide cover during a fight. An individual warrior can take cover behind a relatively small rock, but even a vehicle can shelter in the lee of a larger rock or beside a building. Targets are harder to hit if they are partly obscured in this way; how much harder depends upon how much of the target is obscured by the cover.

If the shooter can see at least half of the target but not all of it, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit penalty.

If the shooter can see some of the target but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit penalty.

If the target is a warrior in cover or partial cover and hiding, then the model cannot be seen or fired at even if the shooter can see a portion of the warrior's body. The warrior is assumed to be keeping still, concealing himself in the shadows and using his cover as closely as he can. Only warriors can hide in this way, not vehicles (see *Hiding* in the Da Clevver Stuff section).



A warrior can take cover behind or beside a vehicle, positioning himself so that he is partially obscured from a shooter. In most cases this will oblige the shooter to shoot at the vehicle instead, as shots must always be at the closest target and vehicles are generally easier to hit than warriors in cover. However, it is possible that such a shot might occur, and when it does warriors can count cover from vehicles they are sheltering behind or beside.

A certain amount of judgement is called for by players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest score deciding in that instance.

SMALL AND LARGE TARGETS

These modifiers are not normally used except in the case of vehicles and buildings, which are almost bound to be large targets (+1 to hit). However, we have included them as general modifiers because specific games might involve specific targets which are either very large or very small. For example, perhaps your mob is striving to destroy a rival's workshop or a big gas storage tank. Enemy warriors are never small or large targets, and it is not permitted to try and shoot at a small item that a model might be carrying.

7+ TO HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below.

Score Required to Hit	**7**	**8**	**9**	**10**
Additional D6 Score	4+	5+	6+	Miss

Example: An Ork armed with a kannon is shooting at a rival warrior who is in cover behind a large rock (-2 to hit). The target is at long range with the shooter's weapon (-1 to hit). The Ork's basic score to hit is 4 or more on a D6, but with the modifiers the player will need to roll a 7 (7-2-1= the required score of 4). The player will therefore need to roll a 6 followed by a 4 or more to hit the target.



WOUNDS

At this point we will deal with determining what happens when a warrior is hit. For the moment we'll ignore vehicles, as they are by necessity more complex and consequently require a more detailed and lengthy explanation. See the Vehicles section for rules regarding vehicles.

Once you have hit a warrior you must determine whether a wound has been inflicted. A shot might fail to cause a wound either because it only hits part of the target's equipment or clothing, or perhaps it just scratches his skin or inflicts an injury of such a minor nature that it is simply shrugged off. If you fail to cause a wound then the target is unharmed.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness characteristic (T) of the target. You will find a description of various kinds of Ork weapon together with their Strength values in the Weaponz section, but a few examples are given here.

Weapon	Strength
Shoota	3
Kannon	4
Blunderbuss	3
Six Shoota	3
Slugga	3
'Eavy Shoota	5

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic for an Ork warrior is 4.

WOUND CHART

TARGET'S TOUGHNESS

STR	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	-	-	-	-	-
2	3	4	5	6	6	N	-	-	-	-
3	2	3	4	5	6	6	N	-	-	-
4	2	2	3	4	5	6	6	N	-	-
5	2	2	2	3	4	5	6	6	N	-
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

A result of 'N' on the chart means that it is impossible to cause a wound on a target this tough using a weapon of that strength.



PINNED

Orks are very tough and can shrug off hits which don't cause them a serious injury. Other creatures on Gorkamorka, like Diggas and Grots, are not so durable and are likely to get knocked off their feet if they are hit. The special rules for different models given in Da Uvver Book will tell you whether it suffers from being pinned or not. When one of these models is hit lay it on its back to show that it has been pinned by enemy fire.

The force of the shot has knocked the warrior off his feet. He may be hurt or even killed by the hit, or he may be lucky and escape relatively unscathed. Lacking the natural advantages of Orks the model will be momentarily stunned and his instincts will force him to hit the dirt and keep his head down for a few moments.

We'll deal with exactly what happens to miserable Grots (and others) who get pinned later.

INJURIES

Most warriors have a Wound characteristic of 1 but some have a value of 2 or more. If a target has more than 1 wound then deduct 1 wound from his total for each wound he suffers and make a separate note on a scrap of paper or your roster sheet. So long as the model has at least 1 wound left he can continue to fight.

As soon as a warrior suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6.

D6	Effect
1-2	**Flesh Wound.** The warrior has sustained a minor wound and loses 1 from both his Weapon Skill and Ballistic Skill for the rest of the game.
3-5	**Down.** The warrior falls down to the floor where he lies bleeding and barely conscious. Place the model face down to show that the warrior has gone down.
6	**Out of Action.** The warrior has been badly wounded and falls to the floor unconscious. He takes no further part in the game and the model is immediately removed from play.

FLESH WOUND

A warrior with a flesh wound can continue to fight even though he has 'zero' wounds left. If the model takes further wounds then roll for injury once more, just as if he had lost his final wound.

A warrior can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on a scrap of paper or on your roster sheet and apply the penalties indicated for the rest of the game.

Each time a model suffers a flesh wound, it loses a further 1 point of BS and WS, so a model with several flesh wounds may have a BS or WS or 0. If both WS and BS reach 0, the warrior drifts into unconsciousness due to loss of blood and automatically goes out of action.

DOWN

When a warrior goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Knock the model over and leave it face down to show that the warrior has gone 'down'. A warrior who goes down may do nothing except crawl as noted below.

A player must roll to see what happens to those of his warriors who are down in his recovery phase. Warriors may recover, stay down, or go out of action. Roll a D6 and consult the Injury Table again (1-2 = flesh wound, 3-5 = down and 6 = out of action).

Models which take a flesh wound are placed back on their feet and can continue to fight. Models which stay down remain face down and unchanged. Models that go out of action are removed from the game.

During his movement phase a warrior who is down can crawl or stagger 2" as if he had a M characteristic of 2. He may do nothing else and may not run or charge. This enables a badly wounded warrior to get behind cover or escape from his enemies (if he's lucky!).

OUT OF ACTION

'Out of Action' indicates a warrior is out of the fight and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the warrior is dead or alive, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see Da Uvver Book for details).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A warrior cannot be reduced to fewer than 'zero' wounds, but each extra wound inflicted means you must roll for another injury on the Injury Table. So, if a warrior has 1 wound remaining and suffers 4 wounds he rolls four times on the Injury Table.

Multiple 'down' results are ignored but a warrior can suffer multiple flesh wounds. A warrior who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for his flesh wounds as well. Remember, any warrior reduced to 0 WS and BS by flesh wounds automatically goes out of action.

ARMOUR

Older and wealthier Orks are likely to wear some kind of armour, as much to enhance their appearance as to protect them from harm. Armour can save a warrior from being wounded if he is lucky. To represent this there is a special test called a **saving throw**.

If a warrior is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type and quality of armour, but some examples are given below.

Armour	Minimum D6 score required to save
Studded armour	6
'Eavy armour	4

Some weapons are better at piercing armour than others. A thrown spear might easily rebound from armour whilst a huge shell would be a different matter altogether. To represent this, each weapon has an armour save modifier as indicated in its description in the Weaponz section. For example, an 'eavy shoota has a -2 save modifier so all armour saves must deduct 2 from the dice roll. It is not possible to make a save if the score required is more than 6.





PINNED MODELS

As discussed earlier, Orks are easily tough enough to survive flesh wounds and hits without flinching. Grots and Diggas are made of less stern stuff! If a model that is subject to pinning suffers a flesh wound or is hit but not wounded it remains knocked over and lying face up. Whilst pinned the model can do nothing. He may not move, shoot and so on, because he's too busy grovelling in the dirt.

A warrior that is pinned at the start of its turn will automatically recover from being pinned in the recovery phase at the end of the turn. The model effectively misses its turn before it's ready to fight again. Stand the model up in the recovery phase to show that it's no longer filling its trousers.

Escape From Pinning

A warrior which is engaged in hand-to-hand combat will automatically escape pinning. The need to avoid being clubbed into the dirt forces the model into action. Stand the model up to show he is no longer pinned.

If a model has at least one other warrior from the mob within 2" then he can try to escape pinning at the start of his turn. If successful the model will not have to miss its turn at all. Roll a D6, and if the score is equal to or less than the model's Initiative value he has recovered his wits immediately. Stand the model up to show he's ready for action. The model can move and fight normally this turn.

Note that a model can only test to escape pinning if the model within 2" is not down or pinned itself. Instead of reassuring the model and giving covering fire, these warriors are just going to encourage him to keep his head down!

SHOOTING INTO HAND-TO-HAND COMBAT

In Gorkamorka you may not fire into a hand-to-hand combat for two reasons. Firstly, firing into hand-to-hand combat would be unpredictable at the best of times. Both warriors are leaping, ducking and whirling about as they fight and any shot is just as likely to strike one as the other. Secondly, and more importantly, Orks would never fire into a hand-to-hand combat because it offends their natural sense of justice. A warrior has every right to defeat his opponents Ork to Ork (or Ork to Grot or whatever) without getting shot at by his mates.

However, a warrior fighting in hand-to-hand combat on a vehicle obviously can't expect everyone to stop firing at the vehicle – there are limits to an Ork's generosity! Warriors can fire at enemy vehicles even if there are friendly warriors fighting onboard. If a vehicle is hit and it has one or more friendly warriors on board count the warrior(s) as members of the vehicle's crew and randomly apportion any hits that occur.

SHOOTING A WARRIOR WHO IS DOWN

You do not have to shoot at a warrior who is down even if he is the closest target. However, you can shoot at a warrior who is down if you want to and if he is the closest or easiest shot. An Ork warrior would not generally bother to shoot at a target which was already lying wounded or immobile... but players can do so if they wish.

Generally speaking, it is rare for players to shoot at enemies who are down unless the unfortunate warrior is stranded in the open and there are no other targets. However, it sometimes happens that a warrior who is down gets caught in a weapon blast or hit by a vehicle, so it is necessary to know what happens in these circumstances.

If a warrior who is already down takes a further wound or wounds, roll again on the Injury Table and apply the result. A flesh wound will inflict further WS/BS penalties. If the warrior goes down again ignore the result. If he goes out of action remove the model from combat.

SPECIAL WEAPON RULES

STIKKBOMBZ

Bombs are useful weapons which the Orks cheerfully employ against buildings, vehicles and each other. The most common type is the stikkbomb, which is nothing more than an explosive charge fastened to a stick with which it can be easily thrown. If a model is equipped with stikkbombz it is assumed the individual has enough bombs to last until an Ammo roll indicates he has run out, regardless of exactly how many he throws. See *Ammo Rolls* on page 24 for a description.

A warrior can throw a stikkbomb instead of shooting a weapon. A throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic in the usual manner.

The maximum range a stikkbomb can be thrown depends upon the Strength (S) characteristic of the warrior as shown on the table below.

Thrower's Strength	Range of Throw
1	4"
2	6"
3	8"
4	10"
5 or more	12"

In some cases you will probably want to throw a stikkbomb between enemy models, rather than actually at the foe, so your target will be a specific point on the tabletop rather than an enemy model. The point counts as a small target so the shot will be at -1 to hit as described earlier.

Stikkbombz are usually explosive devices and so a marker is used to represent the extent of their blast. If you hit the target, place the Stikkbomb blast marker with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the blast marker is hit too. If a model lies partially within the blast marker then it is hit on a further D6 roll of a 4, 5 or 6. In the case of warriors which are hit, roll for wounds and injuries as already described. In the case of vehicles see the section on Vehicles for rules on resolving damage.

If you miss the original target then your throw has gone wild but may still land close enough to cause damage. To determine where the shot has landed you must make a **Scatter roll**. To do this you will require two special dice – the Scatter dice and the Artillery dice. Take both these dice and roll them so that they land as close to the target as possible.



Misfire symbol



Hit symbol



If the Artillery dice shows a number this indicates how far you have missed the target by. The actual numbers on the Artillery dice are halved because stikkbombz are thrown at such short distances – so the bomb will land 1, 2, 3, 4 or 5" away. The direction in which the shot lands is indicated by the Scatter dice arrow. Note that the HIT symbol on the Scatter dice also has an arrow marked on it, so it can be used to indicate direction.

Place the marker in the position indicated by the two dice. Stikkbombz can bounce about or rebound in a most alarming manner before going off, so remember that one could scatter up to 5" if you miss. For example: a stikkbomb thrown at a target 2" away may scatter 5" and could even end up behind the thrower (a seriously inept attempt!).

If the Artillery dice shows a MISFIRE then the bomb is a dud and has no effect.

If the dice show a HIT and MISFIRE then the warrior has thrown the bomb wild, dropped it at his feet, thrown the pin at the enemy or something similar. The net effect is that something has gone badly wrong as explained in the rules for Exploding Weapons (see *Exploding Weapons* in the Da Clevver Stuff rules section later).

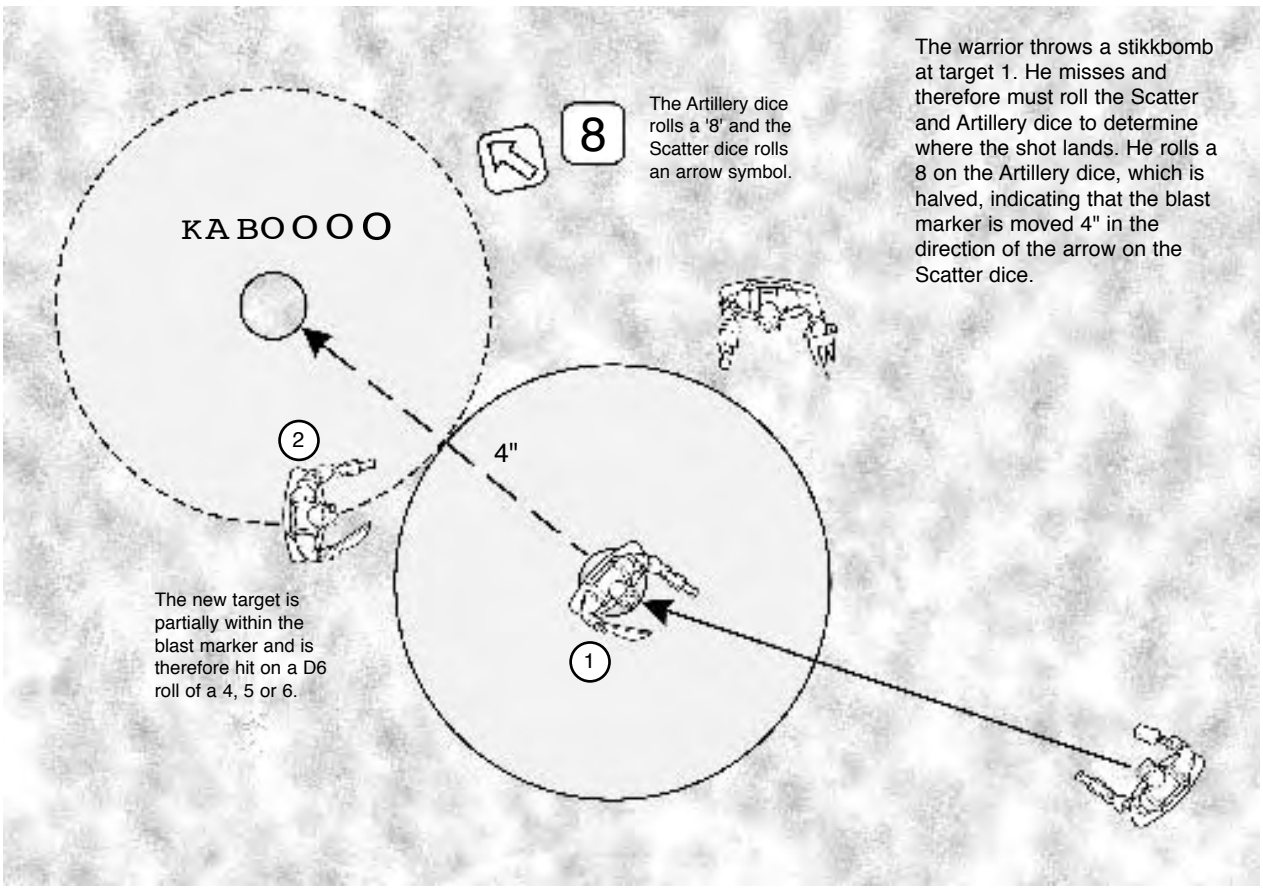
Once the marker is repositioned any models that lie wholly under the blast marker are deemed to have been hit. Any models which lie partially under the blast marker are hit on a further D6 roll of 4, 5 or 6. Work out the effect of hits as already described.

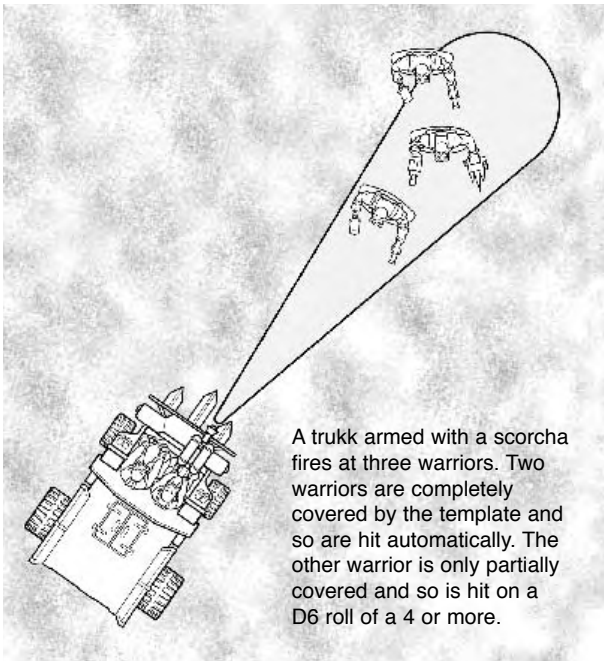
SCORCHAS

Scorchas utilise a special teardrop-shaped template which represents a jet of flame. To shoot a scorcha take the Scorcha template and position it so that the narrow end touches the firing model and the broad end lies over the target. The whole template must be positioned within the shooter's 90° arc of fire.

Any warriors wholly covered by the template are hit automatically. Any warriors partially beneath the template are hit on a dice roll of 4, 5 or 6. In the case of vehicles see the Vehicles section for resolving damage.

Any hits are resolved as normal, roll for wounds and then determine injuries for warriors as appropriate. Note that because there is no roll to hit the normal modifiers for range, speed and cover do not apply to scorchas. This means scorchas are especially good at winkling enemy warriors out from behind cover!





A trukk armed with a scorcha fires at three warriors. Two warriors are completely covered by the template and so are hit automatically. The other warrior is only partially covered and so is hit on a D6 roll of a 4 or more.

FIRING ON FULL AUTO (DAKKA DAKKA DAKKA!)

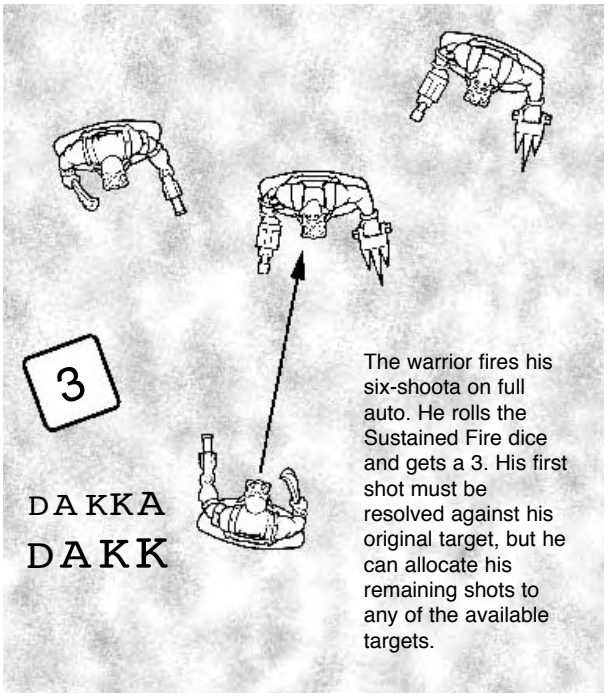
Orks love weapons with plenty of 'dakka', machine gun type weapons which can rake targets with a hail of shells, blasting the same target over and over again, or several targets all close together. Trained troops would fire short bursts so that they could 'track' their firing onto the target before unleashing a full burst for maximum effect. This conserves ammunition and reduces the chances of weapon jams, both completely boring and pointless considerations to an Ork. Orks simply point their weapons in vaguely the right direction and let rip with everything they've got! This is called 'firing on full auto'. Weapons which are capable of using full auto are indicated in the Weaponz section.

When shooting a weapon of this kind declare whether you are firing a single shot or a full auto shot. A single shot is worked out as normal. A full auto shot is worked out as follows.

If you fire on full auto then first roll the special Sustained Fire dice (marked 1, 1, 2, 2, 3 and with the JAM symbol) to find out how many shots you get. A roll of 1 is 1 shot, 2 is 2 shots, and so on.

Pick your target and check the range. If you are within range roll to hit for each shot as normal with all the usual to hit modifiers. If you are out of range of your nominated target then your burst of fire sounds impressively loud but misses totally! Roll a D6 for each of the shots anyway in case the weapon runs out of ammo (see below).

If you wish you can spread your shots amongst other visible enemy models within 4" of the original target as long as they are all within range. Each shot is rolled separately with all the to hit modifiers that apply to the target chosen. At least 1 shot must be allocated to the original target, and more or all shots can be against the original target if you wish. Roll to hit with all the shots before rolling for damage or wounds.



The warrior fires his six-shoota on full auto. He rolls the Sustained Fire dice and gets a 3. His first shot must be resolved against his original target, but he can allocate his remaining shots to any of the available targets.

AMMO JAMS



If you roll a jam symbol on the Sustained Fire dice then no shot is fired and the weapon has gone wrong. You must take an Ammo roll to find out what happens. The rules for Ammo rolls are covered below. Weapons which use full auto are far more likely to malfunction than ordinary weapons... even before the Mekboys start to fiddle with them!

MULTIPLE FULL AUTO SHOTS

Some weapons allow the firer to throw not just one but two or more Sustained Fire dice. These weapons throw out a hail of shells at devastating speed! In this case you can shoot a single shot as always (coward) or up to as many dice as allowed. You do not have to roll all the dice, you can roll fewer if you wish (chicken). You may prefer to roll fewer dice simply to reduce the chance of jamming the weapon. However, as we know, Gorkamorka favours the hopeless optimist and players who hold back on their shots should be jeered loudly.

When you roll a jam then no shots are inflicted from that dice. Other indicated shots from other dice are still valid and are worked out as normal. In addition, you must make a separate Ammo roll for each jam rolled.

AMMO ROLLS

Ammo rolls represent mechanical faults in the weapon and defective ammunition as well as simply running out of ammo. Shells can jam or explode in the breech or just be duds. Weapons can overheat and bits can start to drop off. Remember all weapons are hand built by Ork Mekboyz – Gorkamorka help us!

When you roll to hit a target, a dice score of 6 always indicates that your weapon might have malfunctioned after firing. A further Ammo roll is required to determine what happens. Note that the target is still hit (if a 6 is enough) and the shot is worked out as normal.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo roll rating as shown in the Weaponz section. Roll a D6. If you roll less than the number indicated, the weapon has malfunctioned and is useless for the rest of the game. Make a note of this on a scrap of paper or on your roster sheet. If you roll the score required or more, then the weapon is alright and you can continue to use it normally.



AMMO JAMS

Weapons which use the Sustained Fire dice can also go wrong as a result of an Ammo Jam roll. Make an Ammo test for each jam rolled. These weapons are more likely to go wrong than single-shot weapons because they can malfunction on a to hit roll of 6 and as a result of a Jam roll on the Sustained Fire dice.



SCORCHAS

Scorchas spew a highly volatile combustible fluid which ignites on contact with the air, throwing flames all over everything in its path. Sounds dangerous, and it is... not just for the target, either. Every time a scorcha fires you must make an Ammo roll afterwards. This can result in a scorcha malfunctioning after firing once, which just goes to show how unreliable these spectacular weapons can be.

STIKKBOMBZ

Stikkbombz will automatically fail any Ammo test they are required to take. This means that the warrior has thrown his last stikkbomb of that type – or that any further bombs of that kind he has are duds.

OUT OF RANGE

If you shoot and your target is out of range then you must still make a roll 'to hit' to see whether an Ammo roll is required. You cannot hit the target but will need to make an Ammo test on a roll of 6 as normal.

HAND-TO-HAND COMBAT

Fighting at close quarters with short ranged weapons, knives, clubs, fists and foreheads is dangerous... even for Orks who have tremendously thick skins and even thicker skulls. In this section we consider rules for hand-to-hand combat – or what happens when models come into base-to-base contact.

WHO CAN FIGHT

Warriors on foot which are touching base-to-base are said to be engaged in hand-to-hand combat. Vehicles can't fight in hand-to-hand combat as such, although it is possible for a warrior to leap aboard a vehicle and fight its crew as we shall see later. For now we'll just consider two 'footers' slogging it out at close quarters, just to keeps things straightforward.

In the hand-to-hand phase all warriors on foot whose bases are touching those of enemy warriors on foot, can fight. You will notice that it does not matter which side's turn it is, all models engaged in hand-to-hand combat will fight. Unlike shooting, a warrior can fight to his front, sides, or rear as necessary. In reality the warriors are grappling with each other, rolling about on the ground, swapping punches, blasting away with pistols, and so on.

Warriors engaged in hand-to-hand combat cannot shoot in the shooting phase. Although the hand-to-hand phase comes afterwards, the combatants are, of course, fighting all the time and are far too preoccupied to consider shooting at other targets. Any close range shots they might be able to fire off against their adversaries are taken into account in the hand-to-hand phase.

PROCEDURE

Most fights are 'one-on-one' encounters between one foot model and another. These are the easiest combats to resolve, so we'll describe how to do these first, before considering more complex situations involving vehicles or several warriors.



HAND-TO-HAND COMBAT

1 Throw Attack Dice

Both players roll a number of D6's equal to their model's Attacks (A) characteristic.

2 Work Out Combat Score

Each player picks his highest scoring dice and adds his Weapon Skill (WS) to the score. He then adds any combat score modifiers as shown on the table over the page. The total is the **combat score**.

3 Determine Winner

The player with the highest combat score wins. In the case of a tie the model with the highest Initiative (I) characteristic wins. If there is still a tie the result is a stand-off.

4 Number of Strikes

Compare the combat scores of both combatants. The difference between their scores is the number of times the winner has struck the loser. If you win on a tie you strike once.

5 Throw to Wound

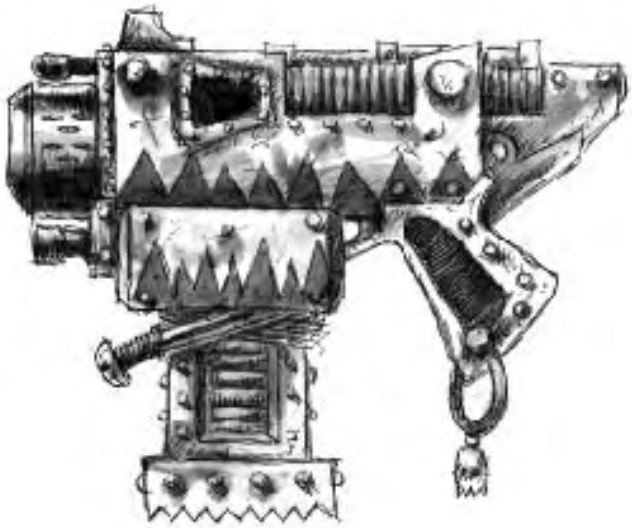
For each strike inflicted, the winner rolls a D6 on the Wound Table exactly the same as for hits from shooting. The Strength value of the strike will depend upon how the warrior is armed, as described below.

6 Saving Throw

Models which are wearing armour may attempt saves in the same way as warriors hit by shooting.

7 Resolve Injuries

Resolve injuries in the same way as described for wounds inflicted by shooting.



ATTACK DICE

Roll the number of Attack dice indicated by the warrior's Attacks (A) characteristic. This will often be one, but some especially mean warriors may have two or more Attacks.

Although a model may roll more than one Attack dice it is only the single dice with the best result that counts towards the combat score. The advantage of rolling more dice is that it gives you a better chance of rolling high.

FIGHTING WITH TWO WEAPONS

If the warrior carries a weapon in each hand, such as two pistols, two clubs, or a pistol and a choppa, then the model rolls one extra dice to represent the extra weapon.

This bonus only applies to warriors armed exclusively with pistols or with combat weapons such as knives, clubs and choppas. It does not apply to warriors who carry more cumbersome gunz such as shootas, kannonz, and the like. Carrying stikkbombs does not prevent a warrior using an extra weapon, as these are assumed to be shoved into his belt or tucked away in a bag. These different kinds of weapon are discussed in detail in the Weaponz section.

DETERMINE WINNER

Each player takes his best Attack dice roll, adds the warrior's Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner. In the case of a tie the model with the highest Initiative (I) characteristic wins and strikes his enemy once. If both models have the same Initiative the result is a stand-off and no blows are struck.

COMBAT SCORE MODIFIERS

+1 Opponent Fumbles (Ooops!)
Add +1 to your score for each of your opponent's dice which rolled a 1. These are **fumbles**, representing dropped weapons, a trip, misdirected blow, and so forth. See the Fumble rule for a full explanation.

+1 Critical Blow (Aaaargh!)
Add +1 to your score for each additional roll of a 6 made on your dice. These are **critical blows**, telling hits or an opportunistic pistol shot at point blank range. See the Critical Blow rule for a full explanation.

+1 Charging
If your warrior charged into combat this turn add +1 to his combat score to represent the extra impetus of his assault.

+1 Higher Up
If your warrior is standing on a parapet, platform, or on a vehicle then add +1 to his combat score to represent the fact he is higher than his enemy and can rain blows upon his head more easily.

-1 Charging Obstacle
If you charge an enemy who is sheltering behind cover such as a rock, pile of rubble, or low wall, then you suffer a -1 penalty on your combat score to represent the extra difficulty of striking your enemy. Note that this only applies when you charge; afterwards you are assumed to have clambered onto or up to the obstacle so that it no longer forms a barrier.

Note that hit modifiers for weapons are never applied in hand-to-hand combat. These only apply when shooting at a distance as explained in the Shooting section.

NUMBER OF STRIKES

The difference between the winner's combat score and the loser's combat score is the number of times the winner has struck the loser. Although we've used the word strike to differentiate between hits from shooting and those inflicted in hand-to-hand fighting, hits and strikes amount to the same thing in terms of the game rules. It is perfectly acceptable to call them hits or strikes, and you'll probably find the terms used interchangeably.

Example: a warrior (WS3) is fighting a Yoof (WS2). The warrior rolls a 4 and adds his WS of 3 to make a total of 7. The Yoof rolls a 5 and adds his WS of 2 to make 7, but the Yoof has charged and so adds a further +1 making 8. The Yoof has won by 8 to 7, and the difference (1) is the number of times he has struck his opponent.

WOUNDS, ARMOUR AND INJURIES

Once you have established the number of strikes caused, the remaining procedure is the same as for hits from shooting. Refer back to the Shooting section to remind yourself how this works.

WEAPONS

Only pistols and weapons such as knives, choppas and clubs can be used in hand-to-hand combat. For convenience we refer to the latter by the 'cover-all' term of *hand-to-hand weapon*, which includes all cutting, stabbing or bludgeoning weapons. This is explained in detail in the Weaponz section.

A warrior will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model itself. However, as it is impossible to use larger, heavier weapons such as shootas in hand-to-hand combat, warriors are allowed to draw any one pistol or hand-to-hand weapon from a pouch, bag, holster, etc. If a warrior has nothing at all with which to attack his foe then he must resort to his fist or teeth – although in the case of an Ork this is barely a compromise! The section on Weaponz explains which weapons can and cannot be used in hand-to-hand fighting.

Bear in mind that a warrior who carries a weapon that is larger or heavier than a pistol needs at least one hand just to carry it, so he can only ever have one hand free to use a pistol or hand-to-hand combat weapon.

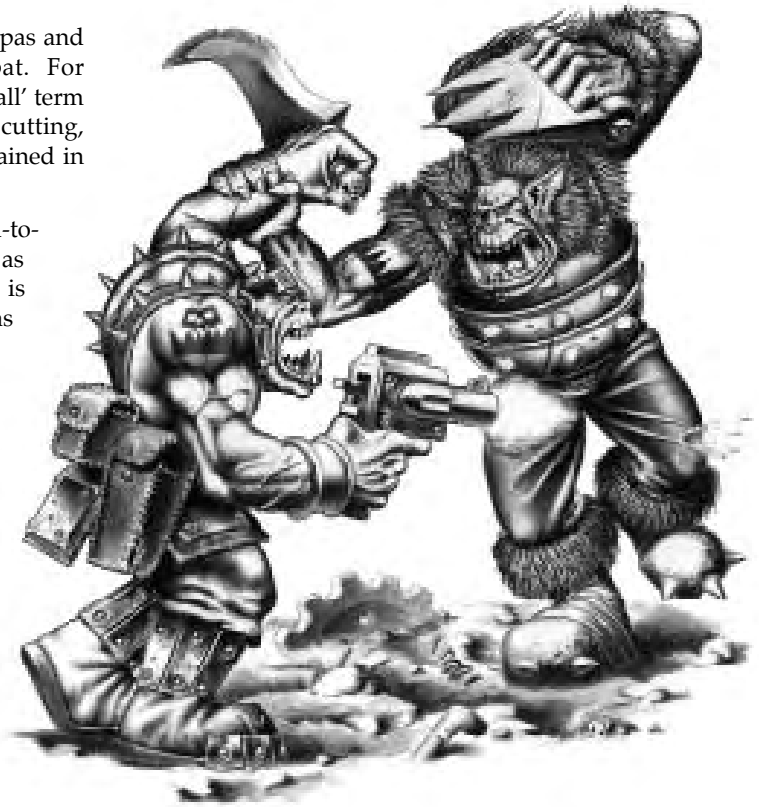
A warrior who carries a pistol or hand-to-hand combat weapon in each hand normally fights with the two weapons depicted on the model. However, if he wishes, he is allowed to swap one weapon for another pistol or hand-to-hand combat weapon at the start of hand-to-hand combat. For example, a warrior who has two six-shootas might put away one pistol and draw his choppa. The player must declare that he is doing so at the start of the combat.

Once a combat is underway combatants must persevere with the weapons they have. There is insufficient time to swap weapons from turn to turn. Weapons can only be swapped once the combat is over.

STRIKES

If a warrior fights with a single weapon then all strikes inflicted in hand-to-hand fighting are assumed to have been made with that weapon – be it a choppa, slugga, or whatever. Resolve the strike using the Strength of the weapon as indicated in the Weaponz section.

If a warrior fights using two weapons (one in each hand) then he strikes alternately, first with one hand and then the other. For example, a warrior armed with a choppa and a slugga, and who strikes twice, does so once with his choppa and once with his slugga. Odd strikes can be resolved with either weapon.



ARMOUR MODIFIERS

Knives, clubs and most hand-to-hand combat weapons use the warrior's own Strength. The table below is used to determine saving throw modifiers where a model's own Strength is used in hand-to-hand fighting.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

THE BLOCK

Warriors armed with shields can attempt to turn aside an opponent's blows. This is called a **block**. To represent this, a model using a shield can force an opponent to re-roll his highest scoring Attack dice before working out his combat score. Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are using shields then the ability to block cancels out and neither may do so.

FUMBLE

In the mayhem of hand-to-hand combat it is only too easy to trip or overbalance, exposing yourself to a quick punch or stab. This is represented by the **Fumble rule**.

Any Attack rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled in some incompetent manner. For each fumble rolled your opponent may add +1 to his own combat score.

CRITICAL BLOWS

A critical blow represents a lucky hit, a spectacular feint, or some especially cunning trick that enables you to get in an extra blow or shot. When you roll more than one Attack dice, there is a chance of scoring a critical blow. You must roll at least two 6's. The first 6 is taken as your highest score and each extra 6 counts as a critical blow adding a further +1 to your total.

For example, if you have an Attacks (A) characteristic of 2 and a pistol in each hand you roll 3 Attack dice (2 for your Attacks and 1 for the extra weapon). If you roll two 6's and a 3 you pick one of the 6's as your highest score and add +1 critical blow for the extra 6 giving you a combat score of 7 plus your Weapon Skill (WS).

MULTIPLE COMBATS

So far we have only considered situations where one warrior on foot is fighting another warrior on foot. Next we'll deal with multiple combats when one warrior is fighting two or more enemies at once.

In a multiple combat the outnumbered model must fight each of his opponents one after the other during the hand-to-hand combat phase. The outnumbering player may decide the order in which his models will fight. Having chosen the first model to fight, the combat is worked out exactly as described for a one-on-one fight.

If the outnumbered model survives he must go on to fight his second opponent. The enemy chooses his second fighter and the combat is worked out as before except that the outnumbering player may now roll an extra Attack dice and adds a further +1 to his combat score.

If the outnumbered model survives he goes on to fight the third, fourth, fifth and each successive enemy until he has fought them all. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his combat score. For example, the third enemy has +2 Attack dice and +2 combat score, the fourth as +3 Attack dice and +3 combat score, and so on.

VEHICLES

Fighting onboard vehicles is a particularly hazardous affair – not least because defeated warriors tend to get hurled overboard, crushed beneath the vehicle's wheels, or dragged along the ground. The rules for boarding and fighting aboard vehicles have been included in the Vehicles rules section, and it is suggested that players learn the rules in this section before worrying about how to resolve these more complex combats... entertaining as it is.

FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action the model may make a special **follow-up move**. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model may be moved up to 2". You can use this 2" move to get behind cover, to engage another model in hand-to-hand fighting, or in any way you wish. You can cross an

obstacle without penalty during a follow-up move, but other terrain penalties apply as normal.

If you use a follow-up move to engage another enemy then move the model but don't work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the warrior has insufficient time to do anything other than follow-up. This is an exceptional circumstance where a model may engage in hand-to-hand combat without charging. No charging bonus is added to the combat score if a model follows-up into combat.

WARRIORS DOWN

Warriors who are wounded and go down are completely at the mercy of their enemy. In a one-on-one combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

In multiple combats a warrior who goes down has more chance of survival. Where all models on one side go down they are automatically out of combat. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one continues to fight.



VEHICLES

This section of the Gorkamorka rulebook explains the rules for bikes, buggies and other vehicles. It explains how they move, how to shoot from moving vehicles, how to board vehicles and grapple with their crews, and so on. Because vehicles are a major part of Gorkamorka the rules are, by necessity, fairly long and detailed. To make them easier both to learn and use the rules have been broken down into four separate sections: *Movement, Ram-Ram-Ram, Shooting* and *Boarding Actions.*

MOVEMENT

The Movement section describes how to move vehicles as well as how warriors climb aboard and get off again. All vehicular movement is conducted in a similar manner and reflects the technology of the engines available to the Orks.

On the world of Gorkamorka vehicles commonly have two propulsion systems. Often these are entirely separate, although sometimes they are linked together and the driver can switch between one and the other.

The first is an efficient gas-powered engine that enables a vehicle to trundle along slowly and steadily. Once a vehicle is in motion this engine will keep it going at a modest pace almost indefinitely.

The second is a much more powerful thruster that delivers a sudden spurt of speed. In some cases the thrust is provided by a rocket motor strapped to the back of the vehicle. In other cases a highly volatile fuel is fed directly through a reinforced gas engine by means of a super-charger. This can only be kept up for a few seconds at a time. If left running the motors will explode, seize, or overheat and cut out.

Gas engines are used for almost all normal movement. Thrusters are used only in emergencies and in battle. Gas engines are predictable and tractable, but with low top speeds and pathetic acceleration. Once a driver fires his thrusters acceleration is back-breakingly phenomenal, but it becomes difficult to steer the vehicle and it is likely to skid, spin, or veer off course.

RAM-RAM-RAM

This section cover all the rules for rams, collisions, and physical contact with other vehicles, footers, and solid objects. Most of these actions take place during the movement phase, but they have been gathered into one place for the sake of clarity.

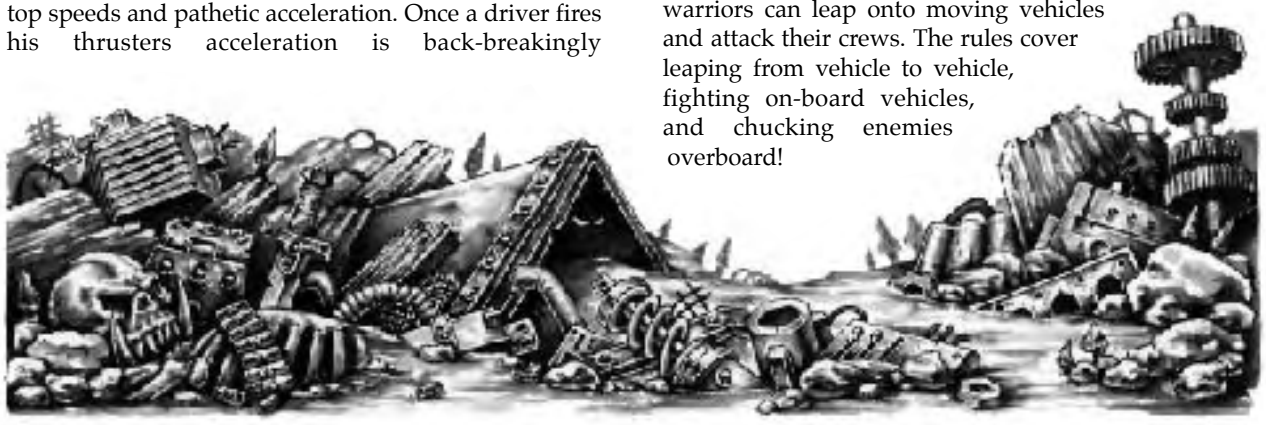
SHOOTING

The Shooting section describes how to shoot at and from vehicles. The important thing to remember here is that a vehicle is a single large target. When you shoot at a buggy crammed full of Boyz then you are shooting at the buggy. If you hit the buggy then a further roll is made to see whether you hit the driver, crewmen, the tyres, and so on.

Separate charts are provided for determining where exactly shots land within a vehicle, or what parts are affected by a shot or blast.

BOARDING ACTIONS

The rules for boarding actions describe how warriors can leap onto moving vehicles and attack their crews. The rules cover leaping from vehicle to vehicle, fighting on-board vehicles, and chucking enemies overboard!

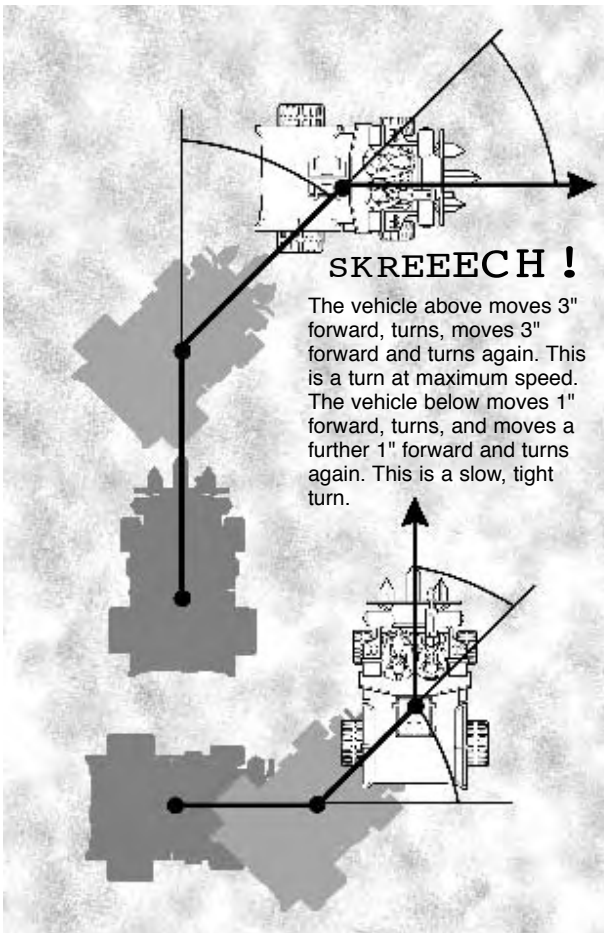


MOVEMENT

During the movement phase the player whose turn it is may move all his vehicles as well as any warriors on foot. Move one vehicle at a time and complete the move of each vehicle before moving another. Often you will have to resolve damage from rams, swipes and collisions before finishing the move of a vehicle, so the movement phase can be a busy one!

GAS ENGINES

All vehicles have efficient but sluggish gas engines which are used in day-to-day travel. When you wish to move a vehicle during your movement phase you start by using the gas engine. This enables the vehicle to move up to 6". After moving this distance you can decide whether to employ the thrusters to give the vehicle extra movement. We'll come back to thrusters in a moment. For now we'll just consider moving under gas.



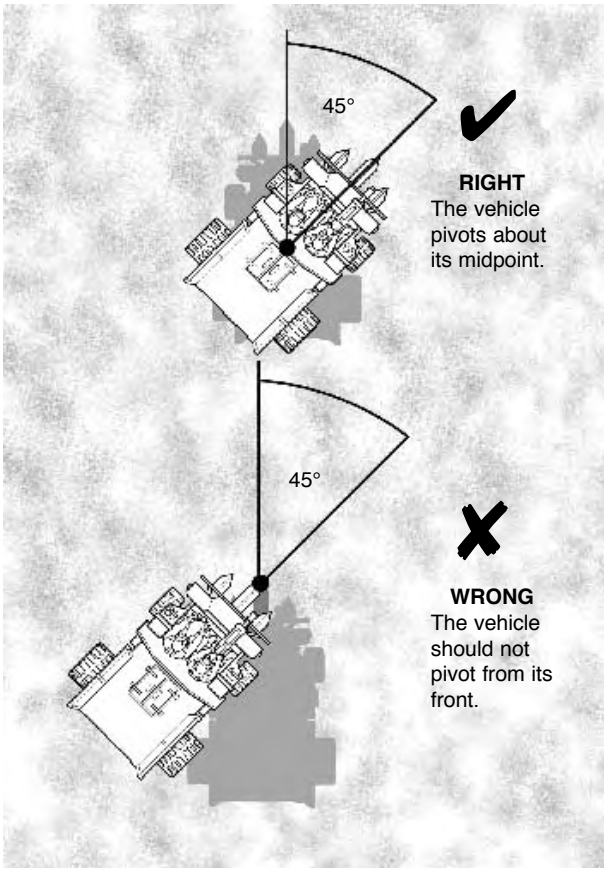
TURNS

In reality a turning vehicle describes an arc, which we repesent by a series of pivots of up to 45° to the left or right.

A vehicle can turn twice as it moves under gas power. The vehicle begins by moving between 1" and 3" and then pivots up to 45° about its midpoint. The vehicle then moves between 1" and 3" and pivots again. The vehicle has then completed its movement under gas power.

Although a vehicle can move up to 6" and can turn twice, you will notice that it cannot move 1", turn, move 5" and turn again. The turns are divided equally into each half of its move. It can move 1" turn, move 3" and turn, or 3" and 1", or 3" and 3", or 1" and 1", and so on. Note that a vehicle must move at least 1" before turning, it cannot turn at all if it does not move.

Astute players will also take note that vehicles pivot about their midpoint rather than from their front. This actually makes the turns slightly tighter and looks more convincing too.



SLOW SPEED MANOEUVRES (Three Point Turns)

Sometimes a vehicle finds itself stuck in a situation where it must move carefully and slowly to extricate itself from a tangle of wreckage or perhaps turn round in a tight spot. In order to facilitate this, vehicles are allowed to make what are called **slow speed manoeuvres**. This is the only time when vehicles are allowed to engage reverse gear and move backwards!

If you want to make a slow speed manoeuvre you must declare this when you move the vehicle. You can then move the vehicle 1" forwards or backwards and turn up to 45°, then move a further 1" forward or backwards and turn, then move a further 1" forward or back and turn for a third time. Your move is then over. Thrusters cannot be used in conjunction with a slow speed manoeuvre, so after completing the manoeuvre the vehicle's movement is ended for the turn.

Players will see immediately that the slow speed manoeuvre will allow a driver to make three-point turns or to reverse out of situations where it is impossible to move forwards at all. After spinning it is sometimes a good idea to use a slow speed manoeuvre to get back on course.

THRUSTERS

Once a vehicle has moved under its gas engine the driver can use **thrusters**. Thrusters provide short bursts of power which propel the vehicle forward quickly. Each burst will carry the vehicle a further 1 to 6" as the player chooses – shorter distances representing a shorter burst.

Before using thrusters the player must declare that he is doing so and how far he intends to move. He must then make a Thrust test by rolling a D6. A score of a 1 means the thrusters have malfunctioned in some way. A score of a 2 or more means the thrusters have fired and the vehicle is boosted directly forward the desired distance. If the thrusters malfunction you must make a roll against the Thruster Buster Chart.

A driver can continue to add further bursts to his move until he fails a Thrust test. Theoretically, he could keep on accelerating, adding 6" to his move indefinitely! In practice, however, the engine will malfunction long before this happens. The chance of malfunctioning increases each time thrusters are used during the movement phase. The first time they are used the Thrust test is failed on a 1, the second time the test is failed on a 1 or 2, and each subsequent time the thrusters are used they will fail on a 1, 2 or 3. Thrust tests never get more difficult than this – they will always work on rolls of 4 or more.

Once a thruster malfunctions the vehicle's movement is ended for that movement phase. The player must then refer to the Thruster Buster Table to see what happens. This might result in the vehicle moving forward randomly, spinning or swerving to the side.

