

Da CulpritZ

BladerZ

GorkaMorka Mob for Hire

By Pete & Chris Wood

Pete, the senior partner, has been collecting GW games and models for years. His pride and joy, is his collection of White Dwarfs from issue twenty to the present, which he jealously covets. He describes his missus as a GW widow that

does him proud on his games nights and serves the meanest curries in the universe. His thirteen year old son Chris came up with the original idea for BladerZ and remains Pete's staunch gaming partner with his massive Ultramarines armies in both Warhammer 40,000 and Epic.

WARNING!

IMPENDING SILLYNESS

This article even comes with its very own 'sillyness warning' from dead serious 'dood' Andy Chambers. Andy warns that you are in danger of losing your seriousness if you read an article of this heretical nature.




but...that's SILLY!

HISTORY & DEVELOPMENT

To trace the history of BladerZ you have to go back to a time before the Hulk crashed onto Angelis. A weird Mek called An-Orakk had a desire for collecting things. He would collect anything but his main passion was ancient journals from which he would get his inspiration for inventing things, mostly of no use to anyone. He had a massive collection and could, with the help of his friend, Nerd, put his hand on any type of journal at any time.

During the crash most of his journals were destroyed or lost in the skid. A few precious items were found amongst the wreckage, although they tended to be badly burned. One of these was a strange and ancient humie journal containing designs and pictures for some very weird n' wonderful Kontrapshuns. They showed how every nut n' bolt should be placed and the shape and size of every component. As the Mob around him grew under the leadership of Krakjaw, he was called upon to design and build transport for the Mob. Most of the land based vehicles



seemed to work, but attempts at flying machines rarely got off the ground.

The Mob soon became known for its unusual buggies and at length came to be named after the Journal. The Mob became known as the MekanoZ. Krakjaw decided that he wanted to name himself after parts of their beloved machinery and he became known as 'NutZ'. Anorak became 'Strate BitZ' and Nerd became 'Bent BitZ'. Other mob members known at the time were WeelZ, CogZ, Brakkett, BoltZ, and so on.

It was Bent BitZ who, getting bored with the Mekano drawings, decided that it was time for something new. Besides, Strate BitZ had always called the shots and it was time for some personal glory. Inspired by a colourful humie journal, he set about designing and testing with an elite bunch of BoyZ. After weeks of work in total secret he decided that it was time to demonstrate his invenshun.

NutZ, Strate BitZ & the BoyZ gathered around to watch. Bent BitZ signalled the Buggy waiting at the top of a steep bank. It powered down the hill with what appeared to be BoyZ running alongside it. NutZ soon noticed that they were not running but moving on wheels. As the buggy reached the edge of the camp the driver, WeelZ, hit the brake. With excellent timing the BoyZ hanging on let go and were propelled like a sling-shot towards the waiting audience with shouts of 'Cool dood' & 'Raddeekal'.

As they got nearer Bent BitZ gave the order to stop, but too late. The BladerZ hit the crowd with such force that several BoyZ were knocked out cold. One particularly good Blader attempted a jump over a cowering grunt. It failed and the force of the hit took the Grunt's head clean off.

Once all the action had stopped, NutZ walked up to Bent BitZ Picked him up at arm's length, pulled him towards him and planted a big kiss on his forehead!

'You've just made my day. Raddeekal... Dood!'

CORKAMORKA MOB FOR HIRE

BladerZ

Any type of Ork except Grots can become a Blader. All they need is enough teef to be able to buy a set of converted BootZ called BladeZ. BladerZ BootZ consist of ordinary BootZ, reinforced and fitted with over-sized wheelZ. They are normally fitted in-line but can also be fitted one at each corner. The latter are then called RollerZ. Both have the same attributes and have the following affects to the wearer.

MOVEMENT

- BladerZ move at the same time as vehicles (see special movement rules).
- The BladeZ add + 1 to the wearer's movement characteristic.
- BladerZ may not climb walls or ladders but can board vehicles.

