

Da Deff Islands

Da Deff Islands is a rules supplement for Gorkamorka. This supplement was written for use in the Ammoriss Campaign for the Ammobunker web forum.

You can find out more here: http://s3.zetaboards.com/The_Ammobunker/forum/3000941/

What you will need to play

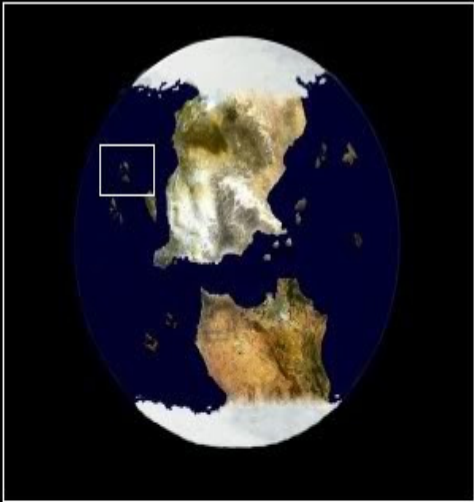
A copy of these rules

A copy of the Gorkamorka rules

Everything you need for Gorkamorka

Introduction

The Deff Islands are a small cluster of islands to the west of the northern continent of Ammoriss. It is the only place on the planet where orks can be found indigenously on the planet's surface. How they originally ended up on Ammoriss is a matter of debate amongst the planetary elite who have time to ponder such things. The more pressing reality for the people of Da Deff Islands is how to deal with the greenskins.



DEFF ISLANDS



Warboss Skarbash - Deff Skull Clan

For many years Warboss Skarbash has been a constant thorn in the side of the Ammorian Naval and commercial shipping lanes to the west of the northern continent.

Skarbash has learned that trade with humans can be just as profitable as war. Focusing his efforts on building his submersible fleet he knowingly allowed the miners to return and establish small shanty towns. These towns have become a haven for fugitives and smugglers alike and through a human aid has enabled him to create a rather unique position of power within the criminal underworld of Ammoriss.

Through this criminal network Skarbash is able to obtain information on trade routes, has traded slaves with human mercenaries and looted shanty towns that have grown too large or powerful.

But now the approaching Waaargh threatens his empire. Whilst the chance of a good fight is too good to pass up there is every chance that a powerful Warlord could tip the balance of power and he'd lose all his hard earned scrap and gubbins.

Even on Da' Deff Islands, the Ork population is a clear minority. The human population out numbers them, and as such the typical ork eco-system that springs up around larger orkoid populations is not as prevalent. As a result, the Orks have integrated themselves into the criminal underworld of the area. They often acted as enforcers for local gangs on an individual basis, or in small groups.

Da Rise uv Warboss Skarbash.

Warboss Skarbash was a visionary leader for the orks of Da Deff Islands. He began the process of uniting the various Ork gangs into a larger, more unified band of criminals. The Death Skull was a cunning example of his kind. Instead of forcing the humans off the island through force and conquest, he instead began trading with them. Of course, the occasional act of extreme and brutal violence was needed to maintain his control, but overall the Warboss found more profit in trade than war.

This began to change as conflict began to engulf the planet of Ammoriss. A rebellion in the South, followed by the arrival of a powerful off-world ork warboss led to a buildup in Waaagh! energy. Now, Skarbashz Boyz are no longer just satisfied with smuggling and trading. They want to get the boot in!

Skarbash was not immune to these orky impulses. He sent his boyz out to scavenge any materials he could from Da Deff Islands. With the scrap they collected, they began to build boats, rafts, and large submarines. As their forces grew, they became bolder in striking out against human merchant convoys, rival gangs, and shanty towns. In addition, the various freebooter mobs that resisted Skarbash's attempts to bring them into his organization are also acting more aggressively, and selling their scrap onto Skarbashz Boyz.

The local humans did not take kindly to Skarbash's suddenly aggressive behavior. In response, they too began to arm themselves. Da Deff Islands had always been a Mecca of criminal activity, and the humans found on the island chain were no strangers to fighting. The human gangs saw the Orks new aggression as an opportunity to de-throne Skarbash as the top crime boss of the island chain.

The Syndicate

As mentioned, there are more humans that make Da' Deff Islands their home than orks. The majority are simple miners, fisherman, and traders. However, the islands location and scattered nature have made them a Mecca for pirates and smugglers from all over Ammoriss. From the Island chain, such groups have easy access to the larger trade routes. In addition, the lawless nature of the place allows such groups to flourish.

The Syndicate is a loose federation of human gangs, pirates, and smugglers. They are an informal network, and are bound together more by a common enemy in Skarbash than by

any real cause. The Syndicate is run by a council of faction leaders who owe their place on the council more to the amount of muscle and money they can bring to bear than anything else.

