

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.

MOB LAYOUT

There are Eight different kinds of mobsters: Nobz, Slaverz, OddBoyz, WeirdBoy Shaman, Boyz, Yoofs, Grots and Digga Runtz.

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.

Slaverz. Your mob must include one Slaver for each Big Lugga in it.

OddBoyz Your mob can include a maximum of one OddBoy.

WeirdBoy Shaman Your mob can include a maximum of one WeirdBoy Shaman.

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.

Digga Runtz Your mob may include 8 Digga Runtz to power the Big Luggas for each Slaver, your mob may never include more than twice the number of Digga Runtz than it does Orks

Big Luggas and Cuttas: Your mob can include one Big Lugga for each Slaver. If your mob includes an OddBoy you can include as many Cuttas as you like. You must include enough vehicles to carry all of the mob.

Weapons: Snakebite Vikings use their own Weapon list, found in the Armoury Section

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
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, Huntin Stuff, Armour and Bombpotz 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 Kustomizations or Surgery from the OddBoyz and Weirdboy Shaman as they will 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.

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
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, Huntin Stuff, Slaverz Stuff, Armour and Bombpotz lists.

Special: Each Slaver in your mob allows you to buy one Big Lugga. 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 and Digga Slaves as detailed below. If you have a Slaver you can also force captured models from other mobs to labour as crew on the mob's Big Luggas and to earn extra teef foraging (see the Income section later on).

ODDBOYZ

Cost to recruit: 10 teef

While Mekz have all the 'know-wots' on machinez and things that go boom, Oddboyz could never quite work out all dem 'splodey fins so are shunned by Mektown orks.

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

Weapons: You can arm your Oddboy from the Hand-to-Hand Weapons, Huntin Stuff, Armour and Bombpotz lists.

Special: Oddboyz act as Mekz for Snakebite Vikings, any mob that includes an Oddboy does not have to make the roll for vehicle deterioration after a battle, additionally after each battle the Oddboy can fit Gubbinz and/or attempt to perform a Kustomization on a vehicle. Although the Oddboy will use what is at hand to perform the Kustomizin it still costs D3 teef this is to show the time wasted by the boyz findin' all the parts for the mad git. The effects are detailed further on.

Da Wayz of da Wind: If your mob includes a Oddboyz you may buy Cuttas for your mob. Additionally the Oddboyz know-wots allow them to re-roll the wind result after deployment, this second result stands even if it is worse (sometimes the know-wots is just wrong!).

WEIRDBOY SHAMAN

Cost: 10 teef

Fizzing with the power of da Waaagh!!, these little fellas pour the raw essence of Gork and Mork through their comrades and channel it through their staffs to make lightning, fire and other bizarre effects!

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	6

Weapons: All Weirdboy Shaman carry a Weirdboy Staff which they can use in combat and is factored into their cost. Additionally Weirdboy Shaman may be equipped from the Hand-to-Hand Weapons, Huntin Stuff, Armour and Bombpotz lists.

SPECIAL RULES

Weirdboyz can be pinned by shooting as detailed in the rulebook.

Weirdboy Powers: Weirdboyz have a special set of skills or "powers" which only they can acquire. See the section on Weirdboyz later on for a detailed description.

Witchdoctor Oddboyz act as Dokz for Snakebite Vikings, after each battle the Weirdboy Shaman can attempt to perform Serjery on a victim and/or make Snakebite potions. Although the Weirdboy Shaman will use what is at hand to perform the Serjery it still costs D3 teef.

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
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, Huntin Stuff, Armour and Bombpotz 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
4	3	3	3	4	1	2	1	7

Weapons: You can arm your Yoofs with weapons and equipment from the Hand-to-Hand Weapons, Huntin Stuff, Armour and Bombpotz 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
4	2	3	3	3	1	2	1	5

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

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

DIGGA RUNTZ

Cost to recruit: 1 toof

Digga Runtz have been tricked or captured and forced into powering the Big Luggas, they live in constant fear of their Slaver and would rather die in battle then disappoint.

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

Weapons: You cannot arm your Digga Runtz.

Special: Digga Runtz may only be used as crew to power Big Luggas and follow all the rules as detailed later on. Additionally Digga Runtz can be pinned by shooting as detailed in the rulebook.

VEHICLES

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

Big Lugga – 15 teef

Cutta – 5 teef

ARMOURY

Hand To Hand Weapons

Weapon	Teef
'Uge Club or Choppa	2
Club or Choppa	1
Knives and Knuckles	Free
Chain or Flail	1
Spear	1

Huntin' Stuff

Weapon	Teef
Bow	1
Crossbow	1
Chukkin Choppas	3
Sling	2

Bombpotz

Weapon	Teef
Rippa pot	3
Burna Pot	3
Brew Pot	6

Big Gunz

Weapon	Teef
Splattapult	8
Harpoon Gun	7
Spear Gun	9

Slaverz Stuff

Weapon	Teef
Grabba Stik	2
Net	2
Whip	1

Armour

Armour	Teef
Studded Armour	1
Sheild	1
Flak Armour	2
'Eavy Armour	7

DIGGA RUNTZ

The following rules apply to Digga Runtz and how they are used in a mob.

