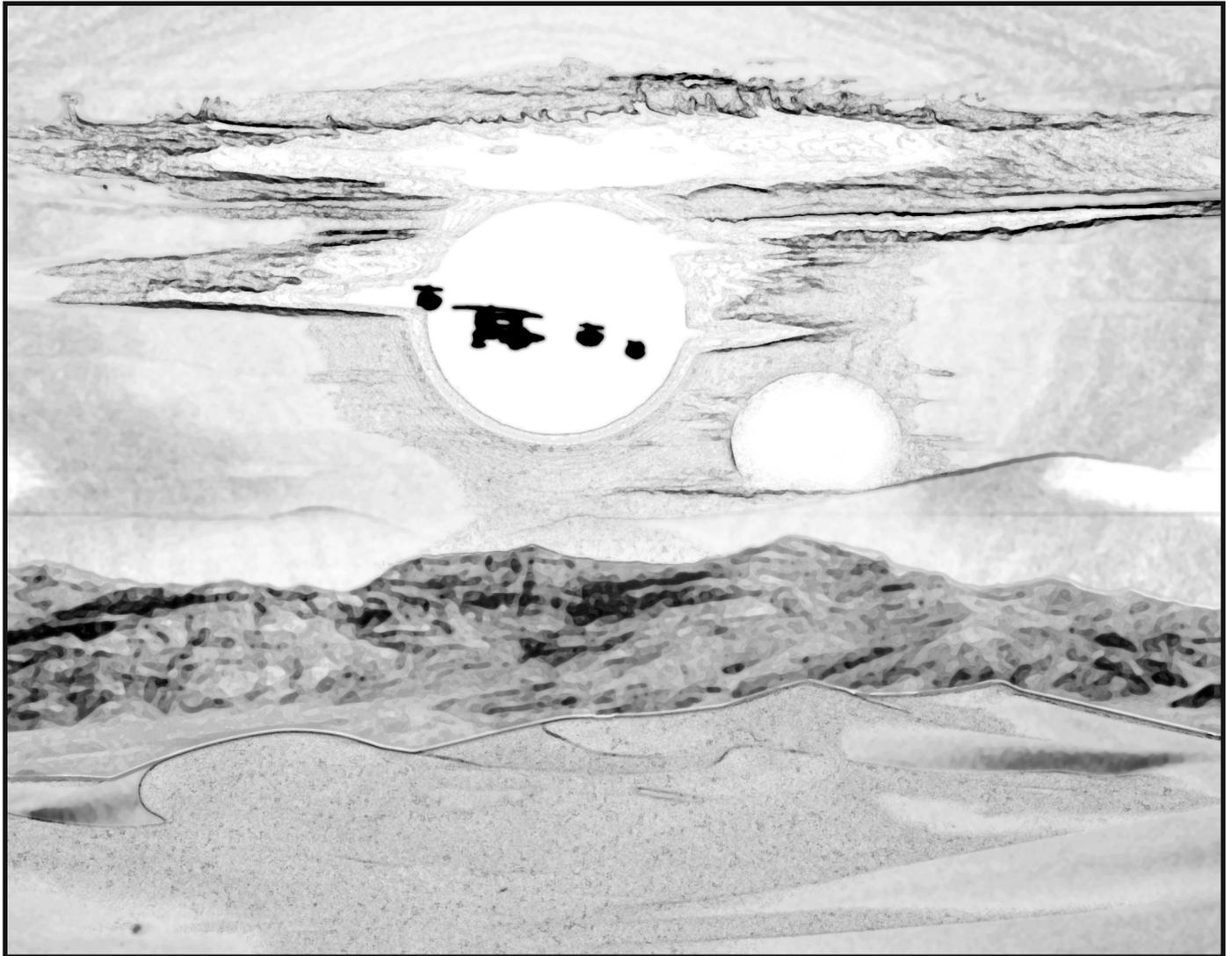




# DEFF FROM ABOVE!

## Koptas and Double Wokkas in Gorkamorka

Dregmek Blitzkart may have been the first but he was by no means the last. Nothing passes a cold night around the fire like a keg of fungus beer and tales of daring aerial adventures. Sooner or later there was bound to be another mek or two willing to have a crack at flight if only to "show dat smug git a fing or two"...





Rumour has it that Dregmek has been taking on bright eyed young spanner boyz somewhere out in Da Big Uz. No one knows for sure what they're working on out there, well, someone probably does but they're keeping it on the quiet!

Whatever is going on there have been a lot more whirlybird sightings and persistent (and suitably unhinged) nobs have managed to get their mitts on flying machines of their own. Unsurprisingly, as with all new ideas, there are many who turn their nose up at working on such things. "What would Gork say?!" They demand, slamming their workshop doors in the faces of those naïve enough to bring such things to them.