SPECIAL MOVEMENT RULE

Hitching a Ride - Skitchin'

BladerZ can move along with any vehicle by being in base contact with it. Due to their highly practiced skill on the BladeZ they can catch hold of any moving vehicle and 'Skitch'. A Blader in contact at the start of a turn can either stay attached or can let go and move as normal. A Blader can also move into contact with a vehicle, grab hold and move with the vehicle. In both cases the Blader can then complete its normal movement when the vehicle has finished moving or at any time during the vehicles movement.

For example a Boy Blader will have a movement of 5. He could move 2 inches, grab hold of the vehicle, 'Skitch' with the vehicle, and then let go and complete his movement of 3 inches. No Initiative test is needed unless the vehicle uses its thrusters.

BladerZ can also charge into combat when Skitchin'.

Thrusters – If a vehicle uses thrusters during the above special movement, the Blader will have to pass an Initiative test in order to successfully complete his dismount. If failed, the Blader moves D3 inches in a random direction, falls over and suffers a S3 hit. He may do nothing for the rest of the turn.

Jumping – BladerZ can attempt to jump over terrain, low walls, crates, etc up to 2 inches high. In order to successfully land they must pass an Initiative test. Failing will result in them falling down & taking a S3 hit. If they fail the Initiative test but survive the S3 hit, determined not to lose 'Mek Cred', they may try to recover their poise by rolling a 4+. If successful they can stand up and fire as normal but may not move further. If they fail this roll they fall over and may do nothing except suffer extreme embarrassment for the rest of the turn. BladerZ can also jump into close combat but must test for Initiative as normal. They will need to have *Da Grind* skill if they want to make *Da Grind* attack,

otherwise jumping into close contact acts as a normal charge.

Turning – BladerZ may turn without penalty as per normal movement of figures except when thrusting (see GubbinZ).

Shooting

BladerZ suffer a -1 modifier when shooting although this may be changed by special skills.

Charging

Normal rules apply except when special skills are used.

MOB ORGANISATION

Initially Mobs will only have two or three Bladerz who will operate under the Leadership of the Nob. As the number of Bladerz increase they may want to form their own mob. If this happens they may leave the Mob and start up on their own but will not

Da BladerZ are in town.



take any of the stash from the mob they are leaving.

Alternatively they may operate as a sort of sub-mob within the main mob, called a Pakk with their own leader. This leader will be called 'Da Leader of Da Pakk'. The main Nob will tolerate this as he will be happy to benefit from the extra skills that the Bladerz can provide. All income will still go to the main mob and be distributed by the Nob.

Pakks can of course be started from scratch using the normal rules. They will be led by Da Leader of Da Pakk who has slightly different stats to the Nob.

DA LEADER OF DA PAKK

This character is in essence the same as a Nob. The only difference are his Initiative & Leadership skills which reflect their extra abilities to Jump & Skitch, and their more cavalier approach to leadership of the Pakk.

| | M | WSBS | S | T | W | I | A | LD |
|--------|--------|------|---|---|---|---|---|------|
| Leader | 4(5)*4 | 4 | 3 | 4 | 1 | 4 | 1 | 6(7) |

*Movement = 5 when wearing BladeZ.

All other rules under the Weapons and Leadership headings in Da Uvver book apply.

BLADERZ SKILLS

BladerZ for both Gorkas & Morkas can choose to roll on the BladerZ Skills table if rolling for a new skill. This applies to all BladerZ.

D6
Roll SKILL

1 Da Grind: BladerZ with *Da Grind* skill have practiced the art of leaping into close combat at the last minute BladeZ first! This gives the attacker an extra attack which is taken before the close combat phase. The attack is successful on a throw of 4+ and gives a strength 3 hit. Note: this can be increased by the addition of Grind PlateZ.