Only good fer workin'

Digga Runtz can ONLY be included in a mob for the purpose of powering Big Luggas, they can never be equipped with anything and cannot be used as actual mob members or extra bodies. Digga Runtz must have a Slaver on board the vehicle they are powering to work as normal, if for any reason the Slaver is no longer on board then the driver of the vehicle must pass a leadership test each turn to get the Digga Runtz working, if this test is failed no Digga Runtz may be used to power the vehicle that turn (*this test can be taken and then it can be decided to use other mob members to power the vehicle afterwards*)

Nameless, Faceless...

Digga Runtz are more of a tool than part of the mob. They never gain experience or serious injuries and are included as a single entry on the mob roster (*e.g 10 Digga Runtz*) then noted as to which vehicle they are on in the vehicle notes. If a Digga Runt is taken out of action during or after a battle then their fate is worked out with a single D6.

Digga Runt Fate D6

- 1- **Dead**
- 2- **Ran for the Hills**
(detailed later on resolve as normal)
- 3-6 **Recovered**

Not one of Da Boyz

For the Purposes of all Leadership checks Digga Runtz do not count towards mob count.

(e.g a mob has 3 vehicles a nob 9 orks and 10 Digga Runtz, once 3 Orks are 3 down/OOA the mob would count as 25% lost)

Additionally for the purpose of income the total number of Digga Runtz does not count towards mob size or income generation, instead each Slaver controlling Digga Runtz will count as two models and will allow for one extra 'boy' for income generation. If the vehicle is Crippled during the preceding fight then the Runtz will not be able to generate income as they are busy dragging it back to camp.

e.g A mob has A Nob, OddBoy, 2 Slaverz, 7 Ork boyz, 12 Digga Runtz and 2 Big Luggas, both Luggas are powered by Digga Runtz. In its last fight the mob had two boys Out of action and one of the Luggas crippled, so for income generation can roll 6D6 (5 for ork boyz and 1 for Digga Runtz) and counts as having 15 models on the income chart.

Finally Digga Runtz can never be given Weirdboy Shaman Brews, even in the case of a failed brew.

Run for the Hills

Digga Runtz don't have any love for their captors, if given the chance they will throw caution to the wind and attempt make their escape.

If at any point during a fight a Digga Runt is more than 8" from a Slaver that is part of the mob they will automatically move directly away from their closest mob member towards the closest table edge and continue to do so each turn until they are off the table. If they pass within 8" of a Slaver from the mob the slaver can regain control of the Digga Runt by passing a Leadership test. Digga Runtz that are on a vehicle with no Slaver will not attempt to run for the hills unless the vehicle becomes immobilised.

If a Digga Runt succeeds in reaching the table edge then the mob can attempt to recapture them after the battle or they are removed from the mob roster. To recapture runaway Digga Runtz, after the battle one of the mobs Slaverz must pass a Leadership test for each runaway Digga Runt, if the test is passed the Digga Runt has been successfully recaptured, if it is failed they have made their escape and are removed from the mob roster. If a Slaver is used to attempt to recapture runaway Runtz then the Digga Runtz he normally controls are unable to generate income. If any Digga Runtz successfully escape the opposing mob can also try to capture them if they include a Slaver, if successful the mob gains 1 Digga Yoof with no experience. Digga Mobs will automatically recruit runaway Digga runtz if they are eligible (*e.g have room for extra Yoofs*) and do not have to make any leadership test.

Digga Runtz 'Mobs'

If during a fight Digga Runtz end up on foot they can be controlled by a Slaver and will act in the following way. Each turn the Slaver must pass a Leadership test to whip the Runtz into action if this test is failed the Slaver and all Runtz within 8" count as being pinned for the turn. If passed the Runtz and Slaver can move as a group, all Runtz must stay within 8" of the Slaver but can be moved as normal.

(e.g if 5 Digga Runtz and a Slaver were a mob and it was possible to charge two separate models and remain within 8" of the Slaver this would be legal or some models could charge one of the enemies while the others made a ranged attack at the other)

Digga Runtz count as being unarmed when fighting in close combat so will give a +1 save modifier.

Digga Runtz are also unarmed when making ranged attacks so will instead just throw rocks and stones they pick up from the ground which gives he following profile.

Short Range	Long Range	Short to hit	Long to hit	Strength	Save Mod	Damage
4	8	-	-1	2	+1	1

If at any point a Digga Runt is more than 8" from the Slaver will follow the standard *Run for the hills* rules as normal.

