

# Ork Outlaw Motorcycle Clubs

Mektown's society seems quite free to the outside observer but really there's quite structured roles for all greenskins and unspoken rules to follow. There's not many rules but the Big Meks keep a pretty tight hold on things to stop the kinds of fighting that has harried the city over the years. Every Ork knows that getting on the wrong side of Mektown's intelligentsia is an excellent way to get a personal audience with Gork (or Mork, obviously).

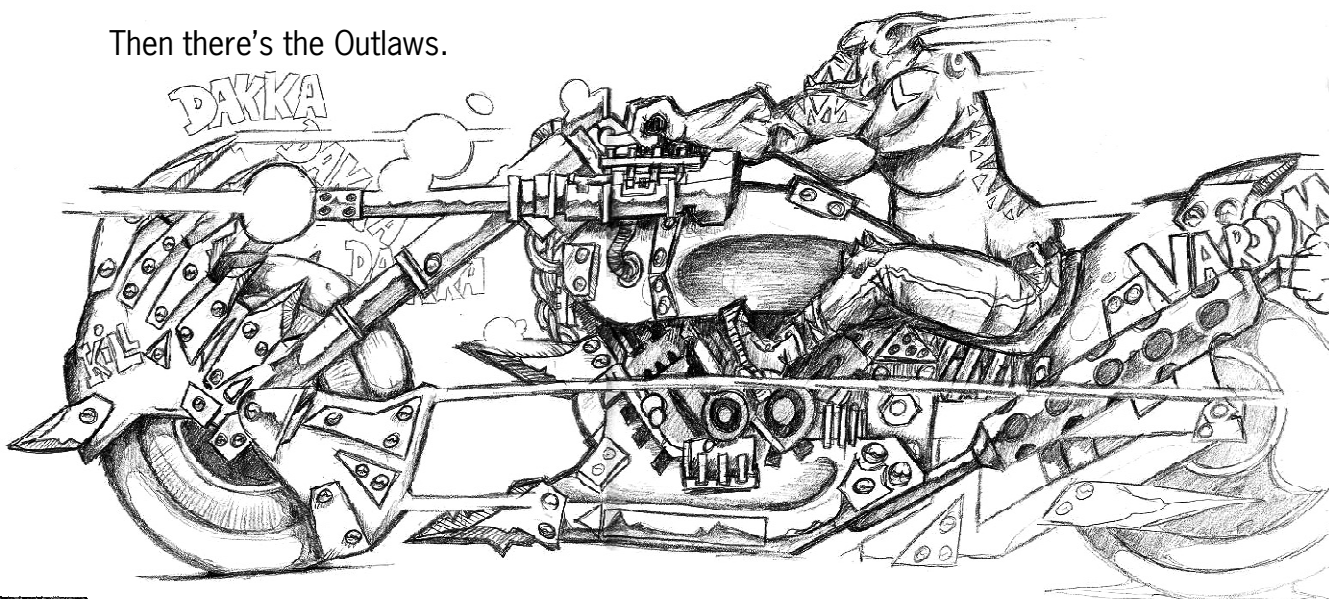
There's plenty of normal biker groups around Mektown, usually members of the Kult of Speed and its off-shoots. These clubs tend to be fairly benign; interested mainly in going really, really fast and little else. As long as they don't wreck too much stuff when they inevitably crash no one has much of a problem with Speed Freaks.

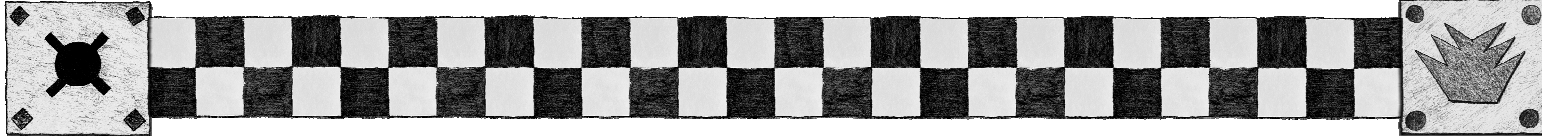
Then there's the Outlaws.

In a society as chaotic as that of the Orks it's somewhat remarkable that there can even be outlaws but where there's wholesome Orky things to do there's usually at least some git doing the opposite!