THRUSTER BUSTER TABLE

Roll a D6 to determine what happens.

1 Spin

The vehicle remains where it is but spins round to face a random direction. Use the Scatter dice to determine the direction the vehicle now faces.

2 Move D6" straight ahead and spin

The vehicle moves D6" straight forward and then spins as described above.

3 Swerve left/right and move D6" ahead

The vehicle pivots 45° either to its left or right (D6: 1-3 left, 4-6 right) and then moves forward D6".

4+ Move D6" straight ahead

The vehicle moves D6" straight forward before the thrusters give out.

After failing a Thrust test a vehicle's movement is finished for the turn. This does not prevent the vehicle moving again in the following turn. Thrust failures are momentary malfunctions such as vapourised fuel, localised overheating, over-ride valves popping, or blow-back from pressure building up in the engine. Thrusters aren't meant to be operated for more than a few seconds at a time!

TURNING WITH THRUSTERS

Thrusters propel a vehicle straight forward. The driver is slammed back in his seat, arms rigid, feet planted firmly on the pedals, a big toothy grin plastered all over his face. It takes all his strength just to steer a straight line, let alone try to turn the vehicle. Nonetheless some try.

When moving under thrusters the driver can attempt to turn a vehicle once at the end of each thrust move. To keep control the driver must take and pass a Leadership test. This is accomplished as follows. Having completed the thrust, take two dice and roll them adding the scores together (ie, a 2D6 roll). If the score is equal to or less than the driver's Leadership (Ld) characteristic value then he has passed the test. If the score is more than the driver's Leadership then the test is failed.

If the test is passed then the vehicle may turn by pivoting up to 45°. The driver can then thrust again if he wishes.

If the test is failed the vehicle slews a further D6" straight ahead and its movement ends for that movement phase. The driver is forced to back off the thrusters in order to bring the vehicle back under control.

UUVER STUFF

BIKES AND TRAKS

Bikes and traks use the same gas engines and thrusters as buggies and truks. However, because these vehicles are lighter or heavier or have different layouts, the results are slightly different for them.

Bikes are lighter and accelerate more quickly. Therefore bikes do not have to take a Thrust test for the first thrust move they make each turn, instead they fail their 2nd test on a roll of 1, their 3rd on a 1 or a 2, and so on.

Traks are heavier and less speedy than buggies. When traks use their thrusters they move up to a maximum of 5" instead of up to 6".

VEHICLES AND TERRAIN

Vehicles moving over difficult ground can move only by means of slow manoeuvres. Aside from slow manoeuvres, if travelling under power when moving over difficult ground the vehicle spins and then stops. See the Vehicles section for further details. Traks are better at climbing steep dunes and escaping clinging slime pools so they do have the advantage of being able to move over difficult ground without penalty.

Vehicles cannot move at all over very difficult ground. If forced into such ground they spin and come to a standstill, and are immobilized for the rest of the battle.

GETTIN' ON AND OFF

The Orks of Gorkamorka use their vehicles to carry warriors into battle and as fighting platforms once they are there. Accordingly, vehicles can carry warriors in games of Gorkamorka. Just how many warriors can be carried by a particular vehicle depends on its size and how much available space there is for warriors to stand on.

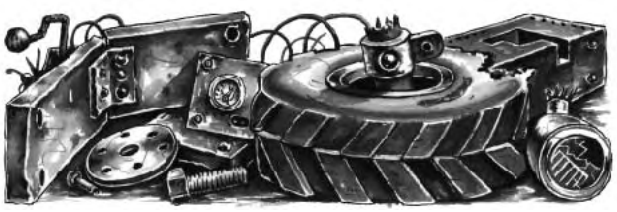
Instead of attempting to write endless and pointless rules limiting how many warriors a vehicle can carry, the simple rule is that your vehicles can carry as many warriors as you can fit on board them. Obviously you shouldn't balance warriors on top of each other and if they fall off every time you move the vehicle you're trying to carry toooooo many. There are plenty of good reasons for not cramming too many warriors onto your vehicles as you'll see later.

Models can get on or off a vehicle before it uses its thrusters in complete safety. If the vehicle starts using its thrusters the Boyz should hang on as best they can! Trying to get onboard a vehicle that is using its thrusters is covered in the Boarding rules later. However, it is quite likely that you will want to drop off your Boyz to grab tempting scrap or fight the enemy as you're hurtling along. In these cases the following rules apply.

Place models which are jumping off a vehicle in contact with its side or rear as it moves along. You may plonk models straight into combat with enemy models if you wish, and they will count as charging into combat if they survive the jump.

Roll a D6 for each model jumping off a vehicle which has started moving using its thrusters. The models will take a Strength 3 hit on a D6 roll of 4, 5 or 6. Any models that suffer a hit may not move any further, otherwise the models may complete their move as normal and may run, charge or hide if you wish. A model which leaps off a vehicle may not set overwatch on the same turn but it may shoot if it is not running, hiding or charging.

Note that a model may not board and leave a vehicle on the same turn. Remember these are ramshackle vehicles hurtling around at breakneck speeds, not buses.



VEHICLES WITHOUT A DRIVER

If a vehicle is left without a driver for any reason (because he has been pinned, thrown overboard, or whatever) the vehicle will slew randomly immediately and in each subsequent movement phase until the driver is replaced.The vehicle swerves 45° left or right (roll a D6 – 1-3 = left, 4-6 = right) and moves D6" forward. This is the only movement a driverless vehicle can make during its turn.

See Boarding Actions for more details about drivers getting distracted by unsociable types trying to blow them up or crack their skulls.

TAILING AND RACING

If you move a vehicle so that it is nose to tail with an enemy vehicle and no more than 2" away, then you can declare your driver will tail the enemy. This allows the vehicle to move when the enemy moves.

If you move a vehicle alongside an enemy, so that they are side-by-side, going in the same direction, and no more than 2" away, then you can declare the driver will race the enemy. This allows the vehicle to move as the enemy moves, racing along side-by-side.

Tailing and racing are both 'chases' and use the same rules. Having declared your driver's intention to tail or race you surrender any remaining move the vehicle might have. Any further movement is subsumed into the enemy's turn.

In the enemy's turn a tailing vehicle will literally follow the vehicle in front. Racing vehicles will drive along side-by-side. This is treated as a new move for the chaser, so he can follow the enemy using gas engines at first, after which he will need to use thrusters to keep up. When the enemy turns the chaser can attempt to follow. He can do this twice in the normal manner under gas power.

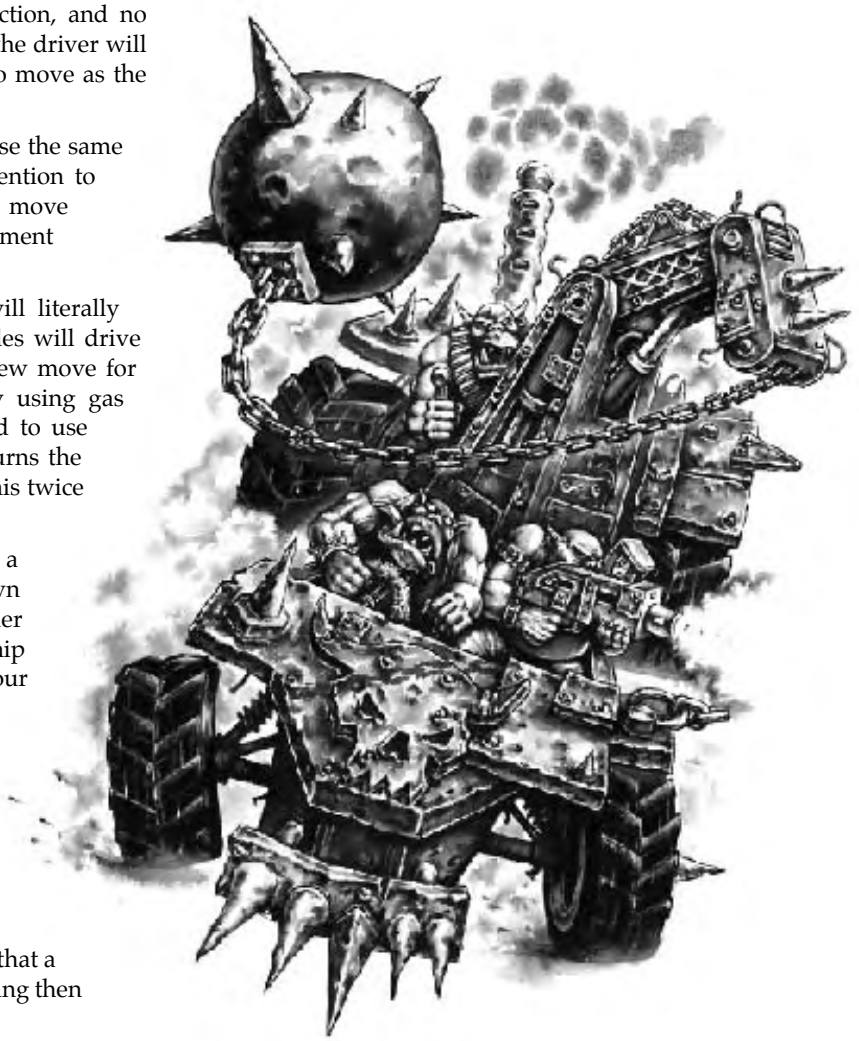
If the enemy uses thrusters to move away a driver can only keep pace by using his own thrusters. Should the enemy turn under thrusters then you must make a Leadership test to turn too. If the enemy turns and your driver fails to follow, then your driver has been shaken off and he ceases to tail/race. If a chasing vehicle is shaken off because of a failed Thrust test or failing to turn while using thrusters it suffers the usual consequences: ie, rolling on the Thruster Buster Table or skidding forward D6".

If the enemy vehicle moves in such a way that a racer cannot move without hitting something then the driver must take a Leadership test to reposition the vehicle either behind or to the other side of the enemy. If successful then the driver continues the race or falls back into a tailing position. If he fails then he has been shaken off and ceases to chase. A chasing vehicle can always opt to give up the chase voluntarily and simply stop moving.

CHASERS SHOOTING

As chasing vehicles keep pace with the enemy they will almost certainly be pouring fire into the enemy vehicle. In the game shooting happens in the shooting phase, but in actuality a chasing vehicle is ideally placed because the foe is right in its sights.

To represent this everyone onboard a chasing vehicle which has successfully kept pace can shoot at the enemy it is chasing (not anyone else) in the enemy's shooting phase as well as its own. Furthermore chasing vehicles (and their occupants) shoot before the enemy!



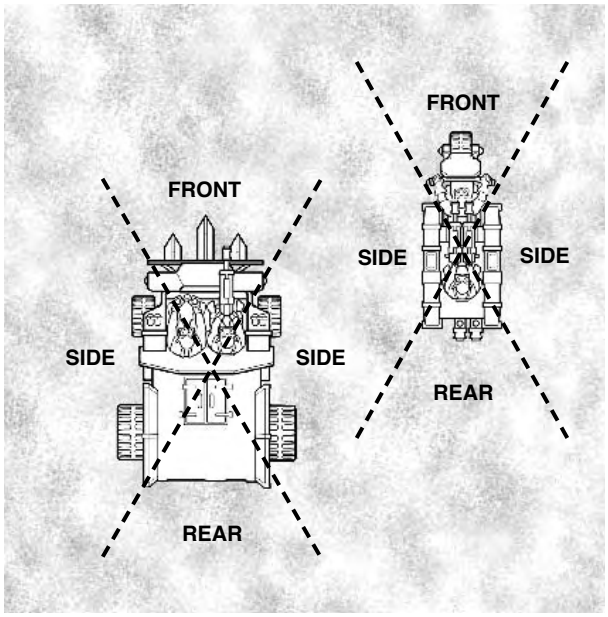
RAM! RAM! RAM!

This section deals with rams, collisions and all rules for physical contact between a vehicle and other vehicles, warriors on foot, and solid objects such as rocks, wreckage and obstacles. Ramming is just one way in which two vehicles can touch while moving – they can also collide accidentally and they can sideswipe or rake as we'll see later.

To start with we'll deal with all the rules for vehicle against vehicle contact, starting off with frontal rams, deliberate sideswipes and rakes, and finishing with accidental collisions. Then we'll cover the rules for running over warriors on foot. Finally, we'll consider what happens when vehicles run into solid objects like the large, crudely welded obstacles you get in this box.

FOUR QUARTERS

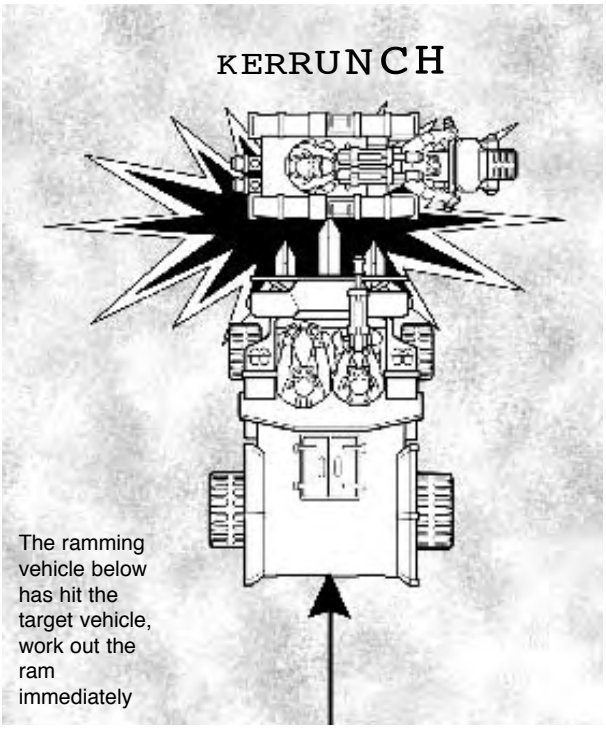
For purposes of explaining the rules for ramming, sideswipes and rakes, it is useful to divide the zones around the vehicle into four zones or quadrants. Each zone is extended from the corners of the vehicle as shown on the diagram below.



As you can see the zones divide into front, sides and rear. This division is necessarily a bit rough and ready – the design of the vehicles themselves will guarantee this – so a certain degree of judgement is sometimes called for. If players cannot agree which zone is involved roll a D6 and the highest scoring player decides.

RAMMING

No surprises here – a ram describes the situation where a vehicle ('rammer') is driven front first into another vehicle ('target'). The target must lie mostly within the frontal zone of the rammer. If the target lies mostly to the side or rear then you are sideswiping, raking or colliding as described later.



The ramming vehicle below has hit the target vehicle, work out the ram immediately

The results of a ram are worked out as soon as you move your vehicle against another, before completing the vehicle's movement, and before moving anything else.

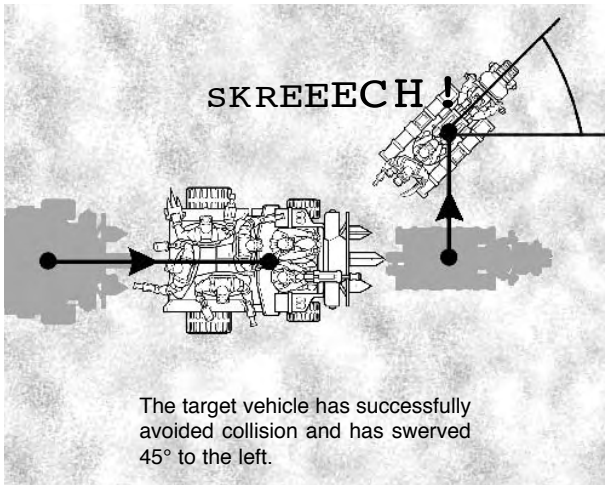
RAMS TO THE SIDE OR REAR

If you attempt to ram a moving enemy vehicle in the side or rear then the enemy driver can attempt to swerve out of the way at the last minute. Roll 2D6 and compare the score to the target driver's Leadership value (Ld). If the score is equal to or less than the driver's Ld then he has successfully swerved aside. Otherwise he has failed to do so and his vehicle is rammed.

Note that an immobilised vehicle, or a vehicle which did not move in its previous turn and which is therefore judged to be stationary, cannot try to avoid a ram.

SWERVE

When a successful swerve is made the target vehicle is simply moved to the left or right out of the rammer's path. The vehicle isn't permitted to move backwards to avoid a ram, but it can move in any other direction forwards, left or right, though a swerving vehicle can't move so that it rams, rakes or sideswipes something itself. Once the vehicle has swerved aside it is pivoted 45° in the direction it has moved. For example, if the vehicle moves to its left then turn it 45° to the left, if it moves to its right turn it 45° to its right.



The target vehicle has successfully avoided collision and has swerved 45° to the left.

In most cases it will be obvious which way to pivot the swerving vehicle, but where it isn't immediately apparent it is permissible to pivot randomly to the left or right (D6 – 1-3 left; 4-6 right). It is important to pivot the vehicle one way or the other because this represents the sudden and unnerving change in direction as the driver hauls the vehicle aside at the last second!

If a target vehicle swerves out of the way the rammer carries on moving in a straight line and must move his full remaining movement distance. This might result in the rammer hitting another vehicle, or even colliding with a solid object, in which case these actions are resolved immediately.

HEAD ON RAMS (PLAYING CHICKEN)

Front to front rams between moving vehicles are worked out slightly differently because the target vehicle has to decide which way to swerve and might well get it wrong! Move the rammer up to the enemy vehicle so that they touch. Then each player takes a D6 and secretly places it on the table behind his cupped hand, choosing a number of between 1 and 6 as he does so. A score of 1 or 2 indicates the vehicle will swerve to its left, a 3 or 4 indicates it will carry on ahead, and 5 or 6 that it will swerve to its right. No Leadership test is needed for either vehicle in this case.

Once both players have nominated the direction they will take using the dice the scores are revealed. Both vehicles are then pivoted in the nominated direction.

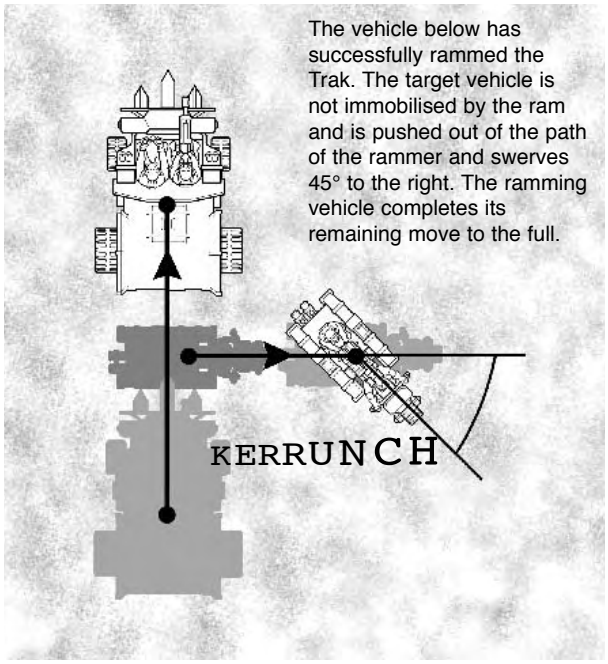
If both vehicles go straight forward or swerve into each other then they have hit head on. The ramming vehicle's move is over for the turn (very suddenly over!). Otherwise the target has avoided the rammer, and the ramming vehicle completes its remaining move to the full. The target vehicle is moved aside as required to make way for the rammer as he speeds past.

CRUNCH!

Following a successful ram work out damage to both vehicles as described below in the section on damage from rams.

Having worked out damage, and assuming the rammer is not immobilised by the impact, the rammed vehicle is pushed out of the path of the rammer. Usually it will be obvious which way the target vehicle should be pushed aside. If it is not obvious then push the target randomly to the left or right of the rammer's path (D6 – 1, 2, 3 left; 4, 5, 6 right). The target is then swerved 45° in the direction it has been been pushed. Again, the direction the vehicle swerves in will usually be obvious, but if not a random dice roll will decide.

Once the target vehicle has been pushed aside the rammer must complete his full move in a straight line.



The vehicle below has successfully rammed the Trak. The target vehicle is not immobilised by the ram and is pushed out of the path of the rammer and swerves 45° to the right. The ramming vehicle completes its remaining move to the full.

In the case of head on collisions both vehicles come to an immediate stop. The target isn't pushed aside and the rammer's move is ended.

DAMAGE FROM RAMS

Damage from rams is worked out slightly differently to damage from weapon hits (see Vehicle Shooting, later), but uses the same tables. Refer to the damage tables for the target vehicle (and in some cases the rammer as well!).

When vehicles ram their armour is not taken into account. Usually, the vehicle will take 1 or more points of damage. For each point of damage randomly determine which location is hit by rolling a D6 on the damage table for the vehicle. Then resolve the effect of the damage by rolling on the relevant damage table for that location.

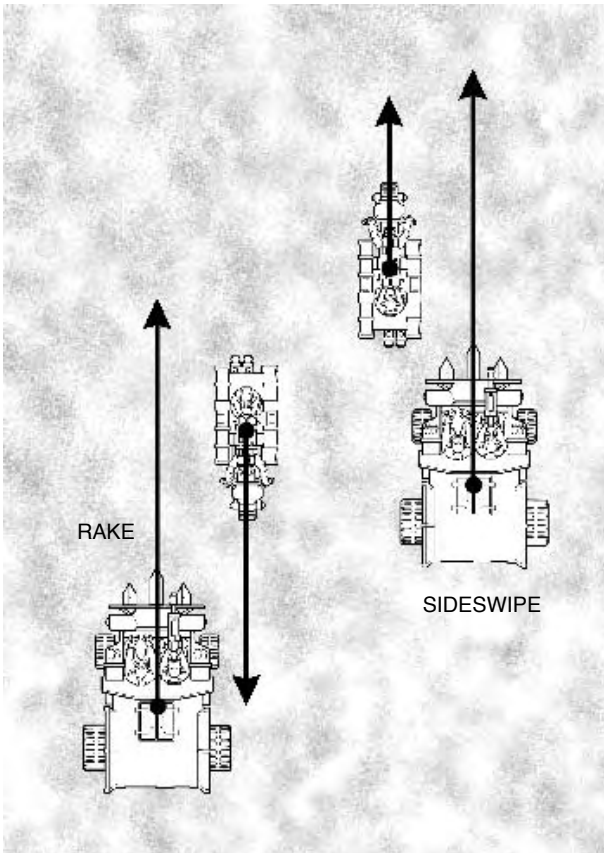
HEAD ON (front to front)
Head on rams are the most dangerous to both vehicles! Both the rammer and the target suffer D6 points of damage. In addition, a D6 is rolled for each vehicle, and the vehicle is immobilised for the rest of the game on a D6 roll of 4 or more. In the case of a bike ramming or being rammed by a larger vehicle, the larger vehicle only takes 1 point of damage, not D6.

SHUNT (front to rear)
This is the least dangerous to the rammer. The rammed vehicle suffers 1 point of damage. In the case of bikes, a bike shunting a larger vehicle can inflict no damage, but a larger vehicle shunting a bike inflicts D3 damage.

T-BONE (front to side)
A ram into the side of the enemy vehicle inflicts D3 points of damage to the target and 1 point of damage on the rammer. In the case of bikes, a larger vehicle takes no damage when ramming a bike in the side or when it is rammed by a bike in the side.

RAKES AND SIDE SWIPES

Rakes and sideswipes occur when vehicles pass side by side. When travelling in the same direction this is called a **sideswipe**. When travelling in opposite directions it is called a **rake**.



Rakes and sideswipes work in the same way. If you move past another vehicle you can attempt to swipe them as you go past. You can do this if you pass within 2" – declare you are doing so and halt the model momentarily whilst you work out the effect. Vehicles must be side to side to do this.

The enemy can try to avoid the swipe or rake by swerving aside in the same way as for a ram. If the driver is successful swerve the vehicle to one side to show that he has turned, but there is no need to move the target from its position. The raker or swiper then completes his move.

If the enemy fails to avoid the rake/swipe work out damage from the table below and then finish the attacker's move.

DAMAGE FROM RAKES AND SIDE-SWIPES

SIDE SWIPES

These are the least dangerous for the vehicles involved. Roll a D6 for each vehicle. On a roll of 4 or more the vehicle suffers 1 damage and also swerves away from the other vehicle. If a bike is involved in a sideswipe with any other kind of vehicle, the bike is affected as normal but the vehicle takes no damage and doesn't swerve.

RAKES

These can be nasty! D3 damage is inflicted on both vehicles. Both vehicles swerve aside at point of contact (they bounce off each other!). If a bike is involved in a rake with any other kind of vehicle, the bike is affected as normal but the vehicle takes D3-1 damage and doesn't swerve.

COLLISIONS

Vehicles can often find themselves swerving, spinning or careering out of control into friends or foes. If a vehicle is obliged to move into another vehicle this is referred to as a **collision**. If a vehicle is travelling a certain distance before spinning or swerving move it into contact and then spin/swerve it immediately. This means a vehicle can spin its side or tail into something, and in this respect collisions invariably involve a few extra permutations as you can see on the tables!

Any vehicle (friend or foe) can try to avoid a collision by passing a Leadership test to swerve aside. If the test is successful swerve the vehicle out of the other vehicle's path in the same way as for a ram. Obviously immobilised or stationary vehicles cannot get out of the way.

COLLISION DAMAGE

FRONT TO FRONT

Basically this is the same as a head on collision – and just as crippling. Each vehicle involved suffers D6 damage and is immobilised on a D6 roll of 4, 5 or 6. If a bike is involved in a front to front collision with any other kind of vehicle, the bike is affected as normal but the vehicle takes only 1 point of damage and isn't immobilised.

FRONT OR REAR STRIKES SIDE OR REAR

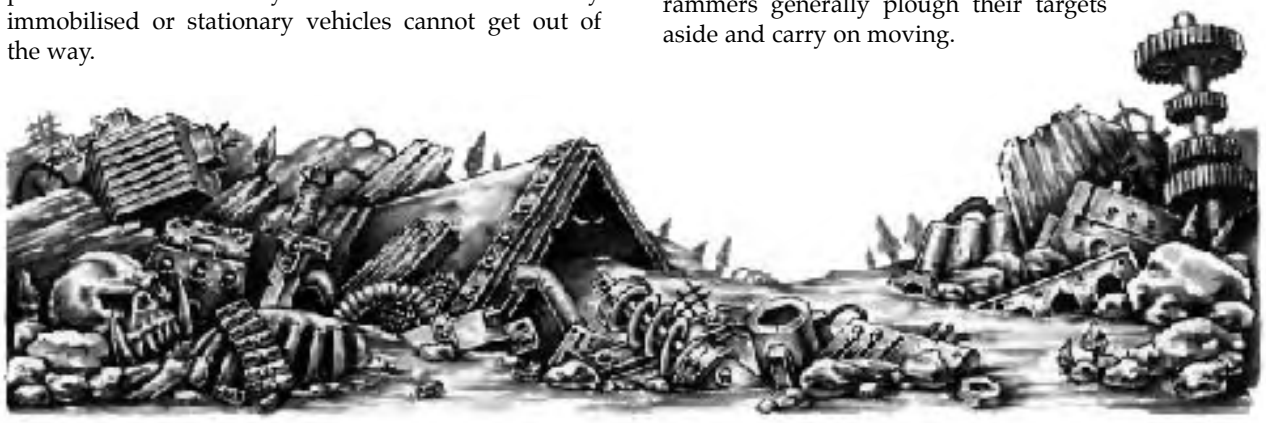
Usually the result of some seriously out of control spin. Both vehicles take 1 point of damage. A bike colliding with a larger vehicle suffers D3 points of damage instead of just 1.

SIDE TO SIDE

Most likely caused by a swerve to avoid a ram when another vehicle is alongside. As a result the collision works pretty much like a rake or sideswipe as appropriate.

If the vehicles are moving in opposite directions they take D3 damage each. If they are moving in the same direction or one of them is stationary they take 1 damage on a D6 roll of 4+. Bikes inflict no damage when going in the same direction and only D3-1 going in the opposite direction.

When colliding with anything a vehicle's move finishes once it has hit. Vehicles don't continue to move once they have collided – unlike with rams where rammers generally plough their targets aside and carry on moving.



CLIPS

Sometimes two vehicles will touch, but only just, and it isn't entirely clear whether a ram or collision has occurred or not. This is an inevitable result of the shape and variety of design of the vehicles themselves. When you can't make your mind up whether a ram or collision has occurred or not then the vehicles have clearly 'clipped' each other possibly causing damage but equally possibly not. Roll a D6. On a 1-3 the vehicles have merely glanced from each other causing no real damage, on a 4-6 the vehicles have collided in a more substantial way and damage is resolved as for a ram or collision as appropriate.

SLOW MANOEUVRES

If you're attempting a slow manoeuvre with a vehicle you can't simultaneously attempt to ram someone. If you would otherwise collide with another vehicle as you move stop as soon as you touch without causing damage to either side. Any damage that might result from making slow manoeuvres is deemed to be so minor that it can be ignored.

SQUASHING MODELS ON FOOT

If a vehicle rams a model on foot, the footer must pass an Initiative test to dodge aside or else get run over. To take an Initiative test roll a D6. If the score is equal to or under the model's Initiative characteristic he successfully jumps aside enough to avoid the vehicle. Move the model to the left or right enough to get him out of the vehicle's path. If the roll is over the model's Initiative he fails to leap aside and is struck by the vehicle. The model takes a S3 hit before being knocked randomly out of the vehicle's path D3" to the left or right.

Footers can also fall victim to rakes or sideswipes or collisions. If a vehicle moves so that its side passes within 2" of a model on foot it can jink in order to sideswipe or rake them in passing. A vehicle also might collide with a footer, accidentally crushing them as it spins or swerves out of control. In both cases the footer model can make an Initiative test to jump out of the way as for a ram. If the test is failed the model takes a S3 hit and is knocked D3" away from the vehicle.



SQUASHING DOWNED MODELS

Downed models are at the mercy of vehicles, because they can't get out of the way! If a downed model is rammed, raked, sideswiped or collided with by a vehicle it can't take an Initiative test to avoid it and will take a S3 hit before being bounced D3" out of the way. See the Shooting section for more details on what happens to downed models when they are wounded again.

CRASHES

While speeding around amongst rocks, wreckage and other obstacles is great fun, it's fairly inevitable that vehicles will wind up crashing into them. Ork mobs often scatter crude metal 'truk traps' around their forts just to make life hard for their opponents. Usually a crash will be less serious than a proper ram, although running head first into a rock can be very serious indeed!

If a vehicle crashes front-first into an obstacle its move ends immediately. If a vehicle strikes an obstacle with its side or rear (somehow) it will bounce off – swerve the vehicle away from the obstacle after damage has been resolved. A vehicle can continue moving after a side or rear end crash if it is not immobilised by damage. Damage for crashes is shown in the table below.

Note that a vehicle may not swerve to avoid a crash as with collisions and rams.

FRONT END CRASH
In a front end crash the vehicle suffers D3 damage.

SIDE OR REAR CRASH
In a crash to the side or rear the vehicle suffers 1 point of damage on a D6 roll of 4 or more.

CLIPS

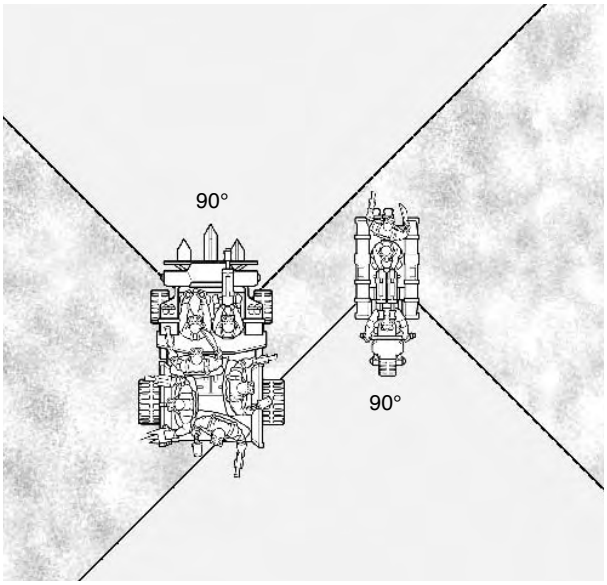
Vehicles will often only clip obstacles as they try to race past them. Treat these cases in the same way as collisions and roll a D6. On a roll of 1-3 the contact is minor and only scrapes the paint work a bit; on a 4-6 the crash is more serious and is resolved as noted above.

VEHICLES SHOOTING

We have already dealt with the basics of shooting earlier in the rules. This section will confine itself to rules which apply to shooting at and from vehicles. First we will discuss the different ways weapons can be mounted onto vehicles and bikes, then we will cover how to resolve hits on vehicles and bikes. Finally we will look at how unusual weapons like scorchas and stikkbombz affect vehicles.

WEAPONS MOUNTED ON VEHICLES

Vehicles can carry a "fixed weapon", which is to say a weapon that is fixed to the vehicle itself instead of carried by one of the warriors on board. Most fixed weapons are mounted on a swivel or pintel mount which means they can be swung across an arc to fire at targets which aren't directly ahead of the vehicle. As mentioned in the Shooting rules a fixed weapon mounted on a vehicle has a 90° field of fire to the front.



GUNNERS

A warrior has to be specially taught how to use a fixed weapon, so that they've got the know-wots to understand that you have to close the thrunge plate before you wind the shooty bolt. If a vehicle has a fixed weapon you must designate which of the vehicle's crew will act as gunner.

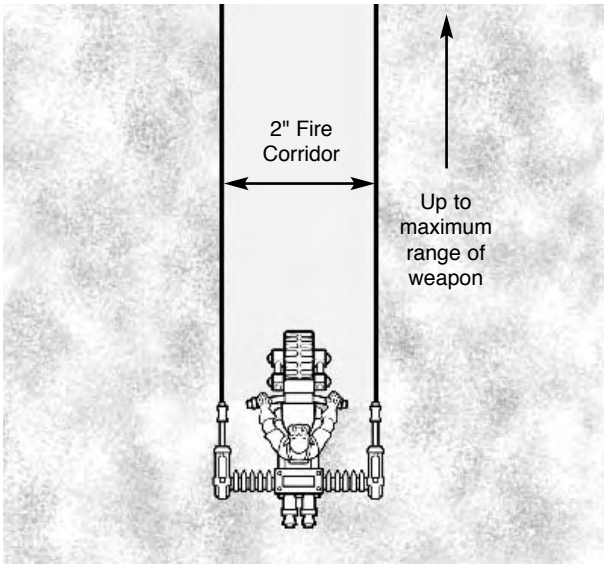
Being a gunner is an extremely prestigious position amongst Orks as gunners get to fire really big, loud guns all the time. If the gunner isn't onboard the vehicle for any reason (if he's been taken out of action or fallen off, for example), no other model can fire the fixed weapon instead.

DRIVERS

The driver of a vehicle can fire a one-handed weapon like a slugga or a six-shoota and still drive with his other hand. Alternatively he can throw a stikkbomb and still drive one-handed. The driver's fire arc is the same as for a fixed weapon, ie 90° to the front of the vehicle.

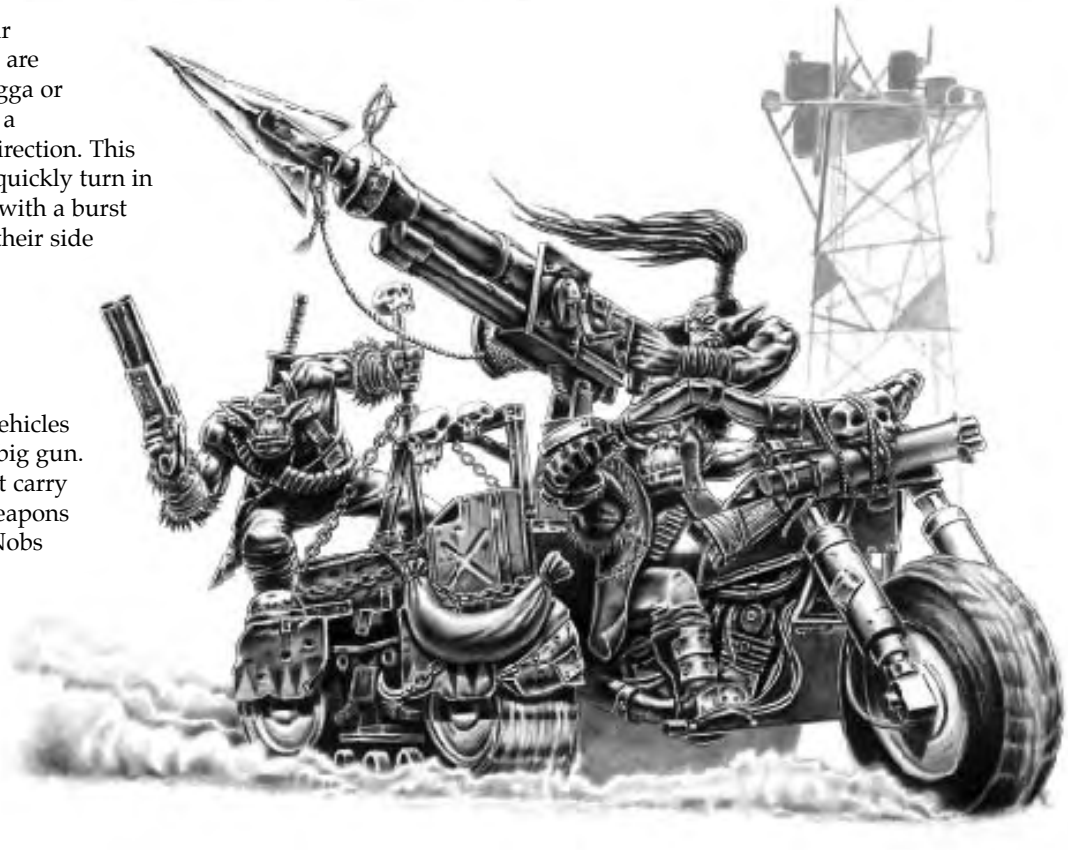
BIKES

Fixed weapons mounted on bikes are nailed or bolted in position so that they fire directly ahead. This means the fire arc for fixed weapons on bikes is more limited than on other vehicles. Instead of being a 90° arc it forms a 2" wide 'corridor' which extends from the front of the bike out to the maximum range of the weapons mounted on it.



A biker can fire the fixed weapon on his bike in the shooting phase. The bike will be rigged up so that the weapon fires when the biker pushes a button, pulls a string, changes gear or something equally clever.

Instead of firing their fixed weapon bikers are allowed to fire a slugga or six-shoota, or throw a stikkbomb, in any direction. This is because they can quickly turn in the saddle to let rip with a burst of fire at a target to their side or rear.



LINKED WEAPONS

Fixed weapons on vehicles are usually a single big gun. However, bikes can't carry particularly large weapons and cash-strapped Nobs can't always afford the huge weapons they would like. For this reason fixed weapons are often made up out of two ordinary guns linked so that their rate of fire is increased.

A linked weapon can only be made out of two weapons of the same type. Both weapons have their triggers wired together, their ammo feeds connected, their sights combined and so on. This changes the two weapons into a single weapon in all respects. The advantage to linking two weapons in this way is that instead of getting a single shot the weapon now has a single Sustained Fire dice.

Because of the weight and recoil of a a linked weapon it may only be used as a fixed weapon. Linking weapons like this is a crude form of kustomisin', an aspect of the Mekboy's art which is covered in more detail in Da Uvver Book.

HITS ON VEHICLES

We described how foot troops are wounded by hits earlier in the general Shooting section. Vehicles are treated rather differently from foot troops when they are hit. This is because they are bigger targets with a number of different vulnerable locations: wheels, crew members, fuel tanks and so forth. Vehicles are also protected by odd armour plates here and there so a shot or blow might well be deflected by a strut, outrigger, crate, wheel hub or similar. Even if a good hit is scored it may simply blow a hole in some piece of junk to no telling effect.

For this reason vehicles use a hit location table to establish where they are hit, how hard they are to damage and what happens when they are damaged. There are two different hit location tables, one for traks, trukks and buggies, the other for bikes, which can be found at the back of this book.

Hits on vehicles are resolved in three steps. First you make a **Location roll** to find out where the vehicle is hit. Next you make an **Armour Penetration roll** to try to score a telling hit. If the Armour Penetration roll is successful a **Damage roll** is made to find out what happens.

1. LOCATION ROLL

To establish where the vehicle is hit roll a D6 and consult the hit location table. For example a location roll of 3 on a trukk would yield a hit on the wheel.

Some of the locations on the table like 'Fixed Weapons' and 'Extra Crew' may not actually exist on the target vehicle. Where this is the case the location table will tell you what gets hit instead. For example a 'Gubbins hit' strikes the engine if a vehicle has no gubbins aboard.

If you roll a hit on a location which is out of sight of the firer re-roll the result and keep rolling until you get a result which is possible.

2. ARMOUR PENETRATION ROLL

Each location has an armour value noted next to it. Roll a D6 and add the weapon's Strength to the result. If the total is less than the armour value the hit has ricocheted off with no effect. If the total equals or beats the location armour value the hit has penetrated the vehicle and you can make a Damage roll.

For example, a wheel has an armour value of 8. If it is hit by a S3 weapon, the weapon will penetrate on a D6 roll of 5 or more.

3. DAMAGE ROLL

If the armour is penetrated roll a D6 and apply the result on the location damage table. Often damage results will make a vehicle swerve or spin, or crew members may be blown off the vehicle by the force of the blast. Resolve any random movement like this immediately.

For example, if the wheel location on a trukk was penetrated and a 6 was rolled for the damage the trukk would spin round (in a direction determined by rolling the Scatter dice) and then become immobilised for the rest of the game.

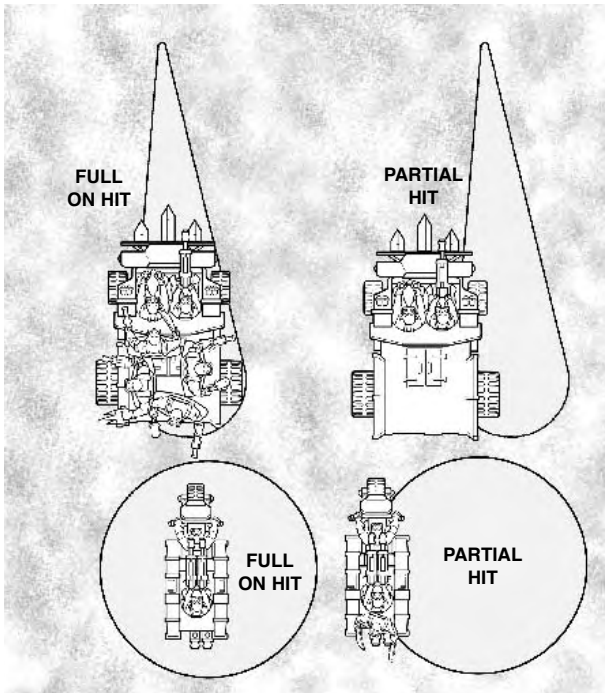
Some particularly damaging events can inflict several points of damage to a vehicle at once. If this happens roll separate locations and damage results for each point of damage. The results should then be applied one at a time, starting with the lowest damage roll and working up to the highest. For example a trukk is rammed and suffers 2 points of damage. Two locations are rolled – 5 and 6 – giving a hit on the driver and engine. The damage results are 2 and 1 respectively, causing the vehicle to suffer a jet jam (result 1 on the Engine Damage Table) followed by a potential swerve (result 2 on the Driver Damage Table).

Important Note. Weapon hits only ever inflict a single point of damage to a vehicle regardless of the number of wounds they can inflict on a warrior.

HITS FROM SCORCHAS AND STIKKBOMBZ

Scorchas are nasty weapons, especially against vehicles. They fire a blazing gout of flames which can spray across several parts of the target. If a scorcha's burst washes across the vehicle's crew carrying area the results can be horrendous – all the Boyz can do is duck behind what armour the vehicle has and hope the flames don't fry them. When stikkbombz explode they send shrapnel whizzing all over the place so, like scorchas, they can affect several different vehicle locations with one hit. Stikkbombz also tend to be especially dangerous if they explode anywhere near the crew compartment.

If a Scorcha or Stikkbomb template is fired at a vehicle and placed so that it is roughly centred on it, the resulting gout of flames or shower of shrapnel will score D3 hits. Roll separate location, penetration and damage rolls for each hit. A single location can be hit more than once. If a Scorcha or Stikkbomb template only partially covers a vehicle it will just cause one hit on a D6 roll of 4 or more.



In addition, if the crew location is hit by a scorcha or stikkbomb make a separate Armour Penetration and Damage roll for each crewman onboard. For example, a Frag stikkbomb hits a trak with three crew on board. The Frag template is centred on the vehicle so it suffers D3 hits. One of these hits the crew location so a separate roll for penetration and damage is made against each of the three crewmen as a shower of deadly shrapnel scythes across the vehicle.

BURN BABY BURN

Just like foot models, vehicles can be set on fire by a scorcha hit and continue to burn until they go out. Roll to see whether the locations hit are set alight in the same way as for foot models. For more details see the scorcha weapon description (page 56).

BOARDING ACTIONS

Unless they have been immobilised, vehicles which moved in their previous turn are assumed to be in constant motion. Of course, the models themselves move only during the movement phase, but we can imagine how they are roaring along whilst other warriors and vehicles shoot and fight around them. Because vehicles are moving it is impossible to strike an effective blow against them, and very difficult to jump on board and grapple with the crew. A vehicle in motion has such momentum that trying to grab hold of it usually results in broken or severed limbs, whilst even a glancing blow will knock a warrior off his feet and send him sprawling.

Moving vehicles don't take part in hand-to-hand combat as such. However, it is possible for an enemy to jump onboard and fight with the crew or driver. It is also possible to jump from one vehicle to another in order to fight with the crews. Vehicles can also swipe at warriors or other vehicles as they pass, although this isn't hand-to-hand combat and is worked out in the movement phase along with rams, sideswipes and such like. This is explained in the section entitled Ram! Ram! Ram!

JUMPING ON BOARD

A warrior on foot who charges so that he is touching the sides or rear of a moving vehicle can attempt to clamber on board. He cannot attempt to climb on from the front as he would simply be run over!

In order to climb on board the warrior must pass an Initiative test. Roll a D6 and score equal to or less than his Initiative (I) characteristic value. If successful, the warrior manages to clamber aboard. If he fails to jump on board then the warrior is bounced D3" back from the vehicle and takes a S3 hit on a D6 roll of a 4 or more. If he is hurt then he has either been struck by the vehicle, fallen beneath its wheels, or been thrown hard against the ground. The warrior may not move any further if he fails to jump onboard.

When a model climbs onto an enemy vehicle he must fight one of its crew in the following hand-to-hand combat phase. The enemy can nominate any one of the crew, including driver, to fight. If there is only a driver (or rider in the case of a bike) then it is this model that will be attacked. Note that the enemy may not nominate a model which has been pinned to fight unless there are no other models available.

Work out the hand-to-hand combat as normal. The attacker receives the +1 combat bonus for charging in the first turn, and suffers the -1 obstacle penalty if he is attacking a vehicle with raised sides which the attacker must clamber over. This penalty would not apply if he attacked a bike, for example.

If a model loses a hand-to-hand combat onboard a vehicle then he is automatically ejected from it whether he survives or not. The model is bounced D3" from the vehicle in a random direction, and suffers a single S3 hit on a D6 roll of 4 or more in the same way as boarders who fail to clamber on board. A model which is injured and goes down in a hand-to-hand combat on a vehicle is not automatically taken out of action, he is thrown off the vehicle as detailed above instead.

If a boarder wins the hand-to-hand combat, or if the combat is a draw, then he remains on the vehicle until the following turn. Hand-to-hand combat is then resolved in the same way once more, but neither side counts as charging. The player who has been boarded does not have to keep fighting with the same warrior, but can choose another if he wishes.

A warrior fighting on board a moving vehicle can always decide to jump out in his movement phase. He is not obliged to remain onboard and fight an enemy. However, he will take a S3 hit on a D6 roll of a 4 or more.



POINTS TO BEAR IN MIND

When fighting hand-to-hand on a vehicle combatants fight one-on-one regardless of the number of boarders or the number of crew. There is only space on a vehicle for one warrior to confront one other warrior at a time.

The player whose vehicle has been attacked can nominate which of his crew will fight. This can be a different warrior in each hand-to-hand phase if you wish.

There is no follow-up move for victorious combatants. If you win a combat then you must remain in the vehicle and await the next hand-to-hand combat phase or your following movement phase should you wish to bail out.

DRIVERS AND BIKE RIDERS

If a driver or bike rider is thrown overboard then another crewman must attempt to take over the controls. This is done at the end of the hand-to-hand phase so long as there is a crewman available. A crewman who is still fighting an enemy following a drawn combat cannot do this, as he is too busy fighting. Roll a D6. On a score of 4+ the model can take over the driving seat.

If there are no crew left, the boarder has succeeded in crippling and immobilising the enemy vehicle and it can't move again for the rest of the game.

Assuming there are some crew left only one attempt can be made to take over the driving seat per turn regardless of the number of crew or boarders on the vehicle. If they fail then the vehicle will automatically swerve randomly left or right and move D6" immediately and in each of its following turns. Otherwise the vehicle cannot be turned or controlled by the models on board.

A further attempt to take over the driving seat can be made each turn in the case of a vehicle other than a bike. A vehicle will simply blunder vaguely forward until it hits something or runs off the tabletop.

However, in the case of a bike you only get one chance! If this fails the bike falls to the ground at the end of its random move and is crippled and immobilised for the rest of the game. Any warrior still clinging to the bike is thrown D3" in a random direction and takes a Strength 3 hit on the D6 roll of a 4 or more.