WEAPON RULES

Sling

2 teef

A simple thong made of leathery squig hide allows An Ork to chuck rocks with greater strength and precision. Of course the squigs aren't always happy about Orks trying to harvest their leather.

Short Range	Long Range	Short to hit	Long to hit	Strength	Save Mod	Damage	Ammo Roll
9	18	-	-1	As User	0	1	4+

Special Rules. If the warrior doesn't move he may fire twice at short range.

Chukkin Choppas

3 teef

One bored ork tried hunting squigz out in the big uz' by throwing his choppa at them... it worked after collecting a few misses so he figured that means you just have to carry a few spare choppas into battle!!

Short Range	Long Range	Short to hit	Long to hit	Strength	Save Mod	Damage	Ammo Roll
User x2	User x3	-1	-2	As User	0	1	5+

Special Rules.

Counts as Choppa: Until an ammo roll is failed the Chukkin Choppas may be used as a normal Choppa in hand to hand combat

BOMBPOTZ

Bombpotz are Snakebite Vikings answer to Stikkbombz and are used in the exact same way as with normal Stikkbombz will automatically fail any ammo test they are required to take. Rippa and Burna Potz work exactly the same as their Splattapult ammo equivalent and. Brewpotz work as follows.

Brewpotz

Weirdboy Shaman like to brew potz of potions and fungus brew for the boyz, every so often one of these brews goes sour and starts to give off fumes! Rather than chuckin it out the boys bottle it into Brewpotz to chuck at the enemy during a fight! Brewpotz use the standard blast template, any model wholly or partially under the template will be hit on a 4+ (no one is automatically hit) any model who suffers a hit from the must pass a Leadership test or they have been affected by the fumes of the pot, a D6 is rolled to determine the effects of the fumes. Vehicles cannot be damaged by Brewpotz however the Driver and each member of the crew will be hit on a 5+ for a full hit or a 6+ for a partial hit.

(Note. All models hit by the same Brewpot will suffer the same effect so only one roll is made per brewpot, however not every Brewpot is from the same batch so each Brewpot can have a different result!)

Brewpot Table

- It was 'dem ones wot did it!**
The warrior is subject to *Hatred* towards all enemy models for the remainder of the fight
- I'm Gonna Kill 'Em All!**
The warrior is subject to *Frenzy* for the remainder of the fight
- 'Dere's too many of dem**
The warrior becomes *pinned* even if they would not normally be subject to pinning
- 'Dere too Big!**
The warrior is subject to *Fear* towards all enemy models for the remainder of the fight
- 'Dere too Big 'n dey got Teef 'n Waaaagh**
The warrior is subject to *Terror* towards all enemy models for the remainder of the fight
- Duuuuuh...**
The warrior is subject to *Stupidity* for the remainder of the fight

Warriors effected by a Brewpot can attempt to recover in their recovery phase by passing a Leadership test, if the test is passed then the effects wear off straight away.

(Note. Warriors do not have to attempt to recover from the effects)

VEHICLE RULES

Snakebite Viking Big Luggas and Cuttas follow the same rules as detailed in Digganob exactly except where specified below

Wear and Tear

Snakebite Vikings do not have access to the meks, or the GRC workshop to maintain their vehicles. If the mob does not include an OddBoy then Snakebite Viking vehicles must roll a D6 after each battle, on a roll of a 1 they have broken down somewhat and must roll on the Big Lugga/Cutta Permanent Damage table.

Big Luggas

Attack Speed

If you are powering Big Luggas with Orks then for every 3 Orks being used to power a Big Lugga an additional D6 is added to its movement. (this does not effect Cruisin' Speed).

e.g 4 Digga Runtz and 4 Orks are being used to power a Big Lugga, at Attack Speed and rolls 9D6 for movement)

Hits on Crew Location

If a Big Lugga Powered by Digga Runtz is hit in the crew location then for the purposes of amount of crew on board and randomization the entire group of Digga Runtz counts as one member. If the Digga Runtz group is hit then all Digga Runtz are hit. Results are worked out as normal for each Digga Runt separately.

*e.g A Big Lugga is powered by 6 Digga Runtz and has 5 Orks onboard (excluding the Driver) giving a total crew of *6 a D6 is rolled for randomization and the Digga Runtz are hit, a 5 is rolled for the penetration so all 6 Digga Runtz would take a S3 hit which would be resolved for each Runt separately.*

Cuttas

Eavier

If a Cutta is made Eavier twice (e.g has had to suffer a penalty for the upgrade) it will no longer count as a bike when ramming. When involved in rams or collisions it will now cause and receive damage as follows.

Head On

Eavier Cuttas involved in a head on will inflict D3 damage and receive D6 when involved with a larger vehicle. If involved in a head on with a bike then the Eavier Cutta will inflict D6 damage and receive D3 damage from the bike.