## Stickin' it to da Mek

Ork Outlaw motorcycle clubs (or MCs as they're commonly known) usually have their own criminal niches to fund their way of life as mayhem and motorcycles don't come cheap. There's plenty of underhanded business opportunities around Da Skid for those inclined that way and Outlaw clubs can be found doing anything from raiding Mektown scrap convoys to running guns for the GRC. Other Orks don't look too kindly on these kinds of activities and it's common to hear grumbling about it in just about any bar in the city.





*"Most ladz ridin' warbikes iz just lookin' to krump some 'eadz but dere's always dat one git in a 'undred who iz fick enuff to pick a fight with da Meks!"*

Outlaws tend to have a real problem with any authority that isn't their own and go to great lengths to defend their freedom to create chaos. Anyone causing them grief is dealt with in short order and with sufficient brute force to ensure others keep their distance. Specific goals, motives, and affiliations are unique to each outlaw club, but usually they centre around a combination of freedom from the constraints of normal society and making as much trouble as possible.

## Clubs and Charters

The bigger Outlaw MCs are not single organisations; they are a collection of mobs, each one calling itself a "charter" or "chapter". Most members of a bigger club will be affiliated with a charter but it is not unheard of for some members to become nomads, owing allegiance only to the club. Nomads are essentially members of all charters, roaming between them lending support where necessary.

Once a charter is solidly established it will continue operating in its chosen region until either wiped out, dispersed, or merged with another allied club (known as a "patch over"). Outlaw MCs are very territorial and turf battles are common place, particularly between the larger clubs, which is just as well because for many bikers that's exactly what they joined for!

## Mob Structure

**Prezident.** Your mob must contain one Prezident to lead it.

**VP.** If you would like your mob can contain a single VP.

**Bad Meks.** Your mob must contain a Bad Mek for each vehicle or every four bikes.

**Full Patch Members.** You may include as many Full Patch Members as you like.

**Prospekts.** Your mob may contain up to two Prospekts.

**Nomads.** Your mob may contain as many Nomads as you wish to support.

Your mob must have sufficient vehicles to carry all its members and enough Bad Meks to maintain them.

**Weapons, vehicles, and injuries.** The costs for weapons, equipment and gubbinz for an Outlaw Motorcycle Club are identical to normal mobs (see page 69 of *Da Uvver Book*). There is one exception to this, however - Outlaw Motorcycle Clubs may purchase Firewater (see the rules for *Digga Firewater*).

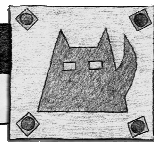
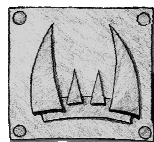
Vehicle costs are **not** the same and are instead listed below.

Drivers and gunners should be assigned as normal and the usual Serious Injuries and Vehicle Permanent Damage tables apply.

## Prezident

12 teef

Tired of life in Mektown, or striking out to found his own charter, the Prezident is usually a ded 'ard, grizzled old Ork.



Leading the group with a choppa in one hand and the throttle firmly gripped in the other, a Prezident is a formidable foe.

Motives and ideals are as many as there are Prezidents. Mayhem, speed, liberty, or whatever, he's gathered together some like-minded boyz and rules with grim tenacity.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	3	1	8

**Weapons:** The Prezident may be equipped with anything from the Hand-to-Hand, Gunz, Armour, and Stikkbombz lists.

## 0 - 1 VP

8 teef

When the Prezident is busy the VP will get the job done. Utterly loyal to the club, the VP keeps track of the many practical aspects of running a charter that the Prezident doesn't have the time or interest to deal with. They're usually pretty adept at putting the boot in where necessary too, ensuring fierce loyalty and a brutal reputation for the club.

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

**Weapons:** The VP may be equipped with anything from the Hand-to-Hand, Gunz, Armour, and Stikkbombz lists.

## Bad Mek

12 teef

The Bad Meks who join Outlaw MCs tend to be very skilled at what they do, much more experienced than the Spanner Boyz found in most Ork mobs, even if their talents are somewhat more specialised. Tired of working surrounded by hundreds of other Mekboys they want a life where they're not beholden to anyone and can spend as much time as they like tinkering with the bikes they are so passionate about.