2 No Fear: BladerZ with *No Fear* are

among the sharpest BladerZ. He is highly respected by other BladerZ and, as the skill suggests have 'no fear' and add +1 to their leadership when testing, and + 1 to the leadership of all BladerZ within 12 inches. Note: this does not apply to other members of the mob as they consider BladerZ to be a bunch of WeiridoZ.

3 Cool Dood: BladerZ with this skill have acquired superb balance and can aim their weapons with great skill. They may add +1 to any rolls when shooting.

4 Da Slingshot: BladerZ with the *slingshot* skill have spent many hours practising their Skitchin'. So much so that they have learnt to time the dismount to perfection and can add extra power to their movement. Using *Da Slingshot* adds +2 inches to any remaining movement upon dismount. Note: an Initiative test must still be taken if the vehicle has used thrusters.

5 Mek Cred: A Blader with Mek Cred is an incredibly stylish Dood. He will have the latest ShadeZ, as well as heaps of self-confidence. *Mek Cred* minus 1 from their dice rolls when testing for Initiative.

6 Da Yuppie: This skill allows BladerZ to execute jumps over objects no more than 2 inches high without the need to pass an Initiative test.

CUBBINZ

Grind PlateZ – Each Grind Plate added to the BladeZ increases the strength of Da Grind hit by +1. A maximum of 2 may be added to each boot.

Mini ThrusterZ – These are Mini Rokkits and must be bought in pairs and attached to each boot. These will allow the Blader to thrust up to 3 inches using the revised rules for thrusting. ThrusterZ attached to feet are, of course, very dangerous and along with most Orky technology are prone to spectacular failure. When rolling on the Thruster Buster table the following rules apply.

D6

1, 2, 3 – as per normal rules.

4 or 5 – as per rule for 4+.

6 – The thrusters explode in spectacular fashion blowing both of the wearer's feet off and putting the model out of action. Models that recover may be fitted with Traks/Wheels at Doc's Serjery, teef permitting.

SpikZ – SpikZ may be added to the BladeZ. SpikZ increase the damage done when making a grind attack. Each set of SpikZ adds +1 Attack. Note: that only one set of SpikZ may be added per boot.

SlikZ – SlikZ are replacement wheels that allow the BladerZ to move faster. SlikZ add +1" to movement. Note: this is added to actual movement, not to the model's movement characteristic. E.g a model with movement of 5 charges, moving 10", the SlikZ add 1" making a total of 11" moved.

PRICE CHART

| Item | Teef |
|--------------------|--------------------|
| BladerZ or RollerZ | 5 per pair |
| Grind PlatZ | 2 each |
| Mini ThrusterZ | 10 per pair |
| SpikZ | 3 each |
| SlikZ | 3 per complete set |

SERIOUS INJURIES

When rolling on the serious injuries table the following amendment applies.

36 – 50 Full Recovery.

51 – 55 Roll a D6 on the following table:

1 BladeZ destroyed and will need to be replaced.

2 Both BladeZ are damaged costing D6 - 1 teef to repair.

3 One Blade is damaged costing D3 -1

teef to repair.

6 The damage has fixed an annoying rattle in the BladeZ and they work even better than before. Add +1 to movement for next battle only.

HOW TO MAKE YOUR BLADERZ MODELS

Making BladerZ is simple and inexpensive. You will need the following items:

- Any suitable Gorkamorka model – the metal Yoofs are ideal and make the best conversions.
- Some old plastic Orks n' any kind will do as long as they have got large boots!
- Old plastic Epic Ork battlewagons, or the tracks from the Ork Weirdboy Battletower or Ork Battlewagon.
- Armour plates from Gubbins bag.
- Razor Saw, Knife, files, plastic cement, super glue, filler.
- Plasticard.

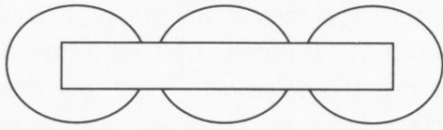
Stage 1 - Preparing the model.

