

FREEBOOTA SNAZZGUNS

A new weapon for Freebooter Mobs

Whilst designed for Freebooters there's no reason you can't use them in your campaigns for normal mobs if you feel they're appropriate.

Every Freeboota, from the lowliest Kabin Boy, to the mightiest Kaptin wants a Snazzgun. These elegantly brutal weapons are custom made for Orks willing to really splash out and ask for something "Ded flash" and the Mekboyz rarely disappoint. It's a combination of the opportunity to try something showy and those magical words "Money iz no objekt" that really brings out the best in a Mek. As a result every snazzgun is different but all of them turn whatever is in their sights into pulpy mush (or smouldering debris, of course).

The prestige such a beautiful weapon carries with it means that only the top dogs in a mob may own one. Eventually the whole mob might end up with them, but only by a complicated system of hand-me-downs and squabbling.

Rules

A shoota can be upgraded to a Snazzgun for D6 + D3 teef. It gains one upgrade of your choosing (see page 73 of *Da Uvver Book*). This upgrade does not count towards its drawback-free upgrades (meaning it can have two of one type of upgrade without penalty).

'And Me Downz

Snazzguns may not be bought in the usual way, instead they are always purchased for Da

Gitbrush had enjoyed a rather lucrative week of destruction and intimidation and had quite the haul to show for it. Weighing the hefty bag of teef he toyed with the notion of a new buggy for his fleet but it seemed a rather dull way to celebrate such success. Clearly it was time to let everyone know who's boss in this borough!

First to the market for a bigger, significantly more ostentatious hat, something to make him stand out as the 'ardest Kaptin in town, or at least to get others to stop chucking beer bottles at him.

A fine new bit of millinery upon his bonce, Gitbrush glanced down at his brace of six-shootas. Stylish as they were they did not convey that "jernee seykwat" that a Kaptin in his position should have. Time to get into the big leagues!

Wandering into a nearby workshop Gitbrush hammered on a bench.

"SHOP?! C'mon letz be 'avin' yer!"

The mekboy emerged a few moments later, tossing an oily rag over his shoulder and spitting on the head of a passing grot.

"Ol'right, guvna? Wot can I do yer for?"

"I wantz sumfin shooty."

"...and?"

"Ded killy. 'An' I want it kustom. Loads dakka."

A thoughtful expression appeared on the mek's face, quickly being replaced by a sterner look.

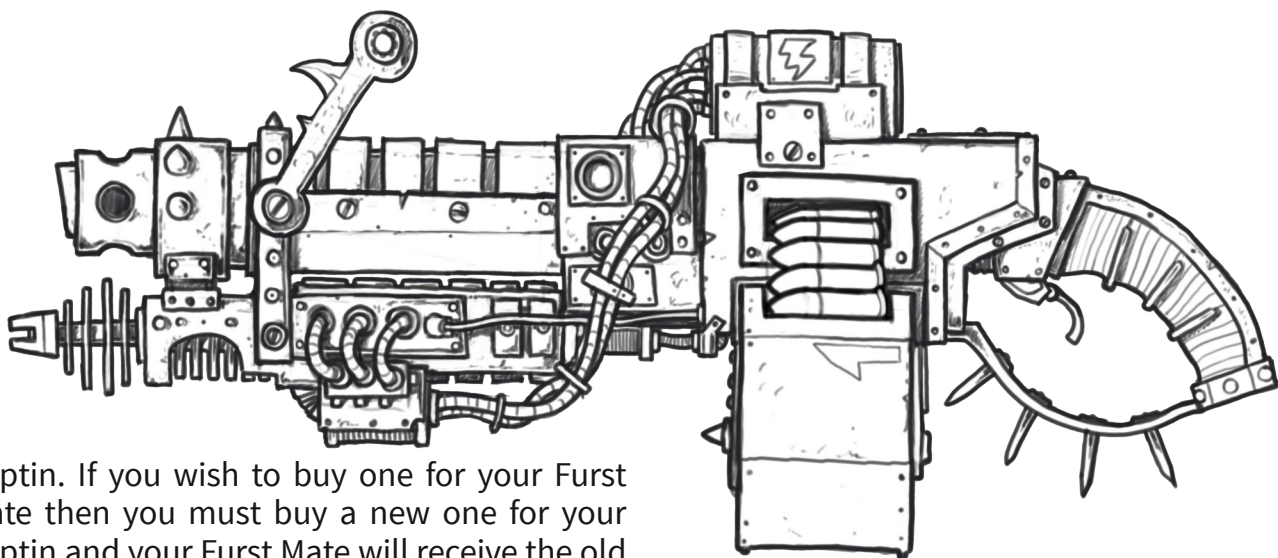
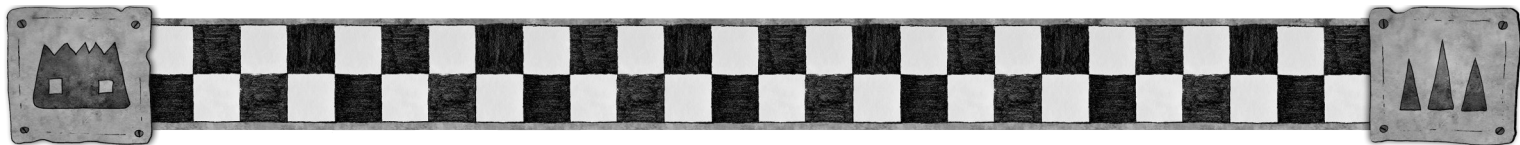
"Let's see now... 'Ow kan I put this delicately? 'Ow many elementz in de ekwayshun?"

Gitbrush dropped the bag of teef on the bench.

"Da lot."

The mek smiled.





Kaptin. If you wish to buy one for your Furst Mate then you must buy a new one for your Kaptin and your Furst Mate will receive the old one. Normal crew members and Bad Meks may receive Snazzguns in the same way, once Da Kaptin and the Furst Mate have had first refusal, of course (you may choose who gets the Snazzgun, it is not ranked by experience or similar). The Kabin Boy may never own a Snazzgun.

Should any other Ork or Digga mob acquire the weapon then no hierarchy applies and it may be given to whichever warrior the player chooses.

Da End

Whilst not a big change these rules should allow your scurvy dogs to end up with somewhat shootier weaponry than their fellow Orks.

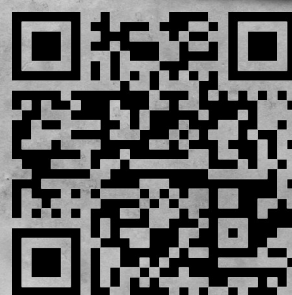
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