Shunt

An Eavier Cutta will still inflict no damage when shunting a larger vehicle however it will only receive 1 damage when being shunted.

T-Bone

An Eavier Cutta will inflict and receive 1 point of damage when ramming the side of a larger vehicle. An Eavier Cutta will inflict 1 point of damage and receive no damage when ramming a bike and only take 1 point of damage if rammed by a bike.

Weirdboy Shaman

Weirdboyz are relatively uncommon in normal Ork society as they suffer ill-effects as a result of being immersed in the psychic field that all Orks generate and the few that do survive are generally put to work as walking weapons to use against the Orks enemies. Weirdboyz are more common in Feral Ork society as well. Weirdboyz have several special abilities that no other Ork has access to which are detailed below.

Powers

Weirdboyz begin their time in a Mob with the following powers and can gain more when they gain experience. See the Skill Table – Da Waaagh!!! for further powers that can be acquired. The Weirdboy can only use one power per turn and it consumes his entire shooting phase. Certain powers are cast outside the shooting phase but the model still cannot shoot if he uses one of these. Additionally, a Weirdboy cannot run and use one of his powers in the same turn in a manner similar to shooting. To cast a Weirdboy power the Weirdboy rolls 2D6 and must roll over the difficulty number of the power.

Strength of Gork! – Difficulty 5

The Weirdboy focuses all of the Waaagh in his head on a single Boy or Nob, making them stronger and Orkier than before. This manifests itself as a +1 to either Weapon Skill and Ballistic Skill or as +1 to Initiative until the end of the turn. This power has a maximum range of 10".

Cunnin' of Mork! – Difficulty 5

The Weirdboy can channel the Waaagh!! to boost a vehicles Driver or Gunnerz mental abilities so that they can re-roll a failed turn, missed shot. This power can only be used during the movement or shooting phase but still consumes the shooting phase of the casting Weirdboy. This power has a maximum range of 24".

E.g. Three Fickies are 4" away from one another at the start of your turn. The Weirdboy can spend his shooting phase at the start of the turn before movement and move them up to 4" towards each other until they are within 2" of one another using Cunnin' of Mork!.

Da WAAAGH!!

The Weirdboyz have greater access to the might of Gork and Mork as they grow in power and experience. It allows them to draw upon the nigh infinite power of da Waaagh!! to produce powerful, awe-inspiring and sometimes downright silly effects.

Weirdboyz can roll on the Waaagh!! powers table instead of a normal skill table should they wish to.

Roll a D6 to determine which power the Weirdboy adds to his repertoire. If you roll on the table and get a result for a power that you already have, you may either reduce the difficulty of the power in question by 1 or roll again on the table until you get a result you do not already possess. You do not get to choose which ability you get like other skills on a duplicate result, the Waaagh! is simply too chaotic and Orky for any kind of structured learning to occur.

1. Fickies Revenge! – Difficulty 6

This affects all models within 2D6" of the Weirdboy, sapping at the mental energies of those nearby. All models are automatically Pinned, including your own warriors. Pinning is resolved in the usual manner. This affects models that are usually invulnerable to pinning as well.

2. Right Sparky!! – Difficulty 7

This particular channelling fires small stinging lightning in a 4" template (a standard Gorkamorka blast marker) around the Weirdboy. All models caught in the template are driven away from the Weirdboy D6". Unlike other powers a Weirdboy may use this ability while in Hand to Hand combat thereby disengaging.

3. Fungus Patch! – Difficulty 6

Tiny slippery mushroom like tendrils sprout around the Weirdboy within a D3+3" template centred on the Weirdboy. All terrain within this template is considered difficult terrain and already difficult terrain becomes Very Difficult terrain and remains until the start of the Weirdboyz next turn. If this spell is cast from a vehicle the template moves with the vehicle and is measured from the centre of the vehicle. The difficulty is increased by 2 making it a Difficulty 8 power, when cast from a vehicle.

4. Speed of Mork!! – Difficulty 7

D6 friendly models double their Movement until the end of their turn. If an affected model does not move at least 10" while under this effect, roll a scatter dice and have him move 8" in the direction the dice indicates to burn off the excess Waaagh!!! Do this for each Ork that does not exceed 10" of movement.

This power can only be used at the start of a turn before any movement takes place but still consumes the shooting phase of the Weirdboy in question. If this movement brings him into base to base contact with a foot model or a vehicle, stop the movement and resolve as normal. For the purposes of hand to hand, the Ork counts as having charged.

5. Fists of Gork!! – Difficulty 8

Two mighty fists of Gork appear and each

attack the nearest enemy at WS 4 and S4 with a -1 Save Modifier. If the enemy falls after the first hit, the second fist finds someone else to pound on, attacking the next nearest enemy model. Enemies put down by the Fists of Gork do not automatically go out of action as models in Hand to Hand would, unless they are in base to base contact with another foot model who kindly crushes their skull. If the Weirdboy fails his roll by 5 or more, the Fists attack the nearest friendly models in order of proximity to the Weirdboy. If the enemy wins combat against a fist, it simply dissipates back into the Waaagh!!! Enemy models who best a Fist do not gain any experience for doing so.