Take your metal Yoof and cut his feet off just above the ankle with a razor saw. Feed the feet to the Squigs. Use a file to tidy up the stump.

Stage 2 - Making the BladeZ.

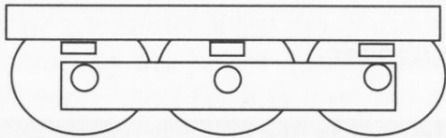
For standard in-line BladeZ you will need 3 old Epic battle wagons. Using a razor-saw cut the outer wheel disc & spike off the rear wheels whilst still attached to the model. Then saw off the modified wheels from the model. File the sides down to a smooth finish. You now have 6 wheels, 3 for each blade. Cut 4 strips of plasticard 3mm wide by 15mm long, these will be used to hold the wheels together. Arrange the wheels into 2 sets of 3 and glue the strips of plasticard, as shown below, to both sides of the wheels. Put aside to dry.

DIAGRAM 1



For each set of wheels you will now need 1 large armour plate from the Gubbins Bag. Remove the plastic spine with the razor-saw or sharp knife. And clean up. The armour plate will form the footplate of the BladeZ. Glue this to the wheels with the rivets facing downwards. You may need to trim the rivets slightly to fit. Using a sharp knife carefully trim off 12 rivets from some more armour plates and attach to the side of the plasticard to look like small wheel hubs.

DIAGRAM 2



You now have the completed chassis.

Stage 3 - The BootZ

Cut off the boots from the plastic Orks. Ensure that the cut is straight by cleaning up with a file. Glue these to the top of the chassis and leave to dry thoroughly.

Stage 4 - The Operation

This is possibly the trickiest part. You now need to attach the footless Yoof to the completed BladeZ. It is best to use pinning for this stage (see TedZ TipZ Journal no. 25, page 94.). Once you have prepared the pinning offer up the BladeZ to the stumps of the Yoof's legs. If you have been careful they will be a pretty good fit. Attach with superglue and hold in place in the required pose. If you get this right the Blader will balance quite happily on the BladeZ without the need for a stand. See Photos.

Finally use some filler to build up the area around the ankle in order to make the boots resemble skating boots. It is Ok to make these oversized as it emphasises the BladeZ. If you are using Yoofs try to leave a rim of fur around the top of the BootZ.

And there you' have it, one superb Blader Model.

Extras

SpikZ – for really effective wheel spikZ do not cut off the wheel disc & spike from the battlewagon in stage 2.

For front spikZ carefully remove the skull and spikZ from the front of the battlewagon and attach to the front of the chassis.

Grind PlateZ – Remove spine from armour plates and cut in half length ways. Attach to either side of the plasticard. Do not use rivets as hubs in this case.

Thrusterz – Attach any suitable Orky rokkits to the sides of the chassis.

THE GAFFER'S STORY

It was a normal day in the Skid for Gaffer and his BoyZ the JannerZ, a bit of Squig kickin' and the odd tinkering with equipment. Generally though boredom was setting in.

The dust cloud on the horizon and the distant sound of engines brought a toothy grin to Gaffers face and his interest was accentuated as his previously droopy ears stood erect. It was bound to be the Mekkanoz coming along for another good kickin'. They just couldn't get enough. It was the same thing every time. NutZ and his BoyZ would arrive full of fight with some invenshun that the crazy Mek, Strate BitZ and his side-kick Bent BitZ had dreamed up. And every time the same thing happened, it either failed to work or just blew up in their faces.

'C'mon ladZ, lets get ready to givvum annudder'iding' Gaffer yawned out.'

The JannerZ took up defensive positions

behind scrap piles, crates and assorted oil drums.

'Ere boss, dey don look rite dem MekkanoZ. Ow cum deyíz all moving so fast, evun da wun's runnin behind da buggy?' Shuvvell asked with a puzzled look.'

Gaffer didn't reply but narrowed his eyes to try to make out what was happening. The heat haze on the hard desert floor hid the truth.

