

# The Feral Orks

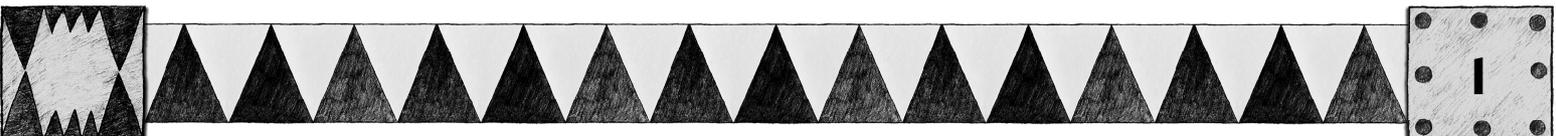
Here they are at long last, The Feral Orks, the second faction from Ere Be Stuff - an expansion pack we at The Unnamed Gorkamorka Site are working on.

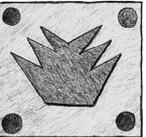
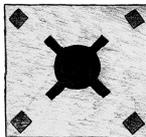
This is a complete document, or should be, so if you find something obvious that is missing head over to The Waaagh's Feral Orks topic and let us know: <http://linkpot.net/tousled/>

However, whilst it is *complete*, it's not *finished*. This is an open beta test, which means that these rules are not finalised and some things may be changed before the final release. That said we encourage you to try out the rules and give us feedback as that is what this is for. We can test them in-house but we're only a small group of people and we simply don't have enough time to try out every permutation. So, please, try out the rules and tell us which bits are broken or unbalanced!

If you're interested in other content related to the Feral Orks, such as design notes and photos, take a look at the posts tagged "Feral Orks" over at tUGS: <http://linkpot.net/pimplier/>

Finally, we apologise about the quality of the layout work in this document, it was done in Microsoft Word 2010, rather than our usual desktop publishing program Scribus. This made tables easier, but everything else much harder, and the finished version will be done in Scribus.





## In Da Beginnin'

When the Hulk came down on that fateful day, a lot of things changed. The Paleo-Team watched as they were sealed in by falling debris and sealing bulkheads. The Dust Rats scurried to ground as the sirens on the base sounded for full alert. And the observation team aboard the Eternal Vigilance clung on for dear life as they hurtled towards the ground. And aboard the hulk, the Orks died in their millions. As the hulk finally ground itself to a halt, the dead Ork bodies released a huge cloud of spores which flew up into the upper atmosphere along with all the radioactive materials, toxins and smoke. Some fell soon back to earth. Others flew on the gentle breezes until they touched down in the far reaches of the desert, never to properly propagate. And one cloud of spores was whipped through the air towards what would later be called the Howling Hills.

As the spores were wind tossed they bathed in the worst of the radiation and the intense heat of Angelis' twin suns and something happened to the Orky DNA residing within. Parts were changed, others destroyed entirely. If it weren't for the fact that the spores had been designed by the Brain Boyz to grow as soon as they had adequate resources, these new Orks would never have spawned.

To the casual observer, they would appear not that different. The squigs were larger, more ferocious. The fungus grew in the cooler mountain air to much larger proportions than they ever reached around Mektown. But looking a little closer would reveal something odd. This society had no Grots and the Orks were more muscled than average. Except for a few. Perhaps one in every hundred was weedy and small. But these little runts had such strange eyes. They glowed sometimes. These Orks never made any of their normal moves to find weaponry and vehicles.

A basic history has been established from records recovered and analysis. In simple, Orky terms, there was an Ork who was really big and one who was really weird. The biggest Ork couldn't get any food because he was much bigger and slower than normal, so all the squigs ran away from him. The weird one couldn't get any food because the squigs were bigger than him. But he could make them sit still if he concentrated really hard. So one day the weirdboy told the bigboy to stand behind him until he made a squig stand still. Then the bigboy would rush forward and rip the squigs head off while it gazed dopily at the weirdboy. A partnership was forged.

From that day, Bigboy and Weirdboy were best friends. And so the society was built around this concept. A Big Boy and a Weird Boy worked together to allow both to eat and other Orks pledged to fight for them in exchange for being allowed to share the food the two of them caught. With more boyz and some practice, the weirdboy could charm even larger squigs in place and the boyz would all pile on until it was dead. So the system flourished. Occasionally rather than kill a squig, the boyz would put it to work, either hauling food back to the camp or to ride around to find more food.

In actuality the Feral Ork version is even simpler and probably went something like this:

"UNGRY!!"

"Is' 'ungry too!"

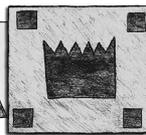
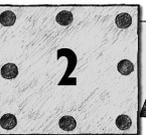
"WANT SQUIGZ!"

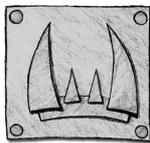
"I makes squigz still. You make it go splat!"

"AWRIGHT. I LIKES PUNY WEIRDBOY!!"

## Zoggin' Weirdboy!!

Today, the Feral Orks are no more advanced technologically than they were around the time they were first spotted. They are however greatly





xenophobic and every once in a while, a particularly strong Weirdboy will form a warband that sends raiding parties out in Da Skid looking for better food, people to kill and generally just to have a good hard bash at causing trouble.

While they overtly display a much stronger connection to the Waaagh than the Mektown Orks, they lack almost all of the genetic knowledge regarding to mechanics and weapons building. However, these Orks breed even faster than normal Orks, are much bigger to start with thanks to the higher moisture and nutrient rich ashes of the dormant volcanoes beneath the Howling Hills and while even thicker than the average concrete bunker they take quite well to direction from a suitably large leader. There's almost none of the backstabbing for control and jostling for position that the Mektown Orks have. It's much simpler than that. Da biggest is also da 'ardest. He's da Boss.

Perhaps these would've been the closest to "peaceful" Orks ever to spawn, with a simple command structure and no wants or desires beyond the next meal. Until Weirdboy came to town.

Weirdboy probably once had a name of his own but it's long forgotten. Kicked out of Mektown and refused shelter anywhere near other civilised Orks due to his unfortunate habit of making their heads blow up. One such incident was the last straw. A nob had gone to a local brewhouse one morning to gather up his boyz and found them all headless and very dead at the bar. In the centre of it all lay Weirdboy, moaning and clutching his head. Thinking on his feet, Buzrag clubbed Weirdboy over his head, threw him on the back of the truk and drove him out into the desert, dumping him there. As Weirdboy finally came to, he heard Buzrag screaming over the engines of the disappearing truk.

