

Da Spikee Ladz
Unofficial Rules for Using Dark Eldar in Gorkamorka
Edition 2.0

Throughout the long history of Angelis, it is not unlikely that the piratical Dark Eldar have had some interaction with the Orks, and Muties on the planet. Such interesting creatures serve as great slaves and pit fighters for the arenas of Commorrhagh...

Warband for Hire

Choosing the Warband

The following list is used to hire your initial mob. To start you have 100 teef (Note: We assume that the Dark Eldar uses some other form of currency, but for simplicities sake we will use teef) with which you must recruit at least three Dark Eldar including a Sybarite, plus one or more vehicles with sufficient capacity to carry your entire warband. Any teef left unspent can be added to your teef hoard and used later when you get the opportunity.

Warriors

There are seven different types of warriors: Sybarites, Wyches, Mechanici, Haemonculi, Warriors, Initiates and Slaves.

Minimum 3 Warriors. A mob must have at least 3 Dark Eldar including its Sybarite.

Sybarite. Your warband must include a single Sybarite – no more and no less.

Wych. Your warband may include one Wych – no more.

Mechanici. Your warband must include one Mechanici for each vehicle or three jetbikes in it.

Haemonculi. Your warband may include as many Haemonculi as you can afford.

Warriors. Your warband may include as many Warriors as you can afford.

Initiates. Your warband can include Initiates up to a maximum of half of the total number of Dark Eldar in the Warband.

Slaves. If you have any Haemonculi, you warband may include Slaves – however slaves may not make up more than half the warband.

Raiders, Ravagers (!) and Jetbikes. Your warband may include one raider for every one Mechanici in the warband. Your warband may include one Ravager for every two Mechanici in the Warband. Your warband may include up to three jetbikes for each Mechanici in the Warband.

Warriors

Sybarite

Cost to recruit: 12 teef

Sybarite is the title given to a Dark Eldar Warrior squad leader. The strongest, most ruthless member of a squad is granted this title by killing the competition by any means necessary, as is the Dark Eldar way. Sybarite is still a fairly low ranking member of a Kabal, and the title really serves little purpose apart from creating rivalry within the Warrior squad and giving the new Sybarite a higher ranking position to strive for.

	M	WS	BS	S	T	W	I	A	Ld
Sybarite	5	4	4	3	3	1	4	1	7(8)

Weapons: You can arm your Sybarite with weapons and equipment from the Hand-to-Hand Weapons, Guns, Armour and Miscellaneous Equipment lists.

Leadership: Your leader only becomes a fully fledged Sybarite once he has won a battle. His leadership then rises to 8 automatically. Until he becomes a Sybarite your leader cannot attempt to have his weapon customised by the High-Mechanici.

Wych

Cost to recruit: 12 teef

Wyches are gladiatorial warriors of the Dark Eldar. They fight in arenas in duels with one another, aliens and Warp Beasts, few survive their first duel but those who live learn quickly. Ruled over by their Succubi, the Wyches are highly proficient at close-quarters combat, practicing their skills for their entire lives. Wyches use a cocktail of combat-enhancing drugs to improve their performance on the battlefield.

	M	WS	BS	S	T	W	I	A	Ld
Wych	5	4	4	3	3	1	5	1	7

Weapons: You can arm your Wych with weapons and equipment from the Hand-to-Hand Weapons, Guns, Armour and Miscellaneous Equipment lists.

Mechanici

Cost to recruit: 7 teef

The technical mechanics of the Dark Eldar race, the Mechanici are adept at bending machines to their own will. Without the brains of the Mechanici, the Dark Eldar would not be able to launch daring raids into enemy territory.

	M	WS	BS	S	T	W	I	A	Ld
Mechanici	5	3	3	3	3	1	4	1	7

Weapons: You can arm your Mechanici with weapons and equipment from the Hand-to-Hand Weapons, Guns, Armour and Miscellaneous Equipment lists.

Special: For every Mechanici in your warband, you may take one Raider or up to three jetbikes. For every two Mechanici, you may take one Ravager.

Special: Mechanici can be pinned as detailed in the rulebook.

Haemonculi

Cost to recruit: 8 teef

Dark Eldar Haemonculi are masters of pain and agony, no form of suffering is unknown to them. They proclaim that the infliction of this is one of the highest arts, if not the highest, and gleefully create choruses of screams and wails of agony whilst taking delight in every aspect of the discomfort of anyone unfortunate enough to fall under their blades.