JUMPING FROM VEHICLE TO VEHICLE

Warriors can attempt to jump from one moving vehicle to another. This can be a method of boarding an enemy vehicle, but it can also be used to transfer crew to friendly vehicles should you so wish.

If a vehicle moves alongside another during its move then warriors on board can attempt to jump the gap (assuming it is their turn). Once jumps have been attempted the player whose turn it is completes his vehicle's move as required. The largest gap that can be jumped is 2" and the player must move his vehicle so that it is side-by-side with the vehicle to be boarded. It is not possible to jump front to side, front to rear, or in any other manner.

Roll a D6 for each warrior attempting the jump. Any warrior who scores equal to or less than his Initiative (I) characteristic has successfully jumped onboard. Any warrior who fails has fallen between the vehicles and suffers a Strength 3 hit on the D6 score of a 4 or more.

Warriors jumping on board an enemy vehicle resolve hand-to-hand combat in the same way as described above. However, no penalty is imposed for fighting over an obstacle if the attacker jumped from a platform which is at least as high as the vehicle he is jumping to. Generally speaking, this means jumping from buggy to buggy imposes no penalty, though leaping from the back of a bike onto a larger vehicle does.

BOARDING PLANKS AND SUCH LIKE

It is possible to kit out a vehicle with boarding planks or similar devices which make it easier to place warriors on board an enemy vehicle. These are described in the Gubbins section in Da Uvver Book.

STATIONARY VEHICLES

If a vehicle is immobilised, or if it did not move in its previous turn, it is judged to be **stationary**. A stationary vehicle is effectively part of the scenery, and can be fought in or over in the same way as a pile of rocks, heap of junk, or patch of fungi. No roll is required to board it. Models don't get thrown overboard if defeated. All the normal hand-to-hand combat rules apply.

DAMAGING A STATIONARY VEHICLE

A warrior who finds himself unopposed on a vehicle can attempt to damage the vehicle itself should he so wish. He can do this either by shooting at point blank range in the shooting phase or by bashing the vehicle in the hand-to-hand phase. He cannot do both in the same turn.

In these circumstances the warrior will automatically hit or strike, and can choose the location affected. Armour penetration and damage is then worked out as normal.



DA CLEVVER STUFF

This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together here to avoid potential confusion.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

HIDING

The Hiding rule allows us to represent how real warriors can duck, crouch, keep their heads down, and generally take advantage of cover in a way that our dramatically posed models cannot. A hiding warrior keeps as still as he can, just peeking out over his cover or round a corner. Hiding is sometimes useful if you want to keep out of a fight whilst the enemy gets within close range, or if you want a chance to recover and regroup your forces.



A warrior model can hide if it ends its movement behind a low wall, column, rock, corner of a building, wreckage, or in any similar position where an individual might reasonably conceal himself. The player declares that his warrior is hiding and can indicate this by placing a counter beside the model if you wish.

While hidden a warrior cannot be shot at, even if a portion of the model is actually sticking up or out from its cover. It is assumed the warrior is deliberately concealing himself and keeping as still as he can.

While hidden a model cannot shoot without giving away his position. If a hiding model shoots or moves so that it can be seen then it is no longer considered to be hidden and can be shot at as normal.

A warrior who runs or charges cannot hide that turn. His sudden burst of speed does not give him a chance to conceal himself from view.

A warrior may remain hidden over several turns so long as the model remains behind a concealing wall, rock or whatever he is hiding behind. The warrior can even move about behind his cover so long as he remains concealed while he does so. If an enemy moves into a position where he would clearly be able to see the hidden warrior, then the model is immediately exposed and can no longer claim to be hiding from enemies from any direction.

A warrior may not hide if he is too close to the enemy, he will be seen or heard no matter how well concealed he might be. This distance varies according to the enemy, who will always see, hear, smell, or otherwise detect hidden foes within their Initiative value in inches. A fighter whose Initiative value is 2 will automatically spot all hidden enemies within 2", for example.

EXPLODING WEAPONS

It has to be said that some of the Meks' creations can be a little – well – unstable at times. The harsh, corrosive desert conditions combined with sub-standard materials, not enough nails and overly powerful ammo all contribute to a good chance of weapons blowing up in their user's face. Orks are phlegmatic about such occurrences and take precautionary measures like praying to Gorkamorka, or bashing their weapons against rocks to ensure their reliability. While an explosion is not as dangerous as a direct hit from the weapon, it is still bad news and can easily take a warrior down or out of action.

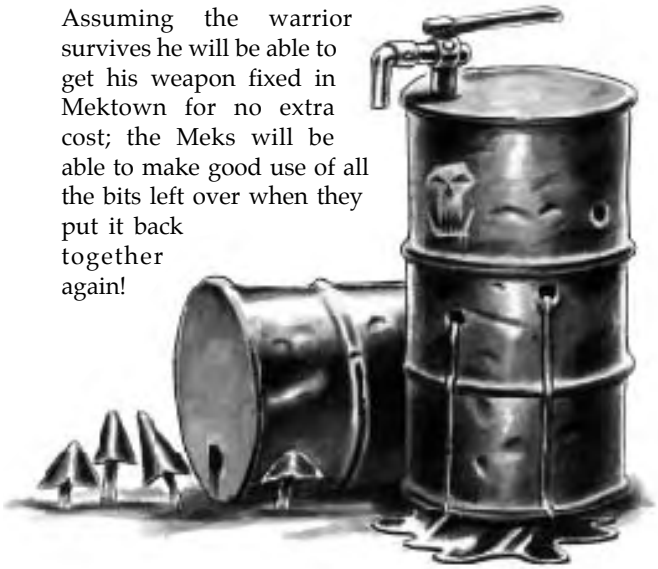
When a 6 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of scorchas, an Ammo roll is required every time a weapon shoots. Jams from full auto shooting also require an Ammo roll.

If the Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the weapon's standard Ammo roll rating then the weapon explodes.

If a weapon's ammo rating is 'auto' it automatically fails an Ammo roll so none is taken. Roll a dice anyway and the weapon explodes on the roll of a 1.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value of 1 less than normal. In the case of weapons with blast markers and templates the blast is confined to the firing model. If a vehicle-mounted weapon explodes the gunner will take the hit.

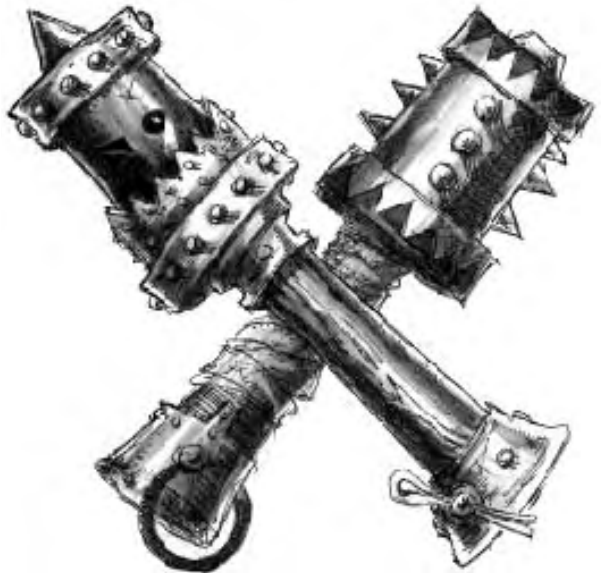
Assuming the warrior survives he will be able to get his weapon fixed in Mektown for no extra cost; the Meks will be able to make good use of all the bits left over when they put it back together again!



STIKKBOMBZ WILD

Stikkbombz can also go catastrophically wrong. If the thrower misses his target the player must establish where the bomb lands using the Scatter and Artillery dice as described in the Shooting section.

If the Scatter and Artillery dice turn up 'Hit' and 'Misfire' together roll a D6 and refer to the following table.



D6	Result
6	The grenade or shell drops to the floor in front of the thrower and fizzes ominously. Fortunately, it's a dud.
4-5	As for 2-3 below except that the stikkbomb lands and does not explode. Mark the position of the projectile. If any model or vehicle moves within 2" it will explode on a D6 roll of 4 or more.
2-3	The stikkbomb throw goes wild and travels 2D6" in a random direction from the thrower before exploding.
1	The stikkbomb goes off in the thrower's hand. Place the template directly over the model and work out damage normally.

PSYCHOLOGY

Because Orks are so tough they tend to be pretty unruffled by things. They don't get very upset about being hurled off speeding buggies, or getting shot, or even seeing their mates being blown up. Showing anything other than complete enthusiasm for danger and violence is tantamount to behaving like a Grot or, even worse, a Digga and so is universally disapproved. Nonetheless Orks are not unintelligent and their mental processes can be strangely affected by unusual events, head injuries, particularly disturbing opponents or even over-enthusiastic brain serjery by the Docs of Mektown. The Psychology rules cover the more extreme mental states which warriors may be subjected to.

FEAR

Orks aren't afraid of much: they're not afraid of death, or injury, and they positively enjoy battle. Nonetheless they do fear particularly horrific mutants, unearthly psychic powers and some other sorts of weirdness. To represent this, models must take a Leadership test when confronted by certain fearsome creatures or circumstances.

This test is taken by rolling 2D6 against the model's Leadership characteristic. If the score is equal to or less than the model's Leadership he passes the test and overcomes his fears. If the test is failed the model will be at a serious disadvantage against his fearsome foe.

A Leadership test is required under the following fearful circumstances.

1 **If the warrior is charged by an individual or creature which causes fear.** Such horrific creatures are rare. Take the test as soon as the enemy declares its charge. If the test is passed there is no further effect. If the test is failed the warrior halves his WS (rounding up) in the subsequent combat.

2 **If the warrior wishes to charge an individual or creature which causes fear.** Take the test when you declare the charge. If the test is passed you may charge and fight as normal. If the test is failed you may not charge and the warrior is momentarily transfixed by fear. The model is unable to do anything for the rest of the turn.

TERROR

Terror is a more potent form of fear. Although no creature described in Gorkamorka causes terror, the rule has been included here next to fear, which it resembles. The importance of terror will be revealed in the Digganob supplement.

Just as some horrific individuals or creatures are so ghastly they cause fear, others are even worse and cause terror. Circumstances which cause terror automatically cause fear as described above, so you will need to test if you want to charge a terrifying creature or individual, or if the creature charges you. In addition, a Leadership test is required if the model is within 8" of someone or something which causes terror at the start of your turn.

A Leadership test must be taken before any other moves are made and if it is failed the model turns and runs 2D6" away from the terrifying entity. This comprises the model's move for that turn. If the terrified model is caught in hand-to-hand combat it fights with a WS of 0. Models on vehicles will jump off so that they can run away. Drivers will not run but will drive their vehicle as far away as possible from the source of their terror instead.

SPECIAL FEAR AND TERROR LIABILITIES

Later on you may acquire warriors who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

A model which causes fear does not have to test Leadership for fear. It treats any enemy which causes terror as causing fear instead – ie, it does not have to test just because the model is within 8" at the start of its turn.

A model that causes terror cannot be affected by either fear or terror and no Leadership test is required for either.

DRIVERS AND FEAR OR TERROR

Drivers of vehicles are immune to fear, taking great courage from their mighty metal steeds. They are affected by terror as noted above.



STUPIDITY

Many large and battle-scarred Orks are so dim-witted that they often behave in a fairly random and stupid way. A warrior may sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as **stupid**.

Stupid models must make a Leadership test at the start of each of their turns to determine how they react.

Take the test in the usual way. If the test is passed the model may act normally. If the test is failed the following rules apply until such time as the test is taken again.

1 If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.

- 1-3 Roll no Attack dice this turn. Your WS still counts towards the combat score representing basic instincts only.
- 4-6 Fight normally.

2 If not fighting in hand-to-hand combat roll a D6 to determine how the model moves at the start of your movement phase.

- 1-3 Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above). The stupid model may well jump off a vehicle under these circumstances, and will suffer a S3 hit on a roll of 4+.
- 4-6 The model does not move.

3 The model can do nothing else this turn. The warrior will not shoot weapons or otherwise move.

4 The model does not have to take any further Leadership-based tests for fear or terror, because he's too thick to be frightened.

5 If the driver of a vehicle suffers stupidity at the start of a turn, the vehicle will swerve (1-3 left, 4-6 right), move D6" and may not move any further.

HATRED

Hate is a powerful emotion and in Gorkamorka there is plenty of opportunity for mobs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds which leave the Skid strewn with bodies and wrecked vehicles for years at a time. This is represented by the special rules for hatred. Hatred can develop following disturbing injuries.

Models can hate specific enemy mobs or Gorkas or Morkas. The following rules apply to models which *hate* their rivals.

1 If a warrior hates his adversaries all Leadership tests are taken as if he had a Ld characteristic of 10.

2 A model fighting hand-to-hand combat with a hated foe may re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.

3 A model in hand-to-hand combat must use his 2" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are hated enemy in sight.

4 The driver of a vehicle may suffer hatred of enemy models. If this is the case he must attempt to ram hated enemies (or squash them if they are footers) if they are within 6" of the front of his vehicle at any point during its movement.



FRENZY

Some warriors are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as *frenzied*. How or exactly why a warrior may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of fungi, or have stayed out in the sun a little too long.

Frenzied target. A frenzied warrior who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described in the Scorcha rules.

If an individual is frenzied the following rules apply.

1 A frenzied model must always charge the closest enemy within his charge move (usually 8") if able to do so.

2 The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on. The model's Attacks are doubled before adding extra attacks for fighting with two weapons, bioniks or anything else.

3 Frenzied models cannot block (see *The Block* in the Hand-to-Hand Combat section).

4 Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).

5 Frenzied models are never affected by fear or terror, nor by stupidity or hatred.

6 A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk warrior to calm down and behave sensibly! To gain control over the model take a Leadership test on 2D6 like a Fear test. If the test is passed then the warrior is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.

7 If the driver of a vehicle is frenzied he will try to ram the enemy whenever he gets the chance. A frenzied driver must attempt to ram enemy models if they are within 6" of the front of his vehicle during its movement.



OVERWATCH

The Overwatch rule allows a warrior on foot to shoot at a target during the enemy player's turn. For example, he might shoot at a buggy as it whizzes past or fire at an Ork warrior as he runs from cover to cover. This represents a warrior who has taken up a position ready to shoot as an enemy moves – he is literally "watching out" for the enemy. The reasoning behind this rule will become apparent once you have played a few games, so if you are reading this for the first time we'd recommend that you skip this section for now. Come back and read it again once you have played once or twice. The Overwatch rule isn't necessary to play and can be conveniently ignored until you have learned the basic rules for movement and combat.



GOING ON OVERWATCH

A warrior on foot may go onto overwatch at the start of his turn. Vehicles and warriors in or on vehicles cannot go onto overwatch as they are moving far too quickly to watch over a specific part of the battlefield. Warriors who are down also cannot go onto overwatch. You will find it convenient to place an Overwatch counter by the model to indicate it is on overwatch.

A warrior must give up its entire turn to go on overwatch. The warrior cannot therefore move or shoot. The warrior cannot hide, but may remain hidden if it started the turn hiding.

During the enemy's turn the model may shoot at any target as it presents itself at any time. For example, the model could shoot before the target moves, after it has completed its movement, or at any point in between. Overwatch is obviously very useful for shooting at enemies dashing from cover to cover, or for ambushing fast moving vehicles which drive past your positions.

Once a model has fired on overwatch remove the counter. The model is no longer on overwatch and is free to move and shoot normally in its following turn, or go onto overwatch again if you prefer.

If a model on overwatch does not shoot in the enemy's turn then it reverts to normal status – the Overwatch counter is removed and the model may move and shoot in its own turn. If you wish you can set the model on overwatch again, ready to shoot in the enemy's following turn.

If a model is hit by an enemy or by a moving vehicle whilst on overwatch it loses its overwatch status immediately. The same applies if a model is forced to move for any reason.

SHOOTING ON OVERWATCH

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire. The overwatching warrior may only fire if the target is within his fire arc.

Work out the shot as normal but bear in mind there is a special -1 hit modifier for shooting at an emerging or disappearing target while on overwatch. This applies when the target is emerging from a position where he can't be seen or is attempting to move into a position where he can't be seen, presenting only a fleeting target to the firer.

The same -1 hit modifier is also applied if the target is charging or attempting to ram the overwatcher, representing the unnerving effect of the enemy's approach. Remember that you can fire on overwatch at any time during the enemy's turn, so you will want to let a charger get into close range before shooting.

WEAPONZ

Orks appreciate and enjoy weapons of all kinds: nice sharp knives, gruesome spiky clubs and big dangerous-looking guns. No Ork would dream of walking out into Mektown completely unarmed. Not only would it be extremely foolhardy to attempt such a thing but it would look very bad.

The size, costliness and quality of an Ork's weaponry shows how powerful and important he is. This display indicates to lesser Orks how much respect he is due. The bigger and better the Ork the bigger and better his weaponry. The very top Orks of Mektown can only adequately demonstrate their status by means of an entourage of Gretchin slaves who follow in their wake, carrying a whole arsenal to make it perfectly clear just how big and important their boss is.

Most Mekboyz can turn their hand to making guns but the best weapons are made by those Mekboyz who dedicate their lives to it. These obsessive Orks are constantly striving to outdo each other, inventing bigger and better weapons, guns that shoot further, faster, or louder than anyone else's.

Although Mekboyz are fabulously inventive, Orks are traditionalists when it comes to weaponry. They favour machine guns and similar weapons that shoot bullets or shells, and have no time at all for weapons based on laser or energy technology. The Orks of Mektown are certainly aware of such technologies, but somehow their genetically imprinted knowledge has never married the two together... or perhaps it is simply that Orks know what they like!

KNOW WOTS

Different weapons have markedly different capabilities in terms of range, hitting power, accuracy and so forth. This variety is fully represented in Gorkamorka in the form of the weapon's statistics and special rules.

Each weapon is defined by a set of statistics, namely: range, to hit modifiers, strength, save modifier, damage, ammo roll and special rules. Descriptions of the different statistics are given below.

Range. Most weapons have two ranges: long and short. These are given in inches, so for example a shoota has ranges of 0-12 and 12-18. This means a target within 12 inches is at short range, one between 12 and 18 inches away is at long range and something over 18 inches away is out of range.

To Hit Modifiers. At short range a weapon is usually more accurate, and at long range less accurate. This is shown by the weapon's to hit modifier statistics. The number shown affects your dice roll to hit, so a +1 hit modifier would add 1 to your dice roll, making it easier to hit. A -1 would deduct 1 from your dice roll and make it harder to hit.

Strength. The strength of a weapon shows how hard it hits if you get it on target – so the higher the better! The strength of a weapon is used when looking up what you need to roll to wound on the Strength vs Toughness Chart.

Save Modifier. If the target is wounded and is wearing armour it will get a saving throw. The weapon's save modifier affects the dice roll to save, so a plus modifier makes it easier to save and minus modifier makes it harder. If the modifier of the weapon means a 7 or more is needed then no save is possible – the weapon just punches straight through it. Note that a warrior with no armour never gets a save, even if there is a plus modifier.

The **Damage** characteristic indicates how many wounds a hit from a weapon will inflict on a warrior. This is usually 1 but some particularly unsubtle and deadly weapons may inflict D3 wounds or even more. If a warrior makes his armour save against a hit from a weapon it will inflict no wounds regardless of its Damage characteristic.

Ammo Roll. If you roll a 6 to hit you have to take an Ammo test by rolling a D6 and equalling or beating the weapon's Ammo roll. Obviously this means weapons with an Ammo roll of 4+ tend to carry more shots than ones with an Ammo of 6+. Some weapons have an 'auto' Ammo roll which means that if they take a test they automatically fail it.

Special Rules

Sustained Fire Dice. Weapons which are capable of autofire will have the number of Sustained Fire dice they can roll listed in the 'special' section of their statistics

Hand-to-Hand. Weapons which can be used to fight in hand-to-hand combat have this noted in their special rules.



HAND-TO-HAND WEAPONS

Hand-to-hand weapons include anything Orks might use in hand-to-hand combat, so this category of weapons includes pistols and throwing spears as well as knuckle dusters and huge spiky clubs. To an Ork there is very little difference between blasting someone to pieces from a few paces away or bludgeoning them to death – it's all "'and ter 'and" as far as they're concerned.

CHAINS AND FLAILS

Chains and crude flails are popular with Yoofs and older Boyz who should know better. Whirling a length of chain around has its advantages – they're great for wacking opponents from the back of a speeding buggy and impossible to block with a shield. Unfortunately a badly timed swing can leave the weapon wrapped around the user's own neck, putting him at the mercy of his opponent.

Special Rules

May Not Be Blocked. Models equipped with shields can't force a model equipped with a chain or flail to re-roll one of its Attack dice.

Fumbles Count Double. Any 1's rolled on the Attack dice of a model armed with a flail or chain add +2 to their opponent's combat score instead of +1.

Strength: As user +1
Notes: Opponent may not block. Fumbles count double.

'UGE CHOPPA OR CLUB

The mark of a real connoisseur of brutality even amongst Ork warriors. A massive club is a double-handed bludgeon (often an old axle or exhaust) wielded with a overhead swing which will turn most opponents into splutchy pancakes if it connects. A massive choppa is a huge club with a blade attached – something which looks good but otherwise does nothing to improve the characteristics of what is undoubtedly the second most primitive weapon in the galaxy.

Special Rules

Double-handed. A massive club or choppa needs two hands to use, so a warrior using one in hand-to-hand combat can't use any other weapon at the same time.

Loses Draws. Because a massive club or choppa is so painfully unsubtle a warrior using one will automatically lose if their combat score is tied. Instead of comparing Initiative characteristics, the warrior with the massive club or choppa suffers 1 hit from his opponent.

Strength: As user +2
Notes: Hand-to-hand only. Opponent will win draws.

CLUBS AND CHOPPAS

While not as impressively hefty as the 'uge versions, clubs and choppas do leave one hand free for a six-shoota or slugga. Gorkers use choppas so much that it has become one of their symbols of power, whereas Morkers often use con rods, gubbins pins or spanners as perfectly serviceable clubs.

Strength: As user +1
Notes: Hand-to-hand only.

KNIVES AND KNUCKLES

No self-respecting Ork would ever get caught without a big knife, or perhaps a set of sharp, vicious knuckledusters about their person. Even Grots have carefully honed little fungus knives they can pull out to defend themselves. In fact the brewhouses and slop shops in Mektown won't even let you in unless you have a knife or some knuckles to prove you won't be a liability if (ie, when) a fight breaks out.

Strength: As user
Notes: Close combat only.

SIX-SHOOTAS

The six-shoota is a weapon accorded more respect than is properly due to either its size or hitting power, probably because it is often the first weapon acquired by a young Ork. As a warrior grows older and richer he acquires other, more powerful weapons, discarding or selling off his trusty six-shoota in favour of something better. Yet, every time a hoary old warrior sees a "young 'un" with his six-shoota he is reminded of his own early adventures in simpler and happier times when the world was full of promise, beer tasted better, buggies went faster, and so on and so forth.

That aside the six-shoota is a worthy enough weapon. Basically a small shoota, its short barrel is likely to be fed from a simple mechanical revolving chamber, although some designs have a spring-fed magazine or hopper instead. Tradition dictates that these robust weapons carry six shots, hence the common name of six-shoota. Mekboyz are not great respecters of tradition so not all six-shootas literally carry six shots. An Ork can fire off all his shots fairly rapidly in a trigger-happy blast, reload and be ready to re-enter the fray a moment later.

Every Mekboy has his 'prentice Spanners make six-shootas until they are good enough to work on other weapons. Consequently, there are quite a lot of these straightforward guns in circulation and they can be bought cheaply in the bazaar at Mektown.

Special Rules

Reload. Once a six-shoota has been fired it can't be fired again until the model spends a shooting phase reloading it. A model can't reload if he ran or charged in the same turn, or if he's in hand-to-hand combat.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6"-12"	+1	-	3	0	1	4+

Special: 1 Sustained Fire dice; 1 Turn to reload; Hand-to-hand

SLUGGAZ

Sluggaz are pretty much like six-shootas in most respects except they don't bang off all their shots in one go or jam so easily. Sluggaz are usually fed from a hopper or clip of ammo. Morkers prefer sluggaz to six-shootas because they're cunning enough to avoid being stuck with an empty gun when some huge Gorker charges towards them.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6"-12"	+1	-	3	0	1	4+

Special: Hand-to-hand

SPEAR

Like bows and clubs, spears are so deeply ingrained into the Ork psyche that even the most dim witted Ork can fashion one. While lacking the bone-splintering crunchiness of a good solid club a spear gives an advantage in reach and can also be chucked at an opponent with a vague chance of hurting them.

Special Rules

+1 Initiative. Models equipped with a spear count +1 to their Initiative characteristic when they are in hand-to-hand combat. Note that the Initiative bonus only applies when the combat is drawn and the model with the highest Initiative will get to strike a blow, it doesn't apply to tests to board vehicles etc!

One Use Only. A spear can be thrown in the shooting phase with all the normal to hit modifiers using the profile shown below. If a spear is thrown it is lost for the rest of the combat, making it a one-use weapon. After the battle it can be assumed that the warrior either retrieves his spear or fashions another one at no extra cost.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	-	-1	-	As user	+1	1	-

Special: Hand to hand; (+1 I); Throw once per game

ORK GUNZ

Gunz need both hands to fire accurately because they generally boast a ferocious recoil which would tear them straight out of the firer's hand if he didn't keep a tight grip. Naturally this doesn't stop Orks blazing away one-handed, but this is more for the noise and exhilaration than for any hopes of hitting something.

Gunz can also be mounted on vehicles or bikes as fixed weapons instead of big gunz (see below). Up to two gunz can be linked together as a fixed weapon. See the section on vehicle shooting and Da Uvver Book for more details on fixed weapons.

SHOOTAS

The most popular type of gun is known simply as a 'shoota'. A shoota is not a standard design by any means. Each shoota is hand-made by a Mekboy and his lads, and although it may conform to a general pattern it won't necessarily look like a similar weapon made by another Mekboy.

Mekboyz consider it important that their creations look more dangerous than anyone else's, and the constant effort to outdo their rivals means that no two shootas appear quite the same.

A shoota fires either bullets or explosive shells, or a mixture of both. Proper shootas fire a burst of shots at once and make quite a lot of noise. Noise is important as Orks firmly believe that the louder a weapon is the more damage it does and the further it can shoot. Indeed, so ingrained is this obvious truth that Orks attempting particularly difficult or ambitious shots will yell as loudly as they can in an attempt to imbue the bullets with as great an impetus as possible.

Because Mekboyz are constantly competing with each other to produce weaponry, the vast majority of shootas, though they might look a bit different, have a comparable performance. Of course, a Mekboy can always "do sumfink a bit special" and we'll be taking a close look at special or kustom weapons in Da Uvver Book. For now, it is necessary only to know the basic rules details for ordinary shootas.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	+1	-	3	0	1	4+

KANNONZ

Kannonz are simple weapons that the Mekboyz knock out in prodigious numbers. Most have a single, thick barrel and fire hefty shells that are either stored in a

magazine directly under the barrel or, on the really simple ones, loaded by the firer before each shot.

Kannonz are less popular than shootas with Orks because they can only fire one shot at a time, and the ferocious kick makes them woefully inaccurate. Nonetheless they are loud and have a big, intimidating muzzle, which is why Orks call them kannonz. Similarly, Mekboyz view kannonz as too simple to be really worthwhile kustomisin' – you can only give 'em more dakka after all.

Special Rules

Knockback. The 'uge great shell fired by a kannon can knock even full grown Orks on their backs. If a warrior is hit by a kannon shell, roll a D6. If the D6 roll beats his Strength he is knocked back 2" and falls on his back. Knocked over models must spend their next movement phase standing up again but may shoot as normal (unless they are Grots or Diggers and so subject to pinning as well). A warrior might well be knocked out of a vehicle this way; if this happens the usual rules for falling out of a moving vehicle apply.

Kustomisin'. The only kustom job you can have done to a kannon is *More Dakka.*

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

Special: Knockback

BLUNDERBUSS

A blunderbuss is a simple variation of a kannon, often converted from a kannon which has backfired and burst its barrel. A blunderbuss's barrel is sawn off to little more than a stump and it uses shells made up of dozens of pellets crammed together instead of solid ones. When the blunderbuss fires it gouts out a cloud of pellets which bounce and ricochet around, making a hit on the target almost certain. Unfortunately the range of a blunderbuss is cripplingly short because the pellets spread out quickly and soon lose their hitting power. On the other hand a blunderbuss is cheap and readily available in the bazaar, and is so indiscriminate that even the most unskilled warrior can score a hit with it.

Special Rules

Kustomisin'. The only kustom job you can have done to a blunderbuss is *More Dakka.*

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

BOW

How to make bows must be lodged somewhere deep in the Orks' psyche, as Yoofs sometimes emerge from the desert clutching crude bows in their hands. Most bows on Gorkamorka are made from a springy length of scrap strung with wire or squig gut.

Special Rules

Kustomisin'. Don't even think about trying to get a bow kustomised!

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	-	-1	3	+1	1	4+

CROSSBOW

Crossbows are exceedingly simple weapons made out of a crude metal bow mounted on the old frame of a knackered shoota or kannon. The bow fires sharpened 'bolts' usually made out of scrap scavenged for the purpose like rods, struts or indeed actual bolts. No self respecting Ork would arm himself with a crossbow unless no other gunz were available, but Yoofs sometimes start out with one and older Orks may keep them around as a back-up weapon or a nostalgic souvenir.

Special Rules

Kustomisin'. A crossbow can't be kustomised at all, the Mek will just snort with contempt and try to sell you a real Orky weapon like a shoota.

Move or Fire: Crossbows are very time-consuming to load and ready for firing. For this reason a crossbow cannot be fired if the model using it has moved in the same turn, or has been on a vehicle that moved.

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

Special: Move or fire



BIG GUNZ

Big gunz are seriously big, heavy pieces of ordnance which are too weighty and massive to be carried by a warrior. Big gunz must be mounted on a vehicle as a fixed weapon, and a vehicle can only ever mount a single big gun because of the extra space needed for ammunition and spares.

'EAVY SHOOTA

'Eavy shootas are one of the most common vehicle-mounted weapons used by the Orks. They combine all the endearing qualities of shootas (loads of noise and explosions when they fire, mind numbing recoil and plenty of dakka) with even bigger shells and even more dakka. 'Eavy shootas are usually twin- or single-barrelled weapons fed from chunky magazines of ammo by crank handles, motors, flywheels, pumps or any one of a dozen other cunning mechanisms. Kustomised 'eavy shootas often have lots of barrels, huge hoppers or belts of ammo, big crosshair sights and other features to make the guns look more intimidating.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-20"	20"-40"	-	-	5	-2	1	4+

Special: Sus. Fire 2D

SPEAR GUNS

Long ago some enterprising Mek must have watched a bunch of Yoofs practising throwing spears and come to the conclusion that a gun which fired a volley of spears would be really neat. Spear guns are cheap, reliable and can be quite deadly but the best thing about them is they look really vicious!

A spear gun is made up of a rack of spears in tubes which are launched by steam or springs or something similar. The sharpened spear heads can punch holes in buggy armour and Boyz but like harpoon guns, spear guns suffer from having a relatively short range.

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

Special: Sus fire 2D.



ROKKIT LAUNCHER

A rokkit launcher is a large but simple weapon consisting of a tubular launcher and as many rokkits as you can get hold of. The rokkits can be loaded in one at a time, or, if the rokkit launcher is a bit more upmarket, they might be loaded in automatically from a magazine. Rokkits tend to be unreliable but when they work they are extremely effective and can blow apart a buggy or smash open a gate. They are also very loud indeed... a big plus for any self-respecting Ork warrior. Mekboyz can make different kinds of rokkit or improved versions, but it'll cost yer!

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-30"	-	-1	6	-3	D6	6+

SCORCHA

A scorcha is literally a flame-thrower, a device designed to hurl burning fuel. The fuel in question is a volatile mixture of gases and liquids compressed into a cylinder. When a valve is opened the mixture is forced through the weapon's nozzle with a staccato gurgle, and directed over the target where it ignites with a 'whoomph!' causing much hilarity all round. Scorchas are dangerous, unreliable, spectacular and, as a consequence, highly popular.

Special Rules

Ammo Test. An Ammo test is required every time the scorcha is fired. Scorchas are unreliable weapons, and can only be counted upon to fire once or twice per engagement.

Template. The scorcha's shot is represented by the Scorcha template. This is used as described in the Shooting section, by placing the template so that it covers one or more target models. Any warriors on foot wholly under the template are hit automatically, whilst those partially beneath are hit on the D6 roll of a 4, 5 or 6.

Catching Fire. If a warrior is hit by a scorcha and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action remove the model as normal. If a warrior is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the target's own turn. Roll a D6.

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

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

Vehicles hit by scorchas are subject to special rules, as covered in the Shooting section of the Vehicle rules.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
Special rules		-	-	4	-2	1	4+

Special: Target is set on fire

HARPOON GUNS

The giant bolt from a harpoon gun is capable of skewering Boyz, and even buggies, like an insect. Though it lacks the range of a rokkit launcher, a harpoon gun is a lot more reliable and a lot cheaper. This makes harpoon guns a common choice for mobs early in their careers.

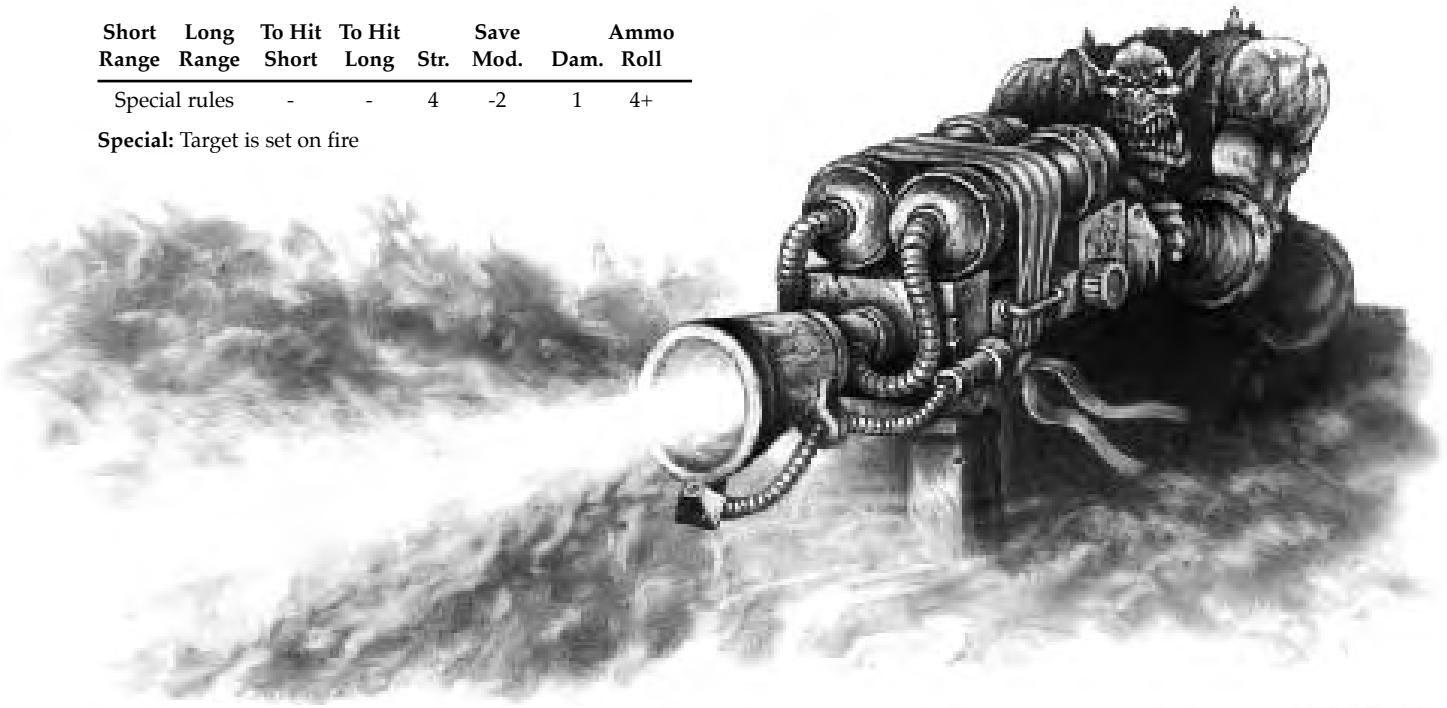
Harpoon guns usually look something like gigantic, vehicle-mounted crossbows. The powerful metal bow is cranked into readiness with special winding gubbins before a hefty metal harpoon is fitted into position.

The range of a harpoon gun is very short, no greater than a shoota. This means mobs with harpoon guns mounted on their vehicles have to swoop down on their prey like vulchas rather than hang about at the back with an 'eavy shoota like a bunch of Grots, which can only be a good thing.

Special Rules

Strength. A harpoon is very unpredictable in flight (which is part of the reason why their range is so short). To represent the chance of a hit being nothing more than a glancing blow the Strength of a hit from a harpoon gun is equal to a D6+2, for a total of 3 to 8.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	-	-1	D6+2	-2	D3	4+



STIKKBOMBZ

Ork grenades are much bigger and heftier than those used by other races, which makes good sense to an Ork because the bigger something is, the more dangerous it will be. Stikkbombz are made up of a can filled with crude explosives which is screwed onto a stick so that it can be used as an equally crude mace if necessary. The Meks and their Spannerz churn out stikkbombz by the score and mainly make two sorts – Frag and Krak stikkbombz. Frag 'bombz detonate with a dull whoomph and shower shrapnel and fragments of casing over a wide area. Krak 'bombz detonate with a high-pitched snapping noise and punch a dirty great hole through whatever it is they have hit. Krak bombz are harder to throw because they have to strike the target 'head first'.

Special Rules

Using Stikkbombz in Close Combat. A warrior can indeed use a stikkbomb as a club in hand-to-hand combat. Obviously there is something of a danger of the stikkbomb going off when abused in this way, but Orks never let that put them off! If both models roll 6's on their Attack dice when one of the models is using a stikkbomb as a club the stikkbomb will go off, automatically hitting all the models in the combat but doing no other damage as the closely packed combatants absorb the blast.

Kustomisin'. Stikkbombz can be kustomised but the only thing Meks can do to them is increase their Strength.

Krak Stikkbombz. Krak stikkbombz do not explode with a blast marker like most other kinds of bomb. Instead their blast is imploded directly towards what they hit. A Krak stikkbomb which misses and scatters will only affect another target if it lands directly on top of it.

FRAG STIKKBOMBZ

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
		-	-	3	-1	1	Auto

Special: 2" blast marker

KRAK STIKKBOMBZ

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
		-1	-1	6	-3	D6	Auto

Special: No blast marker

SLAVERZ' STUFF

Slaverz' stuff can only be used by Ork Slaverz, and is all short ranged or hand-to-hand weapons designed to incapacitate and capture rather than kill. This is why non-Slaver Orks are completely unable to fathom the use or function of such namby-pamby wargear.

GRABBA STIK

A grabba stik is a pole, usually about as tall as an Ork, with a pair of pincer-like jaws at one end. The jaws are springloaded and the slaver snaps them shut around a victim in hand-to-hand combat. The Slaver can then use the pole to wrestle his victim to the ground and bind them in a few swift movements.

Special Rules

Captures Victims. If a slaver takes a Grot or Digga out of action in hand-to-hand combat using a grabba stik no Serious Injury roll is made. Instead the model is automatically captured at the end of the game.

Strength: As user

Notes: Captures victims

WHIP

Slaverz just love whips. They often use them as their symbol and you can tell how important a Slaver is by how big and heavily decorated his whip is. Slaverz are experts at both using their whips to cow and distract their potential victims, and lashing newly cowed slaves into the mines after capture.

Special Rule

Distracts Enemy. Any model fighting a Slaver armed with a whip suffers a -1 penalty to their WS.

Strength: As user -1

Notes: Distracts enemy.

NET

Nets are strung together from wire ropes and hawsers. They are heavily weighted and viciously barbed to prevent a victim escaping. The weight of nets makes them impossible to throw very far, but they work just fine from the back of a buggy.



Special Rules

One Use Only. A net is thrown in the shooting phase with all the normal to hit modifiers and using the profile shown below. When a net is thrown it is lost for the rest of the combat, making it a one-use weapon. After the combat it can be assumed that the Slaver either retrieves his net or fashions another one at no extra cost.

Entangles. A model which is hit by a net isn't hurt but will become entangled. An entangled model can't move or shoot and counts as a downed model if it is attacked in hand-to-hand combat. An entangled model can free itself on a D6 roll of 6 at the end of its turn. The model can also be freed by another friendly model if it is in base contact during the movement phase. If they do this they cannot shoot in the shooting phase. Roll a D6 and add +1 for each model after the first trying to remove the net. If the total is 6 or more the trapped model is freed. The model is automatically captured if it's still entangled at the end of the game and its own mob bottled out, otherwise his mates set him free. A net has no effect on a vehicle.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-4"	-	-	-	Special			-

Special: Entangles

BOLAS

A bolas is like a long flail with weights at either end so that when it is thrown it wraps around the target, hopefully stopping it in its tracks. Though it can be thrown further than a net, a bolas is stupidly hard to use properly and gives the user a substantial chance of braining themselves into the bargain. Slaverz carry a supply of several bolas at once so they are not one shot weapons like nets or spears.

Special Rules

Dangerous. If you get a roll of 1 to hit with a bolas the model using it has brained themself and suffers a S3 hit.

Entangles. A warrior which is hit by a bolas isn't hurt but will become 'entangled'. An entangled warrior can't move and suffers -2 WS if it is attacked in hand-to-hand combat but may shoot and try to avoid being run over as normal. An entangled model can free itself on a D6 roll of 4, 5 or 6 at the end of its turn. A bolas has no effect on a vehicle.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	-	-	-	Special			Auto

Special: Entangles

ARMOUR

Although Orks don't get as enthusiastic about armour as they do about weapons they still appreciate the virtues of being even harder to hurt. New and used armour can be purchased in the workshops of Mektown cheaply, but the temptation to buy more weapons instead often proves irresistible.

SHIELD

A shield is a metal plate which is strapped to a warrior's arm. It allows him to deflect the enemy's blows in hand-to-hand combat and shelter (perhaps rather naively) from being shot at.

Carrying a shield increases a model's armour save by +1 against bows, crossbows and hand-to-hand weapons. A model using a shield in close combat may block one of his opponent's attack dice by forcing him to re-roll it and accept the second result. A model equipped with a shield does not get an additional attack dice for having an extra hand weapon, and cannot use weapons which require both hands.

STUDDED ARMOUR

Studded armour is made out of tough squig skin studded with nuts and bolts and hanging metal plates. It looks hard (which is important) and offers a bit of protection, particularly against spears, arrows and the like (which is less important).

A model wearing studded armour gains a saving throw of 6+.

FLAK ARMOUR

Flak armour is simply a heavier version of studded armour made with several layers of squig skin to make it more resistant to shell fragments and flames.

A model wearing flak armour gains a saving throw of 6+. This is increased to 5+ against weapons which use a blast marker or a template, or hits caused by shrapnel damage results on the vehicle damage tables.

'EAVY ARMOUR

'Eavy armour is made out of sections of armour plate (sort of) shaped to fit the Ork inside. The solid plates give good protection against weapons fire and other unpleasantness but is cumbersome to wear.

A model wearing 'eavy armour gains a basic armour save of 4+. A model in 'eavy armour halves its Initiative characteristic (rounding up) when it is testing to leap aboard a vehicle or avoid being run over.

GUBBINS

The technical term 'Gubbins' is used to describe all the extra bits and bobs that Orks attach to their vehicles. The bigger and more important an Ork Nob is the more gubbins he will want to fasten to his buggy. Most gubbins are useful in various ways, and though some are simply for show they are no less vital for all that. The most commonly seen gubbins are Extra Armour Plates, Spikes, Wrecker Balls, Big Grabbers, Rams, Boarding Planks and Loadsa Ammo. All of these can be bought fairly cheaply and nailed, riveted, or firmly glued to the back of your favourite buggy, bike or other vehicle. You don't need a Mekboy to do this – any Spanner can fit gubbins. You can find out more about Meks and Spannerz in Da Uvver Book.

MODELLING GUBBINS

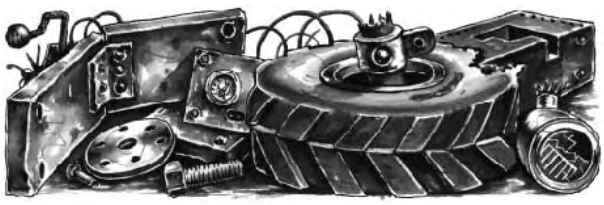
Modelling gubbins onto vehicles is good fun and a great way of personalising your vehicles. In the modelling and painting section of Da Uvver Book you'll see lots of different gubbins built using all sorts of bits and bobs. Please note that all gubbins must be modelled – claiming to have gubbins which are not visible on a vehicle would be unfair and outright dull.

EXTRA ARMOUR PLATES

Any extra armour plates fitted form one entry in your vehicle's Gubbins box. Additional plates are noted beside the main entry. Eg, Extra Armour Plates 3. Rather than forming part of the vehicle's shell they are nailed, riveted or firmly glued into place wherever the Ork can find a spot. Armour plates work as follows.

When the vehicle is penetrated by shooting, rams, collisions or crashes, roll a dice. On a 6 the shot is deflected harmlessly by your armour plate. If you have 2 armour plates the shot is deflected on a 5 or 6, with 3 or more it's deflected on a 4, 5 or 6. It never gets better than 4+ no matter how much plate you stick on. You can stick on up to 3 bits on a bike, 6 bits on a buggy.

If hit in the gubbins then you can attempt to deflect the shot with armour plate as normal. If you fail then roll randomly against the gubbins that you have. If hit in the armour plate you lose as many plates as you used to try to deflect the shot (1 if you didn't bother for some reason… eg, deranged).



SPIKES

A lot of Orks weld or nail spikes, hooks, blades, horns and other sharp protuberances on their vehicles. Not only does this make the vehicle look really 'ard but it discourages boarding actions and obliterates pesky footers when they get run over! Note if a vehicle is 'spiky' or 'extra spiky' in its Gubbins box. Bikes cannot be made extra spiky.

If you fit basic spikes to a vehicle any hits it inflicts for rams, running down footers, boarders failing to leap on board or warriors being thrown overboard are resolved at S4 instead of S3.

A vehicle can be made *extra spiky*. As well as the benefits for being spiky, anybody attempting an Initiative test to avoid or leap aboard an extra spiky vehicle suffers a -1 modifier to their Initiative characteristic.

If hit in the gubbins, spikes are damaged (burnt off, broken, etc.) on a roll of 4 or more like any other gubbins. Extra spiky vehicles hit in the gubbins are reduced to being 'spiky' on a roll of 4 or more.

WRECKER BALL

This is a huge iron ball on the end of a smallish crane mounted in the back of a vehicle. One of the Orks in the vehicle's crew has to work the crane but he can smash the ball into enemy vehicles, scrunching metal and knocking off Boyz riding them. In order to use it one of the Boyz or Spanners in the vehicle's crew must operate it and he can't shoot or fight in close combat on the same turn. Bikes can't be fitted with wrecker balls.

A wrecker ball can be used if a vehicle moves into a position to ram, rake or swideswipe an enemy vehicle. Regardless of whether a ram is made or not the wrecker ball can be swung before the enemy vehicle has a chance to swerve away. The ball hits D3 random locations on the target vehicle, and penetrates their armour

automatically! Any driver or crew which are hit are knocked off the vehicle even if they survive, landing D3" away and taking another S3 hit on a roll of 4 or more on a D6.

If hit in the gubbins a wrecker ball is damaged on a roll of 4 or 5 like any other gubbins. If a 6 is rolled the wrecking ball is smashed off its mounting and swings back into the vehicle carrying it! Resolve a hit against the vehicle just as if it had been hit by a wrecking ball.

BIG GRABBER

A big grabber is a mechanical claw mounted in much the same way as a wrecker ball. Again, one of the Orks in the vehicle's crew has to work the crane but he gets the fun of ripping chunks off opposing vehicles and plucking out their crew like squig meats. In order to use it one of the Boyz or Spannerz in the vehicle's crew must operate it and he can't shoot or fight in close combat on the same turn. Bikes can't be fitted with grabbers.

A grabber can be used if a vehicle moves into a position to ram, rake or swideswipe an enemy vehicle. Regardless of whether a ram is made or not the big grabber can be used before the enemy vehicle has a chance to swerve away. The grabber crunches into a single random location on the target vehicle, and penetrates its armour automatically. Roll two dice for the damage and apply the highest damage result.

If a driver or crewman is hit they are grabbed and can be held immobilised in the big grabber until the operator decides to drop them, in which case they land D3" away from the big grabber and take a S3 hit on a roll of 4 or more on a D6. If an enemy warrior is still grabbed at the end of the game it is automatically 'Captured' by the mob (see the Serious Injuries Chart). If a penetrating hit is scored on the big grabber while it has a victim in its jaws, the grabbed warrior is dropped automatically with the above effect.

If hit in the gubbins a grabber is damaged on a roll of 4 or more like any other gubbins.

REINFORCED RAM

Rams make good sense if you're in a place where people ram each other a lot – a place like Gorkamorka. Multiple spikes, a single hefty bar, or even a bulldozer-style blade have all found favour with different individuals. Straightforward to fit, and even more straightforward to use, reinforced rams are probably the most common piece of gubbins around. Bikes can't be fitted with rams.