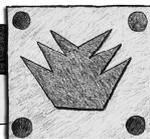
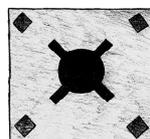
*"ZOGGIN WEIRDBOY!!!"*

How long Weirdboy wandered the desert isn't known. His initial runty size makes it hard to determine how old he is, given that in Mektown he'd still be on the small side. However as he moved farther away from Mektown, his head began to clear and Weirdboy heard it for the first time. The sound was almost like music. It drew him across the desert and into the Howling Hills. And after weeks of wandering he found the Fungus Grove. He was greeted by all the other Weirdboy of the camp. They asked him what his name was and he told them his name was Weirdboy. The Orks were stunned. The father of their society had returned. They begged him to tell them what they were to do next, having built the society he modelled.

And Weirdboy spoke to them.

*"Furst, I wants a good bit of yummies! Then I wants to go break some stuff!!"*





# Feral Ork Mobs

## Brute

These monsters are pretty much the peak of Ork physiology. Standing head and shoulders above the average Nob, they're several dozen kilos of more of muscle and sinew but that is not without its drawbacks. These Orks are by Feral Ork standards quite intelligent, which translates in reality to being dumb as three short planks. They tend to be more assured than the average Nob as no other mob members would question his dominance as long as he's still bigger than them. While respect isn't quite the word for what they feel towards the Weirdboyz, they understand that with a Weirdboy in tow they win more battles and they understand that if they club the little runt over the head, horrible green lightning bolts might part their head from their shoulders...

## Weirdboy

Technically the brains behind Feral Ork society, these runty little things possess a deep connection into the Waaagh!! which gives them special abilities over Squigs, the Orky mind and occasionally the power to manifest strange and deadly effects. The bigger Feral Orks respect them for the abilities to aid in the capture of dangerous squigs and more recently, their ability to make their enemies stand still and gawp while a choppa comes for their head.

## Wildboyz

These boyz are generally bigger than the average Ork Boy and are often around the size of a new Nob. It seems that generally over time they do become a little brighter than the Fickies that they start out as. They learn from experience, albeit slowly and are generally in charge of keeping a

small group of the Fickies focussed on the current beating at hand, lest they begin knocking lumps out of each other.

## Fickies

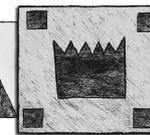
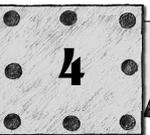
If there was a queue to get their supply of Cunnin' from Gork (or Mork) in the past, these guys weren't even near the back of the line. They were still in bed or being fascinated by a shiny piece of metal. Thicker than a space hulk hull and about as quick as frozen molasses, these guys make up the bulk of any Feral Ork mob. They understand a few concepts such as "Hit that" and yummies and a few of the brighter ones even dream of there being more yummies to come and bigger things to hit. These rare souls would be on the fast track to promotion. Except that they often get hit over the head and their yummies taken while they sit contemplating these deep philosophical issues.

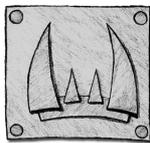
## Squiggoths

Grown in the higher mountains of Angelis, these massive squigs have been domesticated by some of the more ambitious Feral Orks to help deal with the concept of how to carry as much yummies as possible back to the camp. The reasoning behind this was that if something as big as da Boss can carry this much, then something this big can carry this much back to the camp. Recently, some of them have been fitted with ballistae and other weapons to be carried into battle to help even the odds against the much shootier but runtier Orks of Mektown (Or Da Shiny Camp as the Feral Orks think of it).

## Squig Riders

A few Boyz manage to develop a special relationship with some Squigs they meet out in the wilds, in that they manage to get the squig not to eat them on sight. With practice, dedication and





the sacrifice of a lot of smaller squigs, these ridin' squigs have been trained to carry a Wild Boy into battle. With a terrifying roar, a massive mouth full of teeth and the endearing habit of chewing on just about anything put in front of it, these creatures add extra mobility and punch to any mob.

## Mob layout

### Brute

Your mob must include **one** Brute.

### Weirdboy

Your mob must include **one** Weirdboy.

### Wildboyz

You may include as many Wildboyz as you can afford.

### Fickies

At least half of your warriors (50%) must be Fickies. You may take more than this if you wish, but should your mob fall below the threshold you must hire more Fickies at the earliest opportunity.

### Squiggoths

Your mob needs sufficient transport for all of them. When buying squiggoths you must allocate them a Wildboy, Brute, or Weirdboy to act as the creature's driver. If there is a fixed weapon then a gunner must also be chosen. Neither of these two positions can be held by a Fickie.

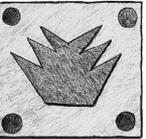
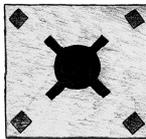
### Squig Riders

Ridin' Squigs are purchased separately from the Wildboy that rides them and the Wildboy must skip one battle training and working with the squig so that it doesn't immediately try to kill him. Only Wildboyz may ride squigs. A Wildboy mounted on a squig adopts a new statline that combines both his and the squigs stats in a manner similar to a Mutie Raider. Further details can be found in the Ridin' Squigz section of the rules.

### Weapons

Feral Orks use their own weapons list, found in the Armoury section.





# Creating a Feral Ork Mob

As with any mob, you start with 100 teef and can spend them on whatever you like, as long as you stay within the rules (see below). You are not required to spend all your teef, you may save as many as you wish and add them to your Teef Hoard for use whenever you see fit.

## Brute

Cost: 12 teef

A tower of terrifying muscles, teeth and rage, these brutes lead a Feral Ork mob into battle, often with their Big Hammas leading the charge!

**M WS BS S T W I A Ld**

4 4 2 4 4 2 3 1 6

**Weapons:** Brutes may be equipped with anything from the Fighty Bitz, Huntin' Stuffz, Armour, and Boss Gear lists.

### SPECIAL RULES

Unlike other mob leaders, Brutes do not gain a bonus to their Leadership after winning their first game, however for the purposes of Fear their leadership is at +1 – they're a bit too dim to be properly frightened of most things! (See Feral Orks & Campaign for details on challenging Da Brute)

## Weirdboy

Cost: 10 teef

Fizzing with the power of da Waaagh!!, these little fellas pour the raw essence of Gork and Mork through their comrades and channel it through

their staffs to make lightning, fire and other bizarre effects!

**M WS BS S T W I A Ld**

4 3 3 3 4 1 2 1 6

**Weapons:** All Weirdboyz carry a Weirdboy Staff which they can use in combat and is factored into their cost. Additionally Weirdboyz may be equipped with anything from the Fighty Bitz, Huntin' Stuffz, and Armour lists.

### SPECIAL RULES

A Feral Ork mob must have 1 Weirdboy, no more, no less. If your Weirdboy is killed you must replace him at the earliest opportunity.

**Pinning:** Feral Ork Weirdboyz are subject to pinning.

**Weirdboy Powers:** Weirdboyz have a special set of skills or "powers" which only they can acquire. See the section on Weirdboyz later on for a detailed description.

