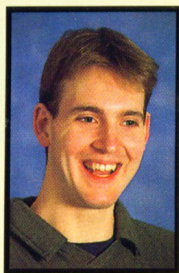


# COLLECTING A MOB

## By Andy Kettlewell



**Before you can start carving out a niche for yourself as a battle hardened Ork Nob you need to have a Mob to order around!**

I'm going to show you how to choose your mob, step by step. I already have an Ork mob, Da Skull Splitterz, who have been quite successful but I really want another one as well. Having played Gorkamorka quite a bit now I have a good idea which Orks to choose to put together a Mob that suits my fighting style.

To hire my starting mob I get 100 teef to spend. The only other way I can earn any teef after this is to search for scrap in the desert so I'd better spend them wisely.

### Step 1 – Gorker or Morker?

Orks are either Morkers (cunningly brutal), or Gorkers (brutally cunning), so the first thing that I have to do is decide which one my mob is. Remember that the difference between Gorkers and Morkers is the skills they can have so I've decided on a Morker mob because Morkers have better driving and mechanical skills.

## Step 2 – Da Boss

First of all every mob has to have a Nob to be da boss. He's the toughest of the tough so he needs the best weapons in the whole mob. I give him some frag stikkbombz to throw, a kannon to shoot with and a choppa

Da Nob and da Spannerz have the best equipment because they are the hardest warriors in the mob.

to bash his enemies, as well as studded armour to give him bit of protection.

Teef cost so far – 20 teef

### Step 3 – Da Spannerz

Spannerz are Orks who specialise in maintaining vehicles and weapons and you need one for each vehicle in your mob. I want two vehicles in my mob, a Trukk and a Trak, so I am definitely going to need two Spannerz. Like the Nob, Spannerz start with a large amount of experience which, along with their mechanical skills, makes them quite valuable. They get a selection of armour, choppas and shootas between them.

Teef cost so far – 38 teef

The name of the mob is really important so I took a long time deciding what it should be. In the end I thought that Da Badskars sounded suitably 'ard and impressive.



**MOB NAME:** DA BADSKARS

**MOB RATING:** 127

**TEEF HOARD:** 0 TEEF

[illegible]

All the Yoofs are armed with knives and pistols because they aren't important enough to have a proper gun. They'll probably miss with them anyway!



#### Step 4 – Da Vehicles

Now I have bought my Spannerz I can buy some vehicles! A Trukk and a Trak will give me lots of room for da Boyz. These two turn out to be very expensive so I decide not to mount any Big Gunz on them. This means that my mob won't be very shooty so I think that I will specialise in close range shooting and close combat instead.

Teef cost so far – 73 teef

#### Step 5 – Da Slavers

Slavers look after Grotz and Slaves, but I don't really want any Grotz in my mob ("dere good for fetchin' but not fer fightin'") so I decide not to have any.

#### Step 6 – Da Boyz

Every mob must have at least three Ork warriors, other than the Nob. I already have two Spannerz so I need at least one more Ork to make up the numbers! Boyz are important to the mob because they are the best at digging for teef after a battle. I decide to have three Boyz, two of which will be drivers. I am starting to run out of teef now so I won't give the drivers any gunz and the boy on foot just gets a six-shoota.

Teef cost so far – 90 teef

I have chosen the Boyz as drivers because they are fairly good fighters and can gain driving skills.

#### Step 7 – Da Yoofs

I have a few teef left so I decide to buy some Yoofs. Although Yoofs are not as good as Boyz at fighting, they do get skills faster and they are a good long term investment for a mob. I buy two Yoofs and give them a pistol each.

Teef cost so far - 100 teef

#### Step 8 – Da Grotz

Not in my mob! Pesky little things, you can't trust them. Grotz are good at boarding vehicles and searching for scrap so I will eventually buy some, but only after I have bought a Slaver to keep them under control.