6. Might of Gork AND Mork!!! – Difficulty 10

A mighty green lightning bolt strikes a chosen enemy within 12" of the Weirdboy and immediately forces 2 rolls on the Injury Table. If the Weirdboy fails his Difficulty roll by 5 or more when using this power, he is struck by the bolt himself and takes the appropriate wounds. This cannot be used on a model already in hand to hand combat.

Shiny Bitz

Weirdboyz can go to the elder Weirdboyz in the tribe and have them imbue their staff with additional properties in the same manner as a Kustom Job. The available Kustom Jobs are shown below.

Idol of Gork – The designated model gains an additional +1 to WS or BS until the end of his turn on top of the usual +1 when the Weirdboy uses Strength of Gork! for each idol added to his staff. These can allow temporary WS or BS above the stated maximums for Feral Orks.

Idol of Mork – The Fickies can each move an additional 1" when under the effects of Cunnin' of Mork for each idol added to the staff.

Symbol of da WAAAGH!! – The Weirdboy gains +1 to his roll to see if he has beaten the Difficulty Check for a Waaagh!! power for each Symbol he adds to his staff.

Fickies' Toof – When animosity takes effect, each Fickies Toof reduces the number of D3s rolled to determine the number of Orks affected by animosity by 1.

A Weirdboy of 41 or above experience may have one kustom job on his staff.

A Weirdboy of 101 experience can add an additional custom job.

A true Warthead, 201+ XP, can have one further Kustom Job added.

Each Kustom Job costs D6 teef and the Weirdboy must skip the next battle while he participates in the lengthy ceremony the elders demand.

A Weirdboy can only own one staff. Weirdboy's

staffs are not lost as a result of capture as trying to move the staff away from the Weirdboy; even when unconscious the staff becomes inexplicably heavy and causes splitting migraines in all nearby. The staff is usually stuck into the sand out of his reach instead and is reclaimed if he is freed. If the Weirdboy has any Shiny Bitz on his staff, roll a D6 when he is freed. If the result is a 1 or a 2, one of the Shiny Bitz has been nicked as a trophy.

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The staff regains one of its former slots but all normal procedures must be followed if you wish to add another shiny bit to the staff. Remember to subtract the cost of the Shiny Bit from the Weirdboy's cost.

Examples of Staff Setups

1x Idol of Gork, 1x Idol of Mork, 1x Fickies Toof – The Weirdboy excels in his buffing and anger management abilities, helping to stop the mob falling apart.

3x Symbol of da Waaagh! – Focussing on power, this gives the maximum chance of success when trying to use the more difficult abilities.

3x Fickies Toof – Preventing animosity from becoming an issue in your mob keeps you mobile and fighting more than the average Feral Ork mob.

3x Idol of Gork – Improving the pairing of the Brute and Weirdboy, turning them into a brutal melee combo.

SHAMANS BREWS

Weirdboy Shaman make brews of fungus and Squig Venoms for the boys to whip them up before a fight. Before each fight your Shaman may attempt to make one brew for the boyz, this is done in the same method as casting a Weirdboy Power.

If when attempting a brew the Shaman rolls double 1's the brew has been a total failure so much so that even the Shaman doesn't realise until the boyz start drinking it. In the next fight D3 random warriors will suffer from *Stupidity* for the duration of the fight.

Mork Brew

Difficulty 9

The Shaman calls upon the Cunnin' of Mork and brews a potion that fires up the boys to *Hate* all enemies in the upcoming fight. There is enough brew for D6 warriors to drink.

Gork Brew

Difficulty 8

The Shaman calls upon the Fury of Gork and brews a potion to fire up the boys to be *Frenzied* in the upcoming fight. There is enough brew for D6 warriors to drink.

SURGERY

Weirdboy Shaman Surgery is treated the same visiting the Doks in Mektown with the following changes.

Da Big Day Table

All costs reduced to D3 teef however Da Patient is resting now also costs D3 teef.

Eksperiment

No changes however Steel Teef will now add D3 teef to the mobs Hoard

Kustom Arm Replacement

1-2 Hook Arm

3-4 Kutta Arm

5 Grapple Arm... Well the Weirdboy Shaman says it's a Grapple Arm but really its just a bit of rope or chain with a hook attached to a meaty stump. It acts exactly like a normal Grapple arm with the addition of the owner now always counting as having a flail equipped on that arm.

6 Gnasher Squig Arm The Weirdboy Shaman sews a Gnasher Squig to the end of the damaged arm. The warrior gains an extra attack in close combat (not to their statline) at S5 I5 -2 save modifier (in the event of a drawn combat the Gnasher Squigs initiative can be used and its attack will be resolved). If a subsequent Arm Injury is rolled to this arm the Gnasher Squig is killed and removed from the warrior.