A vehicle with a ram rolls two dice and picks the highest for damage results when it rams someone or is involved in a head-on ram. Side swiping isn't affected. The reinforced ram only ever affects one damage result roll even if the vehicle inflicts more than 1 damage point in a ram.

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

BOARDING PLANK

A boarding plank is a hinged board which is nailed onto the outside of a vehicle. Once the vehicle is close to an enemy vehicle the plank is dropped and hooks or spikes at the end hold it in place so the Boyz can swarm across. Ideal for when that disturbing leap from buggy to buggy looks a mite daunting!

Up to one boarding plank can be fitted to the front, left, and right sides of a vehicle (so you can have no more than 3 on one vehicle). You must decide which direction the boarding plank faces when it is fitted (eg, Boarding Plank – Front). Bikes can't be fitted with a boarding plank.

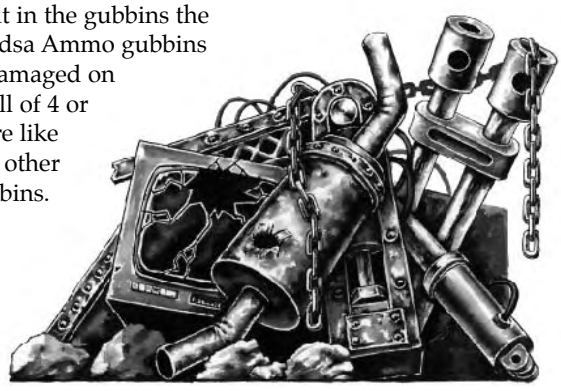
Boarding planks can only be used if a vehicle moves within 2" of an enemy vehicle and then elects to chase or race the enemy. The boarding plank must be facing in the correct direction and is lowered automatically and immediately. Once the boarding plank has been lowered, any warriors riding on the vehicle with the plank can cross to the other vehicle without having to take an Initiative test to see if they fall. Once the plank is in place the enemy vehicle will suffer 1 point of damage if it tears itself more than 2" away from the vehicle with the plank for any reason.

If hit in the gubbins one random boarding plank is damaged on a roll of 4 or more like any other gubbins.

LOADSA AMMO

Many Boyz love shooting so much that they quickly run out of ammo. Noting this, some ingenious Spannerz have devised various chain feeds, large hoppers, or just buckets of spears or shells, that enable a vehicle's guns to be loaded with more ammo. A weapon with Loadsa Ammo ignores its first failed Ammo roll.

If hit in the gubbins the Loadsa Ammo gubbins is damaged on a roll of 4 or more like any other gubbins.



HIT LOCATION TABLES

Roll on the Buggy Hit Location Table to determine where each hit lands. If dealing with hits from weapons then roll for armour penetration as normal. The armour penetration for all weapons is D6 + the Strength of weapon. If dealing with hits from rams, sideswipes, rakes, crashes or collisions then the penetration is automatic.

TECHNICAL KNOW-WOTS

The damage tables contain some tough Orky concepts to understand. Some of these are explained below.

Spin
When a vehicle spins roll the Scatter dice to find out which way it is facing after the spin. Remember, if the vehicle ends up facing in the same direction after a spin then the driver has performed a spectacular 360° spin which will earn him much respect from his fellow mobsters!

Swerve
When a vehicle swerves it is turned 45° to the left or right. Roll a D6: on a 1-3 the vehicle turns left and on a 4-6 it turns right.

Crew
A vehicle's crew includes all the warriors on board except the driver. This means it does include any gunner and enemy warriors fighting in boarding actions.

Driver
The warrior driving the vehicle is called the driver. If the driver is pinned, goes down or is taken out of action the vehicle will swerve and move forward D6" immediately, and in each subsequent movement phase. A bike will fall over after its initial D6" move and will count as immobilised for the rest of the game.



VEHICLE DAMAGE

Unless the vehicle is crippled, all damage to it and any weapons and/or gubbins mounted on it will be repaired by the mob's Spannerz before the next battle for no cost in teef. If the vehicle is crippled then you have to roll on the Permanent Damage table after the battle, see Da Uvver Book for more details.

BUGGY/TRUKK/TRAK HIT LOCATION TABLE

(Roll a D6)

1 CREW (random member) - Armour value: 8
A crew member, other than the driver, has been hit. If there is more than one crew member on board randomise which is hit, then roll to determine damage. If any warrior goes down from a hit the warrior will fall off the vehicle and land D3" away in a random direction, suffering another S3 hit on a D6 roll of 4 or more.

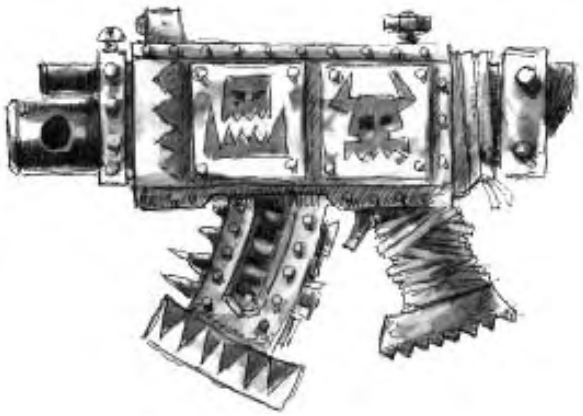
If there is no crew on the vehicle then the driver is hit instead.

6 The crewman is hit by the weapon as normal or takes a S3 hit in the case of a ram, swipe, rake, crash or collision.

5 Hit by shrapnel – The crewman takes a S3 hit.

4 Blast – The crewman hit must roll under his Strength on a D6 to stay on board. If he fails the warrior will fall off and land D3" away in a random direction and take a S3 hit on a D6 roll of 4+.

1-3 Stray shot – Roll a D6. If the score is greater than the number of crew then nobody is hit. If the score is less than or equal to the number of crew onboard then one of them is hit by shrapnel and takes a S3 hit.



2 FIXED WEAPON – Armour value: 8

A fixed weapon is hit. Roll a D6 to determine damage.

If the vehicle has no fixed weapons then the crew is hit.

6 Weapon explodes – 1S4 hit on the gunner and the weapon may not be used for the rest of the battle.

4-5 Slush clip destroyed – The weapon may not be used for the rest of the battle.

3 Crank shaft damaged – You must roll a 4+ on a D6 every turn to use the weapon.

2 Luck nut damaged – The weapon is at -1 to hit for the rest of this battle.

1 Big end jammed – The weapon may not fire in the mob's next turn.

3 GUBBINS – Armour value: 8

If the vehicle has any extra bits of kit – such as boarding planks, extra armour plates, or whatever – then randomise which is hit. It is broken and rendered useless for the rest of the battle on a D6 roll of 4 or more. On a 1-3 the hit has no effect.

If there are no gubbins on the vehicle then the engines are hit.

4 WHEEL/TRACK – Armour value: 8

A wheel or track is hit. Roll a D6 to determine the effect:

6 Nob pins destroyed – The vehicle spins and is immobilised.

5 Transverse knock shells damaged – The vehicle spins.

4 Drivel pipe bent – The vehicle swerves.

1-3 Upper cog links damaged – Reduce all moves by -1" (gas engines and each thrust). If moves are reduced to zero then the vehicle is crippled.

5 DRIVER – Armour value: 8

The vehicle's driver has been hit. Roll a D6 to determine the effect. If the driver goes down, is taken out of action or pinned then the vehicle will swerve and move D6" ahead immediately. A member of the crew can try to take over at the start of their next turn on a roll of 4+; if they fail the vehicle swerves and moves D6" again.

If there is no driver, the engine is hit instead.

4-6 Driver is hit by the weapon as normal or takes a S3 hit from a ram, swipe, rake, crash or collision.

3 Driver caught by shrapnel – The driver takes a S3 hit.

2 Driver caught by blast – The driver must take a Leadership test. If he fails, the vehicle swerves.

1 Driver OK – Shot whistles past his ear!

6 ENGINES – Armour value: 10

The engine, fuel lines or associated machinery have been hit. Roll a D6 to determine the effect.

6 Fuel explodes – Crippling and immobilising the vehicle. All warriors onboard are hurled D6" away in random directions and take 1 S4 hit each.

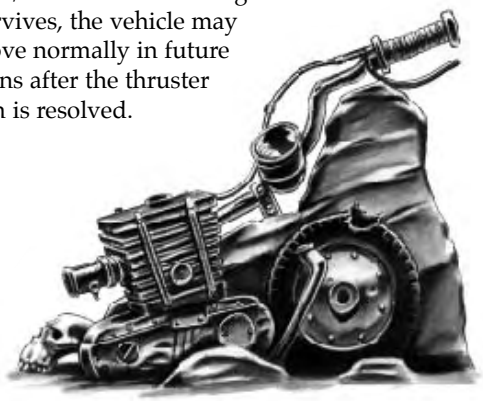
5 Gammy shaft broken – The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a 6 the fuel explodes as in 6, above. The vehicle is crippled if the fuel explodes.

4 Outright strut snapped off – The vehicle is immobilised.

3 Thrusters damaged – No thruster moves may be taken for the rest of the game

2 Gas engines damaged – No gas engine moves may be taken for the rest of the game.

1 Thruster jam – The vehicle immediately thrusts in a straight line until you fail a test or ram/crash into something! If it survives, the vehicle may move normally in future turns after the thruster jam is resolved.



DA BIKE HIT LOCATION TABLE (Roll a D6)

1 CREW (random member) – Armour value: 0(!)

A crew member has been hit. If there is more than one crew member randomise which is hit, then roll to determine damage. Any warrior which goes down or out of action from a hit will fall off the bike and land D3" away in a random direction and suffer a S3 hit on a 4+.

If there is no crew on the bike then the driver is hit.

6 The warrior is hit by the weapon as normal, or takes a S3 hit from a ram, swipe, rake, crash or collision.

5 Hit by shrapnel – Crewman takes a S3 hit.

3-4 Blast – The warrior hit must roll under his Strength on a D6 to stay on board. If he fails he's pitched D3" away in a random direction and suffers a S3 hit on a D6 roll of 4+.

1-2 Stray shot – The crew dive to one side to avoid the shot, causing the bike to swerve.

2 FIXED WEAPON – Armour value: 8

The fixed weapon is hit. Roll a D6 to determine damage.

If the bike has no fixed weapons the wheel/track is hit.

6 Weapon explodes – 1S4 hit on the driver and the weapon is useless for the rest of the battle.

5 Slush clip destroyed – The weapon may not be used for the rest of the battle.

4 Crank shaft damaged – You must roll a 4+ on a D6 every turn to use the weapon.

3 Luck nut damaged – The weapon is at -1 to hit for the rest of this battle.

2 Big end jammed – The weapon may not fire in the mob's next turn.

1 Spark tap snaps – The weapon shoots wildly in the air, and as a consequence the bike spins.

3 GUBBINS – Armour value: 8

If the bike has any extra bits of kit – such as extra armour plates – then randomise which is hit. It is destroyed on D6 roll of 4 or more.

If there are no gubbins on the vehicle, the engines are hit.



4 WHEEL/TRACK – Armour value: 8

A wheel or track is hit. Roll a D6 to determine the effect.

6 Nob pins destroyed – The bike spins and is immobilised.

4-5 Flange bearing damaged – The bike spins.

2-3 Drivel pipe bent – The bike swerves.

1 Intermediate cog links damaged – Reduce all moves by -2" (gas and each thrust). If moves are reduced to zero then the bike is crippled.

5 DRIVER – Armour value: 8

The bike's driver has been hit. Roll a D6 to determine the effect. If the driver is down, out of action or pinned the bike will swerve, move D6" ahead and fall over, counting as immobilised. Anyone still on board is thrown D3" and takes a S3 hit on a 4+.

4-6 Driver is hit by the weapon or takes a S3 hit from a ram, swipe, rake, crash or collision.

3 The driver is hit by shrapnel and takes a S3 hit.

2 Brake! – The driver hits the brakes as hard as he can. The bike swerves and all warriors on board have to roll under their Strength on a D6. Warriors that fail are thrown D3" in front of the bike and take a S3 hit on a D6 roll of 4+.

1 Kaboom! – The driver must take a Leadership test. If he fails the test the bike swerves.

6 ENGINES – Armour value: 10

The engine, fuel lines or associated machinery has been hit. Roll a D6 to determine the effect.

6 Fuel explodes – Crippling and immobilising the bike. The crew is hurled D6" away in random direction and take 1 S4 hit.

5 Gammy shaft broken – The bike spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a 6 the fuel explodes as in 6. The bike is crippled if the fuel explodes.

4 Gork strut snapped – The bike is immobilised.

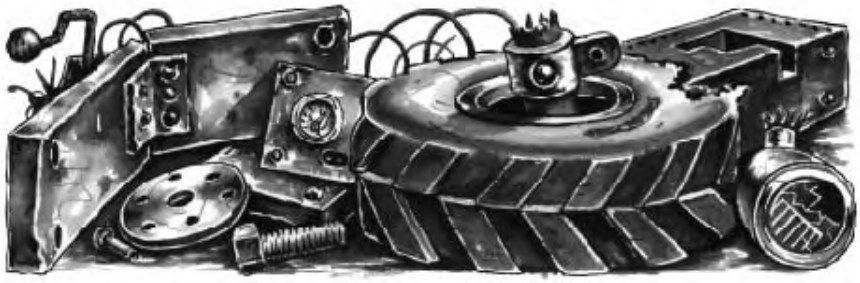
3 Thrusters damaged – No thruster moves may be taken for the rest of the game

2 Gas engines damaged – No gas engine moves may be taken for the rest of the game.

1 Thruster jam – The bike immediately thrusts in a straight line until you fail a test or ram/crash something! The bike may move normally in future turns after the thruster jam is resolved.

GORKAMORKA™

Da Uvver Book



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MOB FOR HIRE

Before you can start playing Gorkamorka you need to choose your mob.

The models in this box give you enough Orks for two starting mobs. Later on you can recruit more Boyz and add to your firepower by getting bigger guns. The models themselves have been designed so that you can equip them in different ways to represent different warriors. The weapons chosen for your warriors and vehicles must be depicted on the models used to represent them. The exceptions are knives, which you can assume are tucked inside clothing or inside a boot. Obviously, it's well worth considering how you'd like to arm your warriors before assembling the models or buying new ones.

As an example we have included rosters for two mobs we have created – Da Rukkas and Da Skidz.

CHOOSING THE MOB

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

MOBSTERS

There are six different kinds of mobsters: Nobz, Spannerz, Slaverz, Boyz, Yoofs and Grots.

Minimum 3 Warriors. A mob must have at least 3 Ork warriors including its Nob.

Nob. Your mob must include a single Nob – no more and no less.

Spanner Boyz (or Spannerz for short). Your mob must include one Spanner for each vehicle or three bikes in it.

Slaverz. Your mob may include as many Slaverz as you can afford.

Boyz. Your mob may include as many Boyz as you can afford.

Yoofs. Your mob can include Yoofs up to a maximum of half of the total number of Orks in the mob.

Grots. If you have any Slaverz, your mob may include Grots – however it may not include more Grots than Orks.

Buggies, Traks and Bikes. Your mob can include one vehicle or up to three bikes for each Spanner Boy. You must include enough vehicles to carry all of the mob.



NOB

Cost to recruit: 12 teef

Nobz are simply the biggest, hardest Orks around, so other Orks naturally look to them for leadership. They are expected to be proud and arrogant, inflicting punishment on anybody who cheeks them or gets out of line. All but the dimmest Orks aspire to be Nobz one day, so Nobz always have to be ready to fight off challenges to their position as leader.

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

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

Leadership. Your leader only becomes a fully fledged Nob once he has won a battle. His Leadership then rises to 8 automatically. Until he becomes a Nob your leader cannot attempt to buy kustom jobs as the Meks refuse to deal with someone of such low status. Once he is a Nob other Orks make way for him in the street and don't gob on him so much.

SPANNER BOYZ

Cost to recruit: 6 teef

Spanners have got what the Orks term 'know-wots' – they know what's wrong when things don't work! Without the consummate technical skills of the Spannerz, a mob in the desert would soon end up as a pile of bleaching bones.

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

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

Special: Each Spanner in your mob allows you to buy one vehicle or up to three bikes.

SLAVERZ

Cost to recruit: 6 teef

Slaverz catch and train slaves (Grots and Diggas) for the Orks. It is an ancient occupation, much appreciated by the other Orks who can't be bothered with it.

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

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

Special: Slaverz are highly adept at dealing with slaves, or Runtz as Orks often call them. Having a Slaver in your mob allows you to take Grots, as detailed below. If you have a Slaver you can also force captured models from other mobs to labour in the mob's scrap mine to earn extra teef (see the Income section later on).

BOYZ

Cost to recruit: 5 teef

Tough and reliable, Boyz are the backbone of the mob.

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

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

YOOFS

Cost to recruit: 3 teef

Starting out ham-fisted and unreliable, Yoofs toughen up fast and soon develop into fully-fledged Boyz.

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

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

Toughness: Yoofs quickly harden up in the harsh desert conditions, helped along by a diet of regular fighting. When Yoofs have gained enough experience to become fully fledged Boyz (see the Experience section later) they gain +1 to their Toughness in addition to their normal advance. It is possible that a Yoof ascending to join the Boyz might manage to reach Toughness 5. This is perfectly OK and the Yoof in question will gain great respect for his ability to crush cans on his head and consume prodigious quantities of fungus beer.



GROTS

Cost to recruit: 2 teef

Grots are sneaky and cunning so they make useful scouts and scavengers for Ork mobs (and they're the only ones who can be bullied into fetchin' an' carryin').

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

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

Special: Grots can be pinned by shooting as detailed in the rulebook.

VEHICLES

Nobody gets around on Gorkamorka without wheels (or traks), and this is where you get yours... Wheels that is. Remember that you need enough vehicles to carry your whole mob.

TRUKK or BUGGY . . . . . 20 Teef
TRAK . . . . . 15 Teef
WARBIKE . . . . . 10 Teef

WEAPONS

Each warrior you recruit can be armed with one or more of the weapons listed over the page. Some warriors are restricted in what kinds of weapons they can be armed with, Grots can only use hand-to-hand weapons and gunz for example.

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

MOUNTING WEAPONS ON VEHICLES

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

However, instead of having a big gun, any vehicle can have two gunz linked together as a fixed weapon. Both gunz must be of the same type and are paid for separately. Once a pair of gunz are mounted up as a fixed weapon they are treated as a single weapon for ammo rolls, kustomisin' and everything else. Two linked gunz used as a fixed weapon count as a normal weapon of that type, but with an additional Sustained Fire dice. For more information see the Fixed Weapon rules in the Vehicles Shooting section of Da Roolz.

DRIVERS AND GUNNERS

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

MOB'S A GOOD 'UN!

Once recruited your mob is ready to undertake a life of high adventure cruising the desert dunes in search of fortune and a good fight. Once you've recruited your first mob it's a good idea to get stuck in right away, preferably against another starting mob. This gives you a chance to familiarise yourself with the rules and see how your mob performs in action.

Of course choosing a mob is just the beginning of its illustrious career, though you can just fight one-off games if you want to. The Gorkamorka campaign section tells you all about gaining wealth and experience in an ongoing series of battles. This the best bit of Gorkamorka.



WEAPON LISTS

HAND-TO-HAND WEAPONS

Hand-to-hand weapons include everything that can be used at close quarters such as pistols, knives and crude axes or spears. Some of these weapons can also be used for ranged combat, though the ranges tend to be very short.

WEAPON	TEEF
Slugga	2
Six Shoota	2
'Uge club or choppa	2
Club or choppa	1
Knives and knuckles	Free
Chain or Flail	1
Spear	1

GUNZ

Gunz are long range weapons, carried and fired with two hands. We've included bows and crossbows in with gunz because they don't really fit in anywhere else and they get used for putting holes in people from a distance just like shootas and kannonz.

WEAPON	TEEF
Bow	1
Crossbow	1
Blunderbuss	1
Shoota	2
Kannon	3

STIKKBOMBZ

Stikkbombz are crude grenades made by filling a can with explosives and screwing it onto the end of a stick. If you buy a model some stikkbombz, he is assumed to have a supply of them which is replenished after each game

WEAPON	TEEF
Frag	3
Krak	5

BIG GUNZ

Big gunz are seriously huge, seriously loud and seriously destructive! In fact big gunz are so big that they are too cumbersome to lug around, so they are always mounted on vehicles.

WEAPON	TEEF
'Eavy Shoota	15
Rokkit Launcher	13
Harpoon Gun	7
Spear Gun	9
Scorcha	8

ARMOUR

Even though Orks are tough and hard to kill, they're not above wearing extra armour if they can afford it.

ARMOUR	TEEF
Studded Armour	1
Shield	1
Flak Armour	2
'Eavy Armour	7

SLAVERZ' STUFF

Equipment vital to the Slaverz' trade: low-down sneaky stuff for catching people without having to fight them.

WEAPON	TEEF
Grabba Stik	2
Net	2
Bolas	1
Whip	2

CAMPAIGNS

While you can just fight one-off games, the most entertaining part of Gorkamorka is campaigning with a mob over a period of time. This gives you the opportunity to watch your mob develop, to see old warriors gain new skills while new warriors join and the mob grows ever more infamous. This section explains how the Campaign rules allow a mob to progress from modest and obscure origins, to power, glory and more teef and janglies than you can shake a squig at.

STARTING THE CAMPAIGN

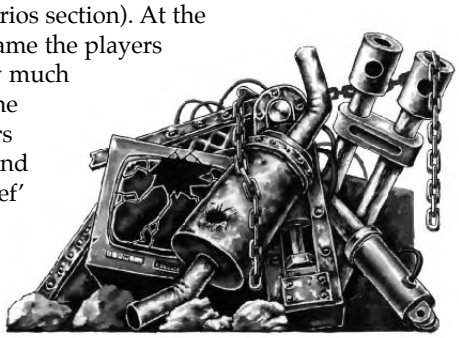
To start a campaign you'll need at least two players and preferably three or more. The more players, the better! Each player can have more than one mob, but our experience is that players prefer to run one at a time as this allows each mob to fight the most games in as short a time as possible.

Mobs come from the deserts around the Skid, often quite a way from Mektown. They usually find a rich seam of scrap and establish a fortified camp over it. The mob sets to work mining the scrap and while the mine is being worked the Boyz scour the surrounding desert looking for surface scrap, and fighting off rival mobs. Once in a while the Nob takes some of the Boyz into Mektown to trade in their loot. This gives each mob a certain amount of income, which they can spend on recruitment, more gunz, supplies, vehicles, kustom jobs and whatever else the Nob takes a fancy to.

You can start the campaign as soon as two players have recruited their mobs. New players can join the campaign at any time thereafter. Although new mobs will be less developed they will soon learn new skills. As you will see, fighting more powerful mobs will enable a new mob to develop quickly.

PLAYING THE CAMPAIGN

To start the campaign, two players simply take their mobs and select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much 'experience' the mob's warriors have earned and how many 'teef' the mob collects by trading.



Experience is represented by *Experience points* which individual warriors receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section. When a warrior has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S etc, or it might be a special skill such as *Headlong Leap* or *'Ard as Nails*.

Teef are collected after each game and added to the gang's teef hoard. This represents the profits earned by the mob after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more warriors, buying new weapons or going to the Meks, as explained in the Mektown section.

"We won! We's da 'ardest, dem uvver lads is ded gurly!" crowed Gilrat, Nob of Da Deffbringaz.

"Um, Boss?" It was Nagstik, one of the younger Orks, who spoke.

"Yer? Worrizit?"

"It's me arm, boss. I fink I 'urt it."

"Woddyer mean? Yoo fink yoo 'urt it?"

"Well I can't tell fer sure, boss, 'cos I can't find it. It ain't on da buggy, an' none of da uvver lads 'as got it." The young Ork looked thoroughly miserable.

"'Onestly. I turns me back fer a moment and yer start losin' fings. Well yoo got a choice, yoo can go ter da Doc's or yoo can go wivout."

Nagstik looked around at the others. Somehow he couldn't help remembering poor old Skroga who had been shot in the chest – he was never quite the same after the Doc had cut off both his legs.

"Akcherly boss, I reckon it ain't too bad wiv one arm, I'll be lighter on me feet, like. Squeeze froo narrer gaps, dat kind of fing."

"Dat's me boy!" beamed Gilrat.

THE MOB RATING

Each mob has a mob rating – the higher the rating the better the mob. The mob rating is simply the total cost to recruit and arm all the warriors and vehicles in the mob, plus their total Experience points divided by 10.

MOB RATING =

COST OF WARRIORS AND VEHICLES
+ (EXPERIENCE÷10 rounding up)

A mob's rating will change after every game because surviving warriors will gain extra experience, warriors might be killed, new warriors added, or you could add to the value of warriors by buying new weaponry, kustomisin' etc. Hopefully your mob rating will go up, signifying your gang's increasing power!

The player whose mob has the highest mob rating is winning the campaign – his mob is top of the heap and its leader is the most feared and respected in the area.

A mob cannot win a campaign in any outright sense, but sometimes one mob rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the mob (it moves on to more dangerous and profitable territories) and start a new one.

SERIOUS INJURIES

In a fight some warriors will go out of action and are removed from play. During the game it doesn't matter whether a warrior who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

When you are playing a campaign it matters a great deal what happens to warriors who go out of action! They might recover completely, ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

To find out what happens to warriors who go out of action roll two dice and consult the Serious Injuries Table. The first dice roll represents 'tens' and the second 'units' so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

You will notice that the Serious Injuries Table doesn't just include serious injuries, it covers a whole range of things that might befall your warrior. Bear in mind that only warriors who go out of action are obliged to roll on this table. Warriors that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

WARRIORS DOWN AT THE END OF A GAME

In addition to warriors who go out of action during the game, warriors who are down at the end of a game may also go out of action. Roll a D6 for each warrior who is down when the game ends. On a D6 roll of a 4-6 the warrior recovers without further effect. On a 1-3 he goes out of action and must roll on the Serious Injuries Table. Note that Orks set on fire by scorchas are considered to be extinguished at the end of the game.



SERIOUS INJURIES TABLE

11-15 DEAD
The warrior is killed in action and his body abandoned to the all-consuming sands of the desert. All the weapons and equipment carried by the warrior are lost; remove him from the mob roster.

16 MULTIPLE INJURIES
The warrior is not dead but has suffered many serious wounds. Roll a further D6 times on this table. Re-roll any 'Dead, 'Full Recovery' and further 'Multiple Injuries' results. Re-roll duplicate results of 'Captured' and 'Bitter Enmity'.

21 CHEST WOUND
The warrior has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.

22 LEG WOUND
The warrior has smashed a leg. He recovers from his injuries but he can no longer move as quickly. The warrior's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.

23 ARM WOUND
The warrior's arm has been significantly mangled. Although he recovers from his injury his strength is permanently reduced as a result. The warrior's Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit. Bear in mind that most hand-to-hand weapons use the fighter's own Strength, eg clubs, knives etc.

24-26 HEAD WOUND
A serious head injury leaves the warrior somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the warrior is dazed and confused – he is affected by the rules for *stupidity*. On a roll of 4-6 the warrior is enraged and uncontrollable – he is affected by the rules for *frenzy*. These are found in Da Clevver Stuff section of Da Roolz.

31 BLINDED IN ONE EYE
The warrior survives but loses the sight in one eye, randomly determine which one. A warrior with only one eye has his Ballistic Skill reduced by -1. If the warrior is subsequently blinded in his remaining good eye then he must retire from the gang and suffers the humiliating fate of begging for scraps in Mektown to survive.

32 GOBSMACKED
The warrior survives but gets a handful of teef knocked out! The warrior loses D6 teef – which are nicked by the opposing mob and added to their teef income. If the warrior loses 4 or more teef he suffers -1 from his Leadership characteristic as he loses respect from his comrades, and frankly is somewhat embarrassed himself.

33-35 OLD BATTLE WOUND
The warrior recovers but his old wound sometimes affects his health ("It's a bit gippy"). Roll a D6 before each game. On the roll of a 1 the warrior's old wound is playing up and he is unable to take part in the forthcoming battle. Remember that a driver or gunner can be automatically ousted from their position if they miss a fight.

36-55 FULL RECOVERY
The warrior has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

56 BITTER ENMITY
Although he makes a full physical recovery, the warrior has been scarred by his experiences. He develops a bitter enmity for the mob that was responsible for his injury. From now on, the warrior is affected by the rules for Hatred towards the following (roll a D6):

1-2 The individual warrior who inflicted the injury (if unknown, the mob's Nob).

3-4 The Nob of the mob who inflicted the injury.

5 The entire mob responsible for his injury.

6 All mobs from the same faction (Gorkers or Morkers) as the mob that inflicted his injury. If the same faction as the fighter, roll again.

61-63 CAPTURED

The warrior regains consciousness to find himself held captive by the opposing mob. Captives may be exchanged, ransomed back or put to work in the scrap mine. If both mobs hold captives then they must be exchanged on a one-for-one basis, starting with warriors of the highest value. Any remaining captives must be ransomed back to their own mob if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves.

Finally, warriors who are neither exchanged or ransomed may be put to work in the mine if the capturing mob includes a Slaver, earning a bonus on productivity. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are put to work in the mine their weaponry and equipment is kept by the captors. A mob can attempt to liberate its captured fighters, as detailed in the Scenarios section.

64-65 IMPRESSIVE SCARS

The warrior recovers and is left with impressive scars as testament to how hard he is. Add +1 to the fighter's Leadership characteristic. If a warrior gets further impressive scars later these will also improve his Leadership characteristic as he looks more and more the ideal scarred Ork warrior. However, note that Orks have a maximum Leadership of 9, regardless of the source of the advance.

66 SURVIVES AGAINST THE ODDS

The warrior regains consciousness alone in the desert, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home, fighting off muties, whip scorpions and other horrors, overcoming the endless dangers of the desert (and the nightmare stalkers of the night). He recovers fully and his remarkable survival earns him an additional D6 Experience points.

CRIPPLED VEHICLES

Just as the mob's warriors may be seriously injured in a fight, a mob's vehicles might fall prey to the enemy as well. Spannerz are experts at salvaging vehicles, cobbling together spare parts and fixing most damage, but they can't rebuild a pile of mangled wreckage! If a vehicle explodes or is immobilised during a game it may be permanently damaged.

Any vehicle which suffers an engine explosion is always crippled and has to roll on the Vehicle Permanent Damage Table (see over the page) at the end of the battle. Any vehicle which is immobilised during a game may become crippled and have to roll on the table, especially if it is abandoned because the mob owning it has to bottle out. A vehicle which has no crew or driver at the end of the battle counts as being immobilised.

Roll a D6 for each immobilised vehicle at the end of the game: on a roll of 1 it counts as being crippled, on a 2 or more the mob salvages it successfully and repairs it fully in time for the next game. If the mob owning the vehicle bottled out, the vehicle counts as being crippled on a roll of 1-3 on a D6, and on a 4 or more is recovered and fully repaired. Roll for the fate of any crippled vehicles on the table over the page. Note that fixed weapons and gubbins will be repaired at the same time.

GETTING IT FIXED

Permanent damage suffered by a vehicle can be fixed by a Mek. Treat this in the same way as going to the Meks to get the vehicle kustomised (see later). Each piece of permanent damage is a separate job and costs D6 teef. On a "Job's a Good 'Un" result the damage is fixed. If you take a damaged vehicle into the Meks for kustomisin' and you get a "While we Woz at It" result, a random piece of permanent damage is fixed instead.



VEHICLE PERMANENT DAMAGE TABLE

11-13 DESTROYED
The vehicle is completely wrecked and cannot be repaired. If one mob bottled out, the other mob can leave one of their Boyz to strip it, gaining an extra 2D6 teef (added to their income) from salvaging the scrap. The Boy left behind can't work the mob's mine after the battle as well.

14-16 BADLY MANGLED
The vehicle is not destroyed but has suffered a lot of damage. Roll a further D6 times on this table. Re-roll any 'Destroyed', 'Improved', 'Fixed' and any further 'Badly Mangled' results. Re-roll duplicate results of 'Captured' and 'Fixer Upper'.

21-22 ARMOUR WEAKENED
The vehicle's armour plates are left cracked and bent, or completely missing in some areas. The vehicle's armour is reduced by 1 point on all locations.

23 BENT CHASSIS
The vehicle's chassis or frame is bent, making it almost impossible to control at high speed. Whenever the vehicle takes a Thrust test from now on it takes a -1 modifier on the D6 roll, making it more likely to fail.

24 FIXER UPPER
The vehicle's recovery is attended with much sucking of teeth and tutting by the Spanner. Though everything can be fixed, everything *has* to be fixed. The vehicle and one Spanner of your choice can't be used in the next battle because it takes so long to fix.

25-26 STEERING JAMS
The vehicle's steering jams at the most inopportune moments. When you take a Leadership test to make a turn while using thrusters with this vehicle you also have to roll a D6, and score equal to or under the driver's Strength. If you fail no turn is made and the vehicle moves D6" ahead like a normal failed turn.

31-32 BONESHAKER
Ork vehicles don't bother with gurly things like suspension, springs, padded seats or anything like that. When it's moving, this vehicle shakes wildly, giving everyone on board a -1 to hit modifier when they shoot.

33-34 ANNOYING SQUEAK
An immensely irritating squeak has developed which sends the driver mad. The driver suffers -1 Leadership when rolling to swerve, and when trying to turn whilst using thrusters.

35-36 UNRELIABLE
The vehicle develops a recurring problem which defies the Spanner's efforts to fix it. Roll a D6 before each game. On a roll of 1 the vehicle is playing up and unavailable for the forthcoming battle.

41-56 FIXED
It looks a lot worse than it is and with a few extra nails and a lick of paint the Spanner fixes the vehicle up as good as new (sort of).

61-63 CAPTURED
The vehicle is towed away by the opposing mob. Captured vehicles may be exchanged, bought back or stripped for parts. If both mobs hold captured vehicles then they must be exchanged on a one-for-one basis, starting with vehicles of the highest value. Any remaining vehicles can be bought back by their own mob if the player is willing to pay the captor's asking price. There is no fixed value for buying back vehicles – it is a matter for the players to decide for themselves. Finally, vehicles which are neither exchanged or bought back can be stripped for parts, yielding 3D6 teef for the capturing mob. The mob who have lost the vehicle have one chance to recapture their prized transport before it is torn apart, as detailed in the Scenarios section.

64-65 'ARD LOOKING
The scrapes, bullet holes and scorch marks combine to make the vehicle look really hard. All the warriors on board the 'ard looking vehicle gain +1 to their Leadership for their justifiable pride in it.

66 IMPROVED!
Once the Spannerz have finished knocking the vehicle back into shape it proves to be much better than it was before! All permanent damage suffered by the vehicle in its illustrious lifetime is fixed and has no further effect!

EXPERIENCE

As warriors take part in fights, those who survive become more experienced, and improve their battle skills. In a Gorkamorka campaign this is represented by *Experience points*.

Warriors earn Experience points when they take part in a battle. Once a warrior has enough Experience points he gains an 'advance'. This takes the form of either an increased characteristic or a special skill. Warriors who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When warriors are recruited most have some experience already. This is determined as soon as they join the mob. The following chart shows how much experience the different types of warriors have to begin with. Make the appropriate dice rolls and record each new warrior's Experience points on your mob roster.

Type of Warrior	Initial Experience Points
Grot	20+1D6
Yoof	0
Boy	20+1D6
Slaver	20+1D6
Spanner	60+1D6
Nob	60+1D6



EARNING EXPERIENCE

The Experience points your warriors can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the warriors earn experience in slightly different ways. In the *Lootas* scenario for example, a warrior earns 1 extra Experience point for recovering valuable scrap.

Experience points are always added to the warrior's total after the game is over.

If you look through the scenarios you will notice that a warrior always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

The Scenarios section includes full details of the Experience points that can be earned for each scenario.

UNDERDOGS

When a mob fights another mob with a higher mob rating than its own, then its warriors earn extra Experience points. The higher the enemy's mob rating, the more points the underdog earns. The number of bonus points is shown on the following chart. This shows the extra points earned for each warrior who survives the battle both for a win and a defeat.

Difference In Mob Rating	Experience Bonus Win/Lose
1-5	+1/+0
6-10	+2/+1
11-15	+3/+2
16-20	+4/+3
21-25	+5/+4
26-50	+6/+5
51-75	+7/+6
76-100	+8/+7
101-150	+9/+8
151+	+10/+9

EXPERIENCE ADVANCES

As warriors earn more Experience points they are entitled to make *Advance rolls*. The chart below shows how many Experience points a warrior must earn before he can make each roll. The roll must be taken immediately after the game when the Advance is gained, while both players are present to witness the result.

For example, a newly recruited warrior has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81 etc.

You will notice that the amount of experience needed to make Advances increases as the warrior becomes more powerful.

Experience Points	Title	Notes
0-5	Grub-Yoof	Starting level for Yoofs
6-10	Yoof	
11-20	Yoof	
21-30	Boy	Starting level for Grots, Boyz and Slaverz. Yoofs that reach this level become Boyz and gain +1T in addition to an advance.
31-40	Boy	
41-50	Boy	
51-60	Boy	
61-80	Skarboy	Starting level for Nobz and Spannerz
81-100	Skarboy	
101-120	Skarboy	
121-140	Skarboy	
141-160	Skarboy	
161-180	Skarboy	
181-200	Skarboy	
201-240	Boss	
241-280	Boss	
281-320	Boss	
321-360	Boss	
361-400	Boss	
401+	Bigboss	A warrior that reaches this level may not advance any further, he's just too tough, gnarly and 'ard to get any better!

YOOFS

Once a Yoof has earned 21 or more Experience points he becomes one of da Boyz, a fully fledged Ork warrior. In addition to gaining an Advance the ex-Yoof gains +1 Toughness as his increased metabolism toughens him up. You might want to replace Yoof models with Boyz models when they reach this stage in their career, though it isn't essential – a quick lick of paint to get a darker skin tone will suffice.

Note that when a warrior reaches 61 or more Experience points he does not become a Spanner or Nob but remains one of da Boyz – albeit a particularly tough and dangerous one called a Skarboy.

GORKAMORKA ADVANCE TABLE

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

ADVANCE TABLE

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

NEW SKILLS

There are six types of skill and each has its own separate list: Muscle, Ferocity, Driving, Cunnin', Dakka and Odd. If you refer to these tables you'll see that each offers six different skills.

The type of skills that a warrior can have is restricted by the mob's faction and whether the warrior is a Yoof, Boy, Spanner, Slaver, Grot or Nob. For example, Gorker Yoofs can only take Muscle and Ferocity skills; Gorker Boyz can take Muscle, Ferocity and Dakka skills and so on. These restrictions are indicated on the Skill Chart opposite.

On the roll of a 2 or 12 on the Advance Table, the warrior can ignore the normal restrictions for his faction or warrior type, and select from any of the skill tables.

To determine a new skill for a warrior, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learnt. If you roll a skill that the warrior already has or that he is not allowed to take for any reason, you may pick any skill of that type.

For example, a player rolls a 3 indicating a new skill for a Gorker Yoof. Referring to the skill tables he finds that he may only choose Muscle or Ferocity skills. He chooses Muscle skills and rolls a D6, scoring a 3. Muscle skill number 3 is 'Good Right Arm'. This is noted with the warrior's other details on the mob roster.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a warrior's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. For example, a roll of 1-3 means that the warrior has gained +1 Initiative and a roll of 4-6 indicates he has gained +1 Leadership.

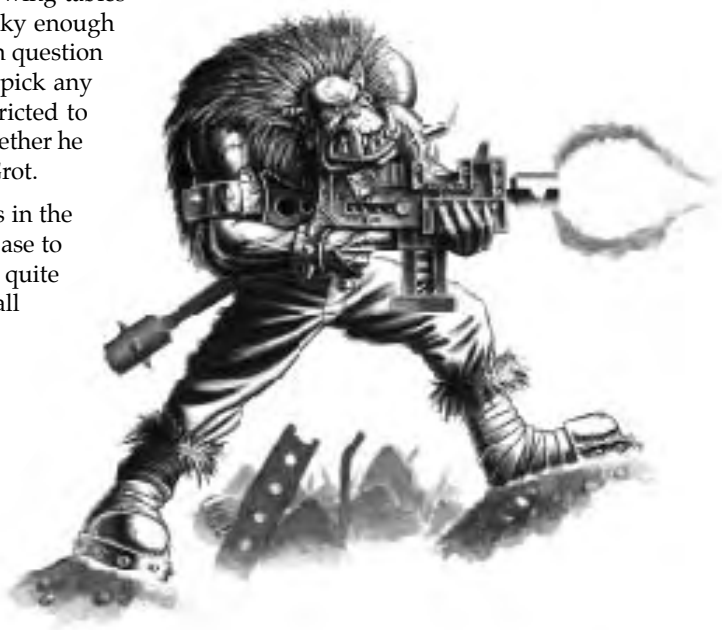
However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the Advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other characteristic that is not already at maximum by +1 instead. If all characteristics have reached maximum roll a skill instead.

Max. Value	M	WS	BS	S	T	W	I	A	Ld
Ork	4	6	6	4	5	3	5	3	9
Grot	4	3	4	3	3	1	3	1	6

Record characteristic increases for each warrior on your mob roster.

SKILLS

If a warrior gains a *Know-wots* advance use the following tables to determine what they have learnt. If you were lucky enough to roll a 2 or a 12 on the Advance Table the warrior in question has such a blinding flash of inspiration that he can pick any skill table to roll on. Otherwise your warrior is restricted to particular skill tables according to his faction and whether he is a Yoof, Boy, Nob, Slaver, Spanner or a miserable Grot.



The different aspects of Gorkamorka mean that Orks in the different factions have a separate outlook and skill base to their rivals. Gorkers, for example, are great warriors quite capable of snapping lesser Orks in two, they spend all their time kicking bottom and blowing away things with their shootas. Conversely they tend to be mediocre drivers and haven't got a clue about using brains instead of brawn, which is where the Morkers excel.

Likewise a warrior's age and experience increase the selection of skills he can draw upon. The chart below show the different kinds of skills commonly available to the Gorkers and the Morkers

GORKERS

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✔	✔	✔	✔	✔	✖
Boyz	✔	✔	✖	✖	✔	✖
Spannerz	✔	✖	✔	✖	✔	✔
Slaverz	✔	✔	✖	✔	✔	✖
Yoofs	✔	✔	✖	✖	✖	✖
Grots	✖	✖	✖	✔	✖	✖

MORKERS

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✔	✖	✔	✔	✔	✔
Boyz	✖	✔	✔	✔	✖	✖
Spannerz	✖	✖	✔	✔	✔	✔
Slaverz	✔	✔	✔	✔	✖	✖
Yoofs	✖	✖	✔	✔	✖	✖
Grots	✖	✖	✖	✔	✖	✖

SKILL TABLES

FEROCITY SKILLS

1 **Waaagh:** A warrior with this skill rolls double the number of Attack dice on his profile when he charges into hand-to-hand combat, but may not use a shield to block when charging. Note you double the Attacks before adding +1 for using two hand-to-hand weapons.

2 **Headlong Leap:** When the warrior gets into hand-to-hand combat with vehicles he is overwhelmed by "road rage". The warrior gains +1 to their Initiative when attempting to jump onto a vehicle and may choose who he fights once aboard!

3 **We's Orks:** Only the mob's Nob may have this skill. It allows you to re-roll a failed Bottle test once per turn as long as the Nob is on the battlefield and not down.

4 **Well 'ard:** Only Orks may have this skill, re-roll on this table if a Grot gets this result. An Ork with this skill has a reputation as such a violent character other Orks simply get out of his way when he charges. A warrior with this skill may charge any warrior within range, not just the nearest target.

5 **Gotcha:** A warrior with this skill may leap onto an enemy on foot from a moving vehicle. The warrior may leap at any point during the vehicle's move at an enemy fighter on foot within 2". The leaping mobster does not take any damage as the enemy breaks his fall. The enemy warrior takes a S3 hit from the impact. If the target survives the two warriors are positioned in base-to-base contact. The leaping warrior counts as charging for the first round of hand-to-hand combat.

6 **Play Chicken:** If a vehicle attempts to run over, swipe or rake a warrior with this skill they stand their ground as the vehicle closes in and points a gun while grinning widely. If the warrior manages to jump out of the way of the ram he may shoot at the ramming vehicle. The shot is made immediately after the warrior jumps out of the way and before the vehicle completes its move.

MUSCLE SKILLS

1 **Flying Tackle:** The warrior adds +2 to their combat score when charging, instead of only +1.

2 **'Ard as Nails:** Treat a roll of 1, 2 or 3 as a Flesh Wound when rolling for the extent of any injuries suffered by this warrior.

3 **Good Right Arm:** A warrior with this skill has a +1 Strength bonus with hand-to-hand weapons (this does not apply to hits using sluggas and six-shootas).

4 **'Ead Butt:** If the warrior inflicts 2 or more hits in hand-to-hand combat, then they may choose to combine some of the hits into a single hit with a Strength bonus. The bonus equals +1 to your base Strength for each hit after the first that is combined, so you could exchange 3 S4 hits for a S5 hit and a S4 hit, or a S6 hit. Weapon Strength bonuses cannot be used with this skill.

5 **Chuck:** If the warrior wins a round of hand-to-hand combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown warrior takes a single hit at a Strength equal to the distance thrown. If it hits another warrior then both warriors take a hit with a Strength equal to half the distance thrown, rounding up.

6 **Thick Skull:** If a warrior with this skill is hit in hand-to-hand combat reduce the Strength of each hit by -1.



DRIVING SKILLS

These skills only come into effect when the warrior is driving a vehicle.

1 **Shadow:** The warrior is especially skilled in following other vehicles. The driver may re-roll any Leadership tests he has to take whilst chasing an enemy vehicle.

2 **Skid Start:** A driver with this skill may use a vehicle's thrusters after making a slow speed manoeuvre.

3 **Get Away Driver:** The driver is well practised in losing following vehicles. The driver dodges and weaves through the desert and aims for pot holes and cracks in an attempt to shake the tailing vehicle. The chasing driver must pass a Leadership test at the start of your turn; failure means they cannot chase your skilled driver.

4 **Stunt Driver:** The driver has had lots of experience with out of control vehicles. If the vehicle spins for any reason the Scatter dice may be re-rolled if you wish. The dice cannot be re-rolled more than once and the second result always stands. If the vehicle swerves then the player may choose which way the driver turns.

5 **Emergency Stop:** If compulsory movement (like a failed turn under thrusters) makes the warrior's vehicle crash into scenery or collide with another vehicle, the player may choose to make an emergency stop. Before working out the effects of the crash or collision, the driver must test against his Leadership. If he passes the vehicle stops just short of the obstacle and no damage occurs, but each warrior on board must roll equal to or under their Strength on a D6 to stay on the vehicle. If they fail they are thrown D6" in the direction of travel and take a Strength 3 hit on a D6 roll of 4+. If the test fails the crash or collision is worked out as normal.

6 **Skid Turns:** A driver with this skill may make one skid turn in his vehicle at the start or end of its gas engine move. Roll a D6: on the score of a 1-3 the vehicle goes out of control during the skid turn and moves D6" in a random direction (roll a Scatter dice) and then spins. On the score of 4-6 the skid turn is successful. The warrior may make a skid turn up to 180°. The vehicle may continue moving after a skid turn even if it is unsuccessful.

CUNNIN' SKILLS

1 **'Ow Much?!** This skill may only be used by Nobz. Re-roll this result for other types of warrior. The Nob has some skill in negotiation which can be used when visiting the Doc's Serjery or the Mek's Workshop. If the negotiation tactic fails the Nob can always use his considerable size and strength to persuade the 'Profeshunnal' to do what he wants anyway. If your Nob has this skill you may re-roll the cost of a Kustomisin' job or serjery. No dice may be re-rolled more than once and the second result must be taken, even if it is worse.

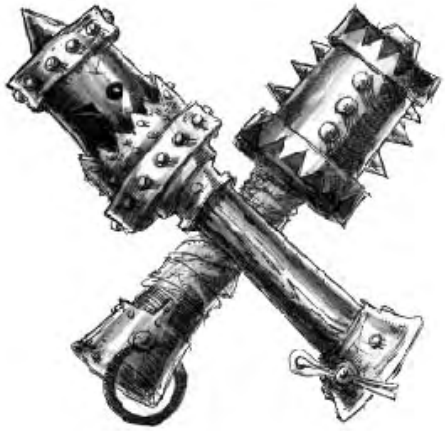
2 **Loota:** A warrior with this skill is especially good at scavenging the battlefield. If the warrior doesn't go out of action he earns D3 teef for what he scavenges from the battlefield after the battle. This is added to the mob's income from the mine (not to its profit).

3 **Dodgy:** A warrior with this skill has a preternatural talent for getting out of the way of shots and blows. If they suffer a hit, from any source, they get a 6+ saving throw to dodge it. This saving throw is not modified by armour save modifiers and is taken separately to normal armour saves. Subsequent gains of this skill add +1 to the roll (eg, if a warrior has this skill twice, it dodges on a 5+ and so on). The best it can get is 4+.

4 **Duck 'n' Weave:** The warrior ducks and weaves as he moves through the desert, making a supremely difficult target. If the warrior is on foot, any shots at him are at an additional -1 to hit.

5 **Play Dead:** If a warrior with this skill is wounded and goes down they may not be attacked by enemy warriors because they make such a good job of looking like they're out of action. If the warrior is actually taken out of action this skill is of no help because he may actually be dead!

6 **Sneak Off:** This warrior is almost impossible to capture after a battle. If you roll a 'Captured' result on the Serious Injury Table then the warrior escapes completely unscathed with all their kit (treat as a 'Full Recovery').



