

# ORK KLANs

## Using the traditional klans in Gorkamorka

By ERIC FARRINGTON.

Gorkamorka was released after the success of Necromunda by Games Workshop as one of their splash releases. Unlike Necromunda it has not been given the full Specialist Games treatment. However, that doesn't mean the game is dead. With the new Ork Codex and Ork models being released what better time is there to start thinking about Gorkamorka?

With that being said, there have been two main drawbacks to Gorkamorka. The first is its divergence with the original Ork background by not mentioning the original and popular Ork Klans. Secondly, it lacked the diversity of forces that its sister game Necromunda possessed. This article will attempt to remedy both of these issues with Gorkamorka.

### Ork Klans in Gorkamorka

Orks are unique in the galaxy because all of their knowledge is genetically programmed into their DNA. Orks are literally born with the knowledge they will need in society. Most of the Orks simply have enough knowledge to be warriors; however some of the Oddboyz have more specialized skills such as Meks, Slaverz, Docs, etc..

An Ork's preprogrammed DNA has also led to another curious phenomenon. Orks are often attracted to a particular lifestyle called a klan. This manifests itself in a variety of unique

behaviors and preferences, even going to the extent of influencing an Ork's style of dress.

Normally, klan differences are subsumed within the large context of Ork society. Typically a tribe/warband is composed of Orks that adhere to various klan preferences. To the casual observer, they are just another disorganized Orkish mob. However, to the trained eye the different klans within any particular mob are very obvious.

However there are some Orks where their klan preference is so pronounced that they only want to associate with Orks of like mind. These mobs are composed of boyz that have the same inbuilt DNA preferences to each other. As a result, they become klan specific mobs.

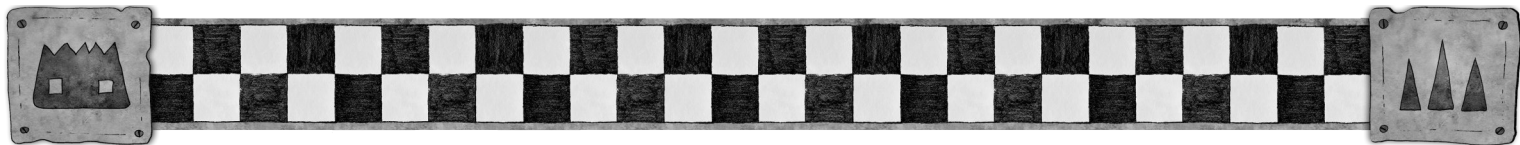
Ork klans are made up of the following self-identified archetypes.

#### Bad Moons

Bad Moons are unique among Orks in that their teeth grow faster than other Ork klans. The reason for this is unknown but since teef are the primary currency in Ork society, they are the richest of all the clans. Due to this wealth, they have a greater propensity to engage in trading and negotiation.

Bad Moonz tend to dress in flashy clothes and bright yellows to draw attention to





themselves. They usually have the best armour and weapons as well. A curious crescent shaped felt cap is popular with Bad Moonz as it is evocative of their symbol. Not surprisingly, the Bad Moonz use a leering crescent moon as their symbol.

## Blood Axes

The Blood Axe clan was the first to be encountered by humans, and as such other Orks often think of them as tainted. The Blood Axes are duplicitous and sneaky by nature and value low cunning more than any other clan. This hasn't helped with their reputation, as other Orks think that a Blood Axe will run off at a moments notice instead of fight.

Blood Axes have adopted rudimentary camouflage patterns as their outfit of choice. They also seem disposed to insignias of rank and prestige. Where Goffs use horns the Blood Axes have adopted the more human approach of using medals, peaked caps, and stripes. Field caps are also popular with Blood Axe Orks. Like their name implies, the Blood Axe klan likes to use two crossed axes as their identifier.