Rebuilt Kranium

1 Squig Brain Transplant

2 Docs Tools

3 Steel Horns

4 Steel Skull

5 Squig Beard The warrior now has a number of hair Squigs attached to his face and is the proud owner of a new beard! The warriors name must be changed to reflect the newbeard (e.g *Grimshank Longbeard*) and they now cause *Fear*

6 Iron Mask

Kustom Leg Replacement

1 Peg Leg

2-3 Digga Runt Why fix your legs when there are perfectly good Runtz around, the Weirdboy Shaman straps a seat to the back of a Digga Runt and sends the patient off. The Warriors injury is not healed however their Digga Runt mount can move a normal 4". However if the warrior is knocked down during a fight the Digga Runt will use this opportunity to run away and the warriors movement will be reduced to its statline for the rest of the fight. *Note a new Digga Runt will be found after the fight.*

4 Herd Squig Leg The Weirdboy Shaman sews a Herd Squig in place of the damaged leg. This doesn't really have any effect if it was the correct leg the injury is healed, either way the warrior gets some funny looks.

If a subsequent Leg Injury is rolled to this leg the Herd Squig is killed and removed from the warrior.

5 Gnasher Squig Leg The Weirdboy Shaman sews a Gnasher Squig in place of the damaged leg. The warrior gains an extra attack in close combat (not to their statline) at S5 I5 -2 save modifier (in the event of a drawn combat the Gnasher Squigs initiative can be used and its attack will be resolved). However any fumbles now count as doubles as unfortunately Gnasher Squigs always want to be biting onto something, even if the warrior doesn't!

If the warrior is on foot then they must pass an Initiative test each turn in order to control the Gnasher Squig, if passed the warrior can act as normal, if failed the Gnasher Squig has run wild and the warrior must charge directly towards the nearest enemy, if this is a vehicle any boarding test is made at the Gnasher Squigs Initiative however if it is the front of a vehicle the warrior is hit by the vehicle with no chance to dodge (the Gnasher Squig doesn't even try), if this movement does not bring the warrior into contact with an enemy they may fire as normal but with a -2 to hit modifier (its hard to aim when being dragged along by an angry squig).

If a subsequent Leg Injury is rolled to this leg the Gnasher Squig is killed and removed from the warrior.

6 Hopper Squig Leg The Weirdboy Shaman sews a Hopper Squig in place of the damaged leg. The warrior can now move over difficult terrain with no penalties and gains +1 Initiative when attempting to board a vehicle.

If a subsequent Leg Injury is rolled to this leg the Hopper Squig is killed and removed from the warrior.

Doc's Surprise**1 Eksperimentation****2 Iron Lung****3 Jus take dis' den**

The Shaman gives the warrior a preskripshun' and sends him on his way with a bottle. Before each battle roll a D6 on a 2+ this week's brew has been a success and the warrior fights as normal. On a roll of a 1 the brew was sour and the warrior must roll as if they have been hit by a Brewpot.

4 Fungus Bref Lungs**5 Fuel Injection Implant****6 Squig Hearts**

The Shaman replaces the warriors heart with several Squig hearts. This pumps the blood much faster than the warriors own could meaning that the warrior will now recover from being down on a roll of a 1-3.

ODDBOYZ KUSTOMIZIN 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 boded the OddBoy demands D3 teef for his work.

2 While we Wuz at It... The OddBoy has found some essential repair which he has completed without bothering to inform you. The OddBoy demands D3 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 OddBoy has done nothing with your job It still costs D3 teef for da Boyz wasting time lookin' em.

4-6 Job's a Good 'Un. Hurrah! The Oddboy has successfully completed the job. He presents you with a bill for D3 teef for his work. Refer to the appropriate Job's a Good 'Un section.

BIG LUGGAZ BODGE TABLE

D6 Roll Bodge

1 Fast Wurky Bitz Boded. All thrust rolls fail on a score of 1-3 each time they are used.

2 Wheel/Tracks Boded. Each time you attempt to turn the vehicle in cruisin' moves and slow manoeuvres, you must take a Leadership test. If you fail you travel onwards D6" and then stop. Turning in Attack Speed is not affected.

3 Slow Wurky Bitz Boded. Your moves using Cruisin' speed are reduced to half normal speed

4 Wurky Bitz Linkage Boded. Each time you attempt a slow speed manoeuvre roll a D6. On the roll of 1-3 the Wurky Bitz fall off immobilising your vehicle for the rest of the game.

5 Wurky Bitz Boded. If you roll three or more 1's when moving at attack speed then the wurky bitz have spat a big gear and are useless for the rest of the battle you may only move at cruisin' speed.