DAKKA SKILLS

1 **Kool:** The warrior keeps a cool head and picks his targets well. When they shoot they can pick any warrior as a target, not just the closest. If the warrior is firing at a vehicle he can pick which location he is shooting at.

2 **Hipshoota:** The warrior can run and shoot in the same turn, with an extra -1 to hit modifier.

3 **Dakka Dakka!** The warrior is deadly with auto fire weapons. You can re-roll 1 Sustained Fire dice whenever the warrior shoots; the second roll must be used even if it's worse than the first.

4 **Bomber:** The warrior has a fine eye for lobbing stikkbombz and can re-roll the dice to hit if he misses with one.

5 **Rapid Fire:** If this warrior doesn't move in the movement phase, he can fire twice in the shooting phase. This skill only works with a specified kind of gun or hand-to-hand weapon, eg *Rapid Fire – Shootas*. This skill can't be used in combination with auto fire or big gunz, but it can be used by warriors on moving vehicles (if the warrior doesn't move around the vehicle). A warrior with *Rapid Fire – Six Shootas* doesn't get two shots, but does not have to take a turn to reload.

6 **Deadeye:** The warrior has a habit of plugging the target right between the eyes. You can re-roll the dice when you are rolling to see whether an enemy is flesh wounded, down or out of action. You must accept the second roll even if it's worse.

ODD SKILLS

1 **Doc:** The warrior fancies himself as a bit of a Doc and will attempt to patch up wounded warriors with great enthusiasm, if little actual technique. Luckily, Ork bodies respond well to staples and glue. At the end of the game you can re-roll a single serious injury result for each Doc in your mob. You must accept the result of the second roll.

2 **Tinkerer:** The warrior bashes away, building gubbins between fights. Roll a D6 after each fight: on a 6 the warrior has finished a piece! Randomly select a piece of gubbins and fit it to one of your vehicles for free.

3 **Wrecka:** A warrior with this skill can attempt to grab onto enemy vehicles and slide underneath them to sabotage the worky bitz! When the warrior successfully boards an enemy vehicle, he doesn't have to fight the crew. Instead, in each hand-to-hand phase he may attack one location, just as if there were no crew on board. Warriors on the vehicle being attacked can't target the warrior but each time the vehicle turns or uses the thrusters the warrior must roll equal to or under his Strength on a D6. If they fail they take a Strength 3 hit and are immediately positioned directly behind the vehicle.

4 **Fixer:** The warrior has some skills at field repairs – or "bodgin' fings togevver" as it's commonly known. If he doesn't shoot or fight in hand-to-hand combat that turn, the warrior can repair a damaged location on a vehicle he is in contact with at the end of the hand-to-hand combat phase on a D6 roll of 6+. Subsequent gains of this skill allow you to add +1 to the roll (for example, two results means it is fixed on a 5+ and so on), up to a maximum of 4+.

5 **Gunboy:** The warrior has the good sense to carry extra ammo for his weapon and keep it in pretty good nick. A warrior with this skill can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

6 **Back Seat Driva:** This warrior is very good at 'suggesting' courses of action to the driver of a vehicle. If the warrior is in a vehicle, but not driving, the vehicle's driver may use the warrior's Leadership characteristic for any tests they are required to make (turning under thrusters, avoiding rams and so on).

DA FORT

The surface of Gorkamorka is dotted with hundreds of forts belonging to different mobs. Forts start as fortified camps built over a rich seam of scrap. As the mob digs deeper and finds more salvage they add any worthless debris to the walls of the camp until it grows into a permanent outpost. Forts can range from well established strongholds to ruins left to crumble back into the desert once the scrap has been mined out. Every Nob who builds a fort considers the surrounding desert to be his and his alone and soon starts butting heads with his neighbours.

YOUR FORT

Every mob begins the campaign with a fort. The fort acts as a base, barracks, prison, workshop and source of income for the mob. The mob works the mine and sallies out to scavenge in the desert whenever they get bored with digging and want to fight another mob for richer pickings.

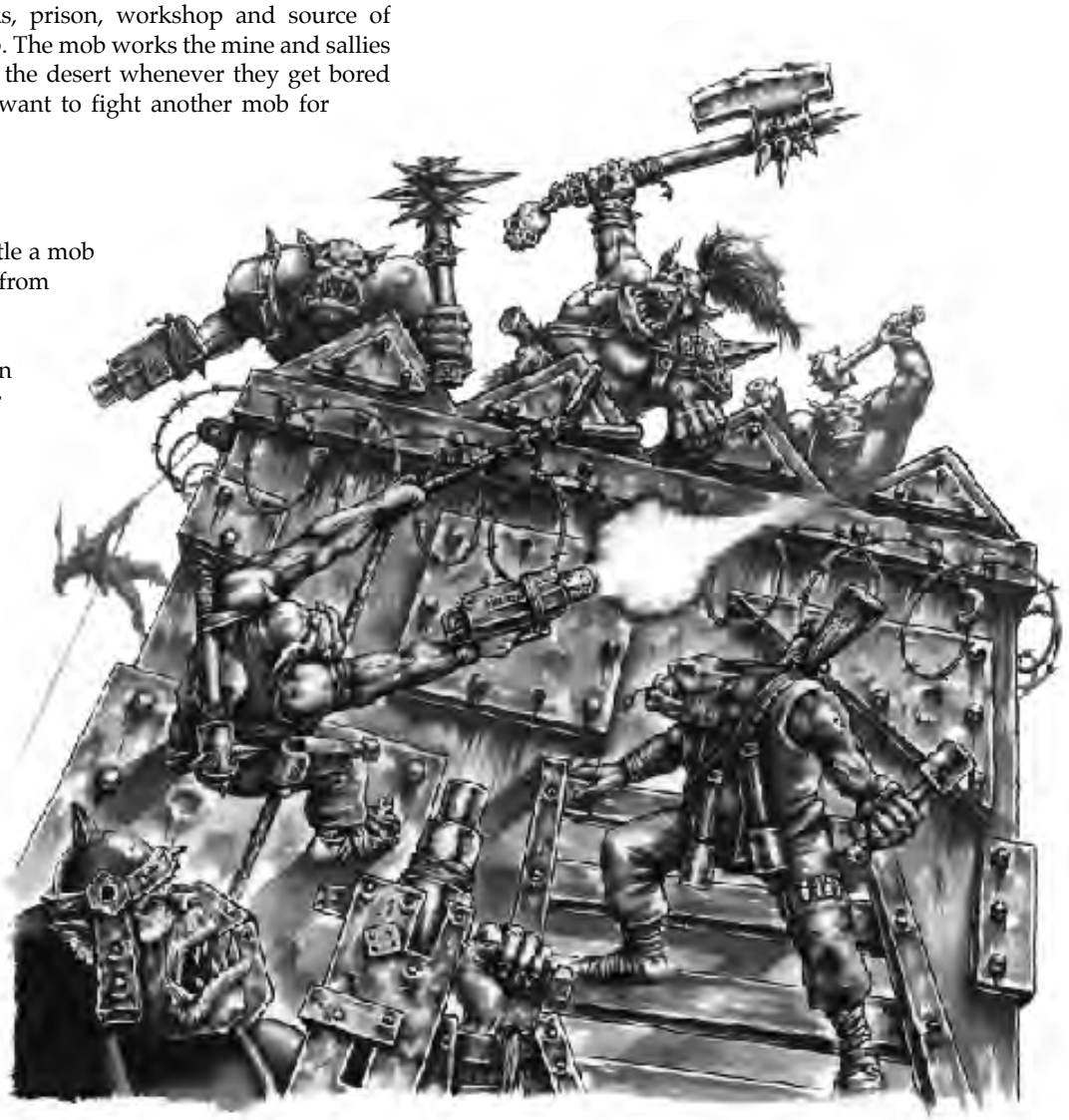
INCOME

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

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

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

Nobz, Spannerz and Slaverz never collect income – only Boyz, Yoofs and Grots do so. Nobz spend their time shouting and bashing heads together to make sure some work gets done. Spannerz spend their time tinkering with vehicles, maintaining their own weapons, repairing the mob's other weaponry, and trading for or making new ammo. Slaverz spend their time keeping an eye on the Grots and runtz to stop them slacking.



COLLECTING TEEF

Each Ork Boy and each slave digs D6 teef worth of scrap after a game. Yoofs and Grots are less productive and only dig D3 teef's worth of scrap after a game. No more than ten models can work in the mine.

The mob must spend a proportion of its income on basic necessities such as squigs, slop, ammo, fuel for buggies and so on. This is determined by cross referencing the mob's income with the number of models in the mob, including vehicles, on the chart below.

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

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

EXAMPLE: A mob consists of a Nob, two Spannerz, four Boyz and three Yoofs, with two buggies for transport. The mob fights a battle and two of the Boyz go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining Boyz to work in the mine with the three Yoofs. The player rolls 2D6 for the Boyz and gets 8, and he rolls 3D3 for the Yoofs and gets another 6 for a total of 14 teef. There are 12 models in the mob to support, so the mob is left with a total of 8 teef profit to add to its hoard.

CAPTIVES

It is possible for a mob to capture enemy warriors in battle, as detailed in the Injuries section. These enslaved enemies will be put to work in the mob's mine under the watchful eye of the mob's Slaver. Each slave allows you to roll an extra D6 for your income, just like a Boy. Note that you roll a D6 for any slave, even if they are a Grot or a Yoof (Slaverz can get the best out of everybody!). Slaves are fed on the mob's scraps so they do not count towards the size of the mob when calculating the profit from the mine. Roll the dice and add the scores together to find out the mob's income.

CAVE-INS

Sometimes the Boyz can dig a little too enthusiastically and cause a cave-in, especially if lots of people are working in the mine. If you roll three or more 6's on the dice for the miners, a cave-in occurs. Roll a D6 for each model in the mine: on a roll of 1 they are caught by the fall of sand, rocks and scrap, suffering a serious injury in the process. Roll for their fate on the Serious Injury Chart. Results of 'Captured', 'Bitter Enmity' and 'Gobsmacked' are treated as a 'Full Recovery' in this case.

'ARDBOYZ BONUS

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

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

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

SPENDING DA TEEF

You can spend teef on weapons, vehicles, bioniks, hiring new warriors, visiting the Meks or any of the other delights of Ork kultur on offer at Mektown. See the Mektown section for details of how to dispose of your hard-earned teef.

MEKTOWN

Mektown's got everything an Ork could want – if he's got the teef to pay for it. The sprawling streets are overflowing with hagglers, Meks, traders, Docs, Slaverz and other nefarious types, all eager to make a few teef out of the mobs which come into town for supplies. After trading their latest salvage at the bazaar the Nob and his Boyz are free to wander around and spend their bag of teef on a host of luxuries like new gunz and kustom jobs at the Meks.

SPENDING TEEF

After every game the mob can trade in its scrap for teef at the bazaar as described earlier in Da Fort section. Teef can be spent on extra warriors and equipment, vehicles, kustom jobs and bioniks.

SLOP SHOPS AND BREWHOUSES

While da Boyz are "relaxing" in one of the many rowdy, insanitary and crowded slop shops and brewhouses of Mektown, it's an ideal opportunity for some lively debate as to who in the mob would make the best drivers or gunners. Orks are basically fair-minded types and spirited debate backed up by a good bludgeoning soon sorts the matter out (to the entertainment of the other patrons).

If you want to change which of your warriors are drivers and gunners this is the time to do it. You may have developed warriors who are better shots because they have an improved Ballistic Skill for example, or warriors with special skills which make them better drivers. One thing is for certain, the old driver or gunner isn't going to step aside without a fight! The original driver or gunner squares off against the warrior who's dared to challenge his skill and they punch it out there and then. Let Gorkamorka decide!

Resolve this as a hand-to-hand combat between the original driver or gunner and the warrior you want to replace him with (it's best if you can get another player to roll the dice for one of them). Neither warrior can use any hand-to-hand weapons apart from knuckles and knives (and bottles, furniture, squigs, other drinkers and so on) so they fight using their basic Strength. Armour and bioniks are used, as Orks simply view these as natural advantages. Neither warrior counts as charging in the first turn of combat and the fight continues until one warrior or the other is down or out of action.

The warrior still on his feet is the winner and gets to be driver or gunner as appropriate. Roll for serious injuries to the loser if he went out of action: if he went down then roll for serious injuries on a roll of 1-3 on a D6.

Treat injury results of 'Bitter Enmity' and 'Captured' as a 'Full Recovery'. Any teef knocked out by the 'Gobsmacked' result are not kept by the mob ("Your teef ain't worf nuffin'!").

PIT FIGHTS

If a mobster gets "too big for his boots" he might challenge the Nob for leadership over the rest of the mob. This is a more serious affair than a brewhouse brawl and the Meks often take an interest in the progress of leadership battles. This means they have to be fought in pits at the feet of Gorkamorka.

If any Ork member of the mob attains a Leadership characteristic which is higher than the Nob's he will challenge the Nob for control. The Nob has to prove himself able to handle the warriors who follow him. Unlike fights for being drivers and gunners you have no choice of whether a pit fight occurs: the mobster with the higher Leadership will always make a challenge at the first opportunity – every Ork wants to be a Nob after all!

It is possible that two or more warriors will be in a position to challenge the Nob after the same battle. In this case randomly determine one of the challengers, who gets to fight first. If this challenger beats the Nob they become the new leader unless one of the other challengers still has a higher Leadership than them, in which case they will fight another pit fight.

If the incumbent leader wins he must fight the other contender(s) in a pit fight. This continues until all the contenders are beaten or the old Nob is deposed and there is nobody to challenge the new Nob. Warriors regain any wounds lost in a previous pit fight before another pit fight starts.

In addition, the death of a mob's leader will usually lead to a brief power struggle to see who takes the deceased Nob's place. If you lose your Nob then the warrior with the highest Leadership will take over. If you have two warriors with the same Leadership they will have a pit fight as explained below. If more than two warriors have the same Leadership, the two warriors with the most Experience points will fight in the pit to decide who is the 'ardest.



The Meks usually impose some restrictions on pit fights so that they last long enough to entertain Gorkamorka. Roll a D6 to find out what restrictions the Meks use.

D6	Result
1-2	**Shooty.** The combatants must shoot it out with whatever weapons they have. Start the two warriors 16" apart and roll a D6 each, highest score gets the first turn.
3-4	**Cunnin'.** The combatants must fight in hand-to-hand combat and can use any and all hand-to-hand weapons they possess. They may use armour and bioniks. Neither warrior counts as charging in the first round.
5-6	**'Ard.** The combatants must fight in hand-to-hand combat without any of their hand-to-hand weapons apart from knives and knuckles. They may still use armour and bioniks. Neither warrior counts as charging in the first round.

The warrior still on its feet is the winner and takes over (or continues) as the mob's leader. The warriors will gain experience as detailed below (Fightin' Experience) and from that point on the winner counts as the Nob of the mob. Any previous restrictions are lost, the warrior can choose weapons available to a Nob, picks their Know-wots from the Nob list and so on. The only exception to this is any specialist equipment or skills they had before becoming the Nob can be retained (for example, a Slaver with some Slaverz' Stuff can continue to use it, though they cannot be given any more once they become the Nob). Likewise, a Nob will become a Boy, for the purposes of gaining skills and so on, though he may keep any skills already earned. If a new Nob has taken over, following the death of the previous Nob, they will gain +1 Leadership after their first victory like a starting mob leader.

The loser will bear no ill-will to the victor – winning and losing pit fights is just a part of Ork society and no malice is borne to those who try to better themselves. Roll for serious injuries to the loser if he went out of action; if he went down then roll for serious injuries on a roll of 1-3 on a D6.

Treat injury results of 'Captured' and 'Bitter Enmity' as a 'Full Recovery'. Any teef knocked out by the 'Gobsmacked' result are not kept by the gang (they mysteriously disappear soon after the fight).

Grots know their place (constant beatings help them to remember), and so they never challenge for leadership of a mob.

FIGHTIN' EXPERIENCE

A warrior who takes part in a pit fight or a slugging match to take over as a driver, gunner or Nob gains +5 Experience points for each wound they inflict, just as if they were in a battle. If this allows them an advance, roll on the relevant tables immediately after the combat.

DA JOB POLE

Once everyone's finished beating each other up, new mobsters can be hired at the job pole just like hiring the original mob. Refer to the Choosing a Mob section. New warriors may be equipped with the weapons and armour they are allowed in the choosing a mob list, but can't have any kustomisin' or bioniks until they have fought in a battle. All the usual restrictions apply so Grots can't be purchased unless the mob includes a Slaver, for example, and the mob can't have a second Nob or include more vehicles than it has Spannerz.

NEW EQUIPMENT

If players want to buy new weapons, gubbins or other equipment for existing warriors then refer to the price chart opposite. The chart lists all the equipment available in Mektown. Remember, all the restrictions that applied when you were choosing a mob apply here as well, so only certain kinds of warriors can buy certain kinds of equipment. You must have one Spanner in the mob for each vehicle you buy, for example; only a Slaver can buy slaverz' stuff and so on.



GUBBINS

Your mob's Spannerz can fit any number of gubbins to your vehicles between battles, simply pay the cost in teef indicated. Remember that gubbins must be modelled onto the vehicle, just so everybody knows what a terrifying creation they are facing!

MEKBOY WORKSHOPS

Faster buggies, shootier gunz, the Meks can do it all! Visiting the Meks is dealt with in the next section of this book.

DOCS

Warriors who have suffered serious injuries can visit the Docs if they want to (literally) chance their arm at getting some bionik replacement parts. Going to the Docs is detailed later in this book.

WHEN TO BUY

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

SELLING

A player may wish to trade in weapons at the same time as he buys new ones. After all, as mobs get more powerful they often abandon their earlier armament in favour of something better. However, the secondhand value of equipment is not high, due to the battering inflicted on it by your warriors (and they've probably scratched their name into the casing, too).

Mobs can always sell equipment for half its listed price, rounding down. This means a lot of the cheaper weapons are worth nothing when they are sold.

Alternatively, old weaponry can be hoarded for future use (make a note on the mob roster) or it can be swapped around the mob from one warrior to another (though not between mobs). As the value of old weapons is low compared to the cost of equipping new recruits, a mob can usually find a use for its cast off armaments.

DEATH OF A WARRIOR

When a warrior is killed, all of his equipment and weaponry is lost. This is a very important rule, so be clear about it right from the start. It is not possible to reallocate a warrior's weapons or equipment once he is dead.

DEATH OF A SPANNER

If you have excess vehicles due to losing a Spanner, you have two choices. You can either sell off vehicles for half their normal price like any other equipment, or you can keep them in your fort along with the rest of the mob's hoard. If you keep a vehicle in your fort you may not use it in any of your battles until you have sufficient Spanner Boyz to take it out.

In addition, a vehicle which is left in this way will deteriorate as there is nobody to look after it (and patch it up after those impromptu racin' sessions). Roll a D6 after each battle for every vehicle in your hoard. On a roll of a 1 it has deteriorated through lack of care and you should roll on the Vehicle Permanent Damage Table to see what has happened to it. Re-roll results of 'Destroyed', 'Badly Mangled', 'Captured' and 'Improved'. If you roll the 'Fixer Upper' result, the vehicle and a Spanner must miss the first battle in which you would normally be allowed to take it, as the newly arrived Spanner Boy has to earn his keep straight away by re-vamping the abandoned vehicle.

DEATH OF A SLAVER

If your mob contains Grots and captured slaves then the loss of your Slaver can have serious consequences. Without the watchful eye of the Slaver, the runtz will start getting uppity and will refuse to work. Since other Orks cannot be bothered with trying to keep slaves in line, this has the following effect. Your mob cannot recruit any new Grots while it has no Slaver – there's nobody who'll go to the slave market and measure up the goods with a professional eye.

PRICE CHART

HAND-TO-HAND WEAPONS	TEEF
Slugga	2
Six Shoota	2
'Uge club or choppa	2
Club or choppa	1
Knives and knuckles	free
Chain or Flail	1
Spear	1

GUNZ	TEEF
Bow	1
Crossbow	1
Blunderbuss	1
Shoota	2
Kannon	3

BIG GUNZ	TEEF
'Eavy Shoota	15
Rokkit Launcher	13
Harpoon Gun	7
Spear Gun	9
Scorcher	8

STIKKBOMBZ	TEEF
Frag	3
Krak	5

ARMOUR	TEEF
Studded Armour	1
Shield	1
Flak Armour	2
'Eavy Armour	7

SLAVERZ' STUFF	TEEF
Grabba Stik	2
Net	2
Bolas	1
Whip	2

VEHICLES	TEEF
Buggy or Trukk	20
Trak	15
Bike	10

GUBBINS	TEEF
Extra Armour Plates	4
Spikes	5
Extra Spiky	10
Wrecker Ball	10
Big Grabber	5
Reinforced Ram	5
Boarding Plank	3
Loadsa Ammo	1/4 weapon cost

Grots and captured Diggas already in the gang may fight as normal. However, Grots and captured slaves cannot be used to work the mob's scrap mine if there is no Slaver – do not roll any dice for them when generating income. As soon as you get a new Slaver the slaves are whipped back into shape and they will generate income as normal.

DEATH OF A VEHICLE

Just as warriors can sometimes meet with a premature appointment with Gorkamorka, vehicles will occasionally be sent off to da junk pile of da gods too. When a vehicle is destroyed all of its gubbins and its fixed gun (if it has one) go up with it. You may not re-allocate any of the weaponry, gubbins or kustom jobs it has had.

ADJUSTING THE MOB RATING

The mob rating of each gang is equal to the cost of its vehicles and warriors plus their Experience points divided by 10. As the value of warriors includes their equipment, players must alter the sub-totals on the mob's roster sheet every time equipment is bought or sold, or if kustom jobs are done on weapons. Likewise vehicles include the value of any gubbins they have and any kustom jobs done on them (even bodges).

Any weaponry or other equipment that the mob keeps but does not give to a warrior is hoarded (including vehicles being left behind due to lack of Spannerz). It remains unused in your fort and its value is not included in the mob rating.



DA MEKBOY'Z WORKSHOP

Dealing with Mekboyz can be a frustrating business. Most of your enquiries will be met by a sharp intake of breath or a foreboding shake of the head. They rarely, if ever, give you an idea of how much something will cost until they hand you the bill... known technically as 'Da Bad Nooz'.

If all this sounds a bit hit and miss there is a positive side to dealing with Mekboyz. They will try anything and love getting their hands dirty. They are constantly trying to outdo each other in terms of the shootiest gun, smartest buggy, or fastest bike. Whatever's needed you'll always find a Mekboy somewhere who is prepared to have a go.

WE CAN DO IT!

After a game you can take any weapon or vehicle that your mob possesses to a Mekboy. You can take as many different things as you want to be kustomised at any time, but any vehicle or gun can only be kustomised once between each game (you can't have it kustomised two or more times at a go). When you take a vehicle or weapon along to a Mekboy you can ask him to do one of three things.

WEAPONS

Weapons can be made Shootier (higher Strength), they can be modified to shoot over a Longer Range (+D6") or given More Dakka (kustomised so that it shoots faster).

VEHICLES

Vehicles can be made Faster, Smarter (which means it turns and manoeuvres more easily), or 'Eavier (thicker armour).

Remember that a linked weapon is treated as a single gun so it's dealt with as a single piece of kustomisin' work.

DA BIG DAY

Determine how the Mekboy has coped with his task by rolling on the table above. This is done immediately – although in reality it obviously takes a while to work on your job, it is more convenient to work out these details after each game along with advances for your Boyz and other 'between game' calculations.

DA BIG DAY TABLE

D6	Result
1	**We Adda Bitta Trubble.** Roll on the Bodge table. Despite the fact the job has been well and truly bodged the Mekboy demands D6 teef for his work.
2	**While we Wuz at It...** The Mek has found some essential repair which he has completed without bothering to inform you. The Mekboy demands D6 teef for his work. If a vehicle has permanent damage, one type of permanent damage is fixed. Your original job has been forgotten about, of course.
3	**Can't Get da Parts.** The Mekboy has done nothing with your job.
4-6	**Job's a Good 'Un.** Hurrah! The Mekboy has successfully completed the job. He presents you with a bill for D6 teef for his work. Refer to the appropriate Job's a Good 'Un section.

DA BAD NOOZ

Unless the Mekboy Can't Get Da Parts you have to pay your bill... yes you even have to pay for a bodged job or for unwanted remedial work. The cost is D6 teef and you have to pay this immediately (increase the cost of the weapon or vehicle on your mob roster appropriately). If you can't afford it, the Mekboy hangs on to your vehicle or weapon whilst you scrape together the cash – so you don't get to use the vehicle or weapon until you've paid your bill.

BODGED JOB

The Mekboy, or more likely one of his cack-handed Spannerz, has bodged the job completely. It's a mess, held together with spit and string. However, the Mekboy is far too proud to admit his mistake (no matter how hard you punch him). For now all you need to know is that the vehicle or weapon is bodged. You don't get to find out the extent of the damage until you actually use the vehicle/weapon in a game.

In the next game in which the vehicle/weapon is used roll on the relevant Bodge table either immediately before you first move the vehicle or just before shooting the weapon. You never get to find out what horror has been committed until you actually shoot the weapon or attempt to drive the vehicle in combat.

GETTIN' BODGES FIXED

Once you have fielded the vehicle or weapon in a game you can take it back to a Mekboy and have it sorted out properly. This costs you nothing and does not prevent the Mekboy working on another job for you at the same time. The bodge is automatically sorted out, leaving only an incurable rattle as an ever-present reminder that the vehicle or weapon was ever bodged.

WHILE WE WUZ AT IT…

Whilst working on your vehicle or weapon the Ladz spotted some 'well dodgy work' done by some other Mekboy. There is much tutting and shaking of heads and the Mekboy mutters the damning words 'Kowboyz' and 'Klownz' several times. Lucky for you that the Mekboy has sorted it all out. Your gear is now in tip-top shape... not that you'd ever noticed it wasn't. Your original job has been forgotten about. It could have been a lot worse.

BODGED WEAPON TABLE

D6 Roll	Bodge
1	**Just Don't Ask.** Click... click... click... nothing happens. Not a squig sausage.
2	**Bits Left Out.** The weapon shoots once as normal then falls to bits in your warrior's hand.
3	**Sights Bodged.** All ranges are reduced by half.
4	**Aim Bodged.** You must subtract -1 from all dice rolls to hit.
5	**Rapid Fire Mechanism Bodged.** If the weapon could auto fire, it cannot do so anymore! If it can't auto fire anyway then it will automatically blast all its ammo in one burst... so you must make an Ammo roll each time you shoot.
6	**Ammo Feed Bodged.** Any Ammo tests taken are automatically failed.

The one gleam of hope is that if you have brought in a vehicle with permanent damage the Mekboy will have fixed it. If the vehicle is only suffering one kind of permanent damage, the Mekboy picks up on that one and fixes it. If it has more than one, randomly select the damage fixed.

JOB'S A GOOD 'UN

The Mekboy has completed the job and very nice it looks too! Refer to the relevant section for your weapon or vehicle. In the case of a vehicle make a note of this on the vehicle's record sheet.

In the case of weapons you must make a note on your Mob roster sheet along with the character's entry.

BODGED VEHICLE TABLE

D6 Roll	Bodge
1	**Thrusters Bodged.** All thrust rolls fail on a score of 1-3 each time they are used.
2	**Wheel/Tracks Bodged.** Each time you attempt to turn the vehicle during gas engine moves and slow manoeuvres, you must take a Leadership test. If you fail you travel onwards D6" and then stop. Turning under thrusters is not affected.
3	**Gas Engine Bodged.** Your moves using gas engines are reduced to half normal speed (usually 3" instead of 6").
4	**Gears Bodged.** Each time you attempt a slow speed manoeuvre roll a D6. On the roll of 1-3 the gear box drops out immobilising your vehicle for the rest of the game.
5	**Fuel Injector Bodged.** If you fail a Thrust test on a roll of 1 then the fuel lines have blocked and your thrusters are useless for the rest of the battle.
6	**Brakes Bodged.** Unless the vehicle is immobilised you must move forward at your maximum gas speed each turn. You can choose whether or not you want to use thrusters as normal, but you must move forward your full gas speed unless brought to a halt in some way. You cannot perform a slow speed manoeuvre at all... reversing is right out... don't even think about it.

JOB'S A GOOD 'UN - WEAPONS

Weapons can be made *Shootier* (+1 Strength), *Longer Range* (+D6"), or *More Dakka* (Auto Fire). This enables a successful Ork Nob to equip himself and his followers with superior weaponry as befits his improved status. It also allows a cunning Nob to exploit his own favourite tactic, whether that's shooting from a distance or out-gunning the enemy close up.

Shootier	+1 Strength
Longer Range	+D6" Total Range
More Dakka	+1 Sustained Fire dice

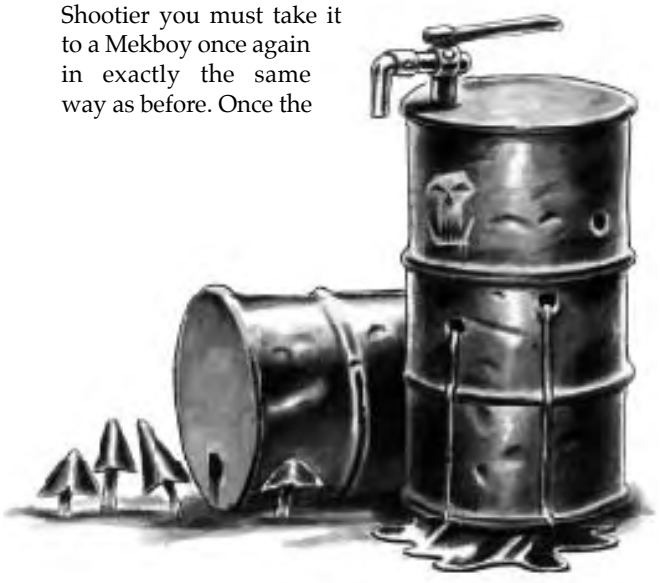
SHOOTIER

Shootier! The Mekboy modifies the weapon, improving the design of its barrel, fitting it with superior ammunition or tweaking it in some obscure manner. No Mekboy will reveal his secrets so there's no point in trying to get any more details from him.

A Shootier weapon gains +1 Strength. Make a note together with the character's other details on your Mob Roster sheet.

A weapon can be made Shootier once without compromising its overall performance. So, an ordinary Ork shoota can be upgraded from Strength 3 to 4 without suffering any reduction in range or rate of fire. However, this only applies once. If you want to make a weapon even more Shootier then you will compromise its performance in some way.

Should you want to upgrade a weapon so that it is even Shootier you must take it to a Mekboy once again in exactly the same way as before. Once the 'Job's a Good 'Un' you gain a further +1 Strength on that weapon. However, you also incur some loss of overall performance. This is an inevitable result of modifying the weapon. You can go on making the gun shootier, but each time you add +1 Strength you must reduce some other aspect of the weapon's performance. So, roll a D6 on the table below, the second and each subsequent time the weapon is made Shootier.



D6	Effect
1	**Slowed Fire.** If the weapon auto fired then it loses 1 Sustained Fire dice. If it fired with 1 Sustained Fire dice it now fires only a single shot. If it fired single shots it now requires more effort to reload and so the warrior using it cannot move and shoot in the same turn. If duplicate results reduce the rate of fire to worse than this, then the weapon is useless and must be thrown away.
2	**Ammo Guzzler.** The Ammo roll is reduced to 'automatic'. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
3-4	**Kicks Some.** All shots are at a penalty of -1 to hit. Such penalties are cumulative.
5-6	**Sawn Off.** The total range is reduced by D6" to a maximum of 24". So, if the range is 36" it will be reduced to 24" automatically. This doesn't affect the short range of the weapon. Such penalties are cumulative.

LONGER RANGE

The Mekboy has improved the design of the weapon, boosting the velocity of its projectile, lightening the ammunition, or using his secret knowledge to improve its range in some way. It is not wise to ask the Mekboy exactly what he has done. He either won't tell you and grimaces in annoyance at your impudence for asking, mumbles something vague about the "essential vigour of the grutzfunkit", or he'll wink knowingly and proclaim, "Tricks of da trade, Guv".

A Longer Range weapon gains +D6" to its total range. Its short range does not change. Make a note together with the character's other details. Note that you only roll the bonus range once when the job is finished and this establishes the weapon's new maximum range.

A weapon can be made Longer Range once without compromising its overall performance. So, an ordinary Ork shoota can be upgraded from range 18" to range 18"+D6" without suffering any reduction in strength or rate of fire. However, this only applies once. If you want to make a weapon even Longer Range then you will compromise its performance in some way.

Should you want to upgrade a weapon so that it has an even Longer Range, you must take it to a Mekboy again in the same way as before. Once the 'Job's a Good 'Un' you gain a further +D6" on that weapon. However, you also incur some loss of overall performance. This is an inevitable result of modifying the weapon.

You can go on making the gun Longer Range but each time you add D6" you must reduce some other aspect of the weapon's performance. Roll a D6 on the table below, the second and each subsequent time the weapon is made Longer Range.

D6	Effect
1-2	**Slowed Fire.** If the weapon auto fired then it loses 1 Sustained Fire dice. If it fired with 1 Sustained Fire dice it now fires only a single shot. If it fired single shots it now requires more effort to reload and so the warrior using it cannot move and fire in the same turn. If duplicate results reduce the rate of fire to worse than this, then the weapon is useless and must be thrown away.
3	**Ammo Guzzler.** The Ammo roll is reduced to 'automatic'. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
4-5	**Kicks Some.** All shots are at a penalty of -1 to hit. Such penalties are cumulative.
6	**Lightweight.** Strength reduced by -1. Such penalties are cumulative.

MORE DAKKA

The weapon shoots faster, unleashing a hail of shots upon the enemy where previously it shot once. The Mekboy modifies the weapon, improving the design of its magazine, fitting it with rapid ejectors or adapting it in some clever fashion. Don't ask how – just be grateful it's turned out all right.

A More Dakka weapon does not shoot once but instead uses a Sustained Fire Dice. If the weapon already uses a Sustained Fire dice then it now uses one more. A linked weapon which is given More Dakka gains another Sustained Fire dice.

A weapon can be made More Dakka once without compromising its overall performance. So, an ordinary shoota can be upgraded from one shot to a single Sustained Fire dice without suffering any reduction in power or range. However, this only applies once. If you want to give a weapon even More Dakka then you will compromise its performance in some way.

Should you want to upgrade a weapon so that it has even More Dakka you must take it to a Mekboy once again in exactly the same way as before. Once the 'Job's a Good 'Un' you gain a further +1 Sustained Fire dice with that weapon. However, you also incur some loss of overall performance. This is an inevitable result of modifying the weapon. You can go on making the gun More Dakka but each time you add +1 Sustained Fire dice you must reduce some other aspect of the weapon's performance. Roll a D6 on the table below each subsequent time the weapon is given More Dakka.

D6	Effect
1	**Lightweight.** Strength reduced by -1. Such penalties are cumulative.
2	**Ammo Guzzler.** The ammo roll is reduced to Automatic. If an Ammo test is required then the gun is automatically rendered useless for the rest of the game. If you should roll this result twice then re-roll a different effect.
3-4	**Kicks Some.** All shots are at a penalty of -1 to hit. Such penalties are cumulative.
5-6	**Sawn Off.** Total Range reduced by D6" to a maximum of 24". So, if the range is 36" it will be reduced to 24" automatically. This doesn't affect the short range of the weapon. Such penalties are cumulative.

JOB'S A GOOD 'UN - VEHICLES

Vehicles can be made *Faster* (+D3" Thrust), *Smarter* (+1 Ld bonus on turns), or *'Eavier* (+1 Armour). This enables a successful Ork Nob to equip himself and his followers with superior vehicles as befits his status.

Faster	+D3" Thrust
Smarter	+1 Ld bonus on turns
'Eavier	+1 Armour

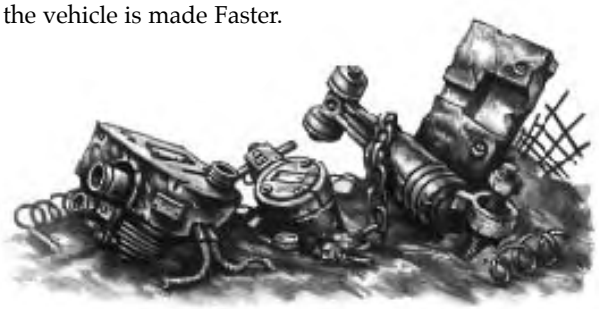
FASTER

Faster! The Mekboy modifies the vehicle's engines, improving the design of its fuel intakes, fitting it with superior injectors or tweaking it in some unfathomable manner. All Mekboys have their secret methods which they keep to themselves – don't dare ask what he's done or you might live to regret it!

A vehicle that goes faster gains D3" when it uses thrusters. Roll a D3 immediately to establish how much faster the vehicle goes: 1", 2" or 3" further. The vehicle's maximum thrust speed is increased by this bonus amount. Note that you only roll once when the job's finished and this establishes the vehicle's new maximum thrust speed.

A vehicle can be made Faster once without compromising its overall performance, increasing its thrust speed from 6" (from 5" for a trak) to a maximum of 9". However, this only applies once. If you want to make a vehicle even Faster than this, you will compromise its performance in some way.

Should you want to upgrade a vehicle so that it is even Faster, you must take it to a Mekboy once again in exactly the same way as before. Once the Job's a Good 'Un you gain a further +D3" to its thrust speed. However, you also incur some loss of performance in other aspects. This is an inevitable result of modifying the vehicle. You can go on making the vehicle Faster, but each time you add +D3" thrust you must reduce some other aspect of the vehicle's performance. Roll a D6 on the table below each subsequent time the vehicle is made Faster.



D6	Effect
1	**Dodgy Steering.** Steering is affected making the vehicle even harder to turn. When a Leadership test is required to turn the vehicle the driver suffers a -1 penalty.
2	**Lighter Armour.** All armour values are reduced by -2. The Mekboy has removed as much armour as he dares and drilled holes in the chassis into the bargain.
3-4	**Stripped Armour.** All armour values are reduced by -1. The Mekboy has stripped away armour to make the vehicle lighter.
5-6	**Smaller Gas Burners.** Gas speed is reduced by D3". Roll to see how much it is reduced by. Turns are divided into the vehicle's gas move in the normal way. For example, a vehicle normally moves up to 3", turns, moves a further 3" and turns again. However, with a reduced gas move it moves up to half its maximum move, turns, moves up to half its maximum move again and turns again. If gas speed is reduced to 0 then the vehicle's gas engines have been removed altogether and all moves must be made using thrusters.

Note: All the above effects are cumulative.

SMARTER

The Mekboy modifies the vehicle's suspension (or gives it some!), adds lighter wheels, tunes the chassis, or fits a decent set of tyres (nice wide ones, probably). Making a vehicle 'andle is one of the most closely guarded and arcane of all Mekboy tricks. Although the Mekboy won't tell you exactly what he's done, he will gladly spend an hour or so talking about 'lucky wishbones', 'tuning forks' and 'independent suspenders'.

A Smarter vehicle is easier to turn, especially at 'the edge' where it matters. When a Leadership test is required to turn the vehicle (or swerves to avoid a ram, collision, etc) you can now add +1 to the driver's Leadership value. So, a driver with Ld 7 can test against



8, a driver with Ld 8 can test against 9, and so on. A roll of two 6's (a score of 12) is always a failure no matter how many modifiers apply.

A vehicle can be made Smarter without compromising its overall performance. However, this only applies once. If you want to make a vehicle even Smarter then you will compromise its performance in some way.

Should you want to upgrade a vehicle so that it is even Smarter you must take it to a Mekboy once again in exactly the same way as before. Once the Job's a Good 'Un you gain a further +1 Leadership bonus. However, you also incur some loss of performance in other aspects – this is an inevitable result of modifying the vehicle. You can go on making the vehicle Smarter but each time you must reduce some other aspect of the vehicle's performance. So, roll a D6 on the table below each subsequent time the vehicle is made Smarter.

D6	Effect
1-2	**Lighter Armour.** All armour values are reduced by -2. The Mekboy has removed as much armour as he dares and drilled holes in the chassis into the bargain.
3-4	**Stripped Armour.** All armour values are reduced by -1. The Mekboy has stripped away armour to make the vehicle lighter.
5	**Smaller Thrusters.** Thrust speed reduced by D3". Roll now to see how much it is reduced by. The vehicle's maximum thrust speed is reduced by D3". If reduced to 0 then the thrusters have been removed altogether to improve the vehicle's 'andlin'.
6	**Smaller Gas Burners.** Gas speed is reduced by D3". Roll to see how much it is reduced by. Turns are divided into the vehicle's gas move in the normal way.

Note: All the above effects are cumulative.

'EAVIER

The Mekboy replaces the vehicle's armoured panels with thicker or stronger armoured plates. This isn't a difficult job, but the heavier a vehicle is the slower it gets and the more unpredictable its handling becomes.

A vehicle which is 'Eavier gains +1 armour value on all its locations.

A vehicle can be made 'Eavier without compromising its overall performance. However, this only applies once. If you want to make a vehicle even 'Eavier than this you will compromise its performance in some other way.

Should you want to upgrade a vehicle so that it is even 'Eavier you must take it to a Mekboy once again in exactly the same way as before. Once the Job's a Good 'Un, you gain a further +1 to its armour values. However, you also incur some loss of performance, an inevitable result of modifying the vehicle. You can go on making the vehicle 'Eavier, but each time you add +1 armour you must reduce some other aspect of the vehicle's performance. Roll a D6 on the table below each second and subsequent time the vehicle is made 'Eavier.

D6	Effect
1-2	**Dodgy Steering.** Steering is affected making the vehicle even harder to steer. When a Leadership test is required to turn a vehicle the driver suffers a -1 penalty.
3-4	**Smaller Thrusters.** The vehicle's thrust speed is reduced by D3". Roll to see how much it is reduced by. If reduced to 0 then the thrusters have been removed altogether to improve the vehicle's 'andlin'.
5-6	**Smaller Gas Burners.** Gas speed is reduced by D3". Roll to see how much it is reduced by. Turns are divided into the vehicle's gas move in the normal way.

Note: All the above effects are cumulative.



DOC'S SERJERY

Going to the Doc is fraught with uncertainty – will the Doc remember which bit to fix? Will he get distracted and leave the job half finished? Will he decide it's time to try that new brain transplant technique he's thought up? All in all, it's enough to keep even hardened Ork warriors away.

The one positive side to all this is that Docs get on well with the Mekboyz (being in a similar line of work, fixing and improving things, albeit Orks rather than machines). This means they often have lots of snazzy bionik bitz which will, hopefully, enhance an Ork's prowess no end. Desirable as bioniks might be, only Orks which are already injured will risk having them fitted. Bear in mind that, like gubbins, bioniks must be shown on the model of the warrior they are fitted to. Think twice before sending warriors to the Doc because you will have to do some converting and major surgery of your own.

JUST SAY "AAAARRGH!"

After any game you can take an injured warrior to a Doc. It does not matter when the warrior suffered the injury, he may go to the Doc's at any subsequent time. In fact, it is more likely that the warrior will wait for a few battles as it may take some time for the rest of the mob to 'persuade' him to go.

When you take an injured warrior to a Doc you can ask him to perform one of four kinds of serjery:

1. **Kustom Arm Replacement.** For warriors with arm wounds.
2. **Kustom Leg Replacement.** For warriors with leg wounds.
3. **Rebuilt Kranium.** For warriors with head wounds or who are blinded in one eye.
4. **Doc's Surprise!!!** For warriors with chest wounds or old battle wounds.

DA DOCS' CODE

Docs never mess with another Doc's work, (it would break da Docs' code), so a warrior may not have the same type of bionic replacement more than once. A warrior, for example, may not have two Kustom Leg Replacements, or two Doc's Surprise bionik bitz, etc.

Also, the Meks never mess with any Doc's work in case they get injured and taken to serjery themselves. There have been rumours of Docs getting revenge on their patients by giving them squig brain transplants! None of the Doc's Kustom Bionik Replacements may be further kustomised by the Meks.

DA BIG DAY

Determine how the Doc has performed his serjery by rolling on the table below. This is done immediately – although in reality it obviously takes a while to work on your warrior, it is convenient to work out these details after each game, along with advances for your Boyz and other 'between game' calculations.

DA BIG DAY TABLE

D6	Result
1	**Dis is a New Technique.** Roll on the Eksperiment Table. Despite the fact the job has been well and truly messed around, the Doc demands D6 teef for his work.
2	**Da Patient is Restin'...** The Doc has performed serjery but the warrior is still recovering. See *Da Patient is Restin'*, below, for any effects.
3	**Which Wun Was It?** The Doc has forgotten which procedure he was supposed to perform and has done something else. The one you wanted definitely won't be the one carried out, so roll a D3 to randomly determine which of the other three types of serjery was performed instead. When you have found out which other serjery the Doc has done, roll on the appropriate Job's a Good 'Un table. The Doc still demands D6 teef for his work.
4-6	**Job's a Good 'Un...** Hurrah! The Doc has successfully completed the serjery. He presents you with a bill for D6 teef for his work. Refer to the appropriate Job's a Good 'Un table.

DA BAD NOOZ

Unless the Doc's patient is restin' you have to pay your bill... yes, even for a bodged job or for unwanted bioniks. The cost is D6 teef (added to the warrior's cost) payable immediately. If you can't afford it the Doc 'looks after' your warrior whilst you scrape together the cash – so you can't use him until you've paid your bill.

DIS IS A NEW TECHNIQUE

The Doc has tried a new, eksperimental technique. It's a complete failure but the Doc insists the patient is fine, and just a little groggy. For now all you need to know is that the warrior has been eksperimented on and the promised bioniks either haven't been fitted or don't work. You don't get to find out the extent of the damage until you actually use the warrior in a game.

In the next game in which the warrior is used roll a D6 either immediately before you first move him or before he shoots a weapon, whichever happens first. You never get to find out what dubious practices the Doc's been up to until you use the warrior in combat.

CORRECTIVE SERJERY

Once you have finished the game can you take the unfortunate warrior back to the Doc.

The Doc will perform the serjery originally asked for, (i.e, the one you asked for before you rolled the 'Dis is a New Technique' result). Roll on the appropriate Job's a Good 'Un table.

While he is at it, the Doc will sort out any effects the warrior suffered from the 'Dis is a New Technique' result. The effects are cured and do not affect the warrior any more. This costs you nothing and does not prevent the Doc doing other serjery for you at the same time. Most eksperiments can be automatically sorted out, with lots of necessary extra scarring, but *Steel Teef* are permanent and *My Brain 'Urts* must be treated with a free *Rebuilt Kranium* at some other time.

DA PATIENT IS RESTIN'

The Doc has finished the serjery and it has all gone to plan, except that the warrior hasn't woken up yet! He assures the rest of the mob that their mate is OK and they eventually walk away muttering things like "He betta be…" and "Zoggin' mad Doc". The Doc begins to worry that his reputation will be destroyed, (not to mention his serjery), if the patient does not wake up, so he takes special care of the warrior and even replaces some of the teef he nicked!

The warrior misses the next game but the serjery is a success so you may roll on the appropriate Job's a Good 'Un table after the battle. You still have to pay the Doc D6 teef for his work.

JOB'S A GOOD 'UN

The Doc announces that the operation was a complete success. The warrior re-joins his mob complete with his new bionik bit to show off to his mates. Refer to the relevant replacement table to see what the Doc has fitted to your warrior.

EKSPERIMENT TABLE

D6	Eksperiment
1	**Not Enough Nailz.** The new bionik bit looks fine but once in combat it whirls around madly, explodes or simply falls off. The warrior goes out of action immediately.
2	**Duuuuh...** Some combination of anaesthetic (ie, being smacked on the head with a mallet) and fungus-based drugs has turned the warrior into a drooling idiot. He may only move or shoot if there is another friendly model within 2" to remind him how. He may fight in close combat normally (natural instinct!).
3	**Sumfink's Missin'.** The Doc has removed some organs that the patient "never needed anyways". Unfortunately, the patient *does* need them and suffers -1 Toughness for the rest of the game.
4	**My Brain 'Urts.** The Doc's over-enthusiastic brain serjery has inflicted a head wound on the warrior, exactly the same as the 'Head Wound' serious injury. Roll a D6 immediately. On the score of 1-3 the warrior is subject to *stupidity* and on the score of 4-6 he is subject to *frenzy*.
5-6	**Steel Teef.** The Doc has removed the patient's teef and replaced them with steel ones (some Docs get very rich, very quickly). Though the warrior is now immune to the 'Gobsmacked' serious injury, he suffers -1 Leadership as his steel choppers just aren't properly Orky.

JOB'S A GOOD'UN TABLES

KUSTOM ARM REPLACEMENT

Roll a D6 to determine which arm has been kustomised. On a 1-3 it is the left and on a 4-6 it is the right. This roll is made regardless of which arm has been injured! If the warrior has previously suffered an Arm Wound to the arm that has been kustomised then he is no longer affected by the injury. Any later injuries to the kustomised arm affect the warrior as normal.

If a warrior has a bionik arm he may not use any weapons that require two hands to use.

To find out what the Doc has fitted to your warrior roll a D6 and consult the following table.



DA KUSTOM ARM REPLACEMENT TABLE (Roll a D6)

1 **Hook Arm.** The warrior has woken up to find his forearm replaced by a hook. The hook is probably some kind of heavy engine part that one of the Doc's Gretchin found in the desert. The warrior suffers -1 to his Weapon Skill because the engine part is so heavy!

2 **Kutta Arm.** The Doc was obviously short of teef as he has replaced the warrior's arm with a brutal-looking knife. The warrior may not use any other weapon with that arm.