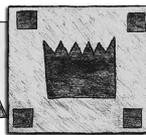
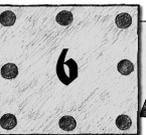
## Wildboyz

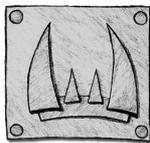
Cost: 4 teef

In Mektown, these Orks would be close to being Nobs. If only they could spell it. However, what they lack in cunnin', they make up for in sheer Orkiness! Each Brute has a few of these around to help keep the Fickies in line and for certain special skills like squig riding. Or walking and talking at the same time.

**M WS BS S T W I A Ld**

4 3 3 3 4 1 2 1 6





**Weapons:** Wildboyz may be equipped with anything from the Fighty Bitz, Huntin' Stuffz, and Armour lists.

## Fickies

Cost: 2 teef

Thicker than minced squig, in a real Ork army these guys would be nothing but cannon fodder. However, between the Brutes roaring and the Weirdboyz throbbing head veins, these slabs of muscle can be put to devastating use. As long as they don't knock too many lumps out of each other first.

**M WS BS S T W I A Ld**

4 2 1 3 3(4) 1 2 1 5

**Weapons:** Fickies may be equipped with anything from the Fighty Bitz, and Huntin' Stuffz lists.

### SPECIAL RULES

**Fickies Psychology:** Fickies are under the Fickies psychology rules at all times.

**Drivers and Gunners:** Fickies can never act as drivers or gunners.

**Tuffin' it out:** When Fickies reach the starting experience threshold for Wildboyz they automatically gain +1 T in addition to any other stat increases they may have accrued. This does not allow them to exceed the maximum statline however.

## Vehicles

**Squiggoth – 15 teef**

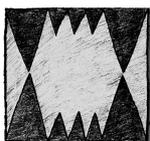
**Squig mount – 5 teef**

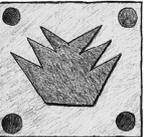
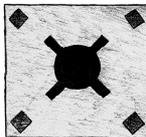
The Feral Orks have almost none of the genetic mechanical knowledge that Mektown Orks have and as far as can be told, no Mekboyz have ever appeared in their society, seemingly replaced by an overabundance of Weirdboyz. As a result, the Feral Orks turned to the squiggly beasts as a source of transport in order to haul vast loads and compete with the vehicles of the Mektown Orks.

There are two types of squiggly beast available for purchase in a Feral Ork mob, the squiggoth and the riding squig.

The squiggoth is an exceptionally large squig though not perhaps as large as those fielded by a true Ork Waaagh!!! The beast lumbers along, directed by reigns and having large platforms attached to it by whatever means necessary, even by forcing the pieces through the skin until they stay put. The lads all pile on and ride these somewhat unsteady ships of the desert into battle.

The riding squig is equivalent to an Ork as a horse would be to a human except that it has a temperament more akin to an angry bull and teeth like an entire armoury of chainswords. Some Wildboyz go out into the Fungus Groves and attempt to tame these beasts to use as mounts. While the end result is far from what any animal trainer would call tame, the beast will at least tolerate being ridden long enough to occasionally be an asset in combat.





## Drivers and Gunners

When purchasing a Squiggoth a driver must be assigned, just like any other vehicle. If a fixed weapon is mounted then a gunner must also be chosen.

## Note on Squigz and Boars

In the 'Ere Be Stuff expansion we use the term squig to refer to the units that Feral Ork Wildboyz can ride. Since these rules are based on the rules for Boar Riderz, also known as Snortaz, the two terms are used almost entirely interchangeably in this expansion. If you want your Feral Orks to ride pigs and sit atop a massive boar as they wade into battle, that's also awesome.

# Equipment List

### Fighty Bitz

Choppa/Club	1
'Uge Club/Choppa	2
Spear	1

### Big Game Huntin'

Spika Kannon	9
Splattapult	8

### Huntin' Stuffz

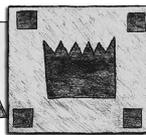
Bolas	1
Boomerang	3
Bow	1
Crossbow	1
Sling	2

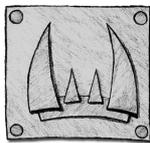
### Armour

Shield	1
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### Boss Gear

Big Hamma	3
Iron Hide	5





# Feral Orks Special Rules

## Animosity

Feral Orks mobs aren't cohesive units, in fact they're a terribly organised rabble that sometimes realises there's an enemy to fight! At any given moment in time there's a squabble going on about whose shiny thing that is, or where the yummiest went, or how far away that rock is. Normally the biggest boy in the group will spend as much time yelling and cursing at them to try to keep them focussed as he does actual fighting, although this only works some of the time. The fighting always starts amongst Fickies but if all of them are already bickering then the Wildboyz tend to wade in to sort things out, usually dragging the Weirdboy with them.

To represent this at the start of every turn the mob's Brute must take a leadership test. If he fails, count the difference between his score and his Leadership characteristic and roll a corresponding number of D3s. That total is how many Feral Orks are affected by Animosity.

When determining which models are affected by a failed Animosity check start with the Fickies. If there are no unaffected Fickies left then assign the remainder to the Wildboyz and lastly the Weirdboy. Brutes are never affected by failed Animosity checks.

*For example a Brute with a Leadership of 6 takes an Animosity check and rolls 9. The difference between his score and his Leadership characteristic is 3, so 3D3 models are affected. The result is 9 but there are only 7 Fickies on the board thus his two Wildboyz are also affected.*

If the Brute is Down or Out of Action then a Wildboy can take the test, and lastly a Weirdboy if there is no one else (Fickies can never test). Should no one be available to maintain order then take the test anyway but without a leadership characteristic.

*Example: with no one able to take the check the player takes the test, rolling a 7. As a result 7D3 models are affected by Animosity this turn!*

Orks are an intrinsically psychic race and this manifests itself in arguments too (this is quite possibly why bar brawls are such a popular pastime in Mektown). All the models affected by Animosity will react in the same way. Roll on the Animosity Table (D6) to find out what they're up to for the duration of the turn.

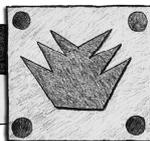
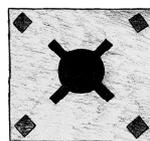
## Animosity table

- 1 The warrior doesn't feel like fighting and just sits down. He counts as pinned for the rest of the turn (he will have recovered by the start of the next turn, unless another Animosity check is failed).
- 2-3 The warrior charges the nearest target, be it friend or foe.
- 4-5 The warrior charges towards the nearest enemy target, even if he can't reach it.
- 6 The warrior is overcome by Frenzy and charges the nearest enemy target, even if he can't reach it.

In terms of which models are affected it will always be those furthest from the model taking the Animosity check.

A model affected by animosity holding a scrap counter will not move, instead they hold onto the shiny bits tightly. Any models within 6" of such a





warrior that are affected by animosity are overcome with jealousy and will charge over to them, spending the rest of the turn squabbling.