6 Brakes Boded. Unless the vehicle is immobilised you must move forward at your maximum speed each turn. You can choose whether or not you want to use attack speed as normal, but you must move forward the full distance possible unless brought to a halt in some way. Additionally you must move as if all Digga Runtz on board are powering the vehicle, the confusion of dodgy brakes is too much for a slaver to work out so they will just keep whipping and yelling. You can still perform a slow speed manoeuvre however for each 45° the vehicle turns roll a D6, on a 4,5,6 the crew have managed to

hold the vehicle and the turn is done successfully, on a 1,2,3 the crew have lost their hold on the vehicle and it has rolled out of control and immediately swerves, each crew member who was performing the turn must pass an Initiative test to reboard before the vehicle runs away from them, this is resolved as a standard boarding action.

FASTER

Faster! The OddBoy modifies the vehicle's Wurky Bitz tweaking it in some unfathomable manner. All OddBoy 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 attack Speed. Roll a D3 immediately to establish how much faster the vehicle goes: 1", 2" or 3" further. The vehicle's maximum attack 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 attack speed.

A vehicle can be made Faster once without compromising its overall performance. 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 OddBoy once again in exactly the same way as before. Once the Job's a Good 'Un you gain a further +D3" to its attack 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" attack speed 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 OddBoy 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 OddBoy has stripped away armour to make the vehicle lighter.

5-6 Smaller Slow Wurky Bitz. Cruisin' speed is reduced by D3". Roll to see how much it is reduced by now. Turns are divided into the vehicle's Cruisin' move in the normal way. For a vehicle to move at

all using Cruisin speed at least one more crew members then the amount of reduced movement must be used. *e.g A Big Lugga has had its Cruisin' reduced by 2" for the Lugga to move at Cruisin' speed at least 3 crew members would have to power the vehicle for it to be able to move (including slow speed manoeuvres)*

Note: All the above effects are cumulative.

SMARTER

The OddBoy 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 'andler is one of the most closely guarded and arcane of all OddBoy tricks. Although the OddBoy 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 OddBoy 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 OddBoy 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 OddBoy has stripped away armour to make the vehicle lighter.

5 Smaller Fast Wurky Bitz. Attack speed is reduced by 1D6 per roll. *e.g A Big Lugga has had its Attack Speed reduced by a D6 by the Oddboyz, if 5 crew members powered the Lugga at Attack Speed only 4D6 would be rolled to determine the maximum movement*

6 Smaller Slow Wurky Bitz. Cruisin speed is reduced by D3". Roll to see how much it is reduced by now. Turns are divided into the vehicle's Cruisin move in the normal way. If a Luggas Cruisin' Speed is ever reduced by 6" it can no longer move at Cruisin' Speed and must always use attack Speed. For a vehicle to move at all using Cruisin speed at least one more crew members then the amount of reduced movement must be used. *e.g A Big Lugga has had its Cruisin' reduced by 2" for the Lugga to move at Cruisin' speed at least 3 crew members would have to power the vehicle for it to be able to move (including slow speed manoeuvres)*

Note: All the above effects are cumulative.

'EAVIER

The OddBoy 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 OddBoy 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 Dodge 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.

3-4 Smaller Fast Wurky Bitz. Attack speed is reduced by 1D6 per roll. *e.g A Big Lugga has had its Attack Speed reduced by a D6 by the Oddboyz, if 5 crew members powered the Lugga at Attack Speed only 4D6 would be rolled to determine the maximum movement*

5-6 Smaller Slow Wurky Bitz. Cruisin speed is reduced by D3". Roll to see how much it is reduced by now. Turns are divided into the vehicle's Cruisin move in the normal way. If a Luggas Cruisin' Speed is ever reduced by 6" it can no longer move at Cruisin' Speed and must always use attack Speed. For a vehicle to move at all using Cruisin speed at

least one more crew members then the amount of reduced movement must be used. *e.g A Big Lugga has had its Cruisin' reduced by 2" for the Lugga to move at Cruisin' speed at least 3 crew members would have to power the vehicle for it to be able to move (including slow speed manoeuvres)*

Note: All the above effects are cumulative.

CUTTAZ

BODGE TABLE

D6 Roll Bodge

1 Sail Ropes Boded. If the Cutta moves 6" or more in a turn it must roll on the thruster buster table, results of 4+ (move D6" straight forward) allow the Cutta to move as normal all other results are as described on the thruster buster table

2 Wheel/Tracks Boded. Each time you attempt to turn the vehicle you must take a Leadership test. If you fail you travel onwards D3" and then stop.

3 Sail Ripped. Your moves are reduced to half normal speed.

4 Wheel Nutz Lost. Each time you attempt a slow speed manoeuvre roll a D6. On the roll of 1-3 the wheels fall off immobilising your vehicle for the rest of the game.