3 **Telescopic Arm.** A telescopic arm is simply an extendible arm! It is especially useful in close combat as it can extend and hold an enemy back while the warrior uses another weapon to finish him off. The warrior gains +1 Initiative in hand-to-hand combat and when attempting to board vehicles.

4 **Shoota Arm.** The warrior's arm has been replaced with a shoota. The trigger is attached to the warrior's nerve ends which means the warrior can shoot the weapon just by twitching his arm! Nothing may be held in the shoota arm.

5 **Grapple Arm.** The fighter's arm has been fitted with a spring-operated grappling hook catapult! The hook may only be fired at vehicles as foot troops are quick enough to duck out of the way. The grappling hook may be fired in the shooting phase instead of another weapon, at a vehicle up to 8" away. Roll to hit as usual using the mobster's BS. If a vehicle is hit then the grapple has attached itself to it and the warrior automatically and immediately boards the vehicle. After each shot, hit or miss, the grapple hook is immediately dragged back into the arm, (using a special right base relay cog), and will be ready to fire in the next turn. No Ammo rolls are needed. Nothing may be held in the grapple arm.

6 **Claw Arm.** The Doc has fitted a huge power claw to the mobster's arm. The claw is self-powered and can crush buggies, buildings and just about anything the warrior wants with ease. The claw arm may only be used in close combat and has Strength 6, causes 1 damage and has a -3 saving throw modifier. No other weapon may be held in the claw arm.

KUSTOM LEG REPLACEMENT

Roll a D6 to see which leg has been kustomised. On the score of 1-3 then it's the left leg, on a 4-6 it is da uvver one. This roll is made regardless of which leg has been injured. If the warrior has previously suffered a Leg Wound to the leg that has been kustomised then he is no longer is affected by the injury. Any later injuries to the bionik leg affect the warrior as normal.

To find out what the Doc has fitted to your warrior roll a D6 and consult the following table.



DA KUSTOM LEG REPLACEMENT TABLE (Roll a D6)

1 **Peg Leg.** This is the simplest and crudest leg replacement and usually only happens when the Doc is extremely low on supplies. The leg is often given a good coat of red paint to convince the mobster that his peg leg is state of the art Orky teknologee. The unfortunate warrior's Movement is reduced by -1"

2-3 **De-Lux Kicking Leg.** The Doc has replaced the warrior's leg with a de-lux kicking leg. The leg has a small motor in the knee allowing the warrior to give a super powerful kick in close combat. A mobster with a de-lux kicking leg gains an extra Attack in close combat.

4 **Telescopic Legs.** Telescopic legs are a marvel of Orky cunnin'. The legs can be extended or retracted to allow a warrior to move faster and see over tall obstacles. The effect is like having all the advantages of long legs, stilts and a ladder all at once. A warrior with telescopic legs may add D6" onto his run and charge moves. Note that this extra movement is added after the warrior's basic Movement is doubled, not before.

5 **Gyro-Stabilised Monowheel.** The gyro-stabilised monowheel is simply a single wheel that replaces the warrior's legs and is attached to a powerful engine. At first it is very difficult to master as steering is done by leaning in the required direction, and acceleration and braking are worked by twitching certain muscles. But as the Docs always say, "Kontrollin da monowheel is just like ridin' a bike – ya never ferget". True to this adage, no warrior has forgotten how to control their monowheel – mainly because he is serjically attached to it!

A warrior with a gyro-stabilised mono-wheel adds +2 to his basic Movement but may not move over difficult terrain. The warrior may not board another vehicle or climb up walls/ladders and counts as a vehicle when using reinforcements/reserves in scenarios.

6 **Traks/Wheels.** Docs often replace warriors' legs with a set of traks or wheels because the parts are readily available. They are a very popular leg replacement as the warrior can proudly race around the desert while the rest of the Boyz have to try to nick da Boss' buggy to join in the fun.

A fighter with this leg replacement must choose to have traks or wheels. If the warrior has wheels then he follows the same rules for moving as a buggy. If the warrior has traks then he follows the same rules for moving as traks (including gas engines and thrusting).

The warrior still uses the same rules for ramming, shooting and taking damage as a foot model. The warrior may not board another vehicle or climb up walls/ladders and counts as a vehicle when using reinforcements/reserves in scenarios. No other model may be transported on a warrior with traks or wheels.

If a warrior with traks suffers a leg wound then the movement of his gas engines and thruster engines is reduced by -1".

REBUILT KRANIUM

Every Doc in the business will tell you that his favourite serjery is brain serjery, the very pinnacle of the Doc's craft. Like their bodies, Ork brains are far more robust than human ones, which is fortunate as Docs like to have a good dig around a patient's skull before fixing him! In some cases, the Docs have been known to lose tools inside their patients' heads!

If the warrior has suffered a 'Head Wound' previous to getting a kranium rebuild then he is no longer affected by the injury. Any later injuries affect him as usual.

To find out what the Doc has rebuilt the warrior's kranium with, roll a D6 and consult the following table.

DA REBUILT KRANIUM TABLE (Roll a D6)

1 Squig Brain Transplant. Oh dear, the Doc has eksperimented by swapping the warrior's brain with a squig! This is a very risky and ground-breaking piece of serjery, as it all depends on the Ork body accepting a squig as its new brain and what type of squig it is! The squig-brained warrior will behave a little differently from the rest of the mob but his fellow Boyz will assume that this is just a side effect of the Doc's serjery.

Due to having a squig instead of a brain all characteristics in the warrior's profile are halved, rounding up. He may continue to fight, gain experience, and suffer damage as usual after his profile has been changed. Roll a D6 and consult the following table to see which squig has been put into the warrior's head.

D6	SQUIG
1-4	**Herd Squig.** Herd squigs are used by Slaverz to round up stray Gretchin. They are ferocious creatures but cannot think for themselves and always act on orders. A warrior with a Herd squig for a brain is subject to *stupidity.*
5	**Face-eater Squig.** Face-eater squigs are just plain nasty. They like to hang around on their own and attack anything that bothers them, including Orks! They are hard to befriend, but are very loyal and will defend their masters to the end. A warrior with a Face-eater squig for a brain *hates* all enemy mobs.
6	**Buzzer Squig.** Buzzer squigs are the most angry and hungry of all squigs. They fly around in swarms and eat anything that gets in their way. A warrior with a Buzzer squig for a brain is subject to *frenzy.*

2 Doc's Tools. The Doc seems to do a good job of patching the warrior together. Some time later though he realises he has lost one of his tools...

The warrior does not know anything about this but he will feel a twinge of pain every now and then if the tool gets lodged in some sensitive part of the brain. A warrior with a lost tool in his head has no advantages on the battlefield, but the serjery has cured his head wound.

3 Steel horns. The warrior is now the proud owner of a pair of huge steel horns. He may use them in a special bull-like charge. When the warrior charges he receives an extra Attack for his horns.

4 Steel skull. Steel plates have been nailed to the warrior's skull to cover up all the holes. The steel skull makes the warrior look much 'arder on the battlefield. A warrior with a steel skull gains +1 to his Leadership for the respect he gains from the rest of da Boyz.

5 Bionik eye. The Doc has replaced the warrior's eye with a special bionik version with a cross hair visor and a range finder to allow the warrior to shoot better. The warrior gains +1 to hit when shooting with any weapon.

A warrior with a bionik eye is not cured of any head wound he previously suffered. Instead roll a D6 to see which eye is replaced: 1-3 the left, 4-6 the right. If the Doc replaces a blinded eye then the warrior is no longer affected with the injury. Any later injuries affect the warrior as normal.

6 Iron mask. The warrior's head has been completely replaced with a savage-looking cast iron mask in the image of Gork or Mork! The warrior is a fearsome sight and causes *fear* in battle. A warrior with an iron mask may no longer be affected by the 'Gobsmacked' injury.

DOC'S SURPRISE!

When a Doc decides to perform some eksperimental serjery it is rather like a lucky dip, you just don't know quite what you will get.

Orks often complain violently when they wake up to find their chest still 'urtin', and a huge kustom thruster boosta nailed to their back, but once everyone has calmed down patients usually realise that their new bionik bit improves their fighting prowess no end.

If a warrior has suffered a chest wound or an old battle wound previously to getting a Doc's Surprise bionik bit then he is cured and no longer suffers from the injury. Any further injuries affect the warrior as normal.

DOC'S SURPRISE TABLE (Roll a D6)

1. **Eksperimentation.** The Doc tried out an eksperimental technique on the warrior, but half way through the operation he got bored and decided to try something different... The end result of the operation is that it failed... badly. The warrior gains no bionik bitz and must roll once on the Serious Injuries Table. If the warrior rolls 'Bitter Enmity', 'Captured' or 'Dead' then re-roll the result.

2. **Iron Lung.** The warrior's lungs have been patched up with huge iron plates. The Ork suffers no ill effects from the serjery, except that he finds it rather hard to breathe sometimes. A warrior with iron lungs suffers -1" to his basic Movement when he runs or charges. This means that a warrior with a Move of 4 may make a normal move of 4" but may only charge and run 6" (2x3").

3. **Kustom Thruster Boosta.** The warrior has had a huge thruster boosta fitted to his back. The boosta can only be used once per battle as it cannot be switched off after it has started. A warrior with a kustom thruster boosta may make a thrust move just like a buggy. The thrust can be used once per game and uses the same rules as a thrusting buggy except that the warrior cannot stop making thrust moves until he fails his Thrust Test roll. When the warrior fails a Thrust test, roll on the Thruster Buster Table as normal. His movement immediately ends after he has completed the thrust (he can't even turn in place).

   A warrior with a kustom thruster boosta may not have any kustom leg replacements. If the warrior already has a leg replacement, re-roll.

4. **Fungus Bref Lungs.** The warrior has been fitted with a fungus fermentation vat to aid his digestion. Unfortunately the device produces a lot of gas so the Doc has fitted a storage compartment, which allows the warrior to let out a jet of noxious gas at will. Any enemy fighting the warrior in close combat suffers a modifier of -1 to their Weapon Skill. The smell puts them off!

5. **Fuel Injection Implant.** The Doc has fitted a refillable cylinder of fungus fuel, complete with external tap and valve, into the warrior's body and connected it to his blood supply. The warrior can simply turn on the tap and allow a steady flow of fungus fuel directly into his bloodstream.

   At the start of the warrior's turn you must declare whether he is using the implant or not. If he does, his basic Movement and Initiative are increased by +2. At the start of each turn that the warrior uses his implant roll a D6. On the score of a 1 the fighter immediately goes down. On the score of 2+ his metabolism survives the fungus fuel for that turn. The warrior may use the fuel implant for as many turns as he wants but he must test at the start of every turn in which he uses it.

6. **Cybork Body.** The Doc thinks that the warrior has too many injuries to fix and rebuilds the warrior's entire body with bionik parts. All those fungus fuel pistons give the warrior tremendous strength and all the extra metal plates nailed to his body make him harder to hurt in battle.

   All the metal plates nailed to the warrior's body give him an armour value of 9, instead of a Toughness value. If any hits penetrate the warrior's armour roll a D6. On the score of 4-6 the warrior explodes and is taken out of action immediately and on a roll of 1-3 the warrior is unharmed by the attack. The warrior may not wear any other form of armour. If a warrior with a cybork body gains any advances to his Toughness re-roll the advancement.

PLAYING CAMPAIGNS

When playing a campaign, there are certain things you must do before and after each battle. Before the game you need to sort out what type of battle is being played and any other **pre-battle** details. After each battle you must work out the extent of warriors' injuries, how much income the mob collects... and what they spend it all on! This is called the **post battle sequence**.

PRE-BATTLE SEQUENCE

Before the battle, work through the following sequence.

1. Determine Scenario. The player with the lowest mob rating rolls 2D6 and consults the **Scenario Table**. If the scenario has an attacker and a defender, the player who chooses the scenario is the attacker.

2. Recurring Injuries and Damage. Roll for warriors with Head Wounds and Old Battle Wounds to see if or how they are affected by their injury. Also roll for 'Unreliable' vehicles.

3. Set up and Deploy. Set up the terrain and deploy your mobs as detailed in the scenario description.

You can now start fighting!

POST BATTLE SEQUENCE

Once the battle is fought and won, the players should work through the following sequence. You do not have to complete the entire sequence straight away (you may want time to consider your purchases) but any dice rolls made should be witnessed by another player.

1. Injuries. Roll on the **Serious Injuries Table** for fighters who are out of action at the end of the battle. Remember that downed fighters will go out of action and suffer a serious injury on a D6 roll of 1, 2 or 3.

2. Experience. Allocate Experience points as shown in the scenario's description and roll on the Advance Table if required. See the **Experience** section for more details.

3. Income. Work out how many teef are earned from your mob's mine and Scrap counters they picked up. Then determine how many teef are added to your hoard, as explained in **Da Fort** section.

4. Mektown! You can visit the **Mekboy's Workshop**, the **Doc's Serjery** and buy any new warriors, gubbins and additional equipment.

5. Da paperwurk. Update your mob roster and work out your new mob rating.

You're now ready for another bash!

DISBANDING (GIVIN' UP!)

There may come a time when all your buggies have crippling damage, half your Boyz spend each battle nursing their old battle wounds, while the rest are so shot up they have to hobble into combat. If this happens you may be so disheartened that you want to start afresh. If you start a new mob, you can re-hire veterans from your last mob along with your new recruits. You can only do this when you start up the mob, you can't buy them in later.

A re-hired warrior costs a number of teef equal to their normal cost plus their experience divided by ten (rounding up). So a Boy with a normal shoota and 36 Experience points would cost 7+ (36÷10=3.6) =9.6, which rounds up to 10 teef.

You can even re-hire your Nob if you wish. Ork Nobz are notoriously determined and no amount of set-backs will discourage them from believing that this time will be "Da Big Wun!".

RETIRING (DA EEZY LIFE!)

On Gorkamorka it is every Ork's dream to earn enough teef and accumulate enough janglies to be able to retire to Mektown and await the completion of Gorkamorka in relative comfort. Your mob is considered to have achieved this once its mob rating has reached 400 or more. At this point the mob no longer takes part in the campaign except in very rare and special circumstances.

When this happens, the mob pulls down its fort, sells all the scrap to the Mekboyz and settles down in Mektown. From here the mob will act as bodyguards for the Meks, or maybe they'll start their own racket, training and giving advice to the younger Yoofs, Boyz and Nobz of Gorkamorka (for the right price of course!). Such mobs are held in high regard and a certain amount of awe by other Orks and serve as an inspiration to young Ork Nobs to go and carve their destiny in the desert. Well done, you have served Gorkamorka well! It's time to start building up a new mob of hopefuls…



SCENARIOS

The mobs of Gorkamorka will use any excuse to fight each other. Sometimes they may clash over the right to dig for scrap, while on other occasions they may want to prove just who's the 'ardest mob around. The following scenarios allow you to fight in many of these different situations, from the straightforward *We Woz 'Ere Furst!* to the more involved *Da Siege.*

Before each battle, you will have to decide which scenario you are going to play. The player whose mob has the lowest mob rating rolls 2D6 and consults the Scenario Table, below.

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

If one of your warriors has been captured by an enemy mob, you may automatically play the *One of Our Ladz is Missin'* scenario against the mob holding them, if you wish. If you have just had a vehicle captured, you can play the variant of *One of Our Ladz is Missin'* as the next battle (it's too late after that!).

If the mobs have an equal mob rating, each player should roll a D6. The highest scoring player counts as having the lowest mob rating and rolls on the table.

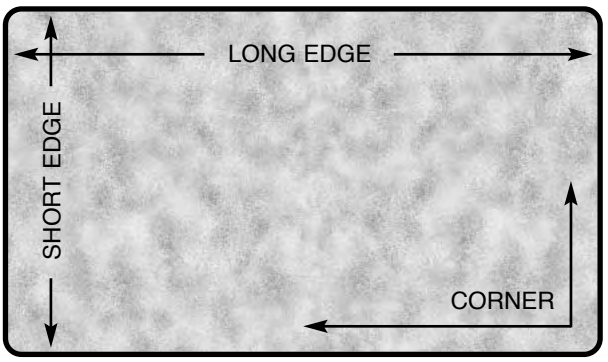


SCENARIO TABLE

2D6	RESULT
2-3	The player with the highest mob rating may choose which scenario is played. The game is played in a particularly arid part of the desert, full of dust storms. Weapons may only be fired up to short range. There is a -1 modifier on any tests to use thrusters (so the first thrust passes on a 3+, the second on a 4+ and subsequent thrusts on a 5+).
4-6	Play the *We Woz 'Ere Furst* scenario.
7-11	The player with the lowest mob rating may choose which scenario is played.
12	Play *Da Fight* scenario.

PICKING A TABLE EDGE

In many scenarios it is important to know which is your 'edge of the table'. Sometimes this is dictated by the scenario and sometimes the player is allowed to choose any table edge. When you have the choice, the table edge can be one of the long edges, one of the short edges or even a corner (in which case the table edge extends halfway along the long edge and halfway along the short edge). The diagram below shows this more clearly.



PLACING TERRAIN

Before every game it is necessary to place the scenery that makes up the battlefield. A lot of this depends upon what terrain you have to hand and the scenario you are playing. Each scenario has a 'Da Desert' section which gives an idea of the area the battle is taking place in. It is here that you will be told whether you are using the fort, for example.

Your terrain should be placed so that it provides an interesting battle without allowing both mobs a totally free rein or hampering vehicle movement to such an extent that things get bogged down. Generally a couple of medium-sized dunes and a cluster or two of rocks will provide enough obstacles to require some thought. Some scenarios specify sparse terrain and in these circumstances you might want just a single cluster of rocks and one large dune, or maybe just a flat desert with only the odd rock dotting the surface.

When it comes to placing the scenery itself there are a number of methods you can use, and it's up to you to agree with your opponent which system you prefer. The simplest solution is to have both players sit down and place a couple of terrain features each in what they agree is an interesting situation. In many scenarios you won't know where your gang is deploying yet, so if you place terrain in a position you think is advantageous it may end up being more help to the enemy! We've found this generally stops people trying to do anything underhand.

Another method is for each player to roll a D6. The highest scoring player places one piece of terrain, then the other player gets to place another piece of terrain and then the first player again and so on. At any point one player can pass their turn and place no scenery in which case their opponent can place one more piece of terrain and then you're finished.

For a more random approach, use the following method. Each player takes turns, as above. However, after each terrain piece is placed, roll a Scatter dice and move the terrain piece 2D6 inches in the direction indicated. If you want a really random battlefield you could even roll the Scatter dice again, after the scenery piece has been moved, to determine which way the scenery is oriented on the battlefield.

The important thing to remember about all this is that Gorkamorka is a game of ferocious Orks battling each other to the death, not an exercise in 'desert planning'!

The two buggies were neck and neck going into the narrow canyon. Magob, ignoring the dust stinging his eyes, was staring ahead to where the walls closed in even further. It was painfully obvious that only one buggy could go through at a time.

Bracing himself, he pulled the 'fasta' lever and the buggy shot forwards. Tears filled his eyes as the wind and the dust made sight almost impossible. He was dimly aware that Snadrokk's buggy had stayed alongside. The two buggies were bouncing over the rocky ground less than a yard apart, both drivers desperately struggling to keep their vehicles under control.

Ahead the rock wall was rushing toward him at an alarming rate, and Magob tried not to notice the wreckage littering the rocky spires that formed the neck of the canyon.

Grimly, he gave the lever another yank and again the buggy leapt ahead, the steering rudder twisting in his hands like a wild animal. At the very last minute he hauled over the rudder to swipe Snadrokk out of the way.

To his horror he realised that Snadrokk wasn't there. Evidently his rival had been unable to keep up and Magob had pulled ahead. The buggy lurched wildly across the canyon floor, bounced off a couple of loose rocks and slammed into the wall.

Snadrokk, a short distance behind, saw the ominous column of smoke rising from the tangled wreckage and decided that sometimes not being able to keep up came in very handy.

LEAVING THE TABLE

Unless otherwise stated in the scenario description, any warrior which leaves the battlefield, either voluntarily or otherwise, is counted as a casualty (though there is no chance of a serious injury or permanent damage). If the only warriors of a mob left on the table are down (and any vehicles present are immobilised or wrecked), then the mob is considered to have voluntarily bottled out (see below) and has lost.

Any warrior that leaves the table carrying a Scrap counter automatically keeps it and there is no chance of the scrap being dropped (see *Scrap Counters*, below).

SCENARIO SPECIAL RULES

Some of the following scenarios introduce features such as running away ("Bottlin' out"), Scrap counters or fighting around an Ork fort. To save space and repetition, these rules are given here. Unless otherwise stated in the specific scenario, these rules are used exactly as given, whatever scenario you are playing.

BOTTLIN' OUT

As much as Orks love a good fight, there usually comes a time when one mob or the other thinks it's time to quit while they're ahead (of course, the opposition call this running away!). As a mob takes more casualties, it is more likely to start thinking of such sweet comforts as a barrel of fungus beer, a tasty squig kebab and not being shot at by a load of Boyz with big shootas. To represent this, in most of the scenarios the mobs will be required to take a *Bottle test.*

If a mob loses 25% of its fighters, the rest of the mob will start thinking about running off. Count up the number of warriors and vehicles in the mob. Once the mob has lost at least a quarter of this number, it will start taking Bottle tests at the start of each of its subsequent turns. Warriors that have been taken down or out count as casualties, and so do vehicles which have been immobilised or wrecked. For example, if a mob consisted of seven warriors and two vehicles (nine warriors in total), it will have to start taking Bottle tests once it has taken three casualties. Note that a mob may stop taking Bottle tests if some of its downed members later recover to flesh wounds, taking the number of casualties above 25% again.

To take a Bottle test, the mob's Nob must pass a standard Leadership test. If the Nob is down or out of action (or otherwise not present), test on the warrior with the highest Leadership who is still in action. If the Leadership test is passed, the mob fights on regardless of its losses. If the Leadership test is failed, the mob has lost all heart for the fight and runs away. Needless to say, a mob that bottles out has lost, and this may have other effects too (such as dropping scrap, see below).

Once it starts having to take Bottle tests, a mob may voluntarily bottle out at the start of any of its turns – before making a Bottle test, simply say that you're bottlin' out and the game is over (you cannot wait to see if you pass before deciding).

SCRAP COUNTERS

Much of the land around Gorkamorka, especially the Skid, is littered with the wreckage of the Orks' crashed space hulk. The mobs of Gorkamorka roam the surface salvaging these parts to sell to the Mekboyz and earn more teef. Scrap plays an important part in the lives of the Orks and is represented in many of the following scenarios by *Scrap counters.*

Each scenario details how the Scrap counters are placed on the battlefield, either stuck in the dirt or carried on the vehicles of one of the mobs.

Any warriors may pick up Scrap counters lying on the ground by ending their movement next to the counter. Warriors carrying scrap halve their Move but may shoot and attack in hand-to-hand combat normally. Warriors that are down or out of action drop any scrap they are carrying; place the counter next to them. Each member of the mob may only carry one Scrap counter.

Vehicle drivers may pick up scrap if their vehicle spends a whole movement phase in contact with the counter (the driver leaps off his vehicle, digs up the scrap and then jumps back on again). A Scrap counter may also be loaded onto a vehicle by moving the warrior carrying it into contact with the vehicle before it uses its thrusters, leaving the warrior free to move at normal speed again.

Scrap counters on vehicles count as gubbins and any hit to that location means a Scrap counter falls off the vehicle, in addition to any other damage the shot may do. If the vehicle has no gubbins, the scrap absorbs the blow (and falls off) and the damage is not passed on to the next location.

A warrior carrying a Scrap counter when its mob bottles out must pass a Leadership test or drop the counter. Roll a D6 for each Scrap counter loaded onto a vehicle when the mob bottles out. On a roll of a 1 it falls off during their hasty (and bumpy) retreat and is left behind.

Each Scrap counter adds D6 teef to the mob's income for that battle, before working out expenses, not as profit.



DA FORT



Orks love to show off how rich they are and build forts out of spare scrap to cover their mine workings and generally let everybody in the area know that they're well 'ard and have lots of teef. Occasionally a fort will be the location for a battle.

Ork forts are made of scrap metal found in the desert and are built in a typically Orky fashion with excess amounts of bolts, spikes and armour plates. Many mobs keep a stockpile of scrap in their forts to protect it from other mobs until they can safely transport it to Mektown. Unfortunately, this is precisely the reason that enemy mobs attack forts.

The simple weapons of Gorkamorka cannot penetrate the heavy armour of forts so any mobs that attempt to besiege a fort must rely on getting themselves past the walls and attacking the defenders from the inside. The attackers can gain entry to the fort by either destroying the gate or by scaling the walls.

DA GATE

If one mob occupies the fort and no enemy warriors are inside, the player may elect to open or close the gate at the start of the turn. If there is nobody inside the fort, or there are warriors from both mobs inside, the gate will remain as it is, either open or closed.

The gate is well armoured but not as tough as the rest of the fort. It may be shot at (in which case it counts as a large target), attacked in hand-to-hand combat (just like a vehicle with no crew) or rammed. When the gate is rammed it counts as a normal head-on crash, but the gate also takes D3 damage (bikes only inflict 1 point of damage). The gate has an armour value of 9. Roll a D6 on the following table for each hit that penetrates.

D6	RESULT
1-2	The gate holds. A ramming vehicle takes damage as normal for a crash.
3	The hit weakens the gate. Future rolls on this chart add +1. A ramming vehicle takes damage as normal for a crash.
4	The hit has made a hole in the gate but only foot troops may move through it. A ramming vehicle takes damage as normal for a crash.
5	The fort gate is completely destroyed but wreckage is scattered around the area. A ramming vehicle takes damage as normal for a crash. Any other vehicle that moves into the fort takes 1 damage to the wheel/track location as it moves over the wreckage. Foot troops may move over the wreckage normally.
6	The fort gate is completely destroyed by the hit. A ramming vehicle takes damage as normal for a crash and the gate is now open.

SCALIN' DA WALLZ

Any foot warrior may climb up or down the fort walls as the buckled plates and large rivets provide plenty of handholds. It takes 4" of movement to climb the wall. The warrior may charge or run while climbing the walls. If the warrior charges into combat, it suffers a combat modifier score of -1, instead of the usual +1 for charging.

If a vehicle with a Boarding Plank gubbins spent its previous movement phase not moving, and is within 2" of the wall, any warriors on board may charge up the plank and over the top. Warriors charging in this way suffer no penalty and gain the usual +1 modifier for charging into close combat.

SCENARIO 1: DA RUMBLE

Orks have a natural hierarchy – the bigger and 'arder an Ork is, the more important they are. However, mobs occasionally need extra clarification on this matter and send some of their finest to take on all comers. These are very brutal affairs, with no mercy given or expected.



DA DESERT

The warriors need lots of room to move in this scenario, so the terrain should be pretty sparse.

MOBS

Any number of mobs may take part in this scenario.

Each mob is allowed to bring a single buggy, trukk or trak, with its driver. In addition, the vehicle may either have a fixed weapon and its gunner, or two warriors. No other vehicles or warriors may be taken.

Each player should roll a D6. Starting with the highest scoring player, each player places their vehicle within 12" of any table edge and at least 12" from enemy mobs.

STARTIN' – THE REVVIN' AN' SHOUTIN' ROLL

Each player rolls a D6, and adds the number of Orks in their mob on the table (Grots are too squeaky!) to see who makes the loudest noise. The player with the highest score gets the first turn, the second highest goes next, and so on (re-roll any ties).

HAND-TO-HAND COMBAT

As there are usually more than two mobs fighting in Da Rumble, the following rule is used to determine who fights in which hand-to-hand combat phase. Rather than all models in close combat fighting in every hand-to-hand phase, only warriors from the mob whose turn it is, or fighting against a warrior from that mob, fight in the hand-to-hand phase. Hand-to-hand combats that only involve warriors from other mobs are not resolved until the hand-to-hand phase of those players' turns.

ENDIN'

Nobody can bottle out in a rumble – there's far too much respect at stake for second thoughts. A mob has won once all enemy warriors are either down or out of action!

INCOME

The mobs may collect income as normal.

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 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 Bein' Da Loudest
Each warrior in the loudest mob earns an extra 1 point of experience.

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

SCENARIO 2: WE WOZ 'ERE FURST

Mobs like to race through the desert looking for scrap to sell to the Meks. Orks always look upon any area of the desert they are currently in as their mob's territory. When two mobs see each other they each assume that the other one is invading their patch and attack.

SPECIAL RULES

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

DA DESERT

The mobs meet in a standard area of the desert. Both players set up terrain in a mutually agreeable manner.

After the terrain has been set up and before the mobs are deployed, the players take turns to place D3+3 Scrap counters (in total, not each) anywhere on the board.

MOBS

Roll a D6. The player with the highest 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 a D6. The player with the highest score gets the first turn.

YER COWARDLY GROT

Each Nob may issue a challenge once in this scenario. At any point during the battle one Nob may shout abuse at another and challenge him to a fight.

A Nob may choose to accept or decline a challenge. If he declines nothing happens though their reputation is reduced. If they accept both Nobz may only shoot at each other or the vehicles they are in, until they meet in close combat. They may move and fight in close combat with other models as normal. When they meet in close combat the challenge ends.

ENDIN'

The game ends when one mob fails its Bottle test or chooses to bottle out. In this scenario models that move off the table do not count as casualties. If one mob only has models that are casualties left on the table, the game immediately ends (this does not count as bottlin' out). If one side 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 mobs have the same number of Scrap counters the battle is drawn and no Nob gains 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. If the game ends with one side leaving the battlefield they keep any scrap they are carrying and the other mob gets any scrap left on the table. After the game, any Scrap counters held by each mob may be traded in for D6 teef each, which is added to the mob's income for the game.

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 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.

-D6 Declining a Challenge
If a leader declined a challenge during the game the number of Experience points he earns from the battle is reduced by D6. Only the Experience points gained from this scenario can be reduced. If the leader earned only 2 Experience points from the game, for example, his Experience points can only be reduced by 2.

+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 experience.

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

SCENARIO 3: LOOTAS

Looking for scrap is a risky business as rival mobs roam the desert with the same purpose. Many mobs just send a few Boyz to locate some scrap, who send word to the rest of the mob when they find some. Hopefully, the rest of da mob will come to help the Boyz and pick the scrap up before a rival mob finds them.

SPECIAL RULES

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

DA DESERT

The board is made of standard desert terrain except that the defender places D3+3 Scrap counters anywhere within 6" of the centre of the board.

DA MOBS

The attacker chooses a table edge to deploy their mob on but doesn't place any warriors there yet.

The defender must then choose one of their vehicles plus D3+3 warriors and deploy them within 6" of the centre of the board. The remainder of the defending mob must be split up into groups. Each group consists of one vehicle and as many warriors as you want (or can fit!), riding on the vehicle. If there are any warriors that cannot fit into any vehicle then they do not take part in the battle. The defending mob's groups move onto the board as reinforcements as described later on.

After the defender has finished setting up, the attacker may deploy all of his mob's vehicles touching his chosen table edge. All attacking warriors must be mounted on a vehicle. Any of the attacking mob's warriors which are not mounted on one of the vehicles may not take part in the battle.

DA PICK UP

A vehicle's gas engines take a while to build up pressure and so are not very good for emergency starts. For this reason, at the start of the game the defending vehicle on the table may only use its thrusters. At the start of the second and subsequent turns roll a D6 and add the turn number. A total of 7 or more means that the gas engines are on-line and can be used as normal from then on. A score of 6 or less means only thrusters may still be used.

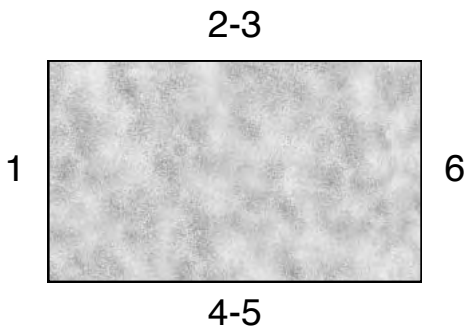
STARTIN'

The defenders go first as they spot the attacking vehicles cresting the nearest slope!

DEFENDER REINFORCEMENTS

At the start of each defending player's turn after the first turn, roll for reinforcements as follows.

Roll a D6 for each defending group off the table. On a roll of 4+ the group enters the table from a random board edge (see the diagram below). On a roll of 1-3 the group does not enter the table that turn.





ENDIN'

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

SCRAP COUNTERS

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

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 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 anyone any Experience.

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

Bodrukk was not having a good day.

He'd driven his beautiful buggy into a rock, while showing off some ''Igh speed manoovers'. It had been humiliating having to push the twisted wreckage through Mektown, he hadn't had a headache like this since the headbutting contest weeks ago and now this grinning Mek was pointing out the hundreds of design faults that had caused the crash.

"Too much play in these 'ere thrunge sockets isn't there guv'nor? Wot kind of grotbrained klown put the gumpshun bearing underneath the sproggin' sokkit? 'Ole thing's a deathtrap. Tell you wot, you got me in a good mood, an' truth to tell, your story's reely touched me. Now, I got a brand new, 'aint 'ardly been driven much, soopa-delux model wot I can let you 'ave. Woddyer say?"

The Mek waved an expansive arm in the direction of a significantly smaller vehicle, riddled with bullet holes. Variously coloured liquids dribbled from cracked pipes and hastily nailed on patches.

Bodrukk sighed inwardly, and tried to drag the Mek's attention back to his own vehicle. "I just wants you to straighten 'er out. Just make it go." An evil light entered the Mek's eyes. "Right y'are, boss. Ready in no time."

Gratefully, Bodrukk left.

The next day, headache gone, Bodrukk entered the Mek's little compound. "Yer gonna love this," cackled the Mek, fairly skipping to a large object covered with a tarpaulin. "Tadaa! Pretty good, eh? Goes like stink... it's even got an extra dead 'ard stylin' kit wot I threw in for free, 'cos I like you." As he threw back the cover, he seemed to be having trouble meeting Bodrukk's appalled stare. "Where's me buggy? Wot 'ave you done with me buggy? WHERE'S ME ZOGGIN' BUGGY?"

"Well," wheedled the squirming Mek, "I woz fixin' your buggy, an' it sort of... came apart... in me 'ands like...! So anyway, I sez to meself, 'Wot he wants is a new model, sumfin shooty, sumfin dead 'ard.' So I thought, well, you said to straighten 'er out, but you forgot to say which one – wot with you not being yourself an' all."

Bodrukk clenched his fists and then thought better of it. He'd been here before. "'Ow much?" he sighed.

SCENARIO 4: DA FIGHT

When two mobs have a dispute, one of the most popular ways of settling the problem is to challenge the opposing mob to a straight fight.

Fights are held deep in the desert to avoid any other mobs from sneakily joining in. Both mobs line up opposite each other and make as much noise as possible to scare their opponents. After the engine revving and loud bellowing, both mobs charge wildly towards each other to prove who is the toughest.

SPECIAL RULES

This scenario uses the Bottlin' Out special rules.

DA DESERT

The terrain for this scenario should be sparse as every Ork wants to look the enemy right in the eyes before charging.

MOBS

Only vehicles and warriors mounted on vehicles may take part in the fight. Each player brings their whole mob to the fight.

Each player should roll a D6, the highest scoring player chooses a table edge and deploys their mob. The other mob is deployed on the opposite table edge.

Each mob deploys within 12" of their table edge.

STARTIN' – THE REVVIN' AN' SHOUTIN' ROLL

Each player rolls a D6 for each vehicle in their mob, and adds the number of Orks in the mob (Grots are too squeaky!) to see who makes the loudest noise. The player with the highest total score gets the first turn.

RULES OF ORKY SPIRIT AND 'ONNA

There are only two rules in a fight. The first is to make as much noise as possible before the fight begins. The second is that no Ork may shoot until they have been involved in a ram or a boarding action. After making a ram or attempting a boarding action (the closest a footer can get to making a ram!), any Orks involved may act normally.

Grots are far too sneaky and have no conception of the rules for settling grudges. Grots may move and shoot normally without being involved in a ram.

ENDIN'

Important: Bottle tests are taken after 50% casualties have been suffered rather than the usual 25%.

The game ends when one mob fails its Bottle test or voluntarily bottles out.

Important: Due to the very brash and Orky approach to fame and fortune, a smaller mob that takes on a bigger mob in a head-on fight will receive more renown than if it tries something sneaky. A mob that loses to a higher-ranking mob earns an extra 1 Experience point for each member taking part, and earns an extra 2 Experience points if they won. This is in addition to any other Experience benefits from taking on a harder mob.

INCOME

The mobs may collect income as normal.

EXPERIENCE

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

+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 Bein' Da Loudest
Each warrior in the loudest mob earns an extra 1 point of Experience.

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



SCENARIO 5: DA CHASE

Scrap in the desert can be used by the mob and its Spannerz, but its highest value is amongst the Meks of Mektown. However, some cunning mobs don't like to do all the grubbin' about and diggin' involved in collecting scrap, and just hang around the Skid and give chase to any mob attempting to get to Mektown with their hard-earned loot.

SPECIAL RULES

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

DA DESERT

Da Chase takes place in the Skid so not much terrain should be used apart from a few rocks, low dunes and the occasional cliff lining one of the sides. If a terrain piece moves off the table (see below) both players should roll a D6. The highest scoring player may place the piece of terrain anywhere along the leading table edge, creating a continuous stretch of da Skid.

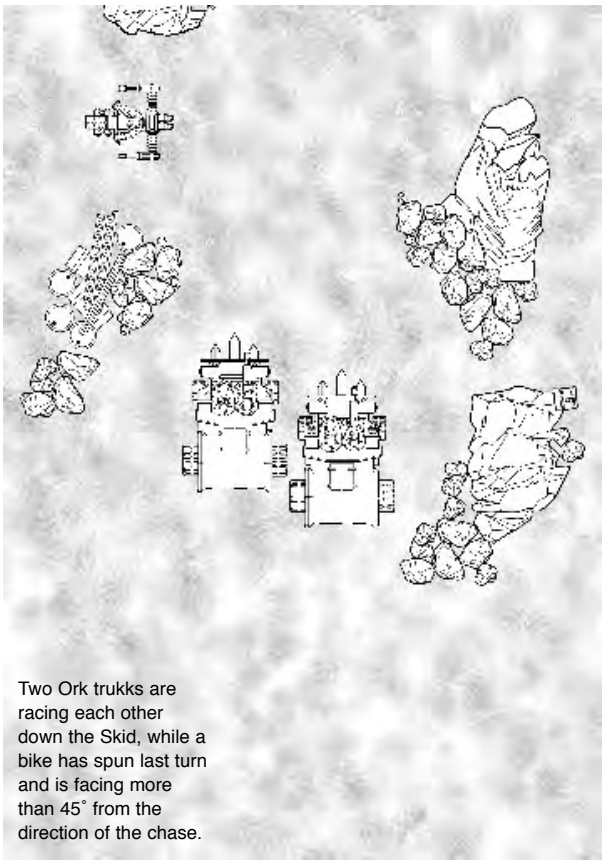
MOBS

Both players use their whole mob. Only vehicles and warriors riding on vehicles may take part in da Chase. The defending mob is deployed within 24" of one short table edge, all facing in the direction of the chase. The attacking mob is set up 18" behind the defenders facing in the same direction (if a vehicle is too long to set up this far away, just deploy it on the table edge).

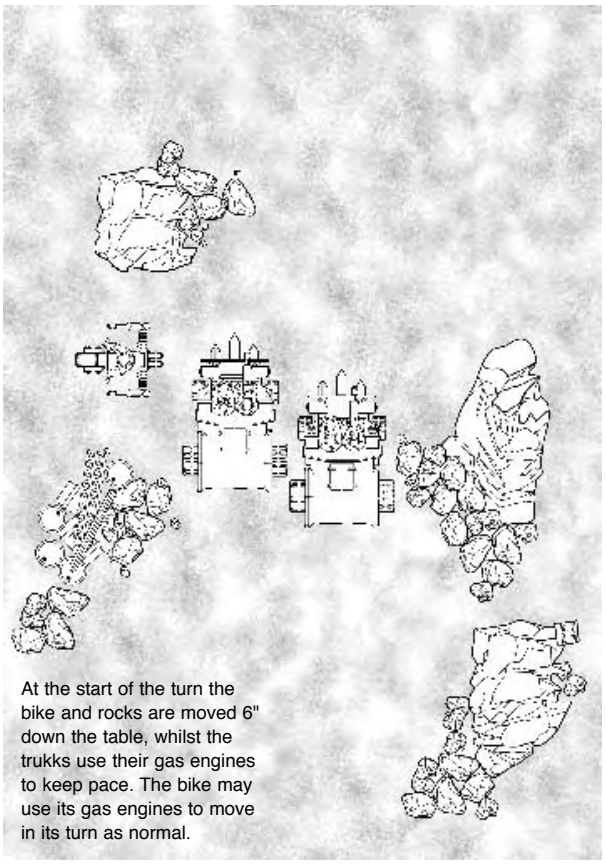
DA ROLLIN' ROAD

Da Chase takes place down the length of the table and you must decide which direction the chase is moving in. In this scenario movement works slightly differently to give the impression of speed. At the start of each of the attacker's turns (after the first), there is a special Rollin' Road phase. During this phase, the players work out the effects of chasing along the Skid at high speed.

During the Rollin' Road phase, each player must decide which of their vehicles are using their gas engines to keep up the chase and which are going to drop back. The Rollin' Road is assumed to be moving backwards at 6"



Two Ork trukks are racing each other down the Skid, while a bike has spun last turn and is facing more than 45˚ from the direction of the chase.



At the start of the turn the bike and rocks are moved 6" down the table, whilst the trukks use their gas engines to keep pace. The bike may use its gas engines to move in its turn as normal.

per turn. If a vehicle uses its gas engines to keep pace, then it stays in place. Vehicles at more than 45° from the direction of the chase will drop back as outlined above, as will any warriors on foot, Scrap counters and terrain.

Models that are not keeping up with the chase are moved 6" backwards in the Rollin' Road phase. Models which drop back in this way may move normally in their movement phase without restriction (vehicles can perform slow speed manoeuvres and so on). Vehicles that used their gas engines to keep pace may only use their thrusters in their movement phase, as the movement for their gas engines has already been used keeping them in place. Don't forget that the terrain will move as well as the Ork vehicles race past rocks and dunes (watch out for crashes and collisions!).

With the exception of the defenders leaving their attackers behind (see below), any models that leave any table edge except the leading edge cannot return to the fight and are counted as out of action when taking Bottle tests. They count as having bottled out for the purposes of keeping scrap.

DA LOOT

Each defending vehicle has D3+1 Scrap counters strapped onto it. As usual, the scrap counts as gubbins and if it is hit one counter falls off automatically – place the counter next to the vehicle. Remember that Scrap counters do not move, so using the Rollin' Road rules the counters are moved 6" down the board in each Rollin' Road phase.

Each defending vehicle that moves off the short table edge in the direction of the chase is assumed to have escaped the attacker (now is a good point to shout "Eat my dust, ya skumbo!") and does not count as a casualty. Vehicles which move off any other table edge count as casualties as normal.

Remember that vehicles picking up scrap remain stationary and so will move down the Rollin' Road as detailed above (as will the scrap).

STARTIN'

The attacker moves first as his mob swoops down on their prey!

ENDIN'

The game ends when one mob bottles out or all of the defending mob's vehicles leave the table. If one side bottles out then the other mob are the winners, otherwise the mob with the most Scrap counters at the end has won.

SCRAP COUNTERS

Defenders who escape off the leading table edge do not have to test to keep their scrap if the mob later bottles out. If the attacker bottles out, make Leadership and 'bumping about' tests (see the Scrap Counters rules on page 89) to see if they drop their scrap as normal. The defender gets any scrap they were carrying at the end and any dropped scrap left behind (including scrap dropped by the fleeing enemy).

If the defender bottles out, make Leadership and 'bumping about' tests to see if they drop their scrap as normal. The attackers then have time to pick up any dropped scrap at their leisure.

After the game any Scrap counters held by the mobs may be traded in with the Mekboyz for D6 teef each, which is added to their income for the battle as normal.

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 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.

+D3 Da Kings of Da Road
Every driver in the winning mob earns an extra D3 Experience points.

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



SCENARIO 6: DA SIEGE



When mobs find a lot of scrap they become very rich. Orks like to show everyone just how rich they really are and the best way of doing this is to build an enormous fort in the middle of the desert that can be seen for miles around. Other mobs are naturally envious of the fort and will make every effort to capture it or blow it up!

SPECIAL RULES

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

TERRAIN

The fort should be placed in the centre of the board. This can be the only piece of terrain on the table but other desert terrain may be added if you wish. The defender must place D3+3 Scrap counters inside the fort.

MOBS

The defender may deploy D3+3 members of their mob inside the fort. Each vehicle counts as one member.

The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player can (or wishes) to get onto it. These groups may enter the board as reinforcements (see below).

Any warrior of the defending mob who is not deployed on the board at the start of the game or part of a reinforcement group does not take part in the fight.

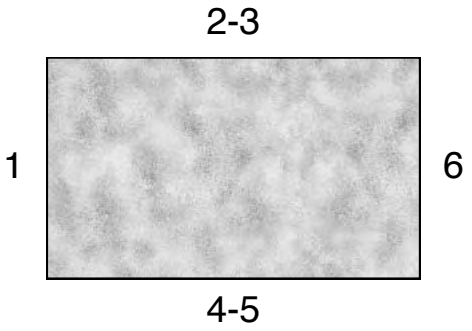
After the defender has deployed his mob then the attacker may deploy his entire mob anywhere on the table but not within 18" of the fort.

STARTIN'

The attackers get the first turn as they charge over the horizon, intent on their mission!

REINFORCEMENTS

At the start of each defender's turn after the first, roll a D6 for each group held in reserve. On the roll of 4+ the vehicle and all warriors riding on it enter the table from a random board edge (see the diagram below). On the score of 1-3 the vehicle does not enter the board this turn.



ENDIN'

In this scenario any attacking models that move off the table do not count as casualties.

The game ends when one of the mobs fails its Bottle test. **Important:** The defending mob takes Bottle tests after 50% of the mob are casualties rather than 25%. The defender does not have to start taking Bottle tests until at least one group of reinforcements has arrived. The attacking mob takes Bottle tests after the usual 25% casualties. The battle also ends if the attacker has only casualties left on the field.

If one side bottles out then the other mob has won. If the game ends any other way, the side with the most Scrap counters has won.

Ducking behind a rusting heap of pipework, Soglod quickly took stock of his situation. His buggy had jetted off into the desert, leaving him behind and was manoeuvring for another pass, while the Bad Skabs' buggy was on its side with the surviving Bad Skabs firmly entrenched behind it. All the other members of his own mob were still on the buggy. For the next few minutes he was on his own.

Cautiously he raised his head and was forced to duck as a fusillade of shots rang out, bullets rattling off the scrap pile in front of him. It was obvious that he would never make it to the Bad Skabs as long as they were lying in wait for him. He considered the options available and grinned. One chance remained to him. Pulling a stikkbomb from his belt he carefully set the klokwork, hefted it to find the weight and without looking, lobbed the spluttering grenade in a slow arc towards the ruined buggy.

Before it had reached its mark, he was on his feet and sprinting towards the Bad Skabs' position. To his relief they had all sought cover and no-one was shooting at him. As he ran, he shielded his face with his hands against the expected explosion. However, the stikkbomb was fizzing away merrily, lodged in the wreckage, without actually going off.

Gritting his teeth he vaulted awkwardly over the buggy and landed, hobnailed boots first, on a cowering Bad Skab. Automatically, Soglod stamped hard and was rewarded by the agonising crunch of bone under his foot. Not bothering to aim, he blazed around him with his pistol, and if anything came close enough he kicked it, bit it or punched it. All around he heard the rattle of the Bad Skabs' weapons, more than once he felt pain as he was hit, but he was used to pain.

There was no time to think, his actions were wholly instinctive. Years of fighting had taught him that thinking just made you slower and slower made you dead. Gradually it became apparent that nothing remained alive besides himself. Whistling cheerfully he picked up the unexploded stikkbomb and, jamming it under his belt, strolled off to rejoin his buggy.

SCRAP COUNTERS

If one side bottles out it must test to see whether it drops scrap as normal. The other side gets any scrap left on the table. If the game ends by the attacker moving off the table, they keep any scrap they were carrying and any scrap left on the table is claimed by the defender.

In addition, if the attacker wins because the defenders bottled out, they can pull quite a lot of scrap off the fort itself before they scarper. In this case, the attacking mob may add an additional 2D6 teef to their income for this battle.

Scrap counters can be traded in with the Meks for D6 teef each, which is added to the mob's income as usual.

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 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 he holds at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any Experience.

+D6 Gettin' In
The first attacker that gains entry to the opposing fort earns D6 extra Experience points.

-D3 Losin' Da Fort
If the defending mob bottles out the mob leader will lose credibility in Mektown. If the defenders lose the battle then the defending mob leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience from this battle, not from Experience earned in previous battles.

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

SCENARIO 7: ONE OF OUR LADZ IS MISSIN'

Sometimes a mob will capture an enemy warrior and put him to work in the mines. Although they can be ransomed back, the captive's mates may try a rescue attempt to free the unfortunate slave. They wait near the enemy's fort until they have left to look for scrap and then try to break in. Of course, if the owners come back early, they're not very pleased at the intrusion.

SPECIAL RULES

This scenario uses the Bottlin' Out and Da Fort special rules.

DA DESERT

The fort should be placed in the centre of the board. This may well be the only piece of terrain on the table but other desert terrain may be added if you wish.

MOBS

The defender may deploy D3 warriors in the fort. Only warriors on foot may be deployed in this way.