## Animosity and Vehicles

Animosity affects models onboard a vehicle differently. Warriors onboard spend the rest of the turn brawling with each other or hurling insults. Sometimes both at the same time. The vehicle may still move as normal and Big Gunz may still fire, but the crew may not disembark or shoot. If boarded they will still fight as normal.

## Fickies Psychology

Fickies are a slow bunch at the best of times, but when there's a fight to be had you'd think they'd be able to hold it together for a few minutes – not a hope. Fickies on their own suffer from Stupidity at all times (as detailed on page 49 of *Da Roolz*), however to prevent this, they can stick together in a group where the build-up of Waaagh!! energy is enough to keep them on track for a while. If before they move, Fickies are within 2" of 2 or more friendly models, they do not suffer from stupidity that turn.

Fickies in such a group cannot Hide or go on Overwatch as the others will give them away, distract them, or just generally make a nuisance of themselves. For the purposes of Bottlin' Out tests Fickies only count as half a model.

## Weirdboyz

Weirdboyz are relatively uncommon in normal Ork society as they suffer ill-effects as a result of being immersed in the psychic field that all Orks generate and the few that do survive are generally put to work as walking weapons to use against the Orks enemies. Through the mutations and DNA damage done to the Feral Orks, the Brutes,

Wildboyz and Fickies radiate their psychic energy differently, essentially on a different frequency to the Weirdboyz, allowing them to flourish. The genetic damage done also seems to have made Weirdboyz more common in Feral Ork society as well. Weirdboyz have several special abilities that no other Ork has access to which are detailed below.

## Powers

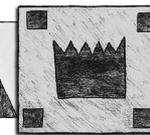
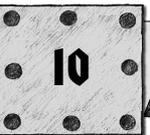
Weirdboyz begin their time in a Mob with the following powers and can gain more when they gain experience. See the Skill Table – Da Waaagh!!! for further powers that can be acquired. The Weirdboy can only use one power per turn and it consumes his entire shooting phase. Certain powers are cast outside the shooting phase but the model still cannot shoot if he uses one of these. Additionally, a Weirdboy cannot run and use one of his powers in the same turn in a manner similar to shooting.

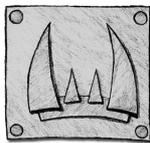
### Strength of Gork! – Difficulty 5

The Weirdboy focuses all of the Waaagh in his head on a single Wildboy or Brute, making them stronger and Orkier than before. This manifests itself as a +1 to either Weapon Skill and Ballistic Skill or as +1 to Initiative until the end of the turn. This power has a maximum range of 10".

### Cunnin' of Mork! – Difficulty 5

The Weirdboy can channel the Waaagh!! to boost Fickies mental abilities so that they can return to a functioning group. Up to 3 Fickies can be made to move closer to one another by 4". If this places them within the radius for Fickies Psychology to take effect then they do not suffer from Stupidity this turn. This power can only be used at the start of a turn before any movement takes place but still consumes the shooting phase of the casting





Weirdboy. This power has a maximum range of 24".

*E.g. Three Fickies are 4" away from one another at the start of your turn. The Weirdboy can spend his shooting phase at the start of the turn before movement and move them up to 4" towards each other until they are within 2" of one another using Cunnin' of Mork!*

## Da WAAAGH!!

The Weirdboyz have greater access to the might of Gork and Mork as they grow in power and experience. It allows them to draw upon the nigh infinite power of da Waaagh!! to produce powerful, awe-inspiring and sometimes downright silly effects.

Weirdboyz can roll on the Waaagh!! powers table instead of a normal skill table should they wish to. Roll a D6 to determine which power the Weirdboy adds to his repertoire. If you roll on the table and get a result for a power that you already have, you may either reduce the difficulty of the power in question by 1 or roll again on the table until you get a result you do not already possess. You do not get to choose which ability you get like other skills on a duplicate result, the Waaagh! is simply too chaotic and Orky for any kind of structured learning to occur.

### 1. Fickies Revenge! – Difficulty 6

This affects all models within 2D6" of the Weirdboy, sapping at the mental energies of those nearby. All models are automatically Pinned, including your own warriors. Pinning is resolved in the usual manner. This affects models that are usually invulnerable to pinning as well.

### 2. Right Sparky!! – Difficulty 7

This particular channelling fires small stinging lightning in a 4" template (a standard Gorkamorka blast marker) around the Weirdboy. All models caught in the template are driven away from the Weirdboy D6". Unlike other powers a Weirdboy may use this ability while in Hand to Hand combat thereby disengaging.

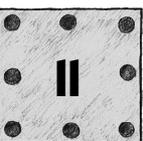
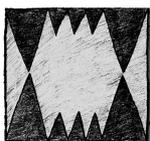
### 3. Fungus Patch! – Difficulty 6

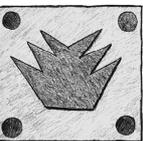
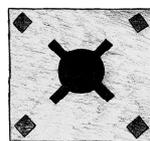
Tiny slippery mushroom like tendrils sprout around the Weirdboy within a D3+3" template centred on the Weirdboy. All terrain within this template is considered difficult terrain and already difficult terrain becomes Very Difficult terrain and remains until the start of the Weirdboyz next turn. If this spell is cast from a vehicle the template moves with the squiggoth and is measured from the centre of the beast. The difficulty is increased by 2 making it a **Difficulty 8** power, when cast from squig-back.

### 4. Speed of Mork!! – Difficulty 7

D6 friendly models double their Movement until the end of their turn. If an affected model does not move at least 10" while under this effect, roll a scatter dice and have him move 8" in the direction the dice indicates to burn off the excess Waaagh!!! Do this for each Ork that does not exceed 10" of movement.

This power can only be used at the start of a turn before any movement takes place but still consumes the shooting phase of the Weirdboy in question. If this movement brings him into base to base contact with a foot model or a vehicle, stop the movement and resolve as normal. For the purposes of hand to hand, the





Feral Ork counts as having charged.

### 5. Fists of Gork!! – Difficulty 8

Two mighty fists of Gork appear and each attack the nearest enemy at WS 4 and S4 with a -1 Save Modifier. If the enemy falls after the first hit, the second fist finds someone else to pound on, attacking the next nearest enemy model. Enemies put down by the Fists of Gork do not automatically go out of action as models in Hand to Hand would, unless they are in base to base contact with another foot model who kindly crushes their skull. If the Weirdboy fails his roll by 5 or more, the Fists attack the nearest friendly models in order of proximity to the Weirdboy. If the enemy wins combat against a fist, it simply dissipates back into the Waaagh!!! Enemy models who best a Fist do not gain any experience for doing so.