The Syndicate has Da Deff Islands cut up into smaller sections that are left to lower ranking figures in the organization to control and run. The Syndicate provides access to outside trade routes, backroom medicae, and lay-techies, in exchange for a cut of the profits from the regions.

With the coming anarchy to greater Ammoriss, the prices for scrap and war materials have hit a boom. There is quick and easy profits to be made by acting as a supplier to the Imperial war efforts in North and South Ammoriss. In addition, The Syndicates ability to provide such material makes them a semi-legitimate authority while the war progresses. This has provided the gangs, pirates, and smugglers of Da' Deff Islands access to better weaponry and semi-legitimate sources.

To provide war materials, The Syndicate has taken to scouring the area for anything that can be sold to the Imperium. This brings them into direct conflict with Skarbash and his boys. Both groups want the same thins, and they have all the incentive in the world to fight for it.

Da Shallows

Da' Deff Islands are made up of three main islands. The one to the north is primarily populated by humans, and is the primary operating base of The Syndicate. The island to the South has a higher percentage of Orks, and the Southern tip is home to Skarbash's trading post/fortress. The third island is a mixture.

Between these three main islands is the stretch of Ocean known as Da' Shallows. This section is only navigable to larger ocean going craft in pre-dug channels that link the three main islands to the outside world. The freighters come to Da' Deff Islands to gather the mineral resources that are mined on the three islands. They are hazardous for such large freighters to navigate, and accidents are common. The area is dotted with the old hulks of such craft.

The Shallows are also dotted with small islands, sand bars, and atolls. To navigate between these areas requires smaller, lighter craft such as boats, barges and rafts. The many small islands provide innumerable hiding spots for the small criminal gangs of the region. They are perfect places for launching attacks on larger freighters, hiding contraband, or fleeing from the authorities or rivals. Da' Shallows are the realm of the criminal gangs.

In addition, the currents from the surrounding ocean tend to draw flotsam and jetsam from various parts of the planet's ocean, which then become trapped within Da' Shallows. The scrap tends to gather up and slowly move its way through Da' Shallows.

However, most of it is collected by gangs and scavengers before it can work its way back into the open ocean. These scraps provide rich pickings of material to supplement the freighter hulks, and raiding.

Da' Roolz

This section will detail some new rules for use with Gorkamorka. This supplement will focus on waterborne combat in boats and jet skis, and will also add human gangsters into the mix.

The Ocean

The ocean is a very different place to fight than a desert. It has a whole different set of dangers to attend to. A model can not simply get out of a boat in the same way they can unload onto the desert floor. Here are some general rules to consider while playing games using the Deff Islands supplement.

The surface of the board is generally water. There may be exceptions such as small islands, platforms, shoreline, etc. that count as normal land. However, anything else is considered ocean. An infantry model can not move through an ocean unless they are swimming. Ocean going craft such as boats and jet skis can not go on land without grounding. Rules for these types of scenarios will follow.

Swimming

Since these battles will take place on the water, there will be times in which your boyz may have to swim. Boats sink, boarding actions fail, and gunfire can knock you overboard. In these situations, your faithful krew will have to swim for it.

If a model is swimming, they can not charge, shoot, or run. Instead, they move at their normal movement rate through the water as if they were walking. Every turn that a model is swimming roll a d6. On a 1, the model has been pulled down by tides, creatures, or the weight of their gear. The model is removed from play and considered Out of Action for post battle purposes.

If a model is forced to swim through wake, then it counts as difficult terrain and reduces the swimming by half. So, a model that can normally swim 4 inches that tries to swim through wake can only swim 2.

Wake

Wake is rough patches of water that have been turned up by passing vehicles, explosions, or other disturbances to the water's surface. Sometimes, wake can be created by weather conditions as well.

Wake is considered difficult terrain for any swimmers or vehicles that pass through it. As a result, it will effect movement appropriately.

When a water vehicle passes, it will leave a trail of wake behind it similar in shape to a flamer template, with the point of the template touching the back of the boat. The wake will follow the vehicle as an attachment. Try to lay the wake across the path the vehicle actually travelled as closely as possible.

Wake will also be generated by stikbombz/grenades and other explosions. After the weapon has detonated, leave the counter there through the following turn to represent the wake at the hit location of the blast.

Water Vehicles

In the Deff Islands, small water craft are used to move between islands and around the smaller clusters of archipelagos and rocks in the surrounding oceans. Larger craft that can carry multiple passengers will be referred to as rafts (but act the same as trukks for rules purposes), smaller two passenger attack craft are boats (similar to war buggies), and one person craft are Skis (act as bikes). These vehicles use the same rules as found in the Gorkamorka rulebook to move across the ocean.