The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player can (or wishes) to get on it. These groups may move onto the board as reinforcements as described below.

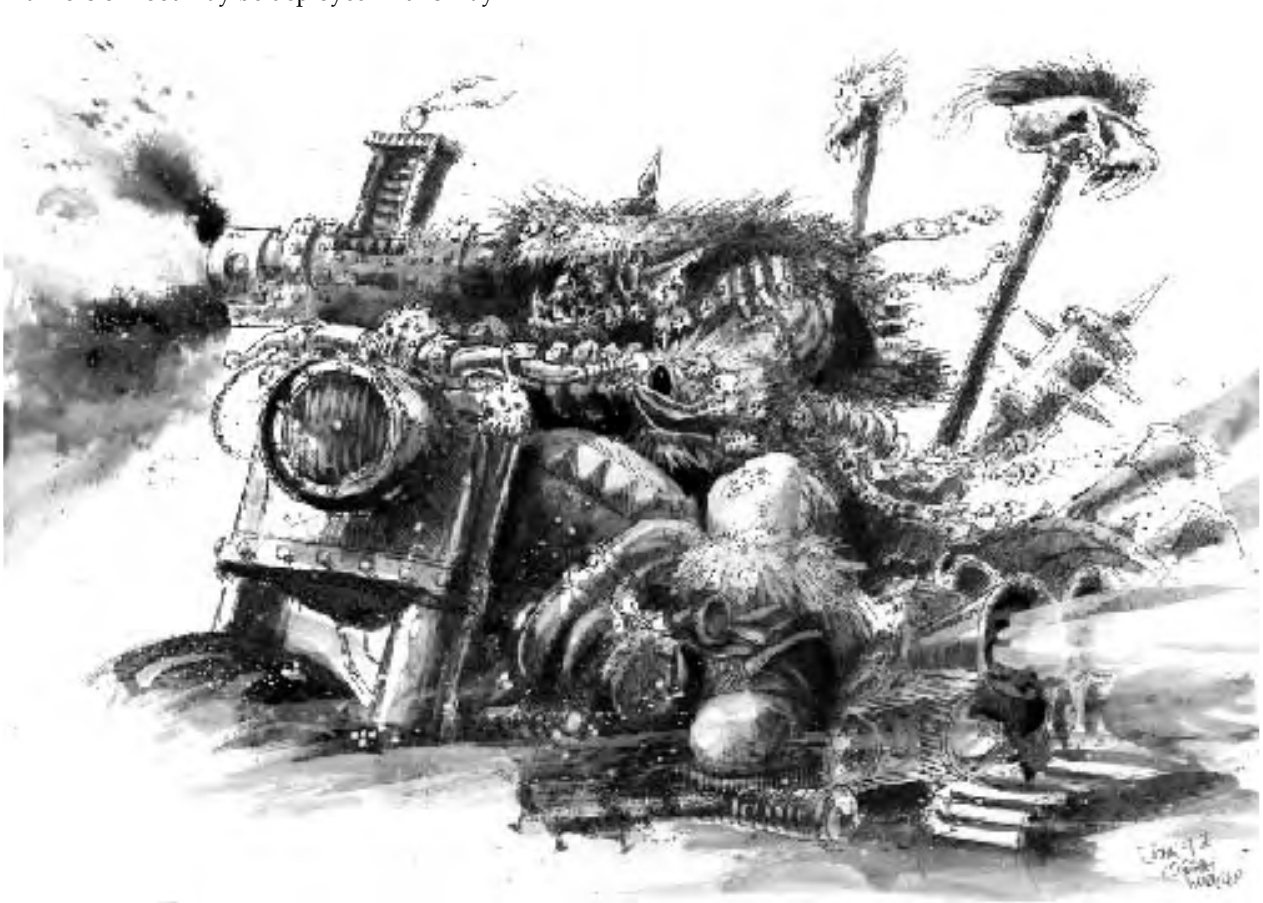
Any member of the defending mob who is not deployed on the board at the start of the game or as part of a reinforcement group does not take part in the fight.

The attacker may deploy no closer than 12" to the fort. The attacking mob's vehicles will arrive later as described below (they're too large and noisy to make a sneak attack so are kept hidden at the start).

The captive(s) must be placed in the fort, tied to a stake or otherwise kept quiet.

STARTIN'

The attacking mob goes first as they storm out of their hiding places.

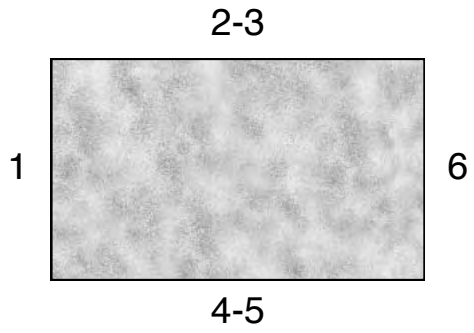


DA CAPTIVE

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

DEFENDER REINFORCEMENTS

Starting from the second turn, the defender rolls a D6 for each group at the start of each turn and adds the turn number. If the score is 8 or more, the group turns up, back from its scavenging in the desert. Each group arrives on a random table edge (see below).



ATTACKER'S VEHICLES

The attackers may bring on their vehicles from a random table edge at the start of any of their turns. However, the additional noise is likely to alert the nearby defenders. When the defender rolls for reinforcements they may add +1 to their rolls for reinforcements for each attacking vehicle on the table.

ENDIN'

The game ends when one of the mobs fails its Bottle test or the captives have escaped. **Important:** The defending mob takes Bottle tests after 50% of the mob are casualties rather than 25%. The attacking mob takes Bottle tests after the usual 25% casualties. The defenders do not have to take Bottle tests until at least one group of reinforcements has turned up. If the attackers manage to get the captive(s) off the table then the game ends immediately and they have won.

SCRAP

If the defenders bottle out, the attackers can pull huge lumps of junk off the fort itself before they scarper and therefore may add an additional 2D6 teef to their income for this battle.

ONE OF OUR BUGGIES IS MISSIN'

It is possible to play this scenario to reclaim a vehicle that has been captured. This must be done as the game immediately following the battle in which the vehicle was captured, otherwise the vehicle is turned to scrap by the mob that captured it. The vehicle must be placed inside the fort at the start of the game, and the defending mob may not use it. Any of the attackers who reach the vehicle may drive it away. The captured vehicle does not increase the chance of defender reinforcements turning up until the attackers start driving it away.

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 during the battle. Wounding downed warriors does not count. Note you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

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

+5 Da Saviour
A warrior earns 5 Experience points for freeing a captive or driving away a captured vehicle.

-D3 Losin' Da Fort
If the defending mob bottles out the mob leader will lose credibility in Mektown. If the defenders lose the battle then the defending mob leader deducts D3 from the Experience points earned in this battle. This is only deducted from the Experience from this battle, not from Experience earned in previous battles

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

DIGGANOB™



By Gavin Thorpe

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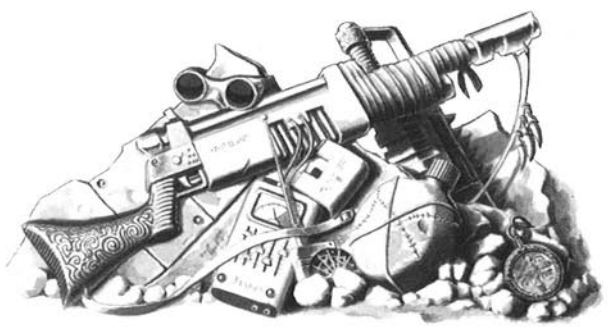
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CREATING A DIGGAMOB

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

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

THE DIGGANOB

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

THE SHAMAN

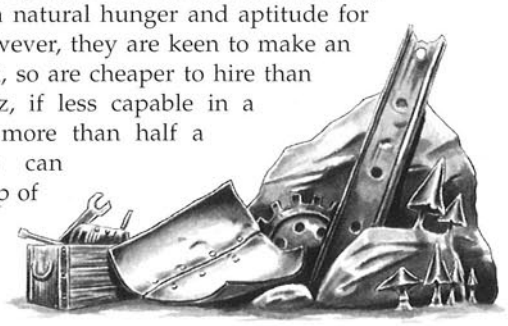
Some Diggamobs don't have a Shaman, but most of them do, because their strange powers are so useful in a world where cunning and know-wots are needed to survive. A Diggamob can have a maximum of one Shaman.

DIGGA-BOYZ

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

DIGGA-YOOFS

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



BUGGIES AND TRUKKS

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

TRAKS

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

BIKES

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

DIGGAMOB + BUGGY ROSTERS

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

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

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

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

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

DIGGAS FOR HIRE

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

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

CHOOSING THE DIGGAMOB

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

DIGGAS

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

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

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

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

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

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

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

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

DIGGANOB

Cost to recruit: 10 teef

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

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

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

SPECIAL RULES

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

SHAMAN

Cost to recruit: 8 teef

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

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

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

SPECIAL RULES

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

DIGGA-BOYZ

Cost to recruit: 4 teef

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

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

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

DIGGA-YOOFS

Cost to recruit: 2 teef

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

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

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

VEHICLES

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

TRUKK or BUGGY – 20 teef

TRAK – 15 teef

WARBIKE – 10 teef

WEAPONS

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

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

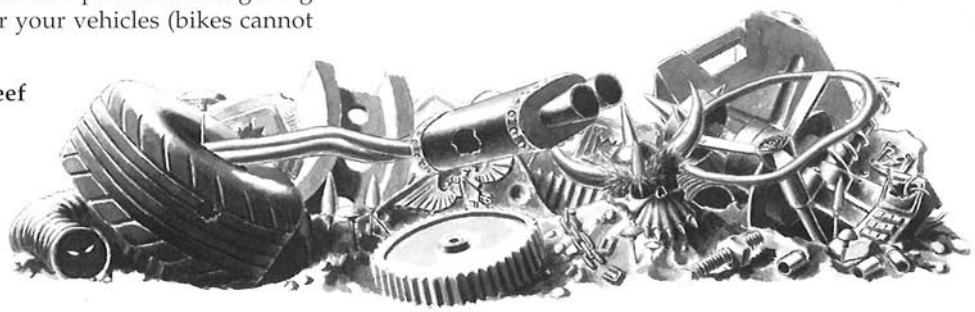
DRIVERS AND GUNNERS

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

MOUNTING WEAPONS ON VEHICLES

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

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



DIGGA SPECIAL ROOLZ

WEEDY OOMANS

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

PINNING

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

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

Escaping from pinning

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

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

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



Recovery and Pinning

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

NEW RULE: Falling When Pinned

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

DIGGA WEAPONS

SHAMAN'S FINDIN' ROD

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

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

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

Special: May block

DIGGAS IN A CAMPAIGN

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

DIGGA VEHICLES

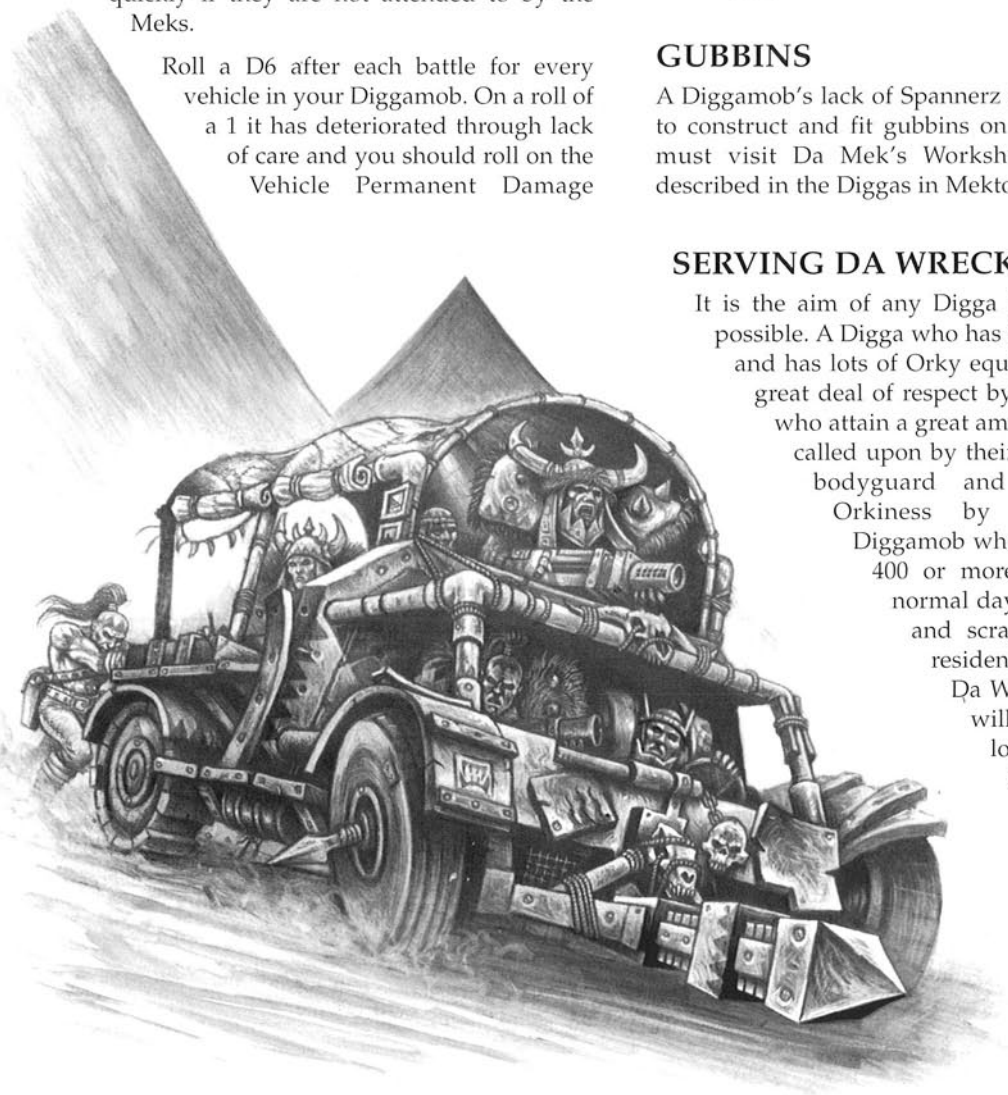
Unlike their Ork counterparts, Diggamobs have no Spanner Boyz to patch up and maintain their vehicles. This can lead to them getting dilapidated very quickly if they are not attended to by the Meks.

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

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

GUBBINS

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



SERVING DA WRECKER

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

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

DIGGA EXPERIENCE

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

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

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

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

DIGGA ADVANCES

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

ADVANCE TABLE

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

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

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

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

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

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

NOTES ON SKILLS

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

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

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

SHAMAN ABILITIES

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

BURIED TREASURE

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

INCOME

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

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

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

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

COLLECTING TEEF

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

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



CEREMONY OF SEARCHING

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

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

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

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

NIGHTMARES OF THE DARK

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

'ARDBOYZ BONUS

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

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

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



SPENDING DA TEEF

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

ANCIENT TEK

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

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

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

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

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

DIGGAS IN MEKTOWN

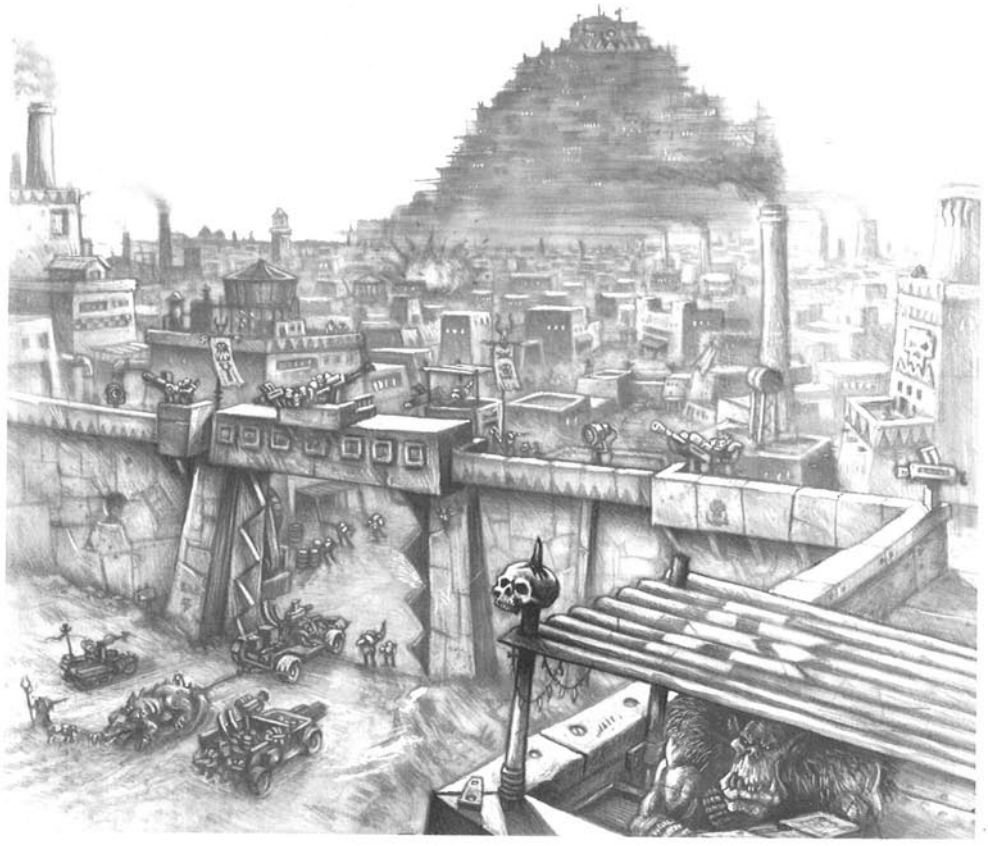
Like Ork mobs, Diggamobs go to Mektown to sell their scrap, buy new gunz and equipment and visit the Meks. All the rules from the Mektown section of Da Uvver Book apply to Diggamobs. The Diggas have a job pole in their tunnels, and that's where they get new recruits from. Similarly, pit fights aren't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

DEALING WITH DA MEKS

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

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

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



FITTING GUBBINS

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

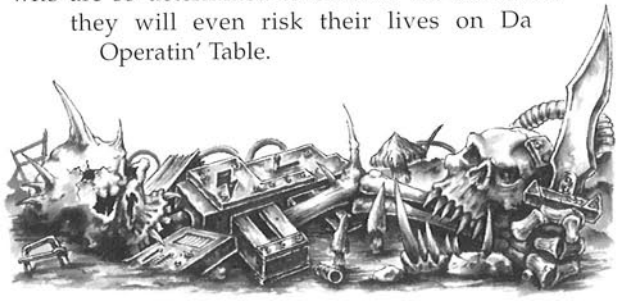
For every gubbins you want to fit to one of your vehicles, roll a D6 on the Diggamob Gubbins Table. If your mob rating is below 200, you must deduct -1 from this roll.

DIGGAMOB GUBBINS TABLE

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

RISKIN' DA DOC'S

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



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

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

DIGGA SERJICAL ERROR TABLE

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

ANCIENT TEK

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

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

ARTEFACT TYPE TABLE

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

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

Gun – When it is first fired.

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

Armour – When the warrior wearing it is first wounded.

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

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

TRADING TEK

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

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

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

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



ANCIENT GUNS

DIGGAS AND ANCIENT GUNS

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

ANCIENT GUNS TABLE

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

CREATING ANCIENT GUNS

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

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

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

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

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

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

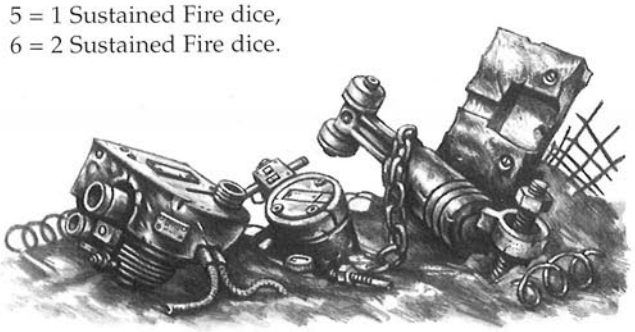
Ammo roll: The gun has an Ammo roll equal to a roll of a D6. For example, a roll of a 3 means the weapon's Ammo roll is 3+. A roll of a 1 means the weapon automatically runs out of ammo.

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

This is summarised below:

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

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



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

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

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

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

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

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

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

This information is summarised below:

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

Special: One Sustained Fire dice.

KOMBI-WEAPONS

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

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

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

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

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

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

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



ARCHEOTEK GUNS

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

1D6 Result

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

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

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

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

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

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

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

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

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

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

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

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

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

ANCIENT HAND-TO-HAND WEAPONS

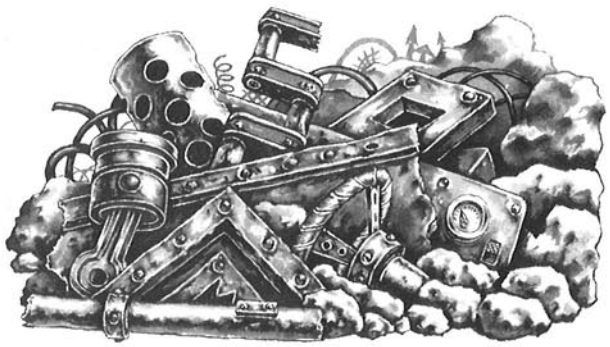
DIGGAS AND ANCIENT HAND-TO-HAND WEAPONS

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

To represent this roll a D6 on the following chart.

ANCIENT HAND-TO-HAND WEAPONS TABLE

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



ARTEFACT WEAPONS

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

ARTEFACT WEAPONS TABLE

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

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

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

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

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

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

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



ARMOUR TEK TABLE

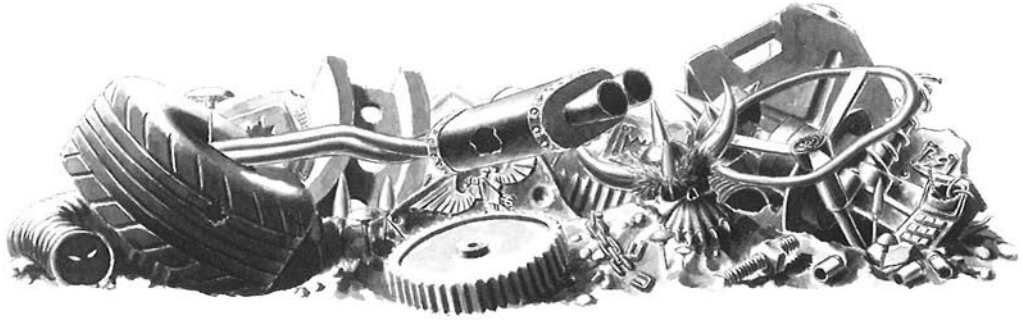
Roll a D6 on this table to see how the armour tek the Digga possesses functions when activated.

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

GIZMO TEK TABLE

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

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



DIGGAS AND OTHER MOBS

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

DIGGAS AND CAPTIVES

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

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

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

DIGGAS AS CAPTIVES

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

HIRING DIGGAS

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

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

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

DIGGA NAMES

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

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

CREATING A REBEL GROT MOB

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

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

THE HEAD HONCHO

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

BANNA WAVER

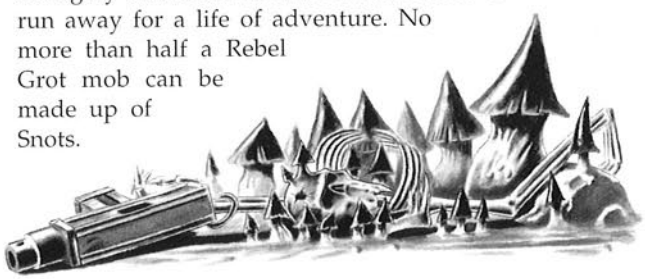
Most Rebel Grot mobs have a Banna Waver. The Banna Waver carries the Flag of the Revolution, proclaiming the endeavours of the mob and their unswerving loyalty to the Gretchin Revolutionary Committee.

GROTS

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

SNOTS

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



BIG LUGGAS

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

CUTTAS

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

REBEL GROT MOB & BUGGY ROSTERS

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

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

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

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

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

REBEL GROTS AT LARGE

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

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

CHOOSING THE REBEL GROT MOB

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

REBEL GROTS

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

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

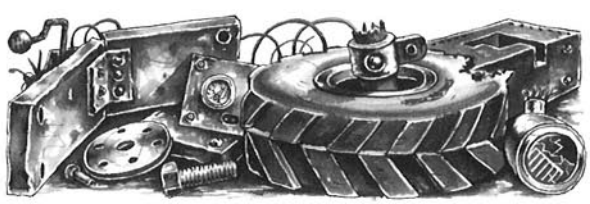
Head Honcho. Your Rebel Grot mob must include a single Head Honcho – always one, never more!

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

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

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

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



HEAD HONCHO

Cost to recruit: 6 teef

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

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

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

SPECIAL RULES

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

BANNA WAVER

Cost to recruit: 4 teef

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

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

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

SPECIAL RULES

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

GROTS

Cost to recruit: 2 teef

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

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

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

SNOTS

Cost to recruit: 1 toof

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

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

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

SPECIAL RULES

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

VEHICLES

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

Big Lugga – 15 Teef

Cutta – 5 Teef

DRIVERS AND GUNNERS

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

WEAPONS

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

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

MOUNTING WEAPONS ON VEHICLES

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

REBEL GROT GUNZ

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

REBEL GROT GUNZ	TEEF
Shoota	2
Kannon	3

GROTS WEAPONS

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

GROTS WEAPONS	TEEF
Slugger	2
Six-Shoota	2

SNOTS WEAPONS

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

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

BIG GUNZ

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

BIG GUNZ	TEEF
Splattapult	8

STIKKBOMBZ

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

STIKKBOMBZ	TEEF
Frag	3
Krak	5

ARMOUR

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

ARMOUR	TEEF
Studded Armour	1
Shield	1
Flak Armour	2

REBEL GROTS SPECIAL ROOLZ

GROTS

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

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

Pinning

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

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

Escaping from pinning

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

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

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

Recovery and pinning

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

NEW RULE: Falling When Pinned

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

NEVER ENUFF BULLETS

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

PILIN' ON

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

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

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

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

PILIN' ON EXAMPLE

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

REBEL GROT WEAPONS

CATAPULT – GUN

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

Special Rules

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

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

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

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

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

Special: May fire twice.

SPLATTAPULT – BIG GUN

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

Special Rules

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

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

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

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

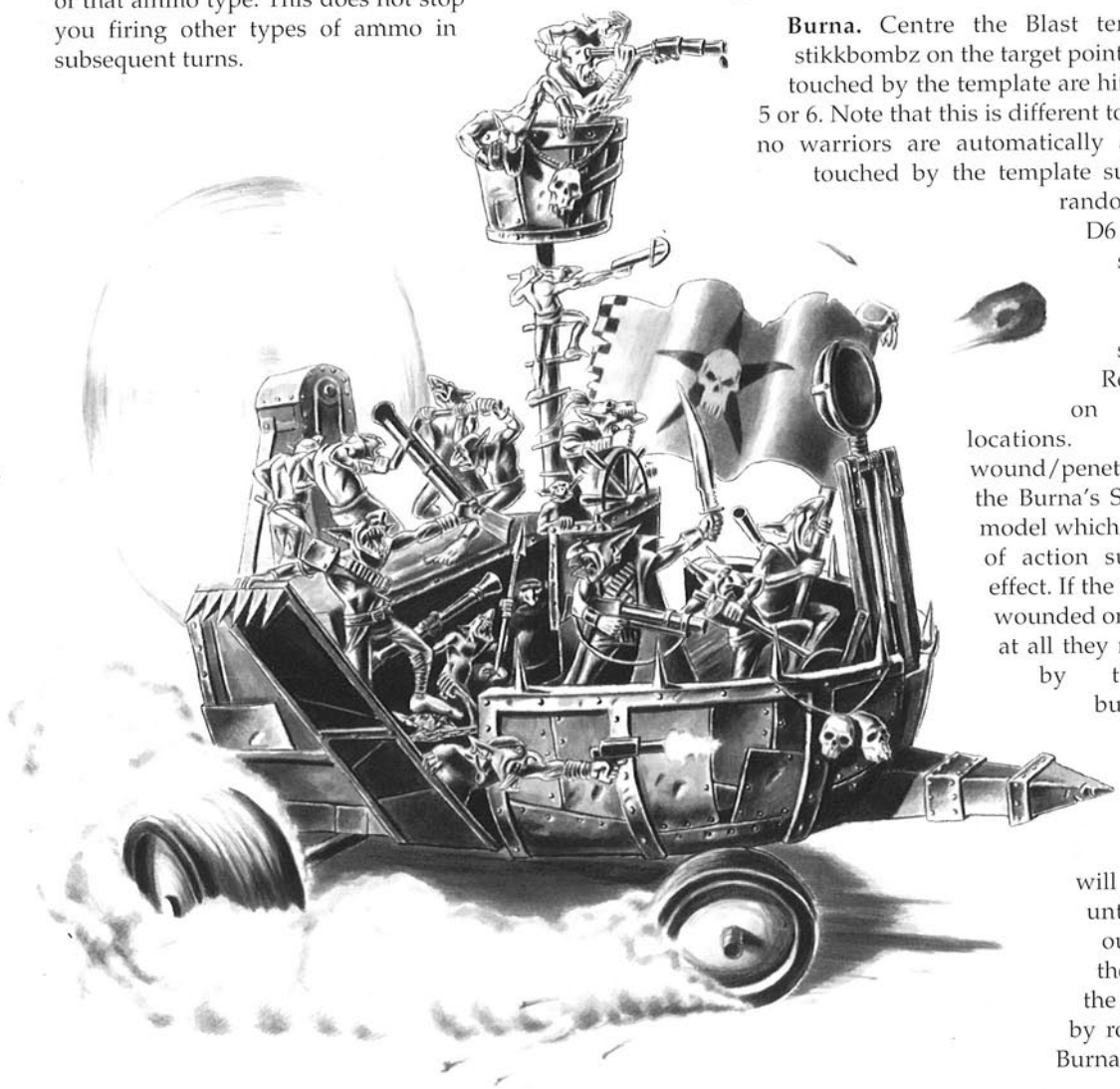
4. Measure Shot. Measure the distance guessed earlier towards the target point.

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

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

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

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



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

BURNA DAMAGE TABLE

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

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

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

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

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

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

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

ROCKS:

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

Special: Template.

BURNA:

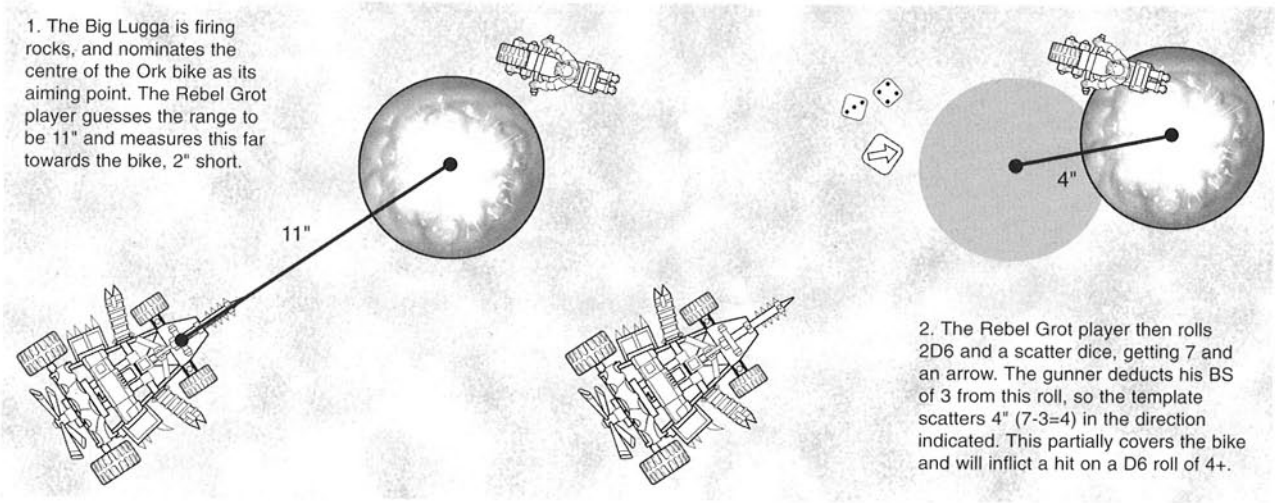
Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
Guess 6-24	–	–	–	4	1	-2	4+

Special: Template, sets on fire.

RIPPA POT:

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

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



VEHICLES

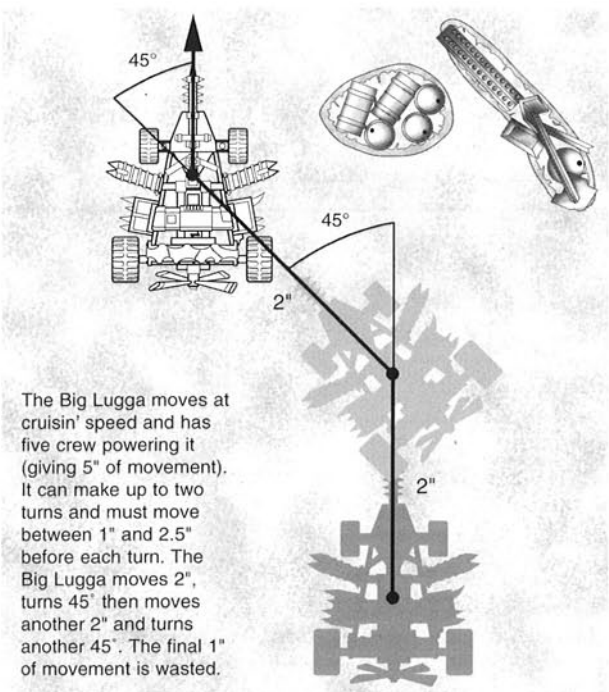
BIG LUGGAS

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

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

LUGGA MOVEMENT

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



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

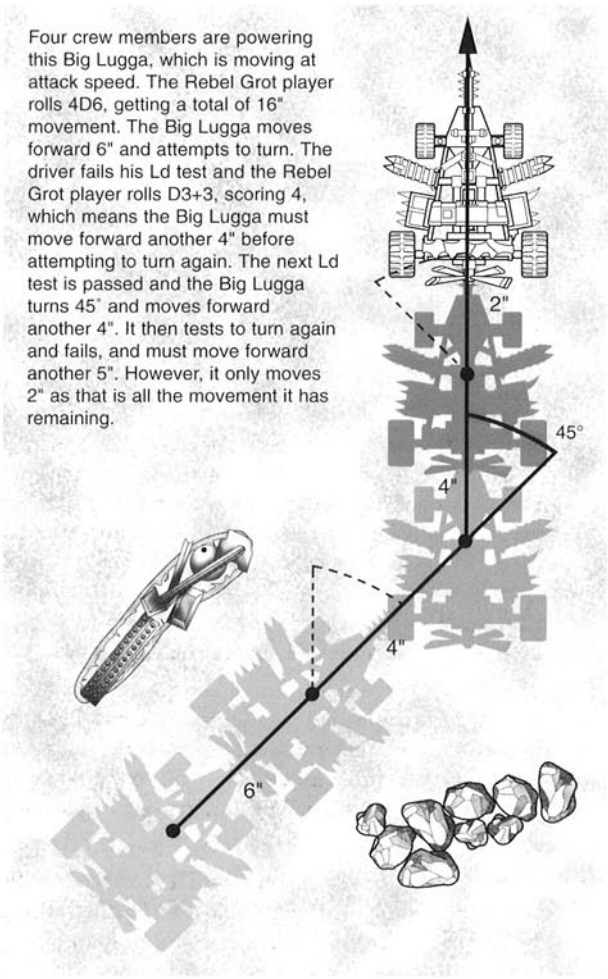
After deciding what type of speed the Big Lugga will be moving at, you must decide how many of the crew are actually powering it. Any number of crew may power the Big Lugga, and the more that are helping, the faster it will go. However, a crew member who is powering the Big Lugga is far too busy doing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

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

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

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

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



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

SLOW SPEED MANOEUVRES

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

CUTTAS

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

CUTTA MOVEMENT

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

WIND STRENGTH TABLE

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

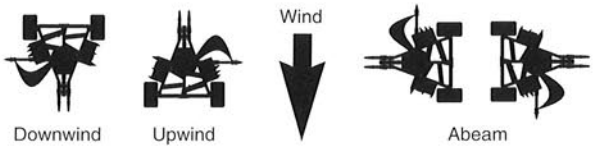
At any point, the Cutta will either be Upwind, Downwind or Abeam of the wind direction depending on its facing in relation to the wind direction. This will affect the Cutta's speed and ability to turn. The diagram below shows how this works.

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

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

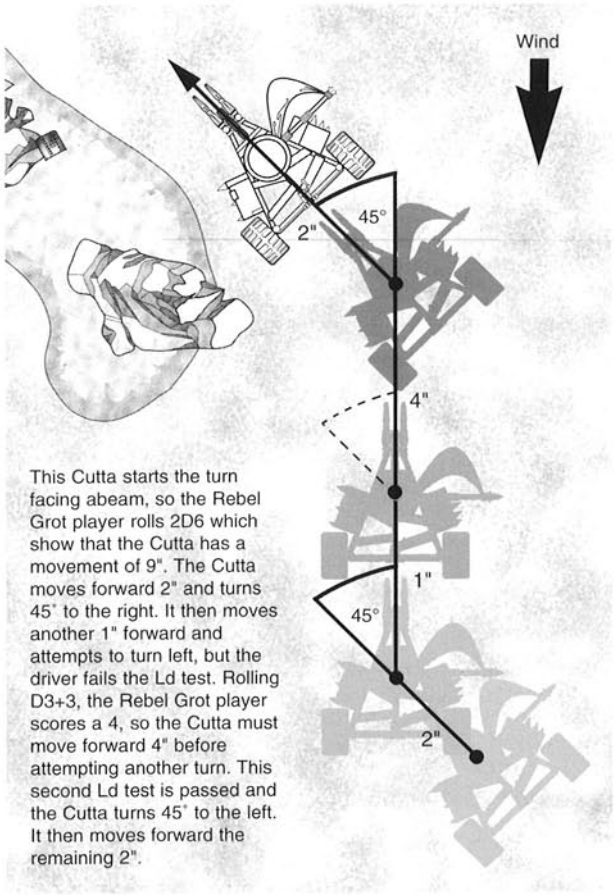
Abeam – The Cutta can travel up to 2D6+3" this turn.

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



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

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



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

CUTTA RAMMING

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

SLOW SPEED MANOEUVRES

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

GETTING ON AND OFF REBEL GROT VEHICLES

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

REBEL GROT VEHICLES AND DIFFICULT TERRAIN

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

SHOOTING AT AND FROM REBEL GROT VEHICLES.

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

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

CHASING WITH REBEL GROT VEHICLES

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

REBEL GROTS IN A CAMPAIGN

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

PERMANENTLY DAMAGED VEHICLES

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

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

FITTING GUBBINS

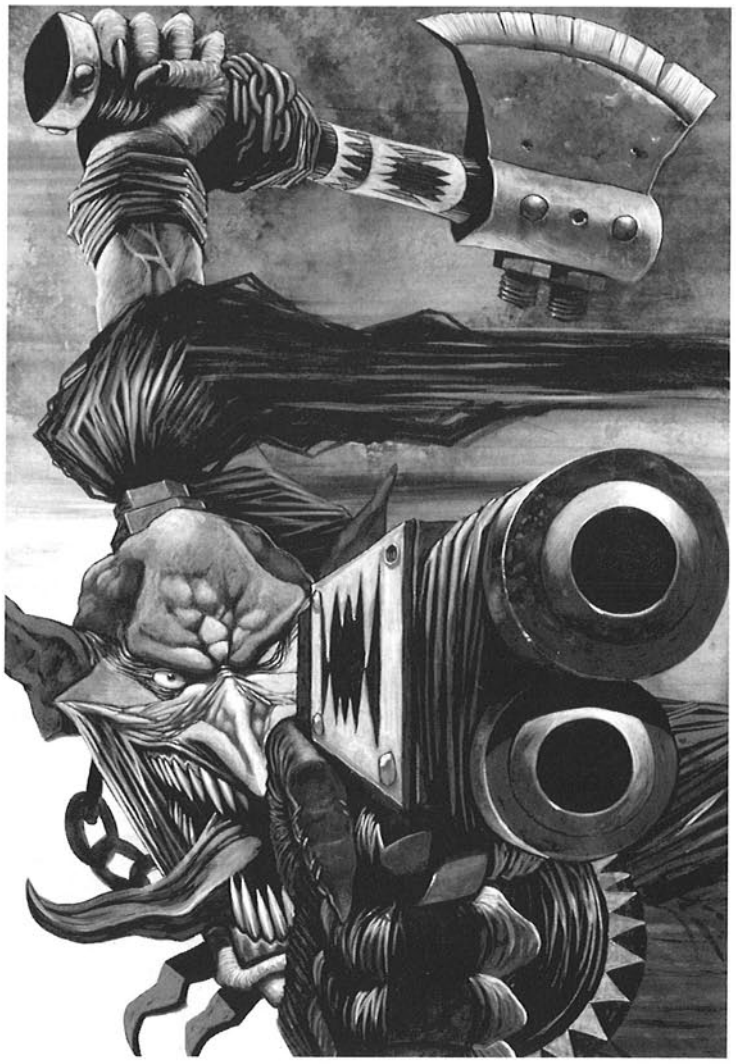
Deep in Skid Row there is a small workshop filled with Grots who have run away from the Meks. Although not as good as a Mek or Spanner, they have picked up a few tricks and tips during their previous careers and between them can fix most damage. A Rebel Grot mob can also take its vehicles to these specialists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

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

SELF-IMPROVEMENT

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

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



JOINING DA KOMMITTEE

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

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

REBEL GROT VEHICLES PERMANENT DAMAGE TABLE

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

REBEL GROT EXPERIENCE

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

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

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

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

REBEL GROT ADVANCES

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

ADVANCE TABLE

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

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

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

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

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

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

NOTES ON SKILLS

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

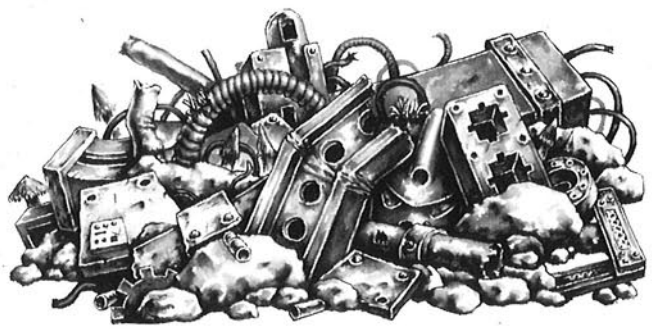
We's Orks: Treated the same except that the shout is "We's Grots!"

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

Skid Start: Re-roll this skill.

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

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



BOARDIN' SKILLS

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

DA WAGES OF REBELLION

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

REWARDS FROM DA KOMMITTEE

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

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

LYIN'

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

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

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

LIE DETECTOR TABLE

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



KOMMITTEE FUNDS MODIFIERS

Winning/ losing

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

Casualties

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

Scrap

+1	Each Scrap counter captured by the Rebel Grots.

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

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

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

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



'ARDBOYZ BONUS

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

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

SPENDING DA TEEF

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

REBEL GROTS IN MEKTOWN

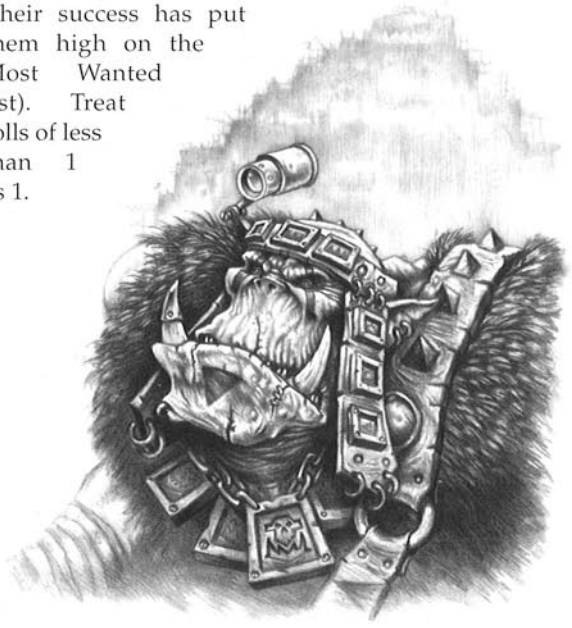
Despite the inadequacies of the tag system, and the Rebel Grots' anger at the Meks who devised it, there are some things only a Mek can do. Rebel Grots must visit the Mek's workshop just like Ork mobs. However, this is fraught with danger. The Rebel Grots have a network of informers and conspirators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

DEALING WITH DA MEKS

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

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

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



SUSPICIOUS MEK TABLE

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

REBEL GROTS AND OTHER MOBS

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

REBEL GROTS AND CAPTIVES

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

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

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

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

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

REBEL GROTS AS CAPTIVES

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



BIG LUGGA HIT LOCATION TABLE

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

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

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

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

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

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

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

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

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

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

CUTTA HIT LOCATION TABLE

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

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

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

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

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

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

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

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

VEHICLE DAMAGE

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

CREATING A MUTIE RAIDING PARTY

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

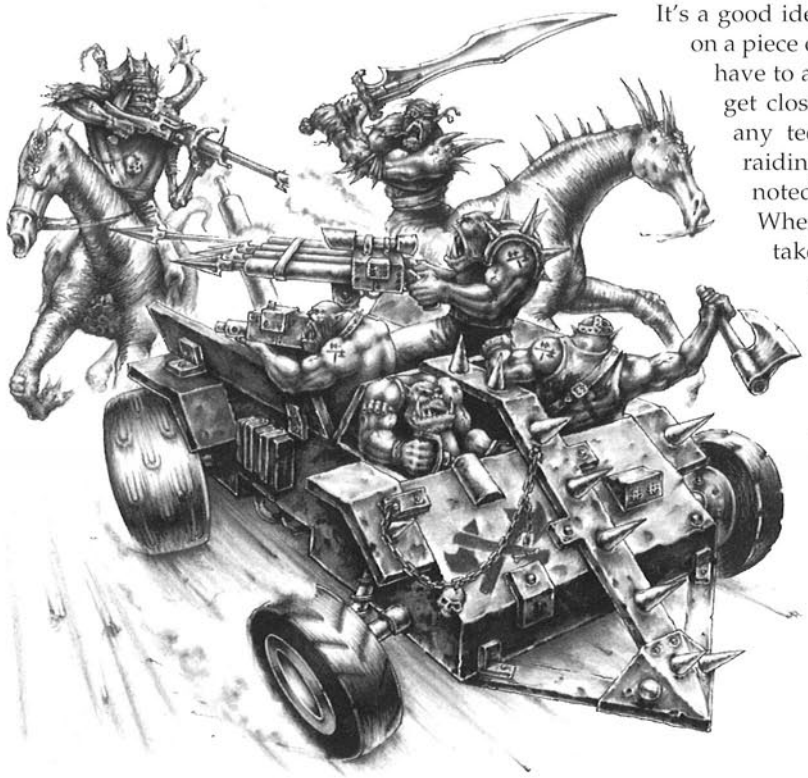
There are four types of Mutie which can be hired: a Seeker, a Keeper, Unks and Snagas. In addition all Muties ride Mutie beasts.

THE SEEKER

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

THE KEEPER

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



UNKS AND SNAGAS

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

MUTIE BEASTS

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

MUTIE RAIDING PARTY ROSTERS

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

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

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

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

MUTIES ON THE LOOSE

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

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

CHOOSING THE MUTIE RAIDING PARTY

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

MUTIES

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

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

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

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

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

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

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

SEEKER

Cost to recruit: 18 teef

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

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

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

SPECIAL RULES

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

KEEPER

Cost to recruit: 12 teef

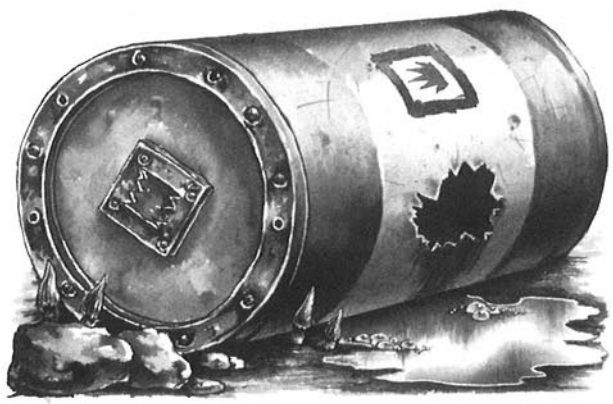
The raiding party's Keeper is responsible for maintaining their powerful weapons and recording any data they gather. Raised from birth as an apprentice, the Keeper is a guardian of the traditions and technological secrets of the Muties and is held in almost as much regard as the Seeker.