#### Step 9 – Rolling for Starting Experience

Most warriors start with some initial battle experience and, now I have completed my mob I can roll a D6 for each of the Orks. The Nob and Spannerz start with 60 plus D6 experience each. The Orks start with 20 plus D6 but the Yoofs, who obviously have no battle experience, don't get any at all. This doesn't really matter, all my warriors will gain experience and skills fast enough once they start fighting some battles. Now I've chosen my Mob, I'd better start modelling them up!

To give my mob as much transport capacity as possible I chose a Trukk and a Trak. It was a hard choice not to have any Big Gunz but they will be one of the first things I will spend teef on after my first victories.

VEHICLE TYPE: TRUKK NAME: GOFKART COST: 20  
DRIVER: GARGRUB SPANNER: BOSSKART

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	CREW	4	8	WHEEL
2	8	CREW	5	8	DRIVER
3	10	ENGINES	6	10	ENGINES

FIXED WEAPON TYPE: GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
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KUSTOM JOBS, CUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: TRAKK NAME: BADKART COST: 15  
DRIVER: GORSNIK SPANNER: NOSHMEK

Score	Armour	Location/Damage	Score	Armour	Location/Damage
1	8	CREW	4	8	TRAK
2	8	CREW	5	8	DRIVER
3	10	ENGINES	6	10	ENGINES

FIXED WEAPON TYPE: GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
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KUSTOM JOBS, CUBBINS AND PERMANENT DAMAGE:

VEHICLE TYPE: NAME: COST:  
DRIVER: SPANNER:

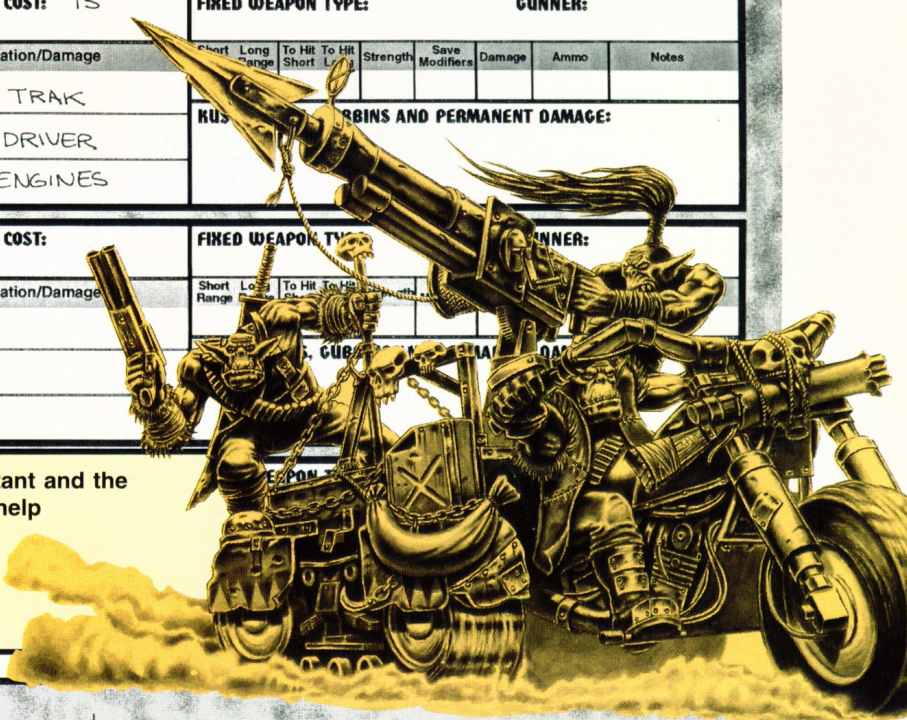
Score	Armour	Location/Damage	Score	Armour	Location/Damage
1			4		
2			5		
3			6		

FIXED WEAPON TYPE: GUNNER:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Save Modifiers	Damage	Ammo	Notes
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KUSTOM JOBS, CUBBINS AND PERMANENT DAMAGE:

As I've said before, names are very important and the Gorkamorka game has a section to help you invent Orky names for your warriors and vehicles using Ork glyphs. A few of my favourite's are Barkdreg and Gorsnik.