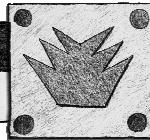
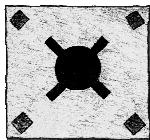
M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	3	1	7

**Weapons:** Bad Meks may be equipped with anything from the Hand-to-Hand, Gunz, Armour, and Stikkbombz lists.

**Keep It In Da Club:** Outlaw Motorcycle Clubs do not trust anyone else to work on their vehicles or equipment and make it a point of pride to do the work themselves. You may never go to Mektown to get anything repaired or kustomised. Instead each Bad Mek can work on a vehicle or piece of equipment after a battle, assuming they did not go Out of Action. Roll just as if you were going to Mektown and the work still costs D6 teef.

**Speshulist:** Outlaw Biker Mobs attract Bad Meks who specialise in bikes allowing a single Bad Mek to maintain up to four bikes, rather than the usual three.





## Full Patch Member

5 teef

Disillusioned with normal Ork society and uninspired by the vast project that is Gorkamorka these boys make up the bulk of an Outlaw Motorcycle Club mob. Some join for the freedom, others join for the teef, and some just want to watch the world burn. Whatever their reasons, they're tough and loyal.

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

**Weapons:** Full Patches may be equipped with anything from the Hand-to-Hand, Gunz, Armour, and Stikkbombz lists.

## 0 - 2 Prospekts

3 teef

Becoming a Full Patch Member is not an easy task and usually requires long periods of hazing, degradation, and the most menial of chores. As the old biker saying goes, "If a job iz wurth doin, it'z wurth doin' well. If a job ain't wurth doin', give it to da prospekt!"

Being picked to prospekt for an Outlaw MC is difficult in itself and only the most promising Yoofs make it that far. That said, the prestige of patching in is easily worth it, should the Prospekt survive long enough to earn acceptance.

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

**Weapons:** Prospekts may be equipped with anything from the Hand-to-Hand, Gunz, Armour, and Stikkbombz lists.

**Tuff Git:** Once a Prospekt reaches the starting experience level for Full Patch Members he gains an additional +1 Toughness. This can also occur if he receives the *Patched* skill. Once this occurs he becomes a Full Patch Member and a new Prospekt may be recruited.

## Nomad

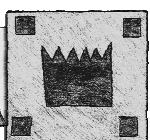
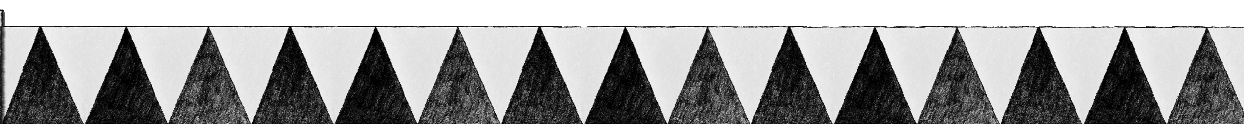
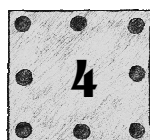
D6 teef per game

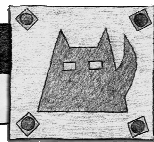
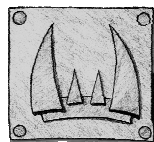
Some members of a club do not have a home charter and instead live a migratory lifestyle. Accepted and shown respect clubwide, Nomads are usually formidable fighters who provide additional muscle for a charter wanting extra firepower.

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

**Weapons:** Nomads use their own gear and transport. You may not equip them further.

**Cost:** You may hire a Nomad before or after any game. Pay the initial cost (D6 teef) before the battle and then pay a





further D6 teef after each and every battle, even if the Nomad does not take part. The cost is not fixed and should be rolled each time to see how heavy a toll the warrior is taking on the chapter's resources. If a Nomad dies following a battle then there is nothing to pay post-battle.

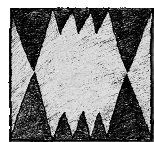
**Nomad Characteristics:** Nomads are tough as hobnailed boots and tend to have their own specialties. However it takes a while before it's clear what their strengths are. **After** you have paid for a Nomad you should generate their statline using the table below. Nomads have 6 advances although they may not increase any characteristic by more than +2 (re-roll if a third identical advance comes up).