Of course Gork wouldn't waste time scolding anyone brave enough to ride such a dangerous contraption into battle. He'd either give them a deity-sized slap on the back or stamp them into the dirt. It's probably safe to assume Mork would do similar! As it stands it's only been other mobs and rocks that are smidge taller than they look causing pilots grief but that does little to convince the naysayers...

## Movement

During their movement these vehicles fly over any models or terrain up to a height of 6". If they move into a piece of terrain taller than 6" they will collide as normal. Whilst flying they cannot ram or be rammed by ground-based vehicles (although they can crash into them as normal). Similarly they cannot attempt to squash models on foot (with the exception of crashing - although the pilot will not gain experience for squashing anyone as it wasn't on purpose!). If hit by any other flyer whilst

### Kopta Thruster Buster Table

#### D6 Result

- |    |   |
|----|---|
| 1  | <b>Stall!</b> The vehicle soars into the air before plunging to the ground with a crash. It takes 1D6 damage just as if it had been involved in a collision.  |
| 2  | <b>Krunch!</b> The vehicle skids along the ground and takes 1D3 damage just as if it had been involved in a crash. It will collide or crash with any vehicle or terrain it moves over during its random move. |
| 3  | <b>Skreech!</b> The vehicle barely stays aloft and if it moves over a vehicle or terrain during its random move it will crash or collide as normal.   |
| 4+ | <b>Phew!</b> The vehicle moves erratically but stays airborne and is otherwise safe.  |

airborne (regardless of size) treat it as a head on ram (as described on page 36 of *Da Roolz*) including the swerving rules.

If immobilised it will crash to the ground and take D3 damage. From then on it may be rammed and boarded just like any other immobilized vehicle. If it fails a Thrust test roll on the Thruster Buster Table as normal and also on the Kopta Thruster Buster Table.





## Kustomisin'

Between battles the Spanner will patch up any minor damage, as with any other vehicles. Permanent damage is going to need someone with more skill but finding someone to do the job is trickier than with more traditional vehicles. Roll a D6 before attempting Kustom jobs or repairs. On a 4+ your Spanner manages to find a Mek who's willing to give it a go. Even then it's going to be a tall order and all rolls on Da Big Day table will suffer from a -1 modifier.

## Koptas

The original Deth Kopta is still legendary throughout Da Skid and whilst these imitations may not be exactly the real McCoy they are pretty good nonetheless. Each one is the pride and joy of some young mek although that doesn't stop him from hurling a torrent of abuse at the accursed contraption!

### Kopta - 15 Teef

Kopta are treated exactly like bikes for movement, shooting, being shot at, armament, hit locations, and so on (albeit with the wheel/track hit location replaced by "Wurly Bitz"). This includes the first thrust move made each turn not requiring a dice roll. Gubbinz options are detailed in the Gubbinz section below. Each Kopta must be assigned a Spanner who will pilot it and maintain it. No one other than a Spanner may pilot a Kopta.

Koptas are not powerful enough to carry anyone except the pilot and so never have any crew. This means that if the mob is split into separate reinforcement groups in a scenario the Kopta and its pilot will always be in a group on its own.

## Double Wokkas

The fundamental problem with Ork meyboys is that once they've got their teeth into a project it tends to either grow until it's deadly to anyone it's pointed at or just to the point where it's deadly. Double Wokkas straddle that distinction like nothing else!

With two or more main rotors there's a bit more power and space for crew and gear. Being able to fly is of course fantastic, a real feat of engineering, but it only takes a few lads in the wrong place to unbalance the whole thing...

### Double Wokka - 25 Teef

Except where noted below Double Wokkas are treated exactly like a Trukk for movement, shooting, being shot at, hit locations, and so on (the Wheels hit location is instead "Wurly Bitz"). Like a Trukk a Wokka may mount either a Big Gun or two identical Gunz linked together (see page 27 of *Da Uvver Book*). Gubbinz options are detailed in the Gubbinz section below.

As per usual a Spanner is needed in order to maintain the vehicle. Much like a Kopta the machinery of a Double Wokka is extremely complex and as a result the maintaining Spanner must also be the pilot.

## Kantankerous Kontrapshun

Whilst Double Wokkas can carry crew (unlike their smaller siblings) there's no guarantee they'll actually be able to stay aloft when doing so!

If the vehicle moves during your turn then a Kantankerous Kontrapshun check is required.





At the end of each of your turns roll a D6 for each warrior on board (including the pilot and any boarders). If two or more 1s are rolled then things have gone a bit awry and the vehicle takes D3 damage!

## Get to da Wokka!

Double Wokkas are ideal for picking up lads when they've got themselves in too deep. A truck would have to fight its way through but a Double Wokka can fly right in and dust off in moments!

Landing works in exactly the same way as Slow Speed Manoeuvres (see page 32 of *Da Roolz*) except the Double Wokka makes the 1 - 3" of movement at ground level. This means that the vehicle can be rammed as normal but also allows warriors to get on and off. As the vehicle is moving so slowly it is considered a Stationary Vehicle for the purposes of boarding (i.e. an Initiative test isn't required).