Grounding

If a vehicle comes in contact with anything other than water, it is considered grounded. It is immediately immobilized and can not move, turn, or pivot in anyway. The vehicle must also make a roll on the damage table and accept the result.

If the vehicle wants to try and get back to the ocean, the krew must disembark and push in the movement phase following the grounding. On a d6 roll of 4+ the vehicle can be relaunched. The vehicle is moved 1 inch away from the grounding location, and turned to face any direction the player wants. However, the vehicle can not move again until the next movement phase.

Drifting

If a vehicle is immobilized, it will drift. The vehicle is carried randomly by the tides and winds. Each vehicle that is immobilized will drift a random direction each turn. Roll a scatter dice and a d6. If a hit is rolled on the scatter, move the direction indicated by the black arrow on the top. Move the number of inches rolled on the d6 in the direction of arrow on the scatter dice.

Normal rules for permanent damage in a campaign apply.

The Syndicate

The syndicate is the loose confederation of human pirates, smugglers, and gangers that also make their homes on the Deff Islands. The Syndicate and Skarbashz boyz frequently fight it out over turf, pirate booty, and control of the local areas underworld. Clashes between human gangs versus humans, orks versus humans, and orks versus orks are extremely common. The syndicate is composed of two main factions Gangs and Pirates.

Creating a Syndicate Gang

A syndicate gang is operated similar to an ork mob in Gorkamorka. A gang must have at least 3 members, leader plus a vehicle large enough to carry them. A starting gang has the equivalent of 100 teef. The gang must have a leader and can then choose from three other gang members and 3 types of vehicles. The gang members are gangsters, enforcers, and thugs. The vehicle types are rafts, boats, and skis.

Leader- A gang must have 1 leader, no more no less. They maybe equipped with any weapon type except heavy weapons.

Enforcers- A gang may have up to 2 enforcers. They maybe equipped with any weapon type.

Gangsters- A gangster may only start the game with rifles, hand weapons, pistols, or grenades. You can have as many gangsters as you can afford.

Thugs- A thug can only start with hand weapons and pistols. You can not have more thugs than up to half the number of gangsters in your gang. So, if you have 4 gangsters you can only have 2 thugs.

Rafts, Boats, Ski- You can have any number of these vehicles, but you must have enough vehicles to carry the entire gang. Typically one gang member will need to be assigned as the driver or gunners of any vehicles.

Leader								10 teef
M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	3	1	8

Weapons: The Syndicate leader may have weapons from the hand-to-hand, rifles, armor, special, and grenades from the Syndicate weapon list.

Skills: Leader

Special: A leader allows you to have 1 vehicle or 3 Skis.

Enforcer								5 teef
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Weapons: An enforcer may have weapons from the hand-to-hand, special, heavy, armor, or grenades section of the Syndicate weapon list.

Special: Each enforcer allows you to have 1 vehicle or two Skis.

Gangster								4 teef
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Weapon: A gangster can have weapons from the hand-to-hand, rifles, armor, or grenades section of the syndicate weapon list.

Thug								2 teef
M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	7

Weapon: The thugs can be armed with hand-to-hand or rifles.

Raft..... 20 teef

Boat.....15 teef

Ski.....10 teef

Rules for mounting weapons can be found in the main Gorkamorka rules. The same rules apply for Syndicate gangs.

Starting a Pirate Band

A Pirate band is operated similar to an ork mob in Gorkamorka. A band must have at least 3 members, captain plus a vehicle large enough to carry them. A band gang has the equivalent of 100 teef. The gang must have a captain and can then choose from three other pirate band members and 3 types of vehicles. The members are pirates, mateys, and swabs. The vehicle types are rafts, boats, and skis.

It is important to note that all human models are subject to the rules for pinning.

Captain- A band must have 1 leader, no more no less.

Mateys- A gang may have up to 2 Mateys.

Pirates- You may have any number of pirates.

Swab- You can not have more swabs than up to half the number of pirates in your gang. So, if you have 4 pirates you can only have 2 swabs.

Rafts, Boats, Ski- You can have any number of these vehicles, but you must have enough vehicles to carry the entire gang. Remember that vehicles will need drivers and gunners from the band.

Captain								10 teef
M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	3	1	8

Weapons: The captain maybe armed with hand-to-hand, grenades, or armor from the Syndicate gang list.

Skills: Leader

Special: The captain allows you to buy 1 vehicle or up to three Skis.

Matey								5 teef
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Weapons: A matey may take a weapon from the Hand-to-hand, special, armor, or grenades from the Syndicate weapon list

Special: A matey can allow you 1 vehicle.

Pirate								4 teef
M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Weapons: A pirate maybe equipped with weapons from the hand-to-hand, rifles, or grenades section of the Syndicate weapon list.