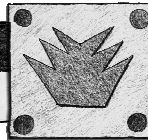
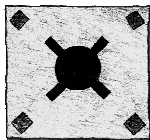
D6	Advance
1	+1 Leadership
2	+1 Ballistic Skill
3	+1 Weapon Skill
4	Roll a further D6: 1: +1 Leadership 2: +1 WS 3: +1 Strength 4: +1 Toughness 5: +1 Wound 6: +1 Attacks
5 - 6	Roll a further D6: 1 - 2: Random Driving skill 3 - 4: Random Outlaw Skill 5 - 6: Roll a further D6: 1: Deadeye (Dakka) 2: Gunboy (Odd) 3: Bomber (Dakka) 4: Thick Skull (Muscle) 5: Kool (Dakka) 6: 'Ard as Nails (Muscle)

Once you've generated a Nomad he will stay with your chapter until you decide you do not wish to pay for him any longer. If you cannot pay him before a battle he will not take part and you may not hire another Nomad until after the next battle.

As previously mentioned Nomads bring their own kit; choose one of the following combinations for the Nomad:

- Kannon + Frag Stikkbombs
- Shoota + Krak Stikkbombs
- Slugga + Club/Choppa + Firewater
- Six-Shoota + Club/Choppa + Firewater





You may not exchange the Nomad's equipment for another combo once you have chosen a loadout. Nomads provide their own bikes and do not require a Bad Mek. Nomad bikes do not have any mounted weaponry.

Unlike normal mob members, Nomads do not gain experience and do not level up. As a result they will never challenge for leadership. Furthermore they do not count as members of the mob for purposes of collecting income or upkeep expenses; instead they are paid from the chapter's profit.

Nomads add their cost x 5 to the mob rating (i.e. D6 x 5, resolved after every game).

Permanent damage to their bikes cannot be repaired by the charter and they will not visit the Dok for Serious Injuries. You may still use the Doc skill on him.

## Vehicles

**Bikes - 8 teef**

**Trak - 20 teef**

**Trukk - 25 teef**

## Special Rules

Several special rules apply to Ork Outlaw Motorcycle Clubs as detailed below.

### I'll just leave dis 'ere

Unlike normal Orks, Outlaw bikers can dismount their steeds and re-mount without issue. If a biker chooses not to move in his movement phase he may park his bike and move normally. If and when he wishes to get back on he must finish his movement touching his bike.

Bikes are specific to their riders and as such a biker may only re-mount his own motorcycle. Similarly no other models, friendly or otherwise may mount the bike while it is parked - every Ork's bike is unique and without the special understanding of how it works it's just a heavy chunk of stylish metal.

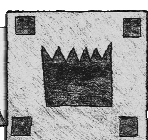
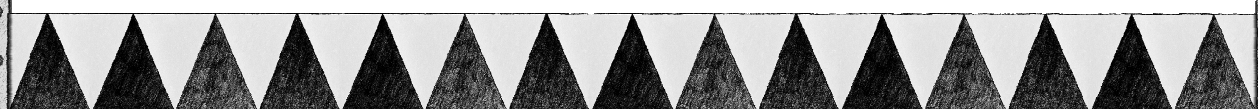
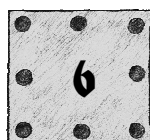
### No Cagez

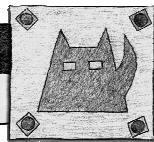
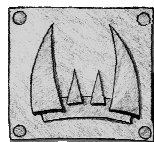
Outlaw bikers live for freedom and are not at home with riding on a trukkk unless there's no other option. Larger charters tend to maintain a trukkk to tow bikes back to their workshops and bring them into battle but it's just for practicality.

Ork Outlaw Motorcycle Clubs may only field a single vehicle that is not a bike.

### Banditz

Outlaw bikers spend most of their time riding and have learnt to fire most weapons one-handed. All members of





Outlaw Biker mobs may use two-handed Gunz when riding their motorcycles as long as they don't make any turns during the movement phase. The usual -1 to hit modifier from thrusting applies as normal.

## Experience

Ork Outlaw Motorcycle Clubs use the same table for advances as normal Ork mobs (see page 57 of *Da Uvver Book*). Underdog bonuses apply as normal.