## Deathskullz

Deathskullz are well known as the best looters in the galaxy. They are notorious for swiping things from any Ork within arms reach. They are particularly attracted to shiny objects and things that make loud noises. The members of this klan are the most tolerant of grotz.

Deathskullz are extremely superstitious and as such like to paint themselves in blue paint. They believe that the blue paint attracts the attention of Gork or Mork and the benefits of good luck. The higher ranking the Deathskull

the more blue paint he is likely to daub on. Often a Deathskull's clothing will be a patchwork of different material that he has acquired. Another key identifier is the use of a horned skull totem.

## Evil Sunz

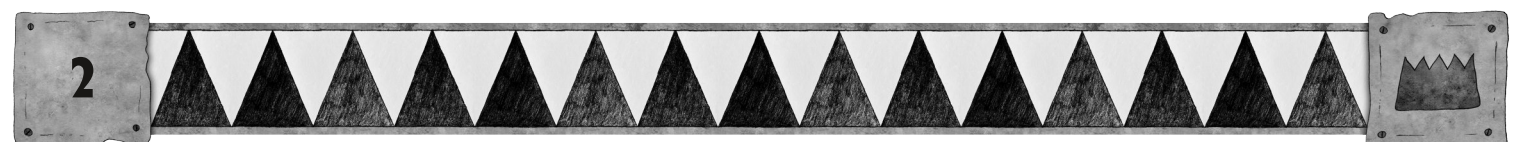
Evil Sunz love things with engines and going fast. Every single member of the klan has an unnatural affinity for mechanical devices. However they prefer to use their talents tinkering with their buggies. Other Orks see the value in going fast but the Evil Sunz have an obsession, often spending hours racing each other all over the Skid and across Mektown.

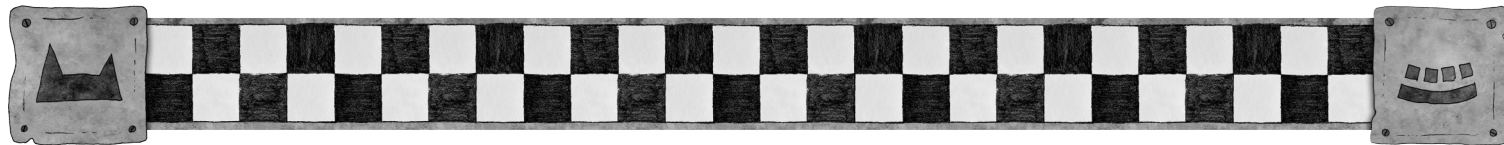
The Evil Sunz prefer to wear the color orange. However, all of their clothing is usually stained with grease and oil. They also have an affinity for polarized lenses to keep the sun out of their eyes when they drive and squig hide gloves to grip the steering wheel better. Fringes and tassels to wave in the wind are also popular as are orange dag marks and flames. The klan symbol is a leering faced orange sun.

## Goffs

Goffs consider themselves the only true Orks. They are the arbiters of true Orky Kulture, and take this role very seriously. In a Goff's mind a propa' Ork is concerned about getting in close with the enemy and delivering him a solid 'eadbutt. An Orks purpose in life is to fight up close and personal with his rivals and enemies. They dislike buggies and bikes, but tolerate them in order to close with their enemies.

To reflect their no nonsense approach, the Goffs prefer to wear black clothing with white or red checker patterns and dag marks. Huge





horned helms are also a favored item. A Goff can also be identified by their preference for bull or horns symbols.

## Snakebites

All Orks have a certain barbaric and feral nature compared to humans. The Snakebites take this to the extreme. Often times they prefer to stay with their feral roots and never fully adopt “modern” Orky Kulture when they wander into Mektown. Snakebites are well known for their wanderlust and inability to stay in one place for any length of time. They just tend to wander off and take all of their belongings with them. In addition, of all Orks the Snakebites have the closest affinity to the natural ecosystem and tend to prefer riding animals rather than using motorized vehicles. Snakebites tend to wear leathers and skins instead of the more mundane textiles. Feathers and other animal trophies are common as well. Snakebites are often heavily scarred as they have a practice of subjecting themselves to poisonous bites and stings of local animals to help enhance their toughness. This practice has given rise to their klan name and their snake head totem.