5 Snag Boom Boded. If you roll a 12 for movement (before modifiers) roll a further D6, on a roll of 1 then the Snag Boom has Snapped and you roll 1 less D6 for movement for the rest of the battle.

6 Brakes Boded. Unless the vehicle is immobilised you must move forward at your maximum speed each turn unless brought to a halt in some way. You can still perform a slow speed manoeuvre however for each 45° the vehicle turns roll a D6, on a 4,5,6 the crew have managed to hold the vehicle and the turn is done successfully, on a 1,2,3 the crew have lost their hold on the vehicle and it has rolled out of control and immediately swerves, each crew member who was performing the turn must pass an Initiative test to reboard before the vehicle runs away from them, this is resolved as a standard boarding action.

FASTER

Faster! The OddBoy modifies the vehicle's Mast tweaking it in some unfathomable manner. All OddBoy 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" to its modifier. Roll a D3 immediately to establish the result. The vehicle's maximum 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 speed.

e.g A Cutta has received a 2" bonus to its modifier, they are travelling abeam of the wind so will move 2D6+5", the next turn they are moving Upwind so they will move 2D6-1".

A vehicle can be made Faster once without compromising its overall performance. 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 OddBoy once again in exactly the same way as before. Once the Job's a Good 'Un you gain a further +D3" to its modifier. 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" speed 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 OddBoy 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 OddBoy has stripped away armour to make the vehicle lighter.

5-6 Smaller Sailz. All rolls for movement are reduced by 1". Roll to see how much it is reduced by now. Turns are divided into the vehicle's move in the normal way. If a Cuttas movement roll is ever reduced by 6" it now only rolls 1D6 for movement. *e.g A Cutta has received a 6" loss to its rolled movement bbut has a plus 3" to its modifier, they are travelling abeam of the wind so will move 1D6+6", the next turn they are moving Upwind so they will move 1D6".*

Note: All the above effects are cumulative.

SMARTER

The OddBoy 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 OddBoy tricks. Although the OddBoy 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.

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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

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5 Stripped Mast. Modifier is reduced by D3". Roll to see how much it is reduced by now. Turns are divided into the vehicle's move in the normal way..
e.g A Cutta has a -3" to its modifier, they are travelling abeam of the wind so will move 2D6", the next turn they are moving Upwind so they will move 2D6-6".

6 Smaller Sailz. All rolls for movement are reduced by 1". Roll to see how much it is reduced by now. Turns are divided into the vehicle's move in the normal way. If a Cuttas movement roll is ever reduced by 6" it now only rolls 1D6 for movement.
e.g A Cutta has received a 6" loss to its rolled movement bbut has a plus 3" toits modifier, they are travelling abeam of the wind so will move 1D6+6", the next turn they are moving Upwind so they will move 1D6".

Note: All the above effects are cumulative.

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The OddBoy 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.

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D6 Effect

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e.g A Cutta has a -3" to its modifier, they are travelling abeam of the wind so will move 2D6", the next turn they are moving Upwind so they will move 2D6-6".

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e.g A Cutta has received a 6" loss to its rolled movement bbut has a plus 3" toits modifier, they are travelling abeam of the wind so will move 1D6+6", the next turn they are moving Upwind so they will move 1D6".

Note: All the above effects are cumulative.

EXPERIENCE

Type of Warrior	Initial Experience
Nob	60+1D6
OddBoy	60+1D6
WeirdBoy Shaman	60+1D6
Slaver	20+1D6
Boy	20+1D6
Yoof	0
Grot	20+1D6
Digga Runt	Don't Get Exp

Snakebite Vikings use all the standard rules for experience levels and Underdogs bonus of a standard Gorker or Morker Mob

SKILL TABLES

Snakebite Vikings use all skills as written, Boarding Skills are taken from the Rebel Grot rules in the Digganob Supplement.

	Muscle	Ferocity	Boarding	Cunnin'	Dakka	Odd
Nob	Y	Y	Y	Y	Y	-
OddBoy	Y	-	Y	Y	-	Y
Weirdboy Shaman	Y	Y	-	Y	-	Y
Slaver	Y	Y	-	Y	Y	-
Boy	Y	Y	Y	-	-	-
Yoof	Y	Y	-	-	-	-
Grot	-	-	-	Y	-	-

VIKINGS AND OTHER MOBS

Snakebite Vikings roll on the Oddmob Scenario Table and are treated as standard Orks for the purpose of captured warriors and vehicles.

VIKING INCOME

Viking orks generate income in the following way. Each Boy not taken out of action generates D6 teef, Each Yoof or Grot not taken out of action generates D3 teef and any Slaver who was not taken out of action and is not rounding up runaway Digga Runtz can force his Digga Runtz to generate D6 teef. Viking Orks use the standard income chart in Da Uvver Book however as described in the Digga Runt special rules Digga Runtz are accounted for in the mob count as one extra mob member per Big Lugga.