Type of Warrior	Initial Experience Points
Prezident	60 + D6
VP	30 + D6
Bad Mek	60 + D6
Full Patch Member	20 + D6
Prospekt	0

## Skill Table

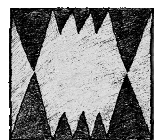
	Muscle	Ferocity	Driving	Cunin'	Dakka	Odd	Outlaw
Prezident	Y	N	Y	Y	Y	N	Y
VP	Y	N	Y	N	Y	N	Y
Bad Mek	N	N	Y	Y	Y	Y	Y
Full Patch Member	Y	N	Y	N	Y	N	Y
Prospekt	Y	N	N	N	N	N	N

## Outlaw MC Advance Table

2D6	Result
2	<b>Know-wots.</b> Choose any skill table and randomly generate a skill from it.
3-4	<b>Know-wots.</b> Choose one of the standard skill tables for the warrior and randomly generate a skill from it.
5	<b>'Arder.</b> Roll a D6 1 - 3: +1 Strength, 4 - 6: +1 Attacks
6	<b>'Arder.</b> Roll a D6 1 - 3: +1 BS, 4 - 6: +1 WS
7	<b>Outlaw.</b> Roll on the Outlaw table.
8	<b>'Arder.</b> Roll a D6 1 - 3: +1 WS, 4 - 6: +1 BS
9	<b>'Arder.</b> Roll a D6 1 - 3: +1 Wounds, 4 - 6: +1 Toughness
10-11	<b>Know-wots.</b> Choose one of the standard skill tables for the warrior and randomly generate a skill from it.
12	<b>Know-wots.</b> Choose any skill table and randomly generate a skill from it.

## Maximum Statline

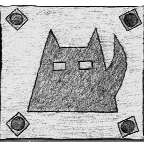
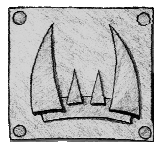
M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	5	3	5	3	9



## Outlaw Skills

2D6	Result	Rules
		<i>Note that no Ork can have any of these skills more than once (although they may have multiple Patches and Glyph Tatz, though never two of the same). If the same skill is rolled twice, re-roll.</i>
2	<b>Beardy</b>	This Outlaw has something others haven't got. A great, big, bushy beard! He's an intimidating sight to behold and now causes <i>Fear</i> .
3	<b>Oil Squig</b>	The Ork always keeps an oil squig handy in case it's needed. He may re-roll one failed thrust roll per game.
4	<b>Robba</b>	When this Ork takes an enemy Out of Action in Hand-to-Hand he takes the opportunity to loot his victim. On a D6 roll of 4+ the Outlaw steals one randomly chosen weapon from his opponent permanently.
5	<b>Wazduffer</b>	The Ork has been practicing immobilising vehicles. If he is within 6" of a vehicle he may choose to target the vehicle's wheels/traks location specifically, instead of attacking the vehicle as normal.
6	<b>Squiggoth Hide</b>	The Ork has lined his cut with genuine squiggoth

		hide, not the weedy squig hide peddled by so many Mektown shysters. It gives him a 6+ armour save that can be combined with other armour in the same way as riding a steed.
7	<b>Patched</b>	<p>If your Prospekt gains a patch, he no longer counts as a Prospekt and you may recruit another, even if his Experience is below 21.</p> <p>1-2 Ded 'Ard. The Ork has gained the respect of his bikin' peers. He gains +1 Initiative.</p> <p>3-4 Foreva Freekez. The Ork has impressed da boss and been awarded a special rank within the mob. He gains +1 Leadership.</p> <p>5-6 Murderin' Many. The Ork has been designated a specialist killer by da boss. Choose one enemy mob; this Ork <i>hates</i> all members of it.</p>
8	<b>Glyph Tatz</b>	<p>1 - Snakebite. Unfortunately, this Ork doesn't have much natural affinity for bikes. All Thrust tests are at -1 (the first is still free, though).</p> <p>2 - Bad Moon. This Ork is naturally toothy. If he suffers the <i>Gobsmacked</i> injury, his teef (and Leadership) grow back after the next game in</p>