	M	WS	BS	S	T	W	I	A	Ld
Haemonculi	5	3	3	3	4	1	4	1	7

Weapons: You can arm your Haemonculi with weapons and equipment from the Hand-to-Hand Weapons, Guns, Armour, Miscellaneous Equipment and Haemonculi Only Equipment lists.

Special: Having a Haemonculi allows you to take slaves, as detailed above. If you have a Haemonculi, you may also force captured models from other mobs/warbands to labour in the outpost for extra income (see the income section in the *'Uvver Book'*).

Special: Haemonculi can be pinned as detailed in the rulebook.

Warriors

Cost to recruit: 6 teef

The Warrior is the basic soldier of a Dark Eldar Kabal. They make up the vast majority of the soldiers in a Kabal, and perform any and all tasks too important to leave to the slaves.

	M	WS	BS	S	T	W	I	A	Ld
Warrior	5	3	3	3	3	1	4	1	7

Weapons: You can arm your Warriors with weapons and equipment from the Hand-to-Hand Weapons, Guns, Armour and Miscellaneous Equipment lists.

Special: Warriors can be pinned as detailed in the rulebook.

Initiates

Cost to recruit: 4 teef

Fresh from the streets of Commorragh to the back of a Raider transport, Initiates are young and inexperienced Dark Eldar warriors. They are no less vicious than their older brethren though, and gather experience quickly in the forge of war.

	M	WS	BS	S	T	W	I	A	Ld
Initiate	5	2	2	3	3	1	3(4)	1	7

Weapons: You can arm your Initiates with weapons and equipment from the Hand-to-Hand Weapons, Guns, Armour and Miscellaneous Equipment lists.

Initiative: Initiates quickly gain faster reactions when fighting on the back of a speeding vehicle! When an initiate gains enough experience to become a fully fledged Warrior (see the Dark Eldar experience table), he immediately advances and gains +1 Initiative, taking him to I4 (or higher!).

Special: Initiates can be pinned as detailed in the rulebook.

Slaves

Cost to recruit: 3 teef

Prisoners taken from the Dark Eldar raids, Slaves are often taken to battle as scouts and workers. Those that prove loyal are rewarded, but those that desert are swiftly abandoned, left to their fates in the unforgiving desert...

	M	WS	BS	S	T	W	I	A	Ld
Slave	4	2	2	3	3	1	3	1	6

Weapons: You can arm your Slaves with weapons and equipment from the Hand-to-Hand Weapons and Guns lists.

Special: Slaves can be pinned as detailed in the rulebook.

Vehicles

Remember, you need enough vehicles to carry your entire warband.

Ravager.....30 teef

Raider.....20 teef

Jetbike.....10 teef

Raiders

Use the Trukk/Buggy/Trak hit location table with the following armour values:

Crew	7
Fixed Weapon	7
Gubbins	7
Repulsor Unit (Wheel/Track)	8
Pilot (Driver)	8
Engines	9

Special: Raiders are skimmers. Rather than add complex and detailed rules for skimmers, treat them as normal vehicles for gameplay reasons (ramming, moving through terrain, boarding, etc.), as we imagine them to be travelling fairly close to the ground. However, Raider Pilots always count their Leadership as two higher than normal when taking swerve tests. Also, Ravagers count as Traks with a move of 6" for all other purposes.

Raiders may take one Mounted Weapon from the mounted weapon list.

Ravagers

Use the Trukk/Buggy/Trak hit location table with the following values:

Crew	8
Fixed Weapon	8
Gubbins	8
Repulsor Unit (Wheel/Track)	8
Pilot (Driver)	8
Engines	10

Special: Ravagers are skimmers. Rather than add complex and detailed rules for skimmers, treat them as normal vehicles for gameplay reasons (ramming, moving through terrain, boarding, etc.), as we imagine them to be travelling fairly close to the ground. However, Ravager pilots always count their Leadership as two higher than normal when taking swerve tests. Also, Ravagers count as Traks with a move of 6" for all other purposes.

Ravagers may take up to three Mounted Weapons from the mounted weapon list.

