

DA ORKI-A DETT ROOLZ

Sum Guud Fellahz

Sometimes, life on this rock sucks. You go into a scrap shootas blazing, and sometimes your boyz get hit and don't get back up. Trukks also tend to 'splode when you ram them too many times, and not in the good way either! They say that when a good mob is in a bad way, Da Orki-a, led by the powerful mek known only as 'Da Mafi-Boss', are always willing to lend a hand. With your back straight and fingers crossed, you enter Da Kottun Klub. After swearing to pay them back, you leave with some of Da Orki-as' Guud Fellahz.

After a scenario where a model is removed from a mob, or before a scenario where a mob has less than 4 models (not including *Da Rumble*), the mob can acquire 'Dett' in exchange for some help. This mob gains D6 Shoota Boyz (base stats) and a truk with a Spanner on a 'Eavy Shoota for the next scenario. Moreover, that mob gains the full amount of income, rather than what is shown on the chart.

Ya Dun Zogged-Up

It was a good day of bashin' in some heads and taking some teef. Then one of Da Guud Fellahz had to go and tell you exactly *how* you're going to repay Da Orki-a. Da Mafi-Boss deals not in Teef, but Favahs, which can only be repaid through whatever bits of scrap he believes can be used in one of his current "Projekts" or with the broken bodies of those Mukin' About with repaying their Detts. **Each gang in Dett starts with 10 Favahs they need to repay by the end of the campaign. By the end of each scenario, they must repay at least 1 Favah by either taking out a Target or presenting a pile of acceptable scrap. A mob with Dett cannot win until they repay all Favahz, thus have no Dett.**

Yooz Got Da Gudz?

You may present up to all of the scrap collected by your mob (but at least 1) to Da Mafi-Boss at the end of each scenario. For each piece of scrap you present to Da Mafi-Boss, roll on the following table

6: **Preemeeum Produkt:** Da Mafi-Boss found *just* what he needed and is impressed with your gift. **D3+1 Favahs Repaid**

4-5: **Gud Produkt:** Da Mafi-Boss thinks that he could use your gift in something or other. **1 Favah Repaid**

2-3: **Bad Produkt:** Da Mafi-Boss thinks that your gift is certainly shiny enough, but not much else. **No Favahs Repaid, but tested Scrap can be used as normal**

1: **“Yooz Mukin’ About!”:** Da Mafi-Boss goes into a frenzy and you barely make it out alive. Might have something to do with your gift being some Squig bones and an empty canteen from your last meal. However THAT’S not likely, it’s the thought that counts after all! **A hit is called on your gang**

Reeturn Da Favah

Every so often, some git mucks about with their Dett, so he’ll ask you to do something for some extra “Enkuragement”. When the scenario has been selected, roll a D6; on a 4+, roll on the following table to generate an extra objective for those in Dett. If there is a Player Mob with a hit on them, they are the target of the objective on a 4+.

1:**Fingz Dizzapeeah:** Da Mafi-Boss feels that he’ll have those gitz’ attention if he has their Gubbinz. An extra D3 scrap counters are generated. **Favas repaid only by the mob with the majority of these counters.** Mobs not in Dett can also take these counters and deny this reward

2:**Akseedintz Appin:** Da Mafi-Boss decides that something more obvious is needed to make them stop Mukin’ About. Roll on the Git Tables (page 7) and generate a crewed vehicle. **Score D6 Penetrating hits, or make the immobilizing hit.** Mobs not in Dett may also shoot this vehicle. (cont.)

3:**Da Nobz Junk iz Da Uvver Nobz Gubbinz:** Da Mafi-Boss says that some Orks need a bit of incentive and gives you a Grots' picture. Roll on the Git Tables (page 7) and generate a Grot; **they will be present in the next scenario and MUST be captured.** This model can only be targeted by Mobs not in Dett after it touches some scrap or attacks a member of their mob

4:**Reepozezzin Propahtee:** Da Mafi-Boss says that some Orks need a LOT of incentive and gives you a Trukk Boot among other things. Roll on the Git Tables (page 7) and generate a crewed vehicle. **Bottle Out or leave the area while driving this vehicle.** The generated crew and driver must be out of the vehicle in order for you to take control of it

5:**Let'z Crump Em!:** Da Mafi-Boss has had it up to HERE with them gits and suggests the "Deerekt Uhproach". Roll on the Git Tables (page 7) and generate a mob; **they will participate in the next scenario and must at least bottle out.** Additional reward of aftermarket price of immobilized vehicles and the gear of KO-d models.

6:**Weez Gotz a WAAGH on our Hanz!:** Da Mafi-Boss is tired with these gits and will settle for their heads instead. **As above, but the target mob MUST BE WIPED!**

Fingz Dizzapeeah pays off 1 Favah for each marked scrap collected by you. All other objectives pay off D3 Favahz. If you complete an objective, you are exempt from your Dett payment for that scenario, but are still able to make a payment.

Beehoind on Ya Paymintz

Da Mafi-Boss only has so much patience with those behind on their Detts, and demands acts of Cunning and Brutality to prove that they are honoring their commitments. **Roll on the following table with a D6. Add one to the roll for each scenario where you didn't repay Da Mafi-Boss. Subtract one from the roll for each Enkuragement objective you accomplished afterwards.**

1-6: **Aksepteebul**: everything is fine

7-8: **YOINK!**: Generate a mob using the Git Tables (page 7). This mob will attempt to take any scrap from the battlefield, or kidnap models from your mob. If they are successful, they will distribute these randomly between the other mobs.