### 6. Might of Gork AND Mork!!! – Difficulty 10

A mighty green lightning bolt strikes a chosen enemy within 12" of the Weirdboy and immediately forces 2 rolls on the Injury Table. If the Weirdboy fails his Difficulty roll by 5 or more when using this power, he is struck by the bolt himself and takes the appropriate wounds. This cannot be used on a model already in hand to hand combat.

## Shiny Bitz

Weirdboyz can go to the elder Weirdboyz in the tribe and have them imbue their staff with additional properties in the same manner as a Kustom Job. The available Kustom Jobs are shown below.

**Idol of Gork** – The designated model gains an additional +1 to WS or BS until the end of his turn on top of the usual +1 when the Weirdboy uses Strength of Gork! for each idol added to his staff. These can allow temporary WS or BS above the stated maximums for Feral Orks.

**Idol of Mork** – The Fickies can each move an additional 1" when under the effects of Cunnin' of Mork for each idol added to the staff.

**Symbol of da WAAAGH!!** – The Weirdboy gains +1 to his roll to see if he has beaten the Difficulty Check for a Waaagh!! power for each Symbol he adds to his staff.

**Fickies' Toof** – When animosity takes effect, each Fickies Toof reduces the number of D3s rolled to determine the number of Orks affected by animosity by 1.

A Weirdboy of 41 or above experience may have one kustom job on his staff.

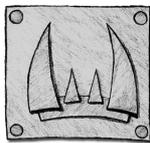
A Weirdboy of 101 experience can add an additional custom job.

A true Warphead, 201+ XP, can have one further Kustom Job added.

Each Kustom Job costs D6 teef and the Weirdboy must skip the next battle while he participates in the lengthy ceremony the elders demand. A Weirdboy can only own one staff. Weirdboy's staffs are not lost as a result of capture as trying to move the staff away from the Weirdboy; even when unconscious the staff becomes inexplicably heavy and causes splitting migraines in all nearby.

The staff is usually stuck into the sand out of his reach instead and is reclaimed if he is freed. If the Weirdboy has any Shiny Bitz on his staff, roll a D6 when he is freed. If the result is a 1 or a 2, one of the Shiny Bitz has been nicked as a trophy.





The staff regains one of its former slots but all normal procedures must be followed if you wish to add another shiny bit to the staff. Remember to subtract the cost of the Shiny Bit from the Weirdboy's cost.

### Examples of Staff Setups

*1x Idol of Gork, 1x Idol of Mork, 1x Fickies Toof – The Weirdboy excels in his buffing and anger management abilities, helping to stop the mob falling apart.*

*3x Symbol of da Waaagh! – Focussing on power, this gives the maximum chance of success when trying to use the more difficult abilities.*

*3x Fickies Toof – Preventing animosity from becoming an issue in your mob keeps you mobile and fighting more than the average Feral Ork mob.*

*3x Idol of Gork – Improving the pairing of the Brute and Weirdboy, turning them into a brutal melee combo.*

## Mightee Steedz

While plenty of squigs of various sizes and shapes grow around Mektown, the arid conditions aren't even close to ideal for them. Up in the Howling Hills however, the cool air, more frequent rainfall and volcanic ash provide an environment that makes all things Orky grow a bit better and bigger. Mighty mushroom stalks like redwood trees came first, providing cool shade and then the squigs began to grow. And grow. And grow! Giant squiggoths roam the mushroom groves, eating the flora and fauna without discrimination. The Weirdboyz have found they can exert some degree of control over these behemoths and at Weirdboy's direction, have put them to work in fighting the other denizens of Angelis, serving as mighty mounts carrying the squabbling Feral Orks into battle.

## Squiggoth movement

Squiggoths are large and lumbering but can give a fair bit of speed if whipped enough as long as the driver doesn't get too over enthusiastic and lose control of the beastie.

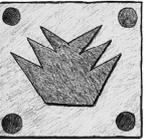
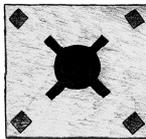
Squiggoths move like Ork traks, i.e. 6" gas engines, 5" thrust, however as soon as a thrust test is failed the driver has over done it and must roll on the Rampaging Squiggly Beast table.

## Rampaging Squiggly Beast Table

**1 – Rampage!** The beast counts as having no driver for this turn (see page 34 of *Da Roolz*). Next turn the driver must pass a leadership test in order to regain control or the beast continues rampaging.

**2 – Charges 2D6"** in a random direction (roll the scatter dice to determine which direction)





**3** – The beast bucks wildly, throwing any crew off (does not include the driver, who has reins to hold onto). Each crew member may attempt to stay aboard by rolling equal or under their Strength; if they succeed they are unaffected but can do nothing else this turn.

**4+** – The beast lumbers 5" forward

### Slow speed manoeuvres

Squiggoths may perform slow speed manoeuvres as detailed on page 32 of *Da Roolz*.

### Ramming and Squashing Models On Foot

Squiggoths are snarling behemoths and their simple brute and ferocious nature is testament to that. They eat anything they can chew and head-butt everything else. This is represented in game terms in that it can ram like any other vehicle with one exception, in head-on collisions with other vehicle they simply are not as tough. In the case of a head-on ram with another vehicle (this does not apply to other Squiggoths...they're quite soft-headed) it will only inflict D3 damage on its opponent, instead of the usual D6 damage.

While trukks, traks and buggies rely on their crew to inflict most of the damage, Feral Orks struggle to keep the Squiggoths from causing too much. Their snarling snapping maws often maul anyone foolish enough to stand too close. Models on foot that are run down, raked, or sideswiped by a Squiggoth will take a S5 hit, rather than the S3 hits as detailed on page 39 of *Da Roolz*.

## Squiggoth Hit Location Table

### 1. Crew – Armour Value: 8 (randomly determined crew member)

One of the 'invaluable' members of the crew has been hit. If there is more than one crew member, randomly determine which one it is before rolling on the table below for damage. Any warrior that goes down while on the vehicle, topples over the edge landing D3" away from it in a randomly determined direction, suffering a further S3 hit on the roll of 4+.

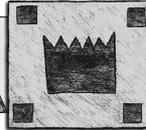
**If there is no crew on the Squiggoth then the driver is hit instead.**

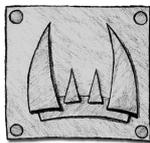
**1 - 3 Stray Shot!** The crew member is lucky enough to dodge out the way. Unfortunately, none of his other mobsters are as aware of their surroundings. Randomly determine any model on the Squiggoth (except the driver). He takes a S3 hit.

**4 Impaled!** The crew member is jostled by the hit, falling back into some pointy shrapnel. He takes a single S4 hit.

**5 Lost footing!** The crew member struggles to remain standing and must roll under his strength on a D6 to remain on the Squiggoth. If failed, he falls, landing D3" away from the Squiggoth in a randomly determined location, taking a S4 hit.