## Klan Specific Rules

The rules below will allow you to field klan specific mobs in your games of Gorkamorka. When starting a klan specific mob you will first need to decide what klan you want to use. This will influence some of your choices during the mob recruitment process, provide special rules for campaign play, and affect your experience advancement tables. Keep in mind that you do not need to play a klan mob; you can still use the normal Gorkers or

Morkers. Those mobs are simply composed of Orks from various klans fighting together.

### Bad Moons

- Bad Moon Nobz may start the recruiting process with 115 teef instead of the normal 100.
- Bad Moon boyz that are mining scrap earn an extra +1 teef per roll in the income stage of the campaign.

### Blood Axes

- Blood Axes may choose to be led by a Spanner instead of a Nob.
- Blood Axes are sneaky; hence they can re-roll “Da Bad Nooz” rolls. However they must abide by the second rolls results even if it is worse than the previous roll.

### Deathskullz

- The Deathskull Mob maybe led by a Slaver instead of a Nob.
- Grots can mine 1d3+1 Teef per grot that is mining in the income stage of the campaign.

### Evil Sunz

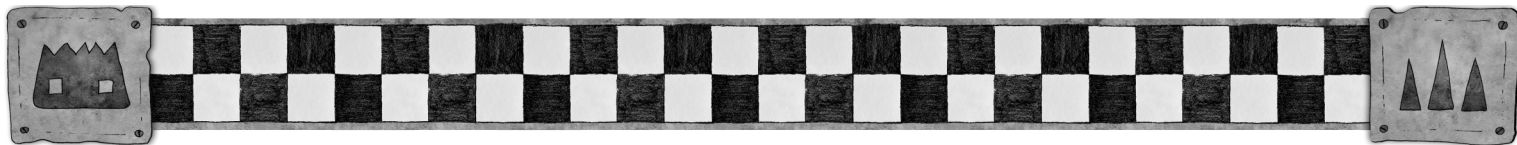
- Evil Sunz maybe led by a Spanner instead of a Nob.
- Evil Sunz may re-roll vehicle permanent damage. However the second result must be abided by even if it is worse than the initial roll.

### Goffs

- Goff Nobs start with Ld 8. They do not need to win a battle in order to raise their Ld to 8. They are all ready battle hardened, since Goffs spend more time than any other Ork fighting.







►A Goff Nob never recruits Grots. They are too weedy, and are beneath him.

►A Goff Nob may hire up to 2 other Nobs for the Mob. They start with Ld 7 and they will not increase except through the normal campaign experience system.

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✗	✓	✓	✓	✓
Boyz	✗	✗	✓	✓	✓	✗
Spannerz	✗	✗	✓	✓	✓	✓
Slaverz	✓	✗	✓	✓	✗	✓
Yoofs	✗	✗	✗	✓	✓	✗
Grots	✗	✗	✗	✗	✓	✗

## Snakebites

►Instead of buggies, bikes, and tracks the Snakebites use boars/Squigs, Squiggoths, and Cyboars/Squigs. These units may move as foot sloggers instead of turning 45 degrees as vehicles. Also, they may always move through difficult terrain, instead of getting stuck like buggies.

## Goffs

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✓	✗	✓	✓	✓
Boyz	✓	✗	✗	✓	✓	✗
Spannerz	✓	✗	✗	✓	✓	✓
Slaverz	✓	✗	✗	✓	✓	✓
Yoofs	✓	✗	✗	✓	✗	✗
Grots	✗	✗	✗	✓	✗	✗

Reminder note: Goffs cannot field Grots.

## Clan Advance Tables

Instead of the Gorkers and Morkers skill tables on page 50 of *Da Uvver Book* use the following tables.