9-10: **BANG!**: Roll a D6+ the number of turns after the first turn. On 7+ a mob (as above) will appear, attempt to damage your vehicle and then leave on the same turn. Stop rolling for this after this happens

11-12: **WAAAAAGH!**: As above, but they will just generally attack you and remain on the board for the rest of the scenario

If the generated mob injures/immobilizes a model from a mob without a hit, they will pay for all surgeries/repairs, which will be favorable and always succeed. If they kill a model from a mob without a hit, they will distribute teef to those mobs as per the Disbanding rule plus the cost of the vehicle(s) and equipment lost (estimated if upgrades were applied).

Yooz Got a Hit on Ya

As long as you have a hit on you, **you cannot repay your Dett. Roll a D6 every turn; a random mob with an Enkuragement objective will spawn on a 5+.** At the end of each scenario roll a D6 + the number of scenarios played since the hit was called on you. **On a 7+, you have “12-X scenarios played without payment” instead of the Hit, where X is equal to the previous roll.** You may also lose the Hit entirely after a scenario where you were the target of the Player Enkuragement objective and won, or exchange your Hit with “9 scenarios without payment” by completing a regular Enkuragement objective.

Dat Boy Gotz Potenshul

If you cannot pay Da Mafi-Boss at the end of a scenario and failed to complete an Enkuragement objective, you have the option of lending any model (except nobs, spanners with vehicles, and vehicles).

Treat this model like a scrap counter, except you do not lose the model if you roll a 1 on the Produkt Table and you are exempt from payments “This Time” if you roll a 2-3. If Da Mafi-Boss accepts your model as payment, it will not be present for the next scenario. After the next scenario, roll on the following table.

6:And et wuz a foine advencha!: Not only was the task Da Mafi-Boss sent him on exciting, but it provided invaluable lessons in life. **The model gains 10D6 experience**
4-5:Jus a Reglah Day: It was hard work, but nothing of note. **The model gains D6 experience**
2-3:Yooz Owe Me: Da Mafi-Boss has a cruel sense of humor and limitless Orks to demonstrate this to. **The model is returned to your mob**
1:Da Horrah!: Whether by malign intent or sheer bad luck, he comes back worse for wear. **Roll on the injury table, re-rolling on captured**

Oi Gotz a Proppahzishun...

If the mob with the lowest Mob Rating has paid, or is currently paying, off a Dett, they may do the following. At the end of each scenario, that mob may offer to **increase their Dett by a number of favahs to gain D6-1 teef for each. This amount is increased by 1 for each enemy mob behind on its payments and 2 for each mob with a hit on them, but not on a roll of 1.** All teef gained this way, and experience from models bought with said teef, **do not count toward the official Mob Rating.** If the mob’s Total Mob Rating is not the lowest, they can no longer ask for teef this way until they have the lowest mob rating again.

Dakka ta Dakka, Grotz ta Grotz

A mob with Dett cannot disband for any reason beyond losing 5 scenarios in a row or being unable to field their mob. When this happens, roll on the following table.

5-6: **He wanted ya ta 'ave diz:** You have a good relationship with Da Mafi-Boss and he gives you the loot left behind by one of the mobs that owed him some favahs. **The new mob gains the gear from the old mob before they disbanded. If the last mob had less than 40 teef of gear/vehicles when they disbanded, the new mob gains teef equal to the difference between the cost of the gear/vehicles and the median mob rating** (leading mob if less than 3 mobs). **If the last mob had lost all vehicles, or had less than five models, the new mob gets its starting vehicles for free** (does not include weapons).

3-4: **Jus An Uvvah Sad Tale:** The names of mobs swallowed by the evils of greed and an uncaring universe are constantly forgotten in favor of new rising stars. **Old Dett is null and new mob cannot deal with Da Orki-a until they start a new Dett.**

2-1: **Now DATZ a Fuhmeeleeah Name!:** Some Nobs are stupid enough to fake their deaths and start new mobs with nothing but a fake moustache to hide themselves. Da Mafi-Boss teaches them better. **The previous Dett is inherited by the new mob.**

'Ere Be Sum Gitz

When generating a Git Mob, roll to see what kind of Orks are in these mobs, what their Mob rating should be, and the kind of split there is between Equipment and Over-all Skill. All Orks are to have gained equal Experience. They should also have as equal skills and upgrades to stats as possible for simplicity.

Who are deez Gitz?

5-6: **Profeshunalz**: high density of spanners and slavers (Nobs if applicable)

3-4: **Sum 'Ard Boyz**: high density of Boys

2-1: **Jus Sum Grotz**: Rebel Grots Faction

How Big are Dey?(mob rating)

6: median/your mob rating x2

5: median/your mob rating +2/3

4: median/your mob rating +1/3

3: median/your mob rating

2: $2/3 \times \text{median/your mob rating}$ (min 100)

1: $1/3 \times \text{median/your mob rating}$ (min 100)

Wot Makez Dem Speshul?

6:Max Equipment

5:Mostly Equipment

3-4:Even Split

2:Mostly Experienced

1:Max Experience

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