**6 Hit!** The crew member takes the hit from the weapon as normal. In the event of a ram, swipe, rake, crash or collision, he takes a S3 hit.





## 2. Fixed Weapon – Armour Value: 8

The fixed weapon is hit! Roll a D6 to determine the results. In the event the Squiggoth has no fixed weapon, then the crew is hit instead.

**If the Squiggoth has no fixed weapons then the crew is hit instead.**

**1 Me 'and!** The gunner (for Orky reasons) got his hand stuck in the dakka end. Getting it out was quick and painless for him, but the weapon needs a quick fix. The weapon cannot fire in the mob's next shooting phase.

**2 Bent!** It is frustrating enough to aim one way and it to fire the other, but now the thing is bent, firing off to one side. The gunner may continue to use the weapon but does so at -1 BS for the remainder of the game (this penalty does not apply to firing any other weapons).

**3 Blocked!** The hit has dislodged a worky bit that keeps getting stuck when trying to reload. The weapon may still fire as normal, but takes a whole turn to reload. (The weapon cannot be used the next turn, but the turn after.)

**4-5 Broken Trigger!** The weapon is relatively undamaged, except that the trigger has broken off and nobody has realised...or even noticed. The weapon cannot be used for the rest of the battle.

**6 TWANG!** The tiny thread of rope binding the weapon together has snapped, flinging wood, squig bitz and bow strings everywhere! The weapon cannot be used for the rest of the battle and the Gunner receives a S2 hit.

## 3. Gubbinz – Armour Value: 8

If the Squiggoth has any Gubbins then randomise which is hit. On a 4+ it is damaged and can't be used for the rest of the battle.

It will be automatically repaired before the next game.

**If there are no Gubbins then the Squishy Bitz are hit.**

## 4. Legs – Armour Value: 8

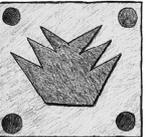
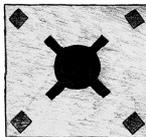
**1-3 Hamstrings are gammy things!** It's hard to run with bullets and shrapnel in your legs, so it's no surprise that the Squiggoth slows down. It is at -1 Movement for both regular and thrusting movements. This is cumulative and if it reaches 0, it is immobilised and crippled.

**4 Taken aback!** The blow to the legs has sent the Squiggoth off balance. It swerves before rolling on the Rampage table.

**5 'Urty Bitz!** The hit gets the Squiggoth in a sensitive area that is agonizing. Roll on the Rampage table to see the results. On the result of 4+, instead of lumbering forward 5", it is immobilised and crippled, representing just how much damage was done on the inside.

**6 Swept off ya feet!** The Squiggoth's feet are almost literally kicked out from under it and it falls flat on its face. It is immobilised (but not crippled).





## 5. Driver – Armour Value: 8

**If there is no driver then the Squishy Bitz are hit instead.**

**1 Close Call!** The shot buries itself in the driving seat without even touching the driver. It has no effect.

**2 Whoops!** It was such a close call that the driver wasn't paying attention and must take a leadership test to regain control. If failed, roll on the Rampage table.

**3 Impaled!** The crew member is jostled by the hit, falling back into some pointy shrapnel. He takes a single S4 hit.

**4-6 Hit!** The driver is hit by the weapon as normal. In the event that it was a collision, ram, rake, swipe or crash. He receives a S4 hit.

## 6. Squishy Bitz – Armour Value: 10

**1 Buck!** The Squiggoth rears up in pain. Roll on the Rampage table to see the effects. After the results, the Squiggoth is deemed crippled and immobilise.

**2 Stagger!** The Squiggoth goes into some sort of daze from the force of the blow. It staggers D6" in randomly determined direction before just lying down. It is the driver's fun job of waking it up. Roll a D6 each time you are trying to get it to move.

**1** Roll on Rampage Table

**2-4** It remains still

**5** It can move, but no thrusters

**6** Immobilised and crippled.

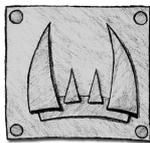
**3 Don't Panic!** The events of the battle are making the Squiggoth as stubborn as it is bad tempered. The driver has to whip it to get it to go anywhere. The Squiggoth can only move as if it is thrusting for the remainder of the game.

**4 Hang on!** The Squiggoth bolts forward as if it's being whipped. It must thrust forward until the player fails a thrust test or it hits something.

**5 'Ope dat wazn't important...** Something blue and wibbly is hanging out of the Squiggoth and oozing. Seeing as Red 'Unz go fasta, it becomes clear that blu' 'unz slow you down. The Squiggoth slowly lumbers around before tiring, collapsing in a messy heap. It is immobilised and crippled.

**6 Troublesome beast!** The Squiggoth has been put off by all the action. The driver must pass a leadership test each time in order to control it. If passed, it acts as normal. If failed, it swerves and moves D6" forward.





## Squiggoth Permanent Damage Table

### 11 - 13 Dead!

A combination of blood loss, organ damage and general mistreatment has caused the Squiggoth to die. If one mob bottled out, the other gains an extra 2D6 teef stripping the carcass for tasty meat if they leave a Boy (or equivalent unit) to strip it. The model left to strip the carcass doesn't contribute anything else to the mob's income this game.

### 14 - 16 Badly Mangled

The Squiggoth has taken severe damage and is barely alive. Roll a further D6 times on the permanent damage table, ignoring Dead, Captured, Furious Regeneration or Minor Injuries.

### 21 - 22 Tender Areas

The damage has made the Squiggoth more vulnerable to attacks. Reduce its armour over all areas by 1.

### 23 - 24 Exposed Nerves

The damage has exposed some nerve beds, making it easier to harm the Squiggoth. Any rolls on the Squishy Bitz table are at a +1

### 25 - 26 Numb Areas

The Squiggoth has numbed areas around where its reins are attached, making it harder for it to interpret steering commands. When making a leadership check to turn or swerve, it's taken at a -1 penalty.

### 31- 32 Stumbling Gait

The Squiggoth legs don't quite move in sync any more, violently rocking all aboard. All ranged attacks made from the squiggoth are taken at a -1 penalty.

### 33 - 34 Gammy Leg

The Squiggoth has a hobbling limp and its movement is reduced by D3". Roll now to find out how much to subtract from its movement score.

### 35 - 36 Stubborn

The Squiggoth has a bad attitude as a result of being shot, rammed, burned and poked all the time. Before a battle, roll a D6. On a one, the squiggoth cannot be persuaded to behave and is not available for the battle.

### 41- 56 Minor Injuries

The damage isn't as bad as it could have been. A few delicious squigs and a tickle in just the right spot will make sure the beast is ready for the next battle.

### 61- 63 Captured

The enemy mob has captured the squiggoth and is going to cut it up for food to eat and sell for which they will gain 2D6 Teef. The Feral Orks have one chance to recapture their squiggly beast before it ends up between two slices of fungus bread, using the normal vehicle recovery scenario.