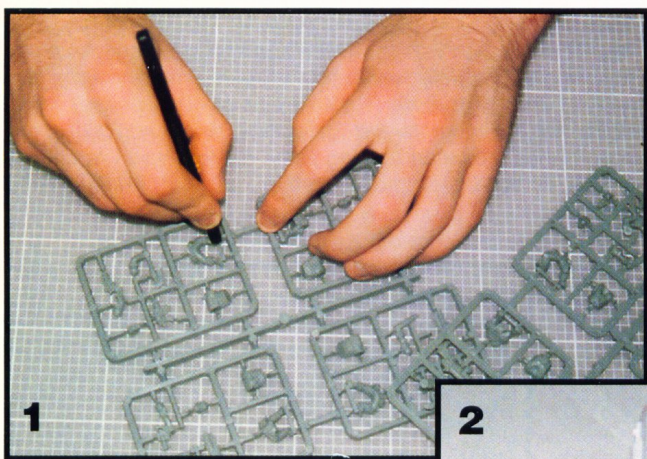


# PAINTING MY MOB IN A WEEKEND!

On the next two pages is a step by step guide to painting a Gorkamorka mob in a weekend. I only used the models from the Gorkamorka box, but Nob, Spanner and Yoof models are now available for you to buy.

## 1. DA SPRUE

I cut my models from the sprue with a modelling knife, carefully cleaning off all the mould lines with the knife and glue all the correct weapons to my Orks. I know it sounds silly but I have made this mistake in the past. It is very annoying having to change them again.



## 2. DA CONVERSIONZ

I want my Nob to look more impressive than da ladz so I've given him some shoulder pads from my bitz box.

## 3. DA UNDERCOAT

I've found it much easier to paint Ork flesh and metal over a black undercoat.



## PAINTING ORK FLESH

*The older an Ork is, the darker his skin, so I paint my warriors different colours depending on their age:*



1. Yoofs have the lightest skin. Give them a base coat of Goblin Green and then highlight with Scorpion Green.



2. Boyz are older so they have darker skin. Use a base coat of Snot Green and then highlight with Goblin Green.



3. Da Nob and da Spannerz have the darkest skin so basecoat with Dark Angels Green and highlight with Snot Green.

## 4. DA BASIC COLOURS

I've painted all the leather and fur in Snakebite Leather. All the metal is painted in Bolt Gun Metal and the Ork skin was painted depending on how old the Ork is (see above).

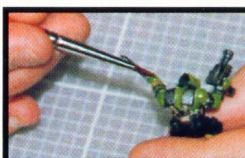


## 5. DA HIGHLIGHTS AND DA DRYBRUSHING

I've used Bubonic Brown to drybrush the fur and Bleached Bone for the leather. The Ork skin is highlighted with the next lightest shade of green.

## 6. DETAIL

Using a fine brush I've picked out the teeth, sun glasses and mob markings. Da Badskar's are a



Morka mob so they have brightly coloured markings and warpaint.



## 7. DA BASE

Finally I've stuck sand to the base with PVA glue, then painted the whole base Snakebite Leather and drybrushed it with Bubonic Brown.

## HIGHLIGHTING

Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour or, if you're using a very pale colour, with white. Mix up a lighter colour using the original base colour and some white. Carefully pick out the raised details with the highlight colour using a fine brush.