Jetbikes

Use the Bike hit location table with the following values:

Crew	0(!)
Fixed Weapon	7
Gubbins	7
Repulsor Unit (Wheel/Track)	7
Pilot (Driver)	8
Engines	9

Special: Jetbikes are skimmers. Rather than add complex and detailed rules for skimmers, treat them as normal bikes for gameplay reasons (ramming, moving through terrain, boarding, etc.), as we imagine them to be travelling fairly close to the ground. However, Jetbike pilots always count their Leadership as two higher than normal when taking swerve tests.

A Jetbike may not take Mounted Weapons from the Mounted Weapon List, as they are far too lightweight, they may however, mount a (twin-linked) weapon from the Gun List for double the cost.

Weapons

Standard Rules apply when buying Wargear for the Dark Eldar:

- Up to two weapons from the Guns List
- Any amount of weapons from the Hand-to-Hand Weapons
- One type of Armour only

Weapon Lists

Hand-to-Hand Weapons	Teef
Combat Dagger	Free
Scimitar/Sword	1
Splinter Pistol	2
Poisoned Blade	3
Punisher	3
Agoniser	3
Shredder	3

Mounted Weapons	Teef
Dark Lance	25
Disintegrator	15
Splinter Cannon	15
Terrorfex	10

Ranged Weapons (Guns)	Teef
Splinter Rifle	2
Blaster	5

Miscellaneous	Teef
Xeno-spasm Grenades	3
Combat Drugs	8

Armour	Teef
Bodysuit	1

Haemonculi Only	Teef
Stinger	3
Destructor	3

The Armoury

Combat Dagger: See the Rules for Knives and Knuckles in the Rulebook.

Scimitar/Sword:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
-	-	-	-	As User	0	1	-

Special: Gives the User the Block special rule.

Splinter Pistol:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6-12"	+1	-	3	0	1	4+

Special: The Splinter Pistol may re-roll any rolls of 1 to wound to represent the powerful toxins contained within the shards the weapon fires. No effect against vehicles. Hand-to-Hand.

Poisoned Blade: See Swords and Scimitars above. Wounds any Warrior on a 4+, unless the score required would be less than that. No effect against vehicles.

Punisher: See 'Uge Choppas and Clubs in the Rulebook. Modifies the opponents armour save by -1, this does not affect vehicles.

Agoniser: See Chains and Flails in the Rulebook. In addition, if a model loses a combat to a model with an Agoniser, he must take a Leadership test, should he fail, he may not move, shoot or charge next turn, and may not strike blows in combat. If the paralysed model is on a vehicle, he will be thrown off as per boarding (as he stumbles and trips).

Shredder:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6-12"	+1	-1	3	0	1	4+

Special: 1 Sustained Fire Dice, Hand-to-Hand.

Splinter Rifle:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12-18"	+1	-1	3	0	1	4+

Special: The Splinter Rifle may re-roll any rolls of 1 to wound to represent the powerful toxins contained within the shards the weapon fires. No effect against vehicles.

Blaster:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	8-12"	-	-1	6	-4	D3-1	6+

Special: Blasters are quite powerful weapons, and as can be imagined, are in very high demand. To represent this, only one in five models in a Dark Eldar Warband can carry a blaster.

Dark Lance:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12-36"	-	-1	7	-4	D6	6+

Disintegrator:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12-24"	-	-	5	-3	D3	6+

Splinter Cannon:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-24"	-	-1	5	-1	1	4+

Special: 2 Sustained Fire Dice. The Splinter Cannon may re-roll any rolls of 1 to wound to represent the powerful toxins contained within the shards the weapon fires. No effect against vehicles.

Terrorfex:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	-	-	-	-	-	0	4+

Special: Place the small blast template anywhere within range (and arc of sight), then scatter it D6 inches. Any enemy model under the template must take a leadership test or count as pinned (even if normally immune to pinning). Remember to roll a D6 before the shot is taken (ammo rolls...).

Bodysuit: The armoured bodysuit of a Dark Eldar warrior provides a 6+ save from shooting, and a 5+ save in Close Combat.

Xeno-spasm Grenades:

Xeno-spasm Grenades are thrown in the same way as Stikkbombz.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
-	-	-	-	3	-1	1	Auto-Fail

Special: 2" Blast Marker, Re-roll 1's to wound.

Combat Drugs: Combat drugs are used at the start of the Dark Eldar turn, they may only be used once and last for the rest of the game turn (yours and your opponents turn). When activated, the user will take a S3 Hit on a roll of a 4+, and will gain +1A, +1 I and +1 WS. Combat drugs are assumed to be replenished at the outpost at the end of the game.

Stinger:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6-12"	+1	-	3	0	1	4+

Special: Should the Stinger hit an enemy model, at the start of each following turn the model must roll a dice, on a roll of a 1, the model will take an S3 hit as per shooting, with no saves allowed, as the bacteria contaminates the enemies bloodstream.

Destructor:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
Special	Special	-	-	2	-1	1	Auto-Fail

Special: The Destructor uses the Skorcha template. Remember to roll before shooting in the case of an ammo roll.

On Campaign

The Dark Eldar use the same tables for Serious Injuries, Mob (Warband) Rating and Vehicle Permanent Damage.

Experience

The Dark Eldar gain Experience in the same way as other Mobs (Warbands).

Initial Experience

Type of Warrior	Initial Experience Points
Sybarite	60+1D6
Mechanici	60+1D6
Haemonculi	20+1D6
Warriors	20+1D6
Initiates	0
Slaves	10+D6

Dark Eldar gain the Underdog Bonus like a normal Mob (Warband).

Experience Advances

Experience Points	Title	Notes
0-5	Low-Initiate	Starting Level for Initiates
6-10	Initiate	
11-20	Initiate	Starting Level for Slaves
21-30	Warrior	Starting Level for Haemonculi and Warriors
31-40	Warrior	
41-50	Warrior	
51-60	Warrior	
61-80	Sybarite	Starting Level for Sybarites and Mechanici
81-100	Sybarite	
101-120	Sybarite	
121-140	Sybarite	
141-160	Sybarite	
161-180	Sybarite	
181-200	Sybarite	
201-240	Dracon	
241-280	Dracon	
281-320	Dracon	
321-360	Dracon	
361-400	Dracon	
401+	Archon	A Warrior at this level may not advance any further!

Dark Eldar Advance Table

2D6	Result
2	Expertise. Choose any of the Skill tables and randomly generate a skill from it.
3-4	Expertise. Select one of the Standard Skill Tables for the Dark Eldar and randomly generate a skill from it.
5	Veteran. Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attack
6	Veteran. Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	Veteran. Roll a D6: 1-3 = +1 I; 4-6; +1 Ld
8	Veteran. Roll a D6: 1-3 = +1 WS; 4-6 = + 1 BS
9	Veteran. Roll a D6: 1-3 = +1 W; 4-6 = + 1 T
10-11	Expertise. Select one of the Standard Skill Tables for the Dark Eldar and randomly generate a skill from it.
12	Expertise. Choose any of the Skill tables and randomly generate a skill from it.

Characteristic Increase

Max. Value	M	WS	BS	S	T	W	I	A	Ld
Eldar	5	7	6	4	4	3	6	3	9
Slave	4	4	4	4	3	1	3	2	6

Remember, if the characteristics dictated cannot be increased, you take the other from the same dice roll, if that cannot be increased, you may choose any other statistic (barring Movement).

Skills (Dark Eldar)

	Close Combat	Terror	Driving	Intelligence	Shooting	Unique
Sybarite	Yes	Yes	Yes	Yes	Yes	Yes
Warrior	Yes	No	Yes	No	Yes	No
Mechanici	Yes	No	Yes	No	Yes	Yes
Haemonculi	Yes	Yes	No	Yes	No	No
Initiate	Yes	No	No	No	Yes	No
Slave	No	No	No	Yes	Yes	No

Close Combat Skills

1. **Deadly Charge.** The Warrior in question rolls twice as many dice in close combat when he has charged, this is before adding the bonus for fighting with two hand-to-hand weapons.
2. **Boarder.** This warrior gains +1 Initiative when attempting to board an enemy vehicle.
3. **Blademaster.** The Warrior may re-roll any 1's with his attacks in Close Combat. They will still count as fumbles however, and the second result stands.
4. **Cool-Head.** The Warrior may choose who he charges, and may choose not to charge the closest model.
5. **Counter-Attack.** Should the enemy fumble in Close Combat, the Warrior rolls an extra dice. This can cause him to fumble!
6. **Choose.** You may choose any skill from this table.

Terror Skills

1. **Fear.** The model causes Fear, as described in the rulebook.
2. **Rule with Malice.** Any friendly model (or Slave) within 6" of the model with this skill may use that models leadership. Slaves must re-roll this result.
3. **Hatred.** The model Hates a specific type of adversary the player may choose which: Gorkers, Morkers, Diggas, Rebel Grots, Muties or Dark Eldar (!).
4. **Nightmarish.** When an enemy is shooting at the model with this skill (on foot only), they must take a Leadership test, should they fail, there BS is halved.
5. **Piercing Gaze.** An enemy in close combat with the model with this rule counts fumbles as double (i.e. -2), this cannot be used in conjunction with the Rules for chains and flails.
6. **Choose.** You may choose any skill from this table.

Driving Skills

The Skills used for Driving are remarkably similar for both Orks and Dark Eldar, as both are very daring (for lack of a better word) in their style. The Dark Eldar Driving Skills table is identical to the Ork Driving Skills Table.

Intelligence Skills

1. **Negotiator.** See "Ow Much?!" in the Ork's Cunnin' Skills Table. Can only be used by Sybarites at the Master-Haemonculi's Surgery and at the High Mechanici's Workshop.
2. **Scrounger.** See "Loota" in the Ork's Cunnin' Skills Table.
3. **Preternatural Agility.** If the model with this skill suffers a hit from any source, they may take a 6+ saving throw that cannot be ignored. Subsequent gains of this skill increase the saving throw by 1.
4. **Duck and Weave.** Any enemy shooting at this model suffers an additional -1 to hit modifier.
5. **Play Dead.** When this warrior is Down, he/she may not be shot at.
6. **Sneak Off.** This warrior counts all results of captured on the serious injury table as a Full Recovery.

Shooting Skills

1. **Marksman.** The warrior with this skill may choose who it targets, and may choose not to shoot the closest visible enemy.
2. **Hipshooter.** The warrior can run and fire at the same time, though he suffers a -1 modifier while doing so.
3. **Controlled Firing.** The warrior may choose to re-roll a single sustained fire dice with auto-fire weapons, although the second result stands.
4. **Placed Shot.** The warrior with this skill ignores the -1 modifier for partial cover, and reduces the -2 modifier for full cover to -1.
5. **Rapid Fire.** The model with this skill may fire twice in the shooting phase provided he stood still. This skill only works with one type of weapon (i.e. Rapid Fire – Splinter Rifle) and the weapon must not be a mounted weapon.
6. **Deadeye.** The warrior with this skill may re-roll the dice when shooting to see if the target has gone down, out of action, or obtained a flesh wound. The second result will stand even if worse.

Unique Skills

1. **Veteran Boarder.** The warrior with this skill may choose which of the crew to attack when boarding another vehicle (excluding the driver).
2. **Field Medic.** The warrior with this skill may help another model that has gone down. If it spends its entire turn (i.e. not shooting or fighting) in contact with a down model, that model may take a -1 modifier in the recovery phase. (A roll of a six is always an out of action result).
3. **Swift Reaction.** The warrior with this skill may take control of a driverless vehicle on a roll of a 3+ rather than a 4+.
4. **Rifleman.** The warrior may ignore a failed ammo roll on the roll of a 4+, as he carries plenty of spares with him/her into battle.
5. **Slimy Git.** The warrior with this skill may crawl 3" instead of 2" while down.
6. **Resilient.** The warrior with this skill may take a -1 modifier when he is down in the recovery phase (A roll of a six is always an out of action result).

The Outpost

An outpost is the base of operations for a Dark Eldar warband. It is where they earn their income (staging point for slave raids on Mutie encampments) and also serves as their passage to Commorragh.

Income is earned in the same way as earning teef for Orks. Warriors and Captured Slaves earn D6 income, while Initiates and hired Slaves earn D3 income. A Haemonculi is required for captured slaves to be worked. Cave-ins can occur (the warriors are caught on their raid!) as normal. Dark Eldar gain the 'Ard Boyz bonus as normal.

Trip to Commorragh

Challenging For Driver and Gunner

Occurs the same way as it does for Ork Mobs (it can be imagined that the Dark Eldar challenging quietly “disposes of their rival”). Slaves may not challenge for Gunner and Driver.

Challenging for Leader

Occurs the same way as it does for Ork Mobs. Should a slave ever be compelled to challenge the Sybarite for leadership, he/she will be executed on the spot for disloyalty. Remove him from the roster sheet.

Hiring

Occurs the same way as the “Job Pole” for Orks.

New Equipment

Equipment can be bought and sold as normal (equipment sold for half price, etc.).

Death of a Haemonculi/Mechanici/Vehicle

Works the same way as it does for Slavers, Spanners and Vehicles respectively.

Repairing Vehicles

The Mechanici can alter your weapons and vehicles for you, however, as with most places in Commorragh, the owner may have a vendetta against you and may “accidentally” ruin your vehicle.

Weapons: Can be made Stronger (Higher Strength, Shootier), Scoped (Longer Range), or be Feed Altered (Shoots Faster, More Dakka).

Vehicles: Can be made Faster, Tuned (Better Handling, Smarter), or Armoured (“Eavier).

From here on, the rules for all the customisation is the same as going to the Mek’s Workshop.

The Master Haemonculi

Warriors get injured, that’s a fact of battle, however, Dark Eldar often hesitate before going to the Haemonculi for treatment, as even though they have the capability to aid those that are injured, they are torturers first and foremost. It is a game warrior that will choose to get surgery from the Haemonculi, for they are known for their “excessive” procedures.

Any Dark Eldar can go to the Master Haemonculi’s surgery to fix:

- *Arm Wounds*
- *Leg Wounds*
- *Chest Wounds*

No Dark Eldar would dare to get a head wound checked by a Haemonculi, and those that do often don’t return.

Procedure Effectiveness Table

Roll on the following table immediately after declaring the warrior is going under the knife and what procedure he is taking (Arm, Leg or Chest).

D6	Result
1	Unnecessary Evil. The Haemonculi has done something terrible to the patient as revenge for an unknown deed, roll on the “Unnecessary Evil” table to determine the effect. The Warband considers revenge itself, but thinks better of it, the Haemonculi charges D6 teef for his services (with a smug grin).
2	Difficulty. The Haemonculi has had trouble with the surgery, but it has been completed. The warrior misses his/her next game but the appropriate wound is nullified. The Haemonculi charges D6 teef for his services.
3	Refusal. The Haemonculi sees a rival at death’s door on his operating table, and decides to let him suffer in agony. The surgery is not completed, and the Warrior may never visit the Haemonculi’s again. There is no charge.
4-6	Success. The Haemonculi has completed the appropriate surgery. The corresponding wound is now nullified. The Haemonculi charges D6 teef for his services.

Unnecessary Evil Table

D6	Result
1-2	Blood Fire. The warrior’s heart has been altered to add a poison gland, which pumps a crippling poison into the warrior’s bloodstream. The warrior suffers a -1 modifier to his/her Movement Value.
3	Savage Beating. The Haemonculi has not performed surgery at all! Instead he has taken the opportunity to exact his revenge on the warrior on the operating table, beating him senseless (or more so than when he was on anaesthetic...) The warrior gains a head-wound. Roll a D6 immediately, on a 1-3 the warrior subject to stupidity, on a 4-6 the warrior is subject to frenzy.
4	Slow Pulse. The Haemonculi has slowed the warrior’s vital functions, making his reactions slower. The warrior suffers -1 Initiative.
5	Mind Horror. The Haemonculi has implanted terrible visions into the warrior’s retina. The warrior suffers from -1 Leadership.
6	No Effect. The Haemonculi has taken pity upon the warrior... and has knocked him out cold before beating him. There is no effect upon the warrior, but the Haemonculi charges D6 teef for his ability to restrain himself.

These Operations can be cured with another visit to the Haemonculi’s (this may not be straight after the surgery that caused the damage), but he will charge a rather exorbitant fee of D3x5 teef. The surgery is immediately nullified.

Design Notes and Disclaimer:

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Feedback:

This file is still under draft and has not been thoroughly playtested, so changes are still going to occur. Any feedback about this rules pack can be given to me in the relevant thread on The Waaagh's Gorkamorka Sub-forum – <http://www.the-waaagh.com/forums/?showtopic=47194> .

Happy Gaming!

ScottM96