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

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

SPECIAL RULES

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



UNKS

Cost to recruit: 10 teef

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

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

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

SNAGAS

Cost to recruit: 10 teef

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

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

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

WEAPONS

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

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



HOLY WEAPONS

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

MUTIE GUNZ	TEEF
Fusil	8
Jezail	10

MUTIE WEAPONS

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

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

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

GRENADES

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

GRENADES	TEEF
Frag	4
Krak	6

MUTIE ARMOUR

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

ARMOUR	TEEF
Cuirass	3
Habergeon	4

MUTIE SPECIAL ROOLZ

MOUNTED MODELS

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

ONE MODEL

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

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

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

MOVEMENT

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

Shooting from a Mount

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

Shooting at a Mounted Mutie

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

CLOSE COMBAT

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

SAVING THROWS

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

PICKING UP AND CARRYING SCRAP COUNTERS

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

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



FIGHTING WITH VEHICLE CREWS

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

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

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

MUTIES AND FORTS

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

DRIVING OFF MUTIES

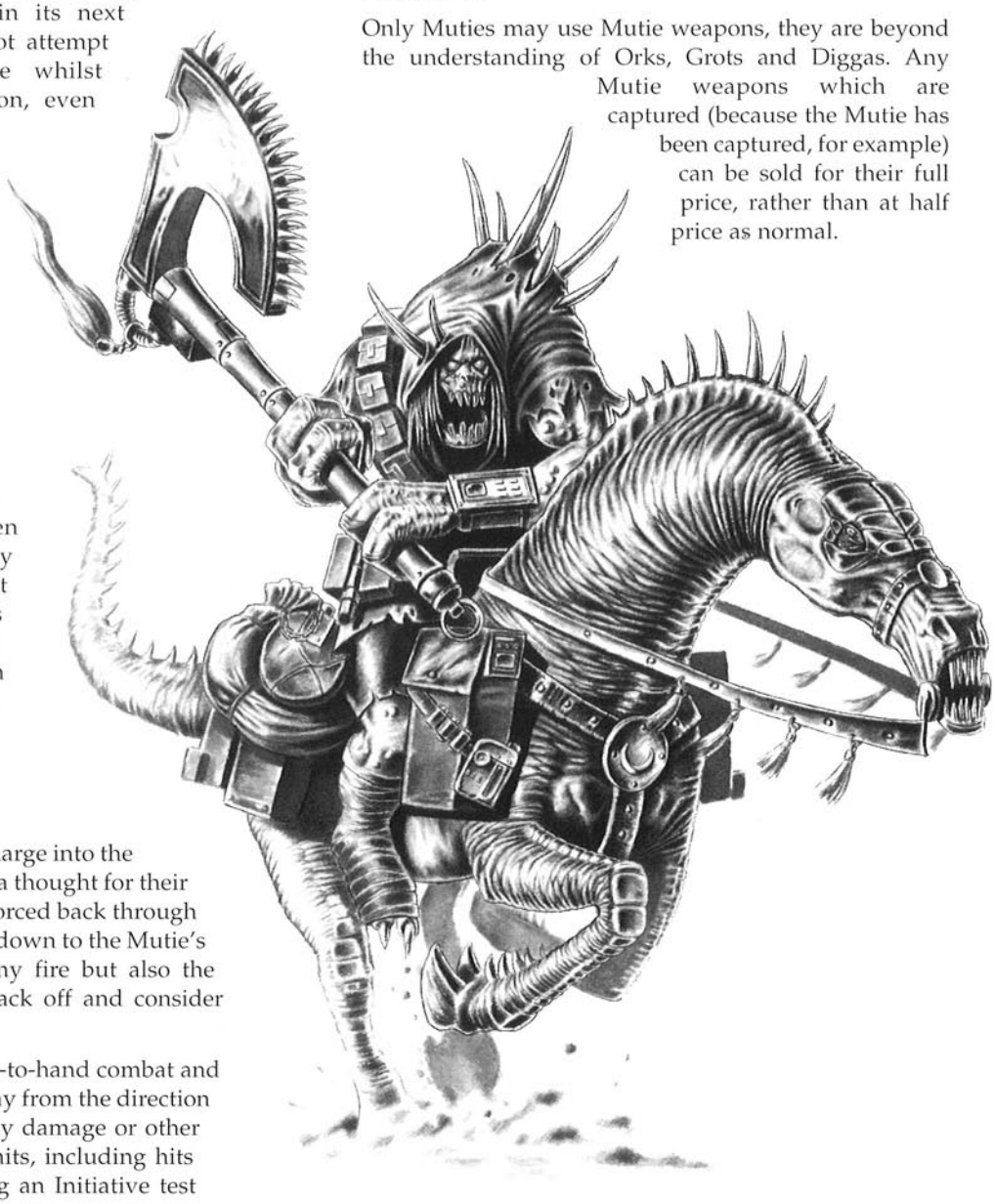
As happy as a Mutie is to charge into the gunz of the enemy without a thought for their own life, they may still be forced back through weight of fire. Partly this is down to the Mutie's steed retreating from enemy fire but also the Mutie himself may well back off and consider another route of attack.

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

MUTIE WEAPONS

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

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



MUTIE GUNZ

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

ARBALAST

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

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

CALIVER

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

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

Special: One Sustained Fire dice.

ARQUEBA

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

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

FUSIL

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

Special Rules

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

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

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

Special: Blast.

JEZAIL

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

Special Rules

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

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

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

Special: One Sustained Fire dice. One turn recharge.

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

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

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



MUTIE HAND-TO-HAND WEAPONS

GLAIVE

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

Special Rules

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

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

Special: Roll one extra Injury dice.

DEMILUNE

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

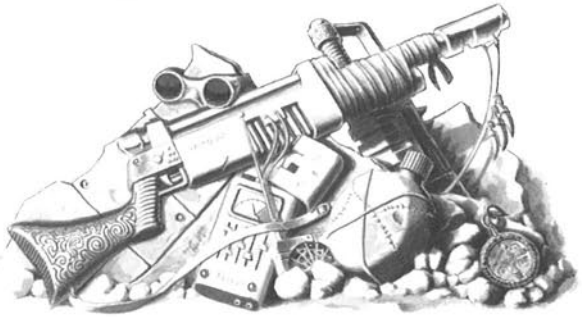
Special Rules

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

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

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

Special: No secondary attacker bonus.



FALCHION

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

Special Rules

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

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

Special: Special Block.

MUTIE ARMOUR

CUIRASS

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

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

HABERGEON

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

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

MUTIE GRENADES

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

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

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

MUTIES IN A CAMPAIGN

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

USURPING POWER

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

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

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

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

ACHIEVING ENLIGHTENMENT

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

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



TRIAL TABLE

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

MUTIE EXPERIENCE

MUTIE EXPERIENCE

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

Seeker – 60+D6

Keeper – 60+D6

Unks – 20+D6

Snagas – 20+D6

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

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

MUTIE ADVANCES

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

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

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

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

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

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

SKILLS NOTES

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

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

Gotcha! Re-roll this skill.

'Ow Much?! Re-roll this skill.

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

Tinkerer. Re-roll this skill.

Back Seat Driver. Re-roll this skill.



RIDING SKILLS

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

GOING TO ETERVIGILA

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

INCOME

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

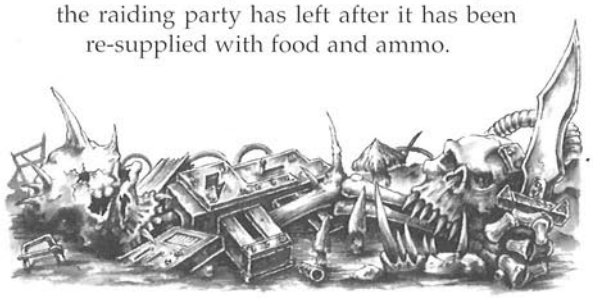
THE ETERNAL SEARCH

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

TRADING SCRAP

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

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



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

'ARDBOYZ BONUS

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

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

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

SPENDING DA TEEF

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

HIRING NEW WARRIORS, BUYING WEAPONS AND EQUIPMENT

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

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

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

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

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

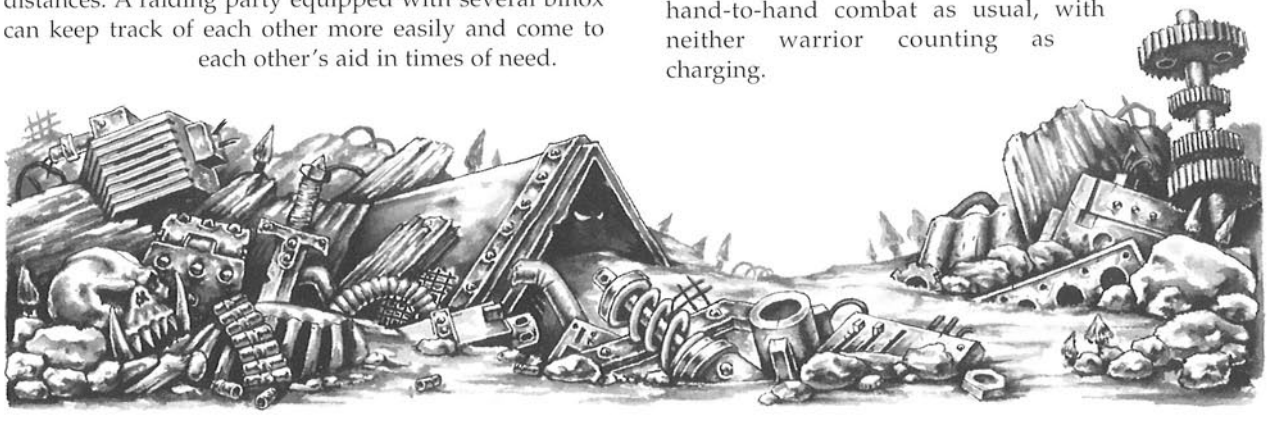
Grip-net. As Muties don't have vehicles to transport the spoils of battle, they make use of grip-nets. These are studded with special suspensors to make anything inside exceptionally light to carry. The Muties fill their grip-nets with scrap so that they can carry otherwise impossible burdens back to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

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

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

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

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





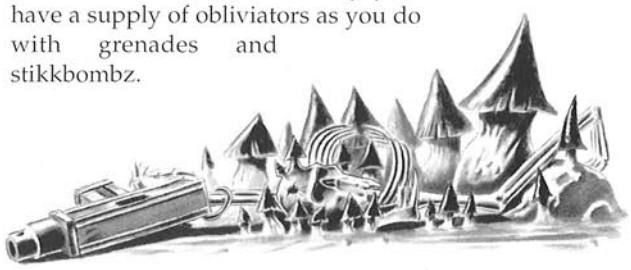
Pharmacopaeia. The pharmacopaeia is a strange device which is triggered once the wearer's blood pressure, pulse and respiratory rate drop below a certain level. When activated it pumps revitalising elixirs and stimulants into the warrior.

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

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

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

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



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

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

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

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

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

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

WEAPONS UPGRADES

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

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

COST

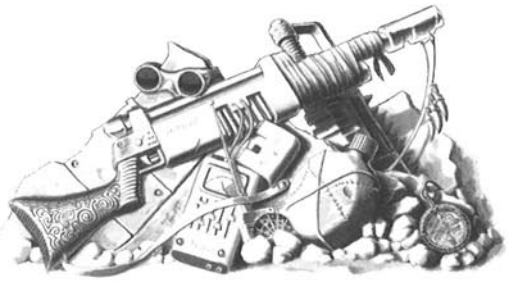
While the Mutie raiding party does not actually pay for the weapons to be upgraded, it must be able to justify the labour with its past achievements. As a weapon gets improved it becomes harder and harder to upgrade it. The first weapon upgrade costs D6 teef, the second costs 1D6+2 teef, the third 1D6+4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

GUN UPGRADE TABLE

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

GUN SIGHT TABLE

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



HAND-TO-HAND WEAPON UPGRADE TABLE

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



MUTIES AND OTHER MOBS

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

MUTIES AND CAPTIVES

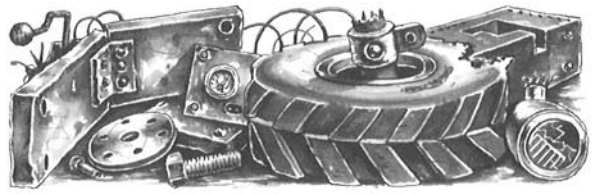
Muties will kill any enemy they take captive, there is no forgiveness, only the War of Retribution. Mobs who have had a warrior captured by Muties have one chance to recapture their fellow mobster as detailed in the Oddmobs in Campaigns section. The value of any weapons and equipment can be added to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

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

MUTIES AS CAPTIVES

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

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



MUTIE NAMES

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

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

MUTIE TITLES

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

SEEKERS

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

KEEPERS

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

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

RAIDING PARTIES

Seekers of Ancient Truths

Quest for Vengeance

Magod's Chosen

Brotherhood of Magod

Magod's Vengeance

Holy Fire of Magod

Crusade of Holy Light

Brothers of Righteousness

Brethren of Sanctity

ODDMOBS IN CAMPAIGNS

BITTER ENMITY AGAINST ODDMOBS

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

ODDMOBS AND TEEF

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

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

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

ODDMOBS BATTLES

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

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

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

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

ODDMOBS SCENARIOS

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

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

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

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

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

ODDMOBS SCENARIOS TABLE

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

MUTIES SCENARIOS TABLE

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

REBEL GROTS IN 'DA LOOTERZ'

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

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

DIGGAS SHOUTIN'

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

RESCUIN' CAPTIVES

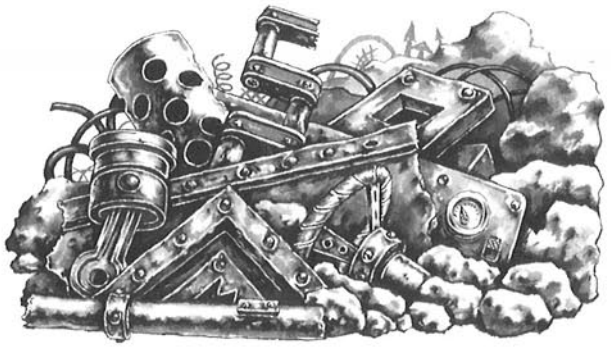
If you have a warrior or vehicle captured by the enemy you may elect to attempt a rescue. The scenario you play depends upon what your mob is and who the capturing mob are. Refer to the table below to see which scenario you should play.

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

MUTIE TENTS

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

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



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

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

*One chance to rescue.

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

DA TRAP

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

SPECIAL RULES

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

DA DESERT

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

DA AMBUSHIN' MOB

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

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

MUTIES AS AMBUSHERS

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

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

HIDDEN SET-UP COUNTERS

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

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

DA SUCKERZ

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

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

REVEALING HIDDEN WARRIORS

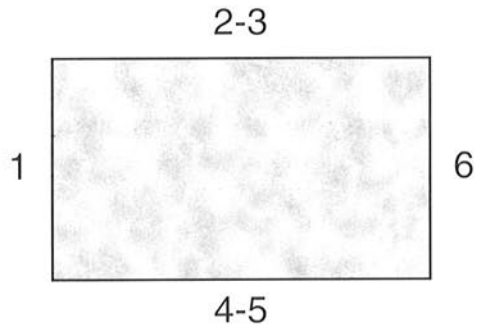
Hidden warriors may be voluntarily revealed at any point during the attacking player's turn. Also, if any enemy warrior moves within their Initiative range of a Hidden Set-up counter the warrior must be revealed. When a warrior is revealed the counter is discarded and the model it represents is put in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

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

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

STARTIN'

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



DEFENDER AND AMBUSHER REINFORCEMENTS

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



ENDIN'

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

EXPERIENCE

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

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

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

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

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

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

SCRAP COUNTERS

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

CONVOY

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

SPECIAL RULES

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

DA DESERT

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

DA POOR SAPS

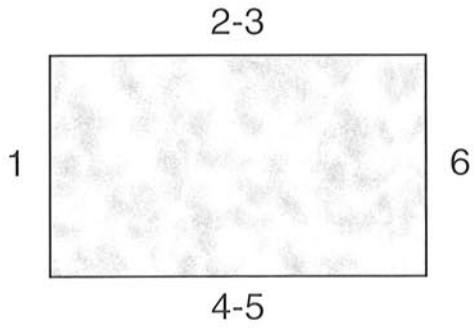
The defender uses all his vehicles, with their drivers (and gunners if they have a fixed weapon) plus D3 warriors per vehicle. The defending mob is set up within 6" of the centre of the battlefield and all vehicles must be travelling in the same direction towards one of the short table edges. All warriors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

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



DA AMBUSHERS

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



STARTIN'

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

ENDIN'

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

EXPERIENCE

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

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

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

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

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

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

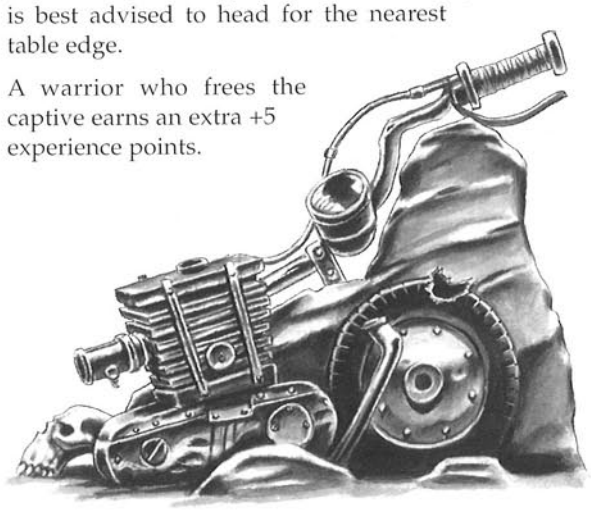
SCRAP COUNTERS

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

RESCUE VARIANT

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

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



GOTCHA!

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

SPECIAL RULES

This scenario uses the Bottlin' Out special rules.

DA DESERT

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

DA DEFENDERS

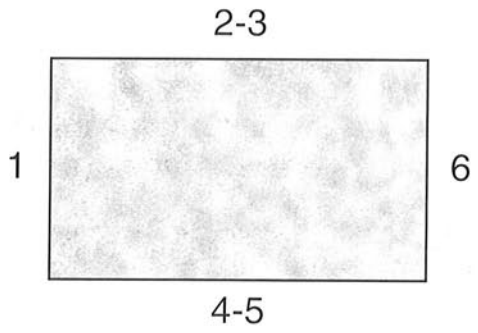
The defender uses their whole mob. The mob is deployed in the following manner. Roll a D6 for each model in the defending mob (including vehicles if appropriate). If you roll a 1 the model is not set up on the table. All warriors not set up are formed into a single group which may arrive as reinforcements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

DA ATTACKERS

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

DEFENDER REINFORCEMENTS

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



STARTIN'

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

ENDIN'

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

EXPERIENCE

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

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

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

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

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

HOSTAGE VARIANT

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

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

SPECIAL CHARACTERS

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

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

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

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

LOOKING FOR SPECIAL CHARACTERS

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

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

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

HIRING FEE

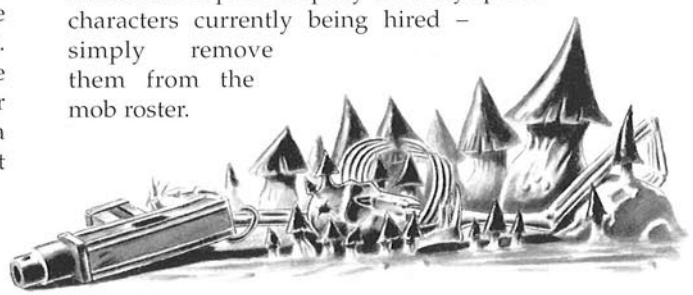
When you have found the special character, they will demand a down payment before they join the mob, and payment after each battle they take part in. The initial payment is 2D6 teef. If the mob cannot or doesn't want to pay this straight away then their chance to hire the special character is lost and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

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

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

ENDIN' DA JOB

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



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

EXPERIENCE, INJURIES AND STUFF

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

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

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

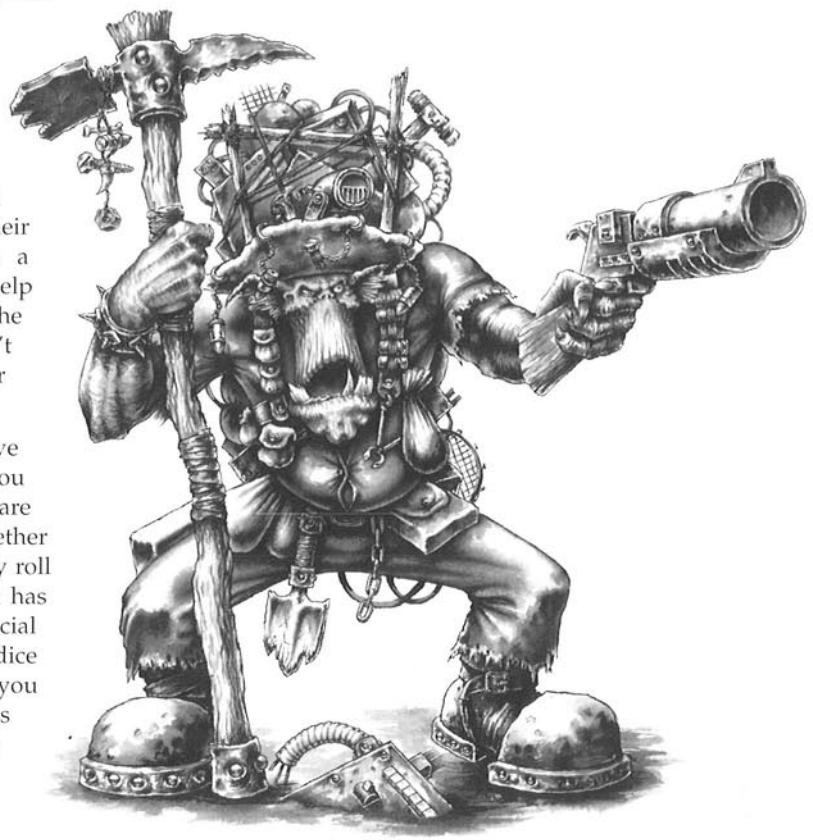
Difference in mob rating	D6 roll required
0-25	Will not help
26-50	6+
51-100	5+
101+	4+

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

YER LUCKY DAY!

Sometimes a special character will be in the area where a mob is fighting and turn up to lend a hand. Orks, for all their ferocity and barbarity, appreciate a fair fight and special characters are no exception (when it serves their best interests!). If your mob is taking on a particularly tough mob they may get some help from an unexpected quarter (what's more, the help will be free!). In this case the mob hasn't found the special character, the special character has found them!

Special characters will only help a mob who have a lower mob rating than their opponents. If you have a painted model of a special character you are allowed to roll at the start of a battle to see whether they have turned up to help you. You may only roll once per scenario to see if a special character has turned up and you must declare which special character you are testing for before rolling the dice (you cannot roll for every special character you own!). Compare the mob ratings of the two mobs to see what you need to score on a D6 for the special character to turn up. As you can see, the harder the opposition, the more likely you'll get some aid (and don't forget you'll get an Underdog bonus too!).



Nazgrub Wurrzag

NAZGRUB WURRZAG - SCRAP PROSPECTOR

Not all Orks join a mob in their search for teef and glory. Some prefer the hermit life of the scrap prospector: wandering the desert on their own, searching for the elusive find that will lead to a huge scrap haul and unimaginable wealth. Nazgrub Wurrzag is just such an Ork, diligently hunting across the Big Uz for 'Da Big Wun' that will see him richer than any other Ork in Gorkamorka history.

Nazgrub left Mektown when things started getting a little too hot for him (in more ways than one!). Something about Nazgrub sets him apart from the others – he has powers of the mind which resemble those of a Digga Shaman. Being cooped up in the crowded settlement of Mektown, surrounded by hundreds of other Orks, just made his head hurt. These latent psychic abilities can also manifest themselves in a more violent form, usually in an uncontrollable burst of energy that smashes buggies and shatters forts! It is this unpredictable danger that makes Nazgrub Wurrzag shun others and eke out his own existence in the desert. However, Orks need other Orks and even the most hardened hermit has to have a good fight now and then just to keep in practice!

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

Weapons. Nazgrub Wurrzag is armed with a choppa, kannon and a knife. He wears flak armour.

Skills. Nazgrub Wurrzag has the following skills: *'Ard as Nails* (Muscle skill), *Loota*, *Sneak Off* (Cunnin' skills) and *Gunboy* (Odd skill).

Mob Rating. Nazgrub Wurrzag adds 25 to your mob rating.

SPECIAL RULES

Scrap Fever. Nazgrub Wurrzag has an irrational love of scrap and seeing others with scrap which should belong to him makes him very, very mad! Nazgrub Wurrzag *hates* any enemy warriors carrying a Scrap counter or who are on board a vehicle carrying scrap. See Da Clevver Stuff section of Da Roolz for details of how Hatred works.

Thievin' git! Nazgrub Wurrzag has a penchant for wandering off with stuff that doesn't belong to him. Of course, with his temperamental psychic powers, it is a brave Ork who questions this when he notices the scrap prospector heading off to Mektown with some of the mob's hard-earned loot.

After every battle, before working out income, roll a D6 for every Scrap counter the mob captured in the last battle. If the roll is a 1, Nazgrub helps himself and your mob does not gain any teef for the scrap. On a roll of a 2 or more the scrap prospector controls his kleptomaniac instincts. Obviously, the more scrap the mob collects, the itchier Nazgrub's fingers get!

Weirdo Powers. Nazgrub Wurrzag has the following powers due to his latent psychic abilities:

Knows fings. With choice phrases such as "I hears it in da wind!" and "My gippy leg has never let me down!", Nazgrub Wurrzag has a knack for knowing when there's going to be a fight. Before any battle against an Ork mob or Diggamob, Nazgrub Wurrzag *must* take a Leadership test. If the test is passed, the mob he is with may roll on the Scenarios Table, if he fails then the enemy rolls on the Scenarios Table. Remember that whoever rolls on the table usually gets to choose the scenario and is the attacker. This is regardless of the relative mob ratings of the two mobs involved.

If both mobs have a Scrap Hunter they cancel out each other's precognitive abilities and the mob with the lower mob rating rolls as usual. This ability has no effect against Muties or Rebel Grots, whose attacks are often chance encounters and random acts of violence.

Zapp! At the start of each of Nazgrub Wurrzag's shooting phases, roll a D6 and deduct the number of Orks (not Grots, Diggas or anyone else) within 6" of Nazgrub. Also, deduct -1 for each hand-to-hand combat within 6". If the score is 0 or less then the psychic energy built up during the battle flares off the itinerant prospector in a spectacular fashion.

If Nazgrub Wurrzag can pass a Leadership test the psychic bolt can be directed at any target within his line of sight just like shooting. If the test is failed the explosive psychic energy travels in a random direction (roll a Scatter dice). Whether controlled or random, the bolt will travel 4D6" and will hit the first model in its path. The *Psychic Zap* inflicts a hit of D6+1 Strength that does D3 damage with a -2 save modifier. After the psychic zap has been resolved, work out a hit on Nazgrub, with a Strength equal to the roll of a D6. There is no save against this hit. If Nazgrub Wurrzag fires off a psychic zap he may not shoot normally in the same shooting phase.



BAD DOC DREGGUTZ

Docs are seen as necessary specialists in Ork society, but nobody really likes or trusts them. They have a habit of pulling out more teef than they need and their penchant for strange and unnecessary experimentation means that quite a few patients often end up worse than when they went into the serjery. Some Docs go even further, and their outrageous operations have left a horde of mutilated and contorted Orks wandering Mektown. Eventually public opinion turns against these fanatical researchers so much that they must either leave Mektown or risk going under the knife themselves.

Dreggutz was dubbed a 'Bad Doc' after an infamous incident involving Snakrat (Gorker Nob of the Twisted Nex mob), a head wound and the indiscriminate use of a kustom jump-jet. While they scraped Snakrat off the side of Gorkamorka, Dreggutz thought it better to make his exit before the rest of the Twisted Nex found out and demonstrated why they had chosen that particular name for their mob. He is offering his services at the moment with a 'speshul, enda season discount!'.

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

Weapons. Bad Doc Dreggutz is armed with a bone saw (see below), slugger and a knife. He wears studded armour.

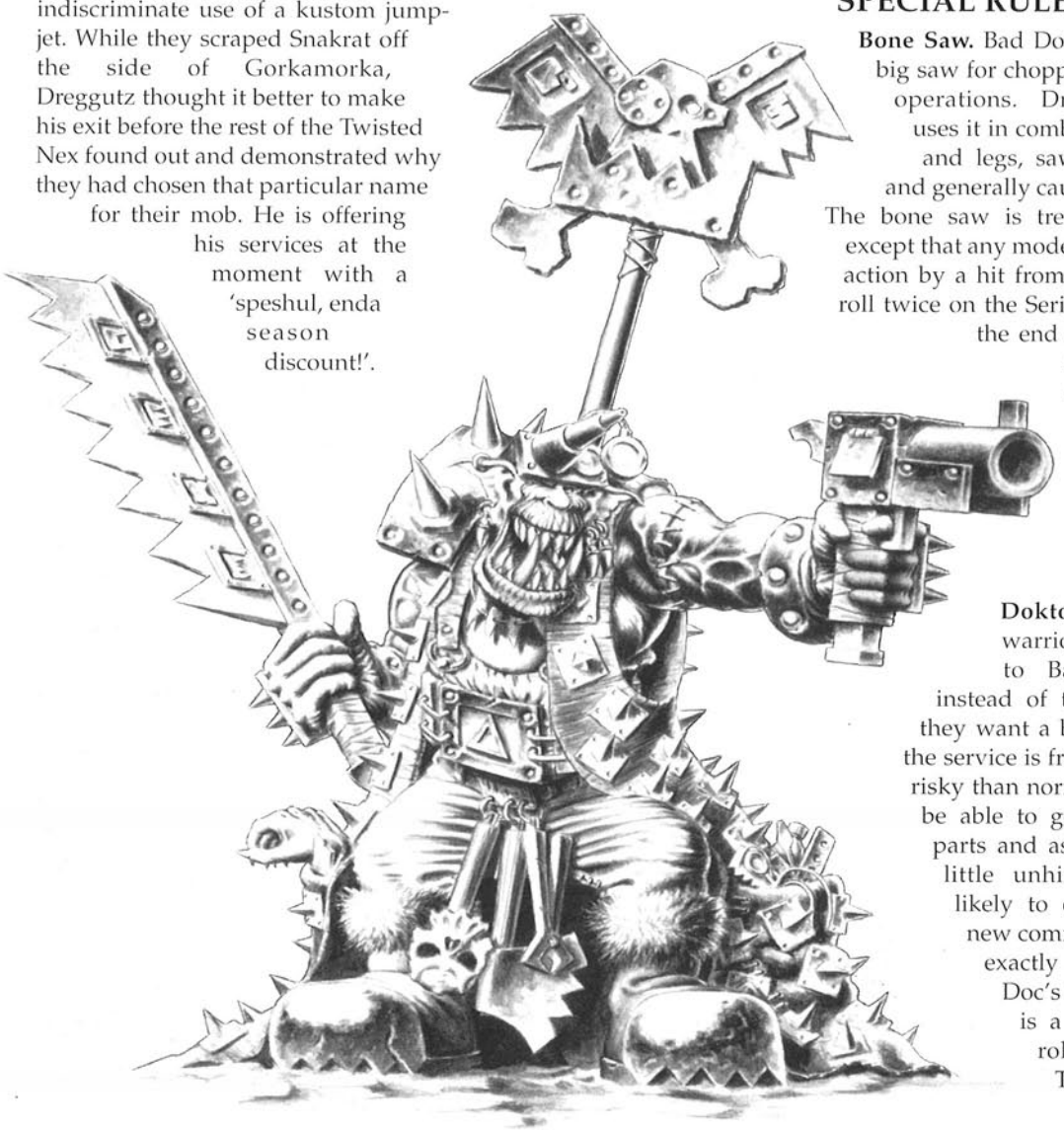
Skills. Bad Doc Dreggutz has the following skills: *Well 'Ard* (Ferocity skill), *Duck 'n' Weave* (Cunnin' skill) and *Doc* (Odd skill).

Mob Rating. Bad Doc Dreggutz adds 25 to your mob rating.

SPECIAL RULES

Bone Saw. Bad Doc Dreggutz carries a big saw for chopping off limbs during operations. Dreggutz sometimes uses it in combat, lopping off arms and legs, sawing through skulls and generally causing lots of damage. The bone saw is treated like a choppa except that any model who is taken out of action by a hit from the bone saw must roll twice on the Serious Injuries Table at the end of the battle, taking the lowest result. Remember to note down which warriors are taken out of action in hand-to-hand combat by the Doc.

Doktorin'. Injured warriors in the mob can go to Bad Doc Dreggutz instead of the Doc's Serjery if they want a bionik bit. Although the service is free, this is even more risky than normal – the Doc won't be able to get that many spare parts and as he is more than a little unhinged, he is more likely to eksperiment on his new comrades. This is treated exactly like a visit to the Doc's Serjery except there is a -1 modifier to the roll on the Big Day Table which costs no teef.



DREGMEK BLITZKART - MEKBOY EXTRAORDINAIRE

It's the duty of every Mek to labour in the construction of the great Gorkamorka. Alongside this holy role, the Meks also have a good line in weapon and vehicle building and kustomisin'. In fact, some Meks get so side-tracked by their endeavours for the mobs of Mektown that they hardly turn up at Gorkamorka at all (if ever!). Of course, the other Meks get annoyed by this. Firstly, it is shirking a sacred duty laid down by the Ork gods. Secondly, if everybody had such a carefree attitude nothing on Gorkamorka would get done. Finally, and probably most importantly, the Meks don't get paid for working on Gorkamorka and those who slope off for a bit of freelancin' generally end up with more teef than other, more dedicated, Meks.

Dregmek spent half his life sketching plans for a "ded good flyin' kart" that would enable an Ork to soar through the air and rain death on his enemies from above. Unfortunately, all the other Orks, rather justifiably, thought him completely barking mad and he could never get the sponsorship to build the Deth Kopta. One night, Dregmek made a decision which was to change his life.

Several weeks later the Bossmeks of Gorkamorka noticed a large number of supplies, intended for the Windward Thruster Chamber, had disappeared. Who had been looking after the scrap? Dregmek! They arrived at his workshop just in time to see him roaring over the outer wall of Mektown, screaming into the wind "I'll be back, ya zoggin' skumbos, just you see!".

	M	WS	BS	S	T	W	I	A	Ld
DREGMEK	4	4	5	3	4	2	3	1	8

Weapons: Dregmek Blitzkart is armed with a kustom six-shoota and a knife. He drives (flies!) the Deth Kopta.

Skills. Dregmek Blitzkart has the following skills: *Skid Start*, *Stunt Driver* and *Skid Turn* (Drivin' skills).

Mob Rating: Dregmek adds 60 to your mob rating.

SPECIAL RULES

Kustom Six-Shoota. Dregmek Blitzkart has his own kustom six-shoota, hand-made by himself. The six-shoota has the profile below.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	12	+1	–	4	1	0	4+

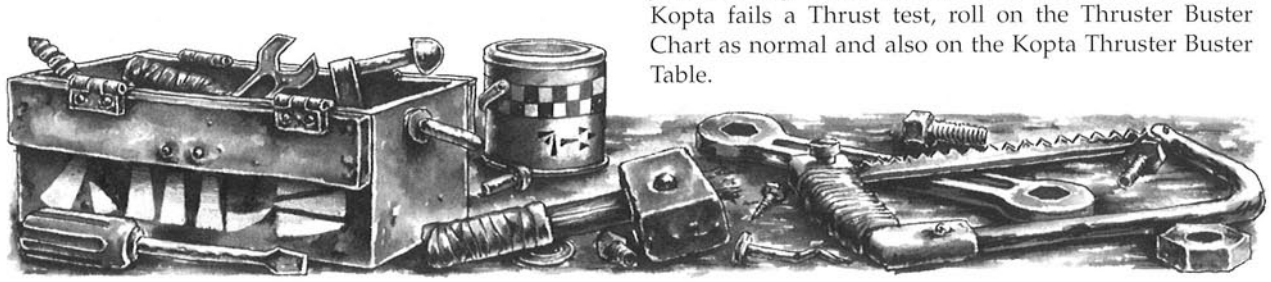
Special: Two Sustained Fire dice and 1 turn reload.

Upkeep. Dregmek Blitzkart and the Deth Kopta are counted as *three* models for the purposes of living expenses (rather than two as for other special characters). The Mek does not count as a Spanner Boy or allow the mob any vehicles other than the Deth Kopta, and will not fit gubbins to vehicles or do any other Spanner type work.

The Sad Loss. If the Deth Kopta is destroyed or captured (and not rescued) then Dregmek Blitzkart will leave the mob, surrounded by an air of despondency. If Dregmek is killed or captured then the Deth Kopta can be sold as scrap, earning the mob an additional 2D6 teef, added to their next income (not profit).

Deth Kopta. The Deth Kopta is Dregmek Blitzkart's latest invention. This flying machine will revolutionise warfare as the Orks know it, or so the Mek's sales pitch claims. Roaring through the air, it certainly is a stirring sight, but most Orks prefer to have both feet firmly planted on the ground and only Dregmek Blitzkart himself is brave enough to fly this potential death trap!

Except where noted below, the Deth Kopta is treated exactly like a bike for movement, shooting, being shot at and so on (think of the wheel/track hit location as 'wurly bits'). During its movement the Deth Kopta flies over any models or terrain no higher than 6" tall. If it moves into a piece of terrain taller than 6" it will collide as normal. Whilst flying, the Deth Kopta cannot ram or be rammed, be boarded or otherwise have warriors moving on or off it. If the Deth Kopta is immobilised, for any reason, it will crash to the ground and take D3 damage, from then on it may be rammed and boarded just like any other immobilised vehicle. If the Deth Kopta fails a Thrust test, roll on the Thruster Buster Chart as normal and also on the Kopta Thruster Buster Table.





KOPTA
THRUSTER BUSTER TABLE

1D6	Result
1	**Stall!** The Deth Kopta soars into the air before plunging to the ground with a crash. It takes D6 damage just as if it had been involved in a collision.
2	**Krunch!** The Deth Kopta skids along the ground and takes D3 damage just as if it had been involved in a crash. The Deth Kopta will collide or crash with any vehicle or terrain it moves over during its random move.
3	**Skreech!** The Deth Kopta barely stays aloft and if it moves over a vehicle or terrain during its random move it will crash or collide as normal.
4+	**Phew!** The Deth Kopta moves erratically but stays airborne and is otherwise safe.

The Deth Kopta is fitted with linked kannons with the *More Dakka* upgrade. This profile is summarised below. Like a bike, the linked kannons have a 2" 'fire corridor' extending up to 18" in front of the Deth Kopta and are fired by Dregmek Blitzkart himself.

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

Special: Two Sustained Fire dice, Knockback.

The Deth Kopta is not powerful enough to carry anyone except the pilot (Dregmek himself) and so never has any crew. This means that if the mob is split into separate reinforcement groups because of the scenario being played, the Deth Kopta and its mad Mek pilot will always be in a group on its own. Nobody else would ever dream of flying the Deth Kopta, so you cannot have one of your warriors challenge Dregmek for the position of driver.

Kustomisin': Between battles, Dregmek Blitzkart will patch up any damage done to the Deth Kopta (treat permanent damage just like a visit to the Mek's Workshop) and spend his time adding on extra bitz and improving its performance. Dregmek can perform one kustomisin' job on the Deth Kopta, its kannons or his kustom six-shoota after each game, and will not work on any other vehicles or weapons. He can only perform one kustomisin' job in each post-battle sequence. There is usually not enough spare gubbins and scrap for Dregmek so he has to make do. For this reason there is a -1 modifier to his rolls on the Big Day Table. Although no teef are actually paid, you must roll a D6 to see how much the cost of the Deth Kopta or the six shoota has increased by, and add this to your mob rating.

DA KRUSHER

There are many mysteries and legends argued and fought over in Mektown and the forts dotting the Skid and the desert. When will Gorkamorka do its thing? What protects the Diggas below their Pyramids? Did Grotslag 'Eadbiter really choke to death on a Mutie? Who is Da Krusher? The last of these has been asked more often over recent times, as the enigmatic figure of Da Krusher has appeared in more battles.

Nobody can remember who Da Krusher originally was, before 'Da Accident'. Who can say why the Meks felt honour-bound to do all they could to save his life after 'Da Accident'. Come to that, what the Gork was 'Da Accident'? Whatever the answers, Da Krusher has passed into folklore – an avenging figure who appears out of the wastes to do battle, before disappearing again once his strange duty has been fulfilled.

Nothing much shows of Da Krusher's original body. Generations of Meks (who call it Da Six 'Undred Teef Ork in reference to the value of the hundreds of bioniks it has had fitted) have patched up his original replacements and upgrades, adding new nails and squirting oil into the right bits, so that all that shows is a small piece of brain tissue. Whatever its reasons for fighting, Da Krusher is a valuable ally – when he turns up and is in full working order!

	M	WS	BS	S	T	W	I	A	Ld
DA KRUSHER	4	5	4	4	Special		2	1(4)	7(8)

Weapons. Da Krusher is armed with a shoota arm and a claw arm. The details of these are given in Da Uvver Book and are summarised below.

Skills. Da Krusher has the following skills: *Well 'Ard* (Ferocity skill), *Chuck* (Muscle skill), *Hipshoota* (Dakka skill) and *Gunboy* (Odd skill).

Mob Rating. Da Krusher adds 35 to your mob rating.

SPECIAL RULES

Da Bionik Ork. Da Krusher has had many, many bionik enhancements. The rules for these are summarised below, full explanations can be found in the Doc's Serjery section of Da Uvver Book. Da Krusher has the following Bionik bitz (note that it breaks the normal rule of no more than one of each type of bionik, but that's why it's so special!). Any characteristic increases due to bioniks have been entered on Da Krusher's profile in brackets.

Shoota Arm

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
12	18	+1	0	3	1	0	4+

Claw arm

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
Close Combat		–	–	6	1	-3	N/A

Two De-lux Kickin' Legs. +2 Attacks at normal Strength of 4.

Steel Horns. An extra Strength 4 attack.

Steel Skull. +1 Leadership.

Bionik Eye. +1 to Hit with shooting.

Iron Mask. Causes *fear*.

Fuel Injection Implant. At the start of Da Krusher's turn you must declare if it is using the implant or not. If it does use the implant, then its basic Movement and Initiative are increased by +2. At the start of each turn that Da Krusher uses the implant roll a D6. On the score of a 1 it fails. On the score of 2+ there is no detrimental effect that turn. Da Krusher may use the fuel implant for as many turns as you want but must test at the start of every turn it uses the implant.

Cybork Body. All the metal plates nailed to Da Krusher's body gives it an armour value of 9, instead of a Toughness value. If any hits penetrate Da Krusher's armour then roll a D6. On the score of 4-6 Da Krusher explodes and is taken out of action immediately and on a roll of 1-3 Da Krusher is unharmed by the attack.

Temperamental. Da Krusher is a clanking, whirring monstrosity gouting steam and smoke as it plods purposefully into battle. However, it is in constant need of repair and many of its bioniks have long since seized up. Da Krusher is subject to the rules for the following serious injuries: *Head Wound* and *Old Battle Wound*. Remember that if Da Krusher is affected by *frenzy* because of his head wound, he doubles his basic Attacks (to a total of 2) before adding the extra attacks for his kickin' legs and horns.

Klunky. Da Krusher is not what you'd call quick on its feet. In fact, as it stomps across the battlefield it's quite easy to run circles around it. Da Krusher doesn't get any bonuses for charging into hand-to-hand combat and enemy who shoot at him while on overwatch do not suffer the usual -1 to hit modifier for firing at a charging or disappearing/emerging target.

Da Krusher cannot hide and cannot go into overwatch.

RED GOBBO

The Red Gobbo is the infamous individual who heads Da Kommittee and therefore is the figurehead for the whole Revolutionary Movement. Although the Red Gobbo mainly concerns himself with the Revolution as a whole, it is not uncommon for him to get out and do a bit of dirty work himself.

While the actual position of the Red Gobbo may change hands, part of the seat of power is the trusty kustom slugger and club-like sceptre of authority which all Red Gobbos have carried since the Gretchin Revolutionary Committee was founded. These were supposedly wrested from the bloodied hands of the Ork oppressors during the Strike Day Massaker and have been treasured artefacts ever since. This means that nobody mistakes the Red Gobbo for anything than what he actually is – the one true leader!

	M	WS	BS	S	T	W	I	A	Ld
RED GOBBO	4	D6+1	D6+1	D3+1	4	D3	D3+1	D3	7

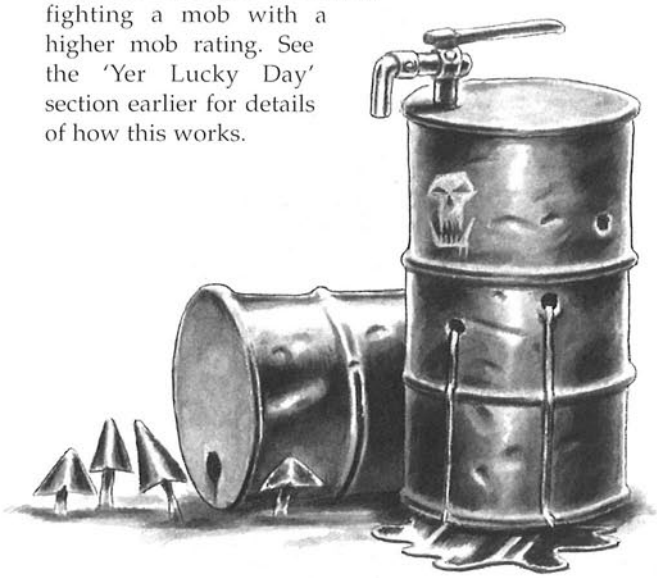
Weapons. The Red Gobbo is armed with a kustom slugger, club and a knife.

Skills. D6 random skills (see below).

SPECIAL RULES

Rebel Grots Leader. The Red Gobbo is the head of Da Kommittee and will only fight for Rebel Grot mobs. He will fight for no other type of mob.

Hiring. The Red Gobbo is not hired in the normal way. Rebel Grots cannot purposefully seek him out, he will only ever turn up if the mob is fighting a mob with a higher mob rating. See the 'Yer Lucky Day' section earlier for details of how this works.



Different Gobbo. To represent the fact that the Red Gobbo is not actually the same Grot all the time, you must randomly determine his profile and skills when he joins the mob. Even if he joins the mob again the very next battle, he may be a different Grot (life in Da Kommittee can be very fast!). The Red Gobbo's characteristics are rolled for at the start of the battle, as shown on the profile above. The Red Gobbo also has D6 skills. Roll a D6 for each skill to see which list to roll on.

RED GOBBO SKILL TABLE

1D6	Skill list
1	Ferocity
2	Muscle
3	Boardin'
4	Cunnin'
5	Dakka
6	Odd

Revolutionary Leader. The Red Gobbo takes over your Rebel Grot mob and counts as its leader instead of your Head Honcho. If he is taken out of action or is not on the table for any reason then control reverts to your Head Honcho as normal.

Inspiring. The Red Gobbo is an awe-inspiring sight to the Rebel Grots and his presence makes them double their efforts for the revolution. Any Rebel Grots within 6" of the Red Gobbo can use his Leadership of 7 for any Leadership tests they take.

Any Rebel Grots within 6" of the Red Gobbo may also test to recover from pinning at the start of their turn, just as if they were within 2" of a friendly warrior.

Die-hard. The Red Gobbo can always test to recover from pinning, even if there is no friendly model within 2" at the start of his turn.

Kustom Slugger. The Red Gobbo's slugger has the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll
6	15	+1	–	4	1	0	+4

Honest Dealin's. After fighting a battle alongside the mob, the Red Gobbo will know *exactly* how they performed. When generating income after the battle, your Head Honcho may not lie to Da Kommittee and all appropriate modifiers will apply.

SUMMARY

WEAPONS SUMMARY

		RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STRENGTH	SAVE MODIFIER	DAMAGE	AMMO ROLL	NOTES
GUNZ	Arbalast	12	24	+1	0	4	-1	1	4+	
	Arqueba	6	12	+2	-1	5	-3	1	6+	
	Caliver	12	18	+1	0	4	-2	1	4+	1 Sustained Fire dice
	Fusil	12	18	+1	-1	4	-1	D3	4+	Blast
	Jezail: Autofire	6	24	+1	0	4	-1	1	4+	1 Sustained Fire dice. 1 turn
	Overload	6	24	+1	0	7	-2	1	4+	recharge. May explode on overload.
	Catapult	6	12	—	—	3	+1	1	2+	Fire twice
H-TO-H	Findin' Rod	—	—	—	—	user +1	varies	1	—	Block
	Demilume	—	—	—	—	user +1	varies	1	—	No secondary attacker bonus
	Falchion	—	—	—	—	user +1	varies	1	—	Special block
	Glaive	—	—	—	—	user +1	varies	1	—	Extra injury dice
BIG GUNZ	Splattapult:									
	Rocks	Guess	6-24	—	—	5	-3	1	2+	Template
	Burna	Guess	6-24	—	—	4	-2	1	4+	Template. Sets on fire.
	Rippa Pot	Guess	6-24	—	—	3	0	1	4+	Template. Ld test to stay on vehicle.

ODDMOBS SCENARIOS TABLE

2D6	Result
2-3	**Gotcha!** Player who rolled is defender.
4-6	**Convoy.** Player who rolled is attacker.
7-11	Player who rolled may choose: **We Woz 'ere Furst, Looterz, Da Chase, Da Siege, Da Trap** or **Convoy**.
12	**Gotcha!** Player who rolled is attacker.

MUTIES SCENARIOS TABLE

2D6	Result
2-3	**Gotcha!** Muties are defenders.
4	**Da Trap.** Muties are defenders.
5-6	**Convoy.** Muties are attackers.
7-11	Muties may choose: **We Woz 'ere Furst, Da Chase, Da Siege, Da Trap** or **Convoy**.
12	**Gotcha!** Muties are the attackers.

ADVANCE TABLE

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