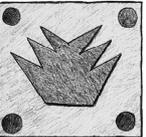
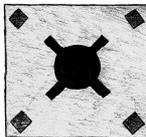
### 64 - 65 Battle Scarred

The beast has many mighty slashes and scars all over it making it look tougher and scarier. All warriors on board the vehicle have +1 to Leadership, riding atop the seemingly invincible behemoth.

### 66 Furious Regeneration

The battle has triggered a flood of signal compounds which have activated a flurry of mitosis and cellular regeneration. The Squiggoth is healed of all permanent damage by the process and has no further effects.





## Squig Ridin'

Squigz are wild, dangerous and at the best of times, utterly unmanageable. Still, occasionally mad Wildboyz will attempt to ride on the bigger squig and with a little patience and lots of delicious yummys as incentive, the squigz can be persuaded to at least bite enemies before allies.

### Becoming a Squig Rider

When a Wildboy wants to become a Squig Rider he must go off into the Howling Hills to find a Squig to call his own. When you purchase a Squig for him to ride, the Wildboy misses his next battle while he trains the squig not to kill him and to tolerate him riding it into battle. After one battle has elapsed, the Wildboy returns to your mob, dead chuffed as his new pet runs roughshod over his enemies. Squigz purchased at mob creation are available immediately without the one battle waiting period but any purchased subsequently must undergo the training period.

### Movement

An Ork riding a Squig moves at 7". Squigz can charge and gallop in exactly the same way as Muties, but since squigz are considerably less cooperative than Mutie Beasts, Wildboyz cannot fire on the gallop, or set Overwatch. Due to the roaring and slaving, Squig Riderz cannot hide.

### Shooting from a Squig

Squig Riderz have a 90 degree fire arc to the front just like a footer. Feral Orks can use the following Ranged Weapons when mounted on a Squig: Boomerang, Spear, Sling, Bolas. Regular Bows and Crossbows can be used if the Ork passes a successful initiative check but if he fails, the Squig

goes wild. See Squigz Wild!! for a description of how this functions.

### Shooting at Squig Riderz

Shooting at a Squig Rider follows the same procedure as normal. If the Squig moves at over 10", there is an additional -1 to hit modifier due to the speed (and dust cloud!) Squig Riderz are not driven off by enemy fire like Muties are. In fact they're more likely to charge the enemy!

### Close Combat

Squig are brutal in close combat and give the Rider an additional attack in melee combat. When mounting a Wildboy on a Squig, be sure to add +1 to his attack statistic!

### Saving Throws

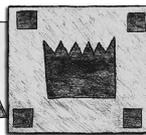
Due to the shifting, rampaging nature of the Squig, Squig Riderz have a natural 6+ armour save, just like Muties.

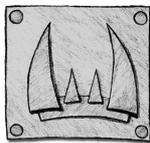
### Picking Up and Carrying Scrap Counters

Riderz must stop for a turn to pick up Scrap just like Muties; they suffer no movement penalty for carrying it and may only carry one counter.

### Attacking Vehicles

Riderz do not dismount in battle. When they attack a vehicle they test initiative as normal, but do not board the vehicle. A Rider who successfully attacks a vehicle fights a crew member as normal, but the crewman will only fall off his vehicle if he goes down, and the Rider is simply moved out of contact with the vehicle if he loses, in addition to any wounds he may take. The vehicle may move away from the Rider in its next movement phase as normal, but may not sideswipe the Squig Rider.





## Squigz and Forts

Squigz cannot climb fort walls, and therefore will need to destroy the gate of the fort to get in. Squigz count as footers when trying to get through holes in the gate.

## Squigz Wild!!

While Wildboyz may claim to have "tamed" their squig, it couldn't be further from the truth. The only thing keeping the Squig in any semblance of line is the reigns the Orks have crudely lashed to them. Dropping these for even a moment will be taken as an act of weakness (or deliciousness) and the squig will attempt to escape. The details of when this can happen are listed below.

- **Rider goes down**

A Squig automatically Goes Wild if its rider goes Down. If the rider goes Out of Action, the squig runs away- remove the model as usual.

- **Gets Bitten**

Wild Squigz bite everything in sight, including other Squigz!. If a Wild Squig moves within 1" of another Squig, then the rider must pass a Leadership test or his squig goes wild as well!

- **Gets Rammed**

Any attempt to Sideswipe or Run Over a Squig Rider will not be taken well. Once the attack has been resolved, the rider must pass a Leadership test to control his Squig, even if the attack missed or did no damage.

- **Grabbin' Scrap**

Grabbing a Scrap counter means letting go of the reigns. Oops. The rider must test his Leadership after digging up some scrap. If he fails, the squig goes wild, but the Scrap is still collected.

## Squigz Gone Wild

A Wild Squig moves D6" in a random direction determined by scatter dice at the start of the movement phase, Due to the delicate means needed to regain control through beating, yelling and biting, the Ork is too busy to engage in ranged combat until he regains control of his squig.

During the Recovery Phase, the Wildboy can attempt to regain control of his squig by making a Leadership roll. If he passes, the squig will calm down a little and can be directed as normal again. If a Wild Squig moves into contact with an enemy model it immediately begins the happy task of chewing on the enemy and combat will proceed as normal with the Squig Rider counting as having charged the enemy. The squig will be under the Riderz control again after the combat resolves. If the rider is down when this happens however, he is put Out of Action and the model is removed from play.

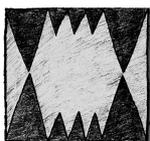
Wild Squigz never willingly attack vehicles and stop 1" short of a vehicle if wild movement would bring them into contact with it.

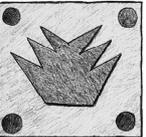
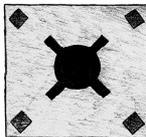
## Changing Riderz

Occasionally an Ork will no longer be suitable for riding a squig and the reins must be passed to another. To transfer ownership of squig to another Wildboy, both the current and future rider must miss a battle while the current rider shares his secrets of how he got the squig to not kill him.

## Death of a Rider

If a squig rider dies as a result of battle, there's no time to pass on the secrets of what persuaded this particular squig to tolerate him and it runs off into the wilderness in the wake of its rider's death.





# Weapons and Equipment

## Fighty Bitz

### Choppa/Club

While lacking the finesse and adornments of a Mektown made Choppa or Club, these a big lumps of sharp metal and heavy stone that allow Fickies and Wildboyz to inflict just as much damage.

See page 53 of *Da Roolz* for the statline.

### 'Uge Choppa/Club

A particularly large chunk of debris, tossed into the Howling Hills, stuck on the tree-trunk like branches of the mushrooms that grow in the Howling Hills and given to the most focussed looking Wildboy is a recipe for carnage at the best of times.