The MekkanoZ were closing fast and WeelZ, the driver, was pushing the Buggy to the limit. As they got closer, Gaffer's huge jaw dropped at the same time as his eyes bugged out and his ears became fully erect 'uurghh?'

The MekkanoZ BoyZ were not running at all but were clinging onto the Buggy with their legs planted firmly on the ground. They were all dressed weird with ShadeZ, bandannas, and brightly coloured shirts with strange

inscriptions. It was the boots that finally caught Gaffers attention. They were all wearing strange oversized boots with wheels attached to the bottom. The lead boy started the war cry 'Raddeekal Dood' as the wind battered his face, and pushed out the tail end of his bandanna.

As the Buggy closed on the JannerZ position NutZ gave the order to charge. WeelZ hit the brakes and at the exact same instant the BladerZ released their grip and were catapulted towards Gaffers mob.

One Blader got it wrong and did a triple somersault before smashing his head open on a rock. The rest executed a perfect release and were an awesome sight as they charged at full speed, guns blazing at the JannerZ who stood to an Ork, open mouthed, waiting for the inevitable failure of this latest invenshun.

It didn't happen.

A Blader about to leap some barrels (he hopes!).



Gaffer tried too late to whip his BoyZ into action. A Blader leapt, at full speed, clean over two oil drums, giving Gaffer just enough time to read the words 'No Fear' on the flying BoyZ shirt. The Blader landed feet first on Gaffers face, taking out a SpannerZ worth of teef in the process. Gaffer rolled over but was soon on his feet. He used his massive club to beat the Blader over the head, mashing his shades into his brow with a cry of 'Fear Dat Den'.

Looking around Gaffer saw the rest of his mob had bottled it and he quickly decided that he'd better scram as well, but first...

That night, bruised but alive the JannerZ gathered around the camp fire and waited for Gaffer. Most assumed that he was dead and some BoyZ were already squaring up for leadership challenges. The sound of heavy boots on gravel made the mob turn as one, guns at the ready. The unmistakable shape of Gaffer appeared out of the gloom and was illuminated by the bright orange glow of the fire. In each hand he was carrying a leg. At

the end of each leg was one of the kontraptions that the MekkanoZ had been using earlier.

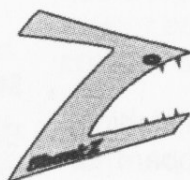
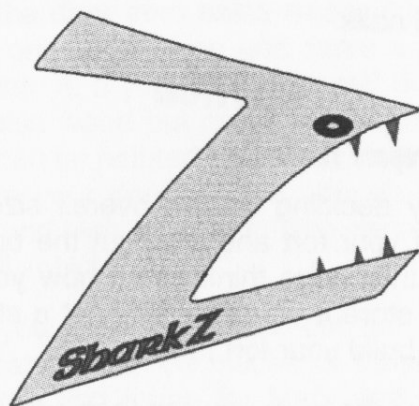
Gaffer had a hungry look as he eyeballed every gang member. Even breathing seemed to stop as they waited for the inevitable verbal, and no doubt, physical onslaught.

He held out the legs and said, 'I gotta get me some more of dese.'

Famous Pakks

One of the most reknowned Pakks is known as the SharkZ. They were one of the first breakaway Pakks and adapted they letter Z to be they're logo. They are purist BladerZ who tend to favour normal BladeZ heavily upgraded with Grind PlateZ and Spikz. This gives them superb close combat ability which reflects they're aggressive attacking nature.

They operate out of Mek Town and are bitter rivals with the another Pakk, the JetZ, who favour ThrusterZ on their BladeZ.



SharkZ Logos



JetZ Logos

The JetZ sing a war chant when they go into battle, it goes...

'Ere cum da JetZ like a bat out of 'ell, sum wun getz in da way, sum wun don feel to well, when you're a Jet you stay a Je-e-e-e-e-etZ.'