Swab								2 teef
M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	7

Weapon: A swab maybe equipped with weapons from the Hand-to-hand or grenades of the Syndicate weapon list.

Raft..... 20 teef
 Boat.....15 teef
 Ski.....10 teef

Rules for mounting weapons can be found in the main Gorkamorka rules. The same rules apply for Syndicate gangs.

Human Special Rules

Weedy

It is important to note that all human models are subject to the rules for pinning.

Doc's Serjery

In addition, human gangs are not subject to the Doc's Serjery in the same way. They can visit the medicae, but they simply roll to determine what happens. Roll a 1d6.

- 1- The patient had complications and died.
- 2-5- The patient misses a battle, but one permanent injury is removed from the model, and replaced with bionics.
- 6- The bionics are so sturdy, they give the model a 6+ unmodified save.

It costs a human gang 3d6 teef to go to the Medicae. Since these gangs are illegal operations, the medicae are reluctant to associate with them. Hence a suitable bribe is required.

Gubbinz

These work as normal for human gangs. However, the major difference is that human gangs have to try and deal with local tech-priests or lay tinkerers. This often leads to similar results as using an ork Mek. Use the same rules as found in Gorkamorka. A Syndicate gang must use a Mek/Tech-priest while a Pirate gang may attempt to do the job on its own.

Most humans from Da Deff islands have some technical ability that they have learned. Whether that is tending to mining equipment, finding spares for a boat engines, or making sure the cogitator works with a swift whack to the side. Unlike Orks, technological knowledge is not built into their DNA, but can be learned. As a result, Human gangs are not subject to the Death of a Spanner/Slaver rules.

Captured Humans

Humans captured by an ork warband can be forced to work for his new masters. The human can earn up to 1d3 teef mining, scavenging, and looting.

If an ork is captured by a human gang he can be sold to the authorities for a ransom equal to his experience divided by 2 in teef. Conversely, he can be used as a pit fighter and earn up to 1d6 teef after each game. However, on a roll of 1 or 6 the pitfighter was killed in the ring.

Both Orks and Humans can be traded between gangs/mobs, ransomed, etc. as normal.

Syndicate Weapon List

For a description of weapons and there stats, please reference the Gorkamorka main rules and the Necromunda living rulebook. Both of these rule sets maybe found online.

Hand-to-Hand

This includes pistols and other weapons that can be used for fighting up close and personal.

TYPE	TEEF
Club, axe, swords, etc.	1
'Uge Choppas	2
Chain or Flail	1
Spear/Harpoon	1
Las Pistol	1
Auto-pistol	1
Bolt Pistol	2
Stub Gun	1
Dum-Dum Bullets	1

Rifles

These are two handed weapons that are used to attack people at longer range. They work great for shooting at rival gangs from the side of your boat.

TYPE	TEEF
Auto-gun	2
Las Gun	2
Bolter	3
Shotgun	1
Manstoppers	1
Bolt	1
Inferno	1

Grenades

When you purchase grenades for a model, they are assumed to have a supply. They may run out during a game due to a failed ammo roll, but you will not need to buy more after the battle.

TYPE	TEEF
Frag	3
Krak	5

Special

These are weapons that require more care and attention to maintain, but they make up for it with a larger punch than your typical rifle.

TYPE	TEEF
Melta Gun	10
Plasma Gun	10
Grenade Launcher	5
Flamer	5

Heavy

Typically, Heavy weapons are mounted on vehicles, but sometimes are particularly larger man will be able to operate them as individually. They are so burdensome, that they are move and fire, unless mounted on a vehicle.

TYPE	TEEF
Heavy Stubber	10
Heavy Bolter	10
Auto-cannon	15
Missile Launcher	15
Harpoon Gun	10
Spear Gun	10

Armor

Often, gangsters and pirates will go into battle with crude protective gear on to try and avoid receiving serious injuries in combat.

TYPE	TEEF
Flak	2
Shield	1
Carapace	7

Experience

Just like Ork mobs in Gorkamorka, Syndicate Gangs are able to earn experience and improve their abilities during campaign play. Follow the normal rules for Earning Experience and Underdogs found in the Gorkamorka main rules.

Warrior	Initial Experience
Leader	60+1d6
Captain	60+1d6
Enforcer	60+1d6
Matey	60+1d6
Ganger	20+1d6
Pirate	20+1d6
Thug	0
Swab	0

Experience advances and when an experience upgrade has occurred also follows the same rules as those found in the Gorkamorka main rules.

Skills

Syndicate Gangs

Type	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Leader	x	x	x	x	x	
Enforcer	x	x		x	x	
Ganger		x		x	x	
Thug		x			x	

Pirates

Type	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Captain		x	x	x	x	x
Matey	x	x	x			x
Pirate		x	x	x		
Swab			x	x		