See page 53 of *Da Roolz* for the statline.

## Spear

Ideal for hunting small squigs at range and dealing with larger ones up close, these are one of the simplest weapons ever made. Good thing too as the guys wielding them might be the stupidest creatures ever to draw breath.

See page 54 of *Da Roolz* for the statline.

## Weirdboy Staff

When a Weirdboy joins a mob of Feral Orks, the elder Weirdboyz present him with a staff with a shiny piece of metal on top of it. This acts as a conductor for the Waaagh!!! fizzing inside his head,

helping him to direct it in positive ways like making heads explode as opposed to negative ways like making his own Boyz heads blow up.

See page 12 of *Digganob* for the statline.

Further details on Weirdboy staff can be found in the Weirdboyz section.

## Huntin' Stuffz

### Bow

1 toof

Not the most deadly of weapons on Angelis, but it'll stop a squig in its tracks from a considerable distance, if the damn thing will just hold still...

See page 55 of *Da Roolz* for the statline.

### Crossbow

1 toof

Cunning Feral Ork engineers have devised a bow that stays pulled back even if you forget that you're holding it, cutting finger loss in a mob by over 30%.

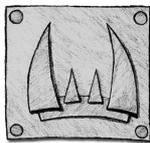
See page 55 of *Da Roolz* for the statline.

### Bolas

1 toof

Given the number of legs a squig can have, several bolas might be needed to bring a big one down.





Funnily enough, it only takes one bola to bring down even a full grown Ork if its big enough and thrown hard enough.

See page 59 of *Da Roolz* for the statline.

## Sling

2 teef

A simple thong made of leathery squig hide allows a Feral Ork to chuck rocks with greater strength and precision. Of course the squigs aren't always happy about Orks trying to harvest their leather.

Short Range	Long Range	To hit Short	To hit Long	Strength	Save mod.	Damage	Ammo Roll
9	18	-	-1	AU	0	1	4+

**Special Rules.** If the warrior doesn't move he may fire twice at short range.

## Boomerang

3 teef

Discovered when an Ork threw a bent piece of metal at a squig and missed. To his immense surprise the piece of metal came back, smacking him in the head as it did so. Before long, everyone was trying it, with mixed results.

Feral Ork boomerangs can't be thrown by anyone else as it's the Waaagh!! that really gives them their returning property. They don't always come back when thrown by Feral Orks either. Usually because they're stuck in something's ribcage.

Short Range	Long Range	To hit Short	To hit Long	Strength	Save mod.	Damage	Ammo Roll
User Strength x3		-	-	AU	0	1	3+

**Special Rules.** May be used while running.

## Armour

### Shield

1 toof

Feral Orks don't have anything as clever as a fabricated shield. These are usually panels or airlock doors they find strewn around the Skid.

See page 59 of *Da Roolz* for the statline.

## Boss Gear

### Big Hamma

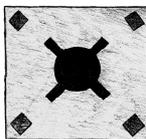
3 teef

A fearsome weapon of such tremendous weight that only a Brute can carry one – when this weapon descends at speed, whatever it hits stays down. Essentially a small boulder on the end of a handle of some sort, a Big Hamma is incredibly clumsy, but terrifyingly dangerous too.

Short Range	Long Range	To hit Short	To hit Long	Strength	Save mod.	Damage	Ammo Roll
Close Combat		-	-	AU +3	Varies	1	N/A

**Special Rules.** Loses draws. Fumbles count double. Two-handed. Reduces wielder's Movement by 1".





## Iron Hide

5 teef

After beating a mob, Feral Orks shred vehicles as trophies and cobble the leftovers into armour. Although it still looks like bit of truck wrapped round an Ork it's much tougher than the armour of even a successful Nob. Only a Brute has the strength to wear such a "garment" and still fight and even he will be slowed by it.

Iron Hide confers a 4+ armour save and reduces the wearer's Movement by 1". It also halves their Initiative, rounding up.

## Big Game Huntin'

### Spika Kannon

9 teef

Feral Ork are rather primitive and are gearing up for battle with much gusto. Their ideas are simple and their technology is nothing more than sticks and stones, but they still try their hand to fight the good fight. The Spike Kannon exists in many ways, shapes and forms and unsurprisingly, with varying results. Some stones will be too big to throw and it will crumple slightly, other spikes might get lodged in the splinters of a badly made blowpipe.

To represent the inconsistent and unreliable design of the Spika Kannon, rolling a sustained fire dice suggests it never shoots the same way twice; sometimes hurtling two or three bitz at the enemy, sometimes only one, and sometimes things just go horribly, horribly wrong.

Short Range	Long Range	To hit Short	To hit Long	Strength	Save mod.	Damage	Ammo Roll	Notes
12	18	-	-1	D6+2	-2	D3	4+	1 Sust. Fire Dice

## Splattapult

13 teef

Relatively crude, the brightest of Weirdboyz have managed to cobble together something resembling the Splattapult and stuck it on the back of a mighty squiggoth. Although, it could be argued by an outside observer that the Gretchin Revolutionary Kommittee quite likes the idea of Orks that are willing to take direction from "runty Weirdboyz" and might have left a few lying around as a way of eliminating the Mektown Orks.

See page 38 of *Digganob* for the statline.

**Special Rules.** Cannot be fired if the Squiggoth thrusted.

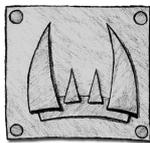
## Uvver Stuff

### Squiggly Sausages

1 toof

A delicious treat of squigmeat, Wildboyz can use these single-use items to add to their leadership score when attempting to bring their squig back from runnin' wild. There is no limit to the number that may be used in a turn but they must be assigned to a specific Ork and cannot be transferred during a game.





## Rock Chuckin'

Feral Orks don't have access to anything as advanced as grenades, but they do have some thrown weapons, namely rocks. More intelligent Orks favour nice shiny weapons, but Fickies are rather primal and enjoy pelting things with stones.

Fickies may hurl rocks at a target instead of firing a weapon, inflicting a S2 hit. Multiple Fickies may combine forces to create a much more effective attack. Each additional Fickie adds +1 to the Strength of the attack.

Nominate a large target (Vehicles, Fort Gates, etc.). Small targets cannot be targeted.

Determine whether the Fickies are working together or throwing individually.

Measure range from furthest away Fickie.

Roll an Artillery Dice and halve the result. A Misfire result means no rocks hit their target.

If the result is the same or greater than the range to the target then a successful hit is scored.

Example: Five Fickies throw rocks at a fort gate. They can either inflict five S2 hits, or combine them to create a single S6 hit. The range is measured as 4" to the gate. The player rolls the Artillery dice and gets a 10, giving a maximum range of 5". The gate is within range and so is hit.

In campaign games where experience points are earned for penetrating armour Rock Chuckin' does not confer +