Results of 2 or 12 on the Advance Table allow warriors to choose a table outside their normal restrictions as with any other mob.

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✗	✓	✓	✓	✓	✓
Boyz	✗	✗	✓	✗	✓	✓
Spannerz	✗	✗	✓	✓	✓	✓
Slaverz	✗	✓	✓	✓	✗	✓
Yoofs	✗	✓	✓	✗	✗	✗
Grots	✗	✗	✗	✓	✗	✗

## Snakebites

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✓	✓	✓	✓	✗
Boyz	✓	✓	✗	✗	✓	✗
Spannerz	✓	✓	✗	✗	✓	✓
Slaverz	✓	✓	✗	✓	✗	✓
Yoofs	✓	✓	✗	✗	✗	✗

## Bad Moons Blood Axes Deathskullz

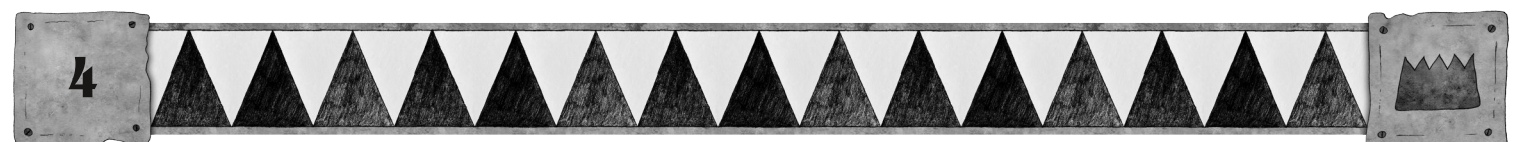
## Evil Sunz

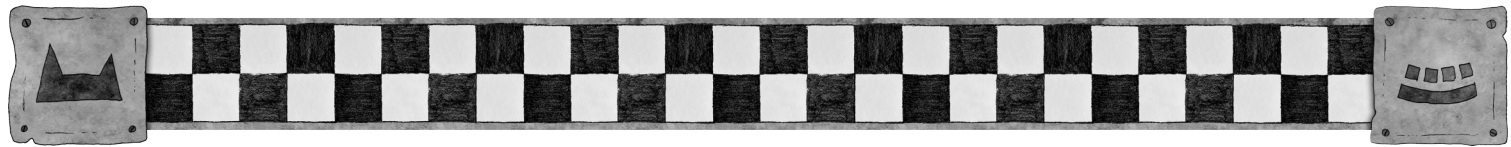
	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✗	✓	✓	✓	✓	✓
Boyz	✗	✗	✗	✓	✓	✓
Spannerz	✗	✗	✓	✓	✓	✓
Slaverz	✗	✓	✗	✓	✓	✓
Yoofs	✗	✗	✗	✗	✓	✓
Grots	✗	✗	✗	✗	✓	✗

## Conclusion

Using the rules presented above you will be

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd
Nob	✓	✓	✗	✓	✓	✓
Boyz	✓	✓	✗	✓	✗	✗
Spannerz	✓	✓	✗	✓	✗	✓
Slaverz	✓	✓	✗	✓	✗	✓
Yoofs	✓	✓	✗	✗	✗	✗
Grots	✗	✓	✗	✗	✗	✗





able to field the Ork klans as well as Gorkers and Morkers in your games of Gorkamorka. Hopefully this will help provide some added depth to your Gorkamorka campaigns. With the release of the new Ork models and Ork Codex, this is a perfect opportunity to start building a nicely themed Warhammer 40K force while playing some fun games of Gorkamorka. Now get out there and hit the Skid.

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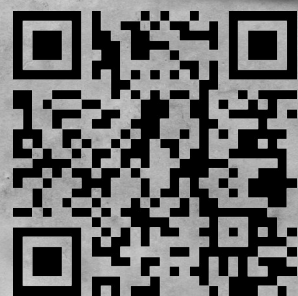
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