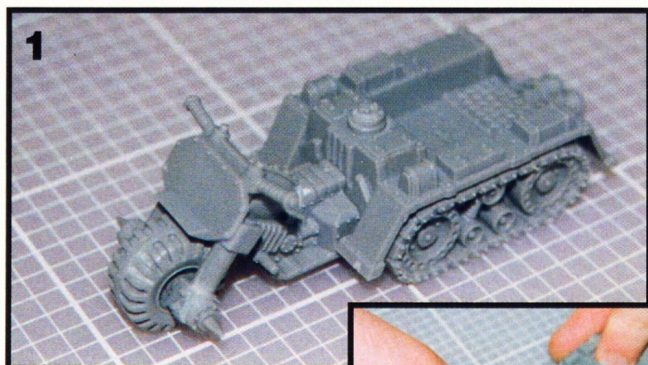
There is a really fast way of highlighting areas of fur and metal which have lots of texture on them. It is called 'drybrushing'.

## DRYBRUSHING

Drybrushing is a process that is easy to get the hang of and quickly brings out the detail of your models. It is similar to highlighting but using a drybrushing brush. Dip it in to the lighter shade of the original base colour you want to drybrush. Then wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the colour. Dip your brush back in the lighter colour and repeat the process when the colour runs out.



# PAINTING DA VEHICLES



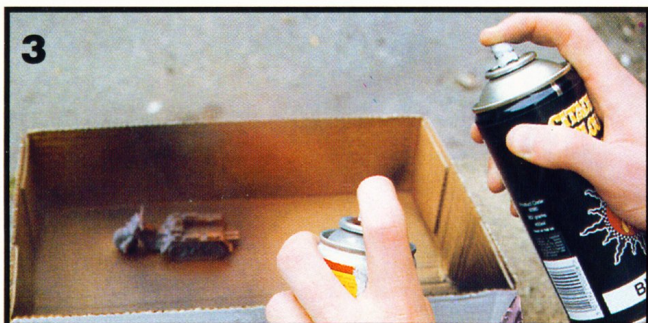
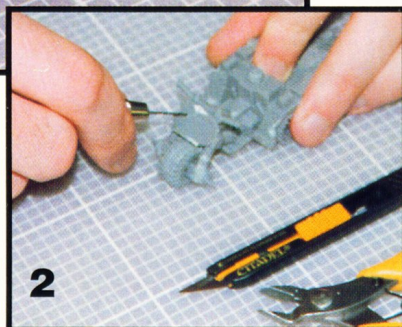
## 1. DA SPRUE

I've stuck the vehicles together in the same way as the Ork models, scraping off all the mould lines with a knife.

## 2. DA CONVERSION

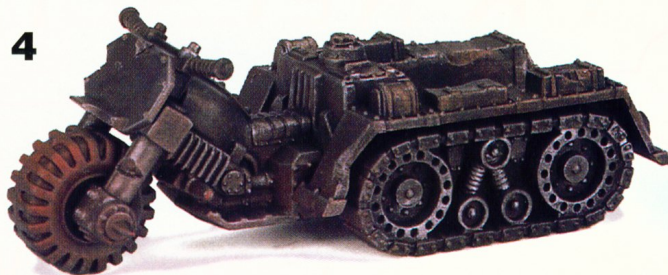
Converting vehicles couldn't be simpler. I've used a knife to cut bits off the model and made bullet holes here and there until the models looked wrecked!

*When you use a modelling knife please take special care. Although it seems to be obvious to us that they are sharp, every year someone, somewhere slices off a piece of their finger with one – don't let it be you!*



## 3. DA UNDERCOAT

I've sprayed the whole vehicle with black and red spray. This made the model look really rusty.



## 4. DA METAL

I've drybrushed the entire miniature with Tin Bitz and then with Bolt Gun Metal.

## 5. DA MOB MARKINGS

Red and white teef (or triangles) are my main mob markings so I've painted these onto the model together with lots of other glyphs.



## 6. DA DIRT AND MUD

Ork's never clean their vehicles, it's just so un-Orky. Using a big drybrush and a pot of Bubonic Brown I've drybrushed most of the model.

## JOBS A GOOD 'UN

All finished in one weekend with a bit of hard, but fun, work. I am quite pleased with how Da Badskars have turned out and I can't wait to play a few games with them.

Next month see how Andy's mob gets on in battle on Gorkamorka...