		<p>which he participates.</p> <p>3 - Blood Axe. This Ork is naturally cunnin'. He may go on Overwatch even when aboard a vehicle (though he must remain stationary as normal).</p> <p>4 - Deffskull. This Ork is especially good at lootin'. You may roll 2D6 for his income and choose whichever D6 result you wish.</p> <p>5 - Goff. This Ork was made for fightin'. More so than usual, we mean. He is immune to <i>Fear</i> and <i>Terror</i>.</p> <p>6 - Evil Sun. This Ork was spored to ride! All Thrust tests are at +1.</p>
9	<b>Shadez</b>	The Ork wears headgear to protect his eyes from the harsh glare of the sun. He receives +1 to his Leadership for tests to control a vehicle.
10	<b>One Fer Da Road</b>	This Ork is partial to strong liquor before a fight. At the start of each battle roll a D6. On a 1 the warrior has over indulged and is subject to the rules for <i>Frenzy</i> .
11	<b>Chain Fighta</b>	The Ork is adept at attacking larger vehicles from his bike, and carries the right equipment for it. He now counts as being armed with a chain (see page 53 of <i>Da Roolz</i> ), and in addition he may use it

		to attach his bike to a vehicle in the same way as a boarding plank. This is not constrained by facing the way a boarding plank is, but any passengers may not use the chain to board.
12	<b>Nice Place Ya Got 'Ere...</b>	This Ork really has a knack for <i>encouraging generosity</i> in others. When earning income you may roll an additional D6 for this Ork. Nomads must re-roll this skill.

## Income

Outlaws earn their teef in a number of different ways including robbery, intimidation, and arms trafficking. Between games it's up to mob members to raise funds through these channels. The Prezident organises things, buys new gear, and generally runs the charter and the Bad Meks look after vehicles and weapons, so it's up to the other club members. The VP and Full Patch Members each earn D6 teef while Prospekts earn D3 teef.

Should you roll three or more 6s the something has gone awry. Roll a D6 for each mobster earning income. On a roll of a 1 they've sustained a Serious Injury. Re-roll Captured and treat *Bitter Emnity* as *Full Recovery*.

'Ardboyz bonuses apply as with any other mob and income should be put through the table on page 65 of *Da Uvver Book* to determine profits.





## Da Good Of Da Club

The niche Outlaw Motorcycle Clubs inhabit within Ork society varies between clubs, depending on their founders and members. That said, all charters expect their Prezidents to lead them to the best rukks, the fastest rides, and the most teef. If the mob's profit is lower than the Prezident's leadership, he's likely to face a challenge to his authority. The Ork with the most experience points will challenge him, resulting in a pit fight (see page 66 of *Da Uvver Book*). Should the challenger win then he will assume control, becoming the new Prezident.

## Mektown

Whilst Outlaw MCs shun other Mekboyz they're not above visiting the Dok when necessary and as such have no special rules regarding healing.

## Scenarios

Unlike Freebooterz, Outlaw MCs are not generally nomadic and maintain their own compounds out in the desert, meaning they may be the defender in scenarios that use forts. Unless otherwise stated Outlaw MCs function like any normal Ork mob for the purposes of scenarios.

## Retirin'

When the mob reaches a rating of 400+ it's normal for them to retire, although you may well make exceptions within

your own campaigns. For Outlaw Motorcycle Clubs that tends to mean starting new charters; many a Full Patch dreams of the day he'll get to be Prezident with his own club house. As with normal Ork mobs you may rehire old mobsters when starting a new one (see page 85 of *Da Uvver Book*) so perhaps some of your Full Patches will get their wish!

## Da End

So there you go, rules to start your own Outlaw MC on Angelis. Thanks go out to Neal Plews for writing the original Freeboota rules for Gorkamorka and Liam Davenport for some fantastic contributions to this listing (notably the skills section). Further thanks go out to Matt McPherson and Ross Graham for their proof reading and feedback. The artwork was provided by Daren Sampson (under a Creative Commons Attribution-ShareAlike 3.0 License). Layout graphics were created by Ben Fox and are licensed under a Creative Commons Attribution-Non-Commercial-Share-Alike license.

If you'd like to discuss these rules on The Waaagh<sup>1</sup> then head over to: <http://linkpot.net/opagues>

That's all from me for now.  
-Benjamin Fox

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<sup>1</sup> Assuming you're reading this shortly after it's published, not in some long distant future. Now there's a disclaimer I didn't think I'd ever have to write. Gorkamorka has survived nearly fifteen years to date, who knows how long this listing will still be relevant for?