As with other Slow Speed Manoeuvres the vehicle won't be able to move any further that turn (unless the driver has the Skid Start skill) and so it will remain grounded until the start of its next turn. It may move as normal next turn (having automatically returned to its cruising altitude of 6" without movement penalty - ascent is fast!).

## Gubbinz

It's not really possible to give a definitive list of which Gubbinz cannot be mounted on Koptas and Wokkas due to the number of additional rule sets out there. The important thing to think about is which would work on an airborne vehicle. Things like a heavy

wrecking ball swinging all over the place and smashing into things really only work when attached to something that has a firm grip on the ground, for example!

With that in mind the following Gubbinz cannot be mounted on Koptas and Double Wokkas: Big Grabbers, Boarding Planks, Reinforced Rams, and Wrecker Balls.

There are also these two new sets of Gubbinz:

### Sky Hook - 5 Teef

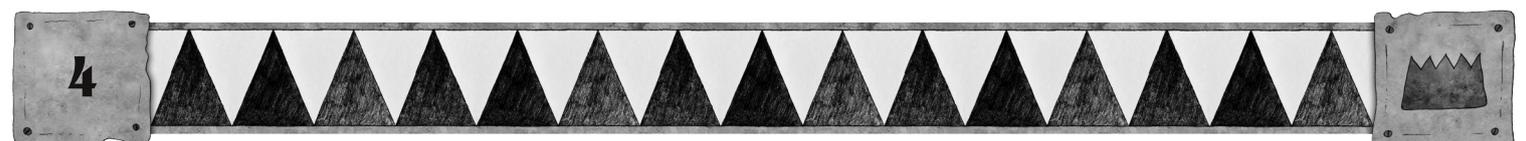
A hook with a winch attached to a Kopta or Wokka to pick up scrap while airborne.

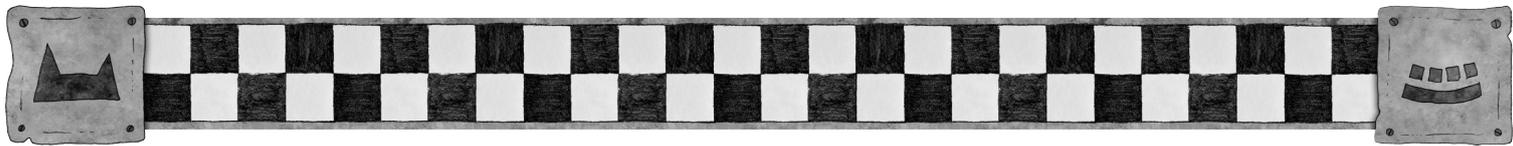
A vehicle wanting to pick up scrap must not use its thrusters and finish its move within 2" of a scrap counter. Getting the positioning is tricky and as such the pilot may not fire his own weapons, or mounted weapons that turn.

At the start of the vehicle's next turn the scrap counter has been winched up and the vehicle may move as normal. If another crew member is available then he can unload the scrap into the vehicle freeing up the hook to be used again.

Assuming the hook isn't currently laden with scrap a Sky Hook can be used to raise or lower a friendly warrior to the ground. This works in the same way as picking up a scrap counter.

If hit the Sky Hook will drop the scrap counter it is currently holding on a roll of 4+. Scrap that has been loaded onto the vehicle does not need to be rolled for. As with all penetrating hits on gubbinz a roll of 4+ will render it useless for the rest of the battle (but





it'll be repaired in time for the next one).

Koptas can fit one Sky Hook, Double Wokkas have the option of one for each side (left and right) for a total of two.

## Pintle Mount - 2 Teef

In addition to the main weapon a Double Wokka may attach a smaller side-mounted weapon using a pintle mount. Koptas may not take Pintle Mounts.

Only twin-linked weapons (as described on page 41 of *Da Roolz*) may be rigged this way - Big Gunz are far too cumbersome. Unlike a main weapon the gunner does not need to be assigned permanently and can change at any time (including during a game).

The cost of a Pintle Mount does not include the weapons themselves. They must be bought separately as normal.

## Da End

These rules don't stipulate who can field these vehicles but you're going to need Spanners or Meks to keep them in the skies. Other than that it's up to you how they fit into your campaigns!

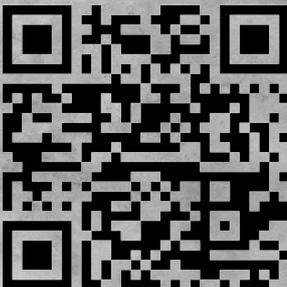
Bear in mind that Gorkamorka was not designed with flying at its core so there may well be some issues we haven't thought of. We're also planning on some things to help the lads on the ground deal with the unfriendly skies as well as more aerial antics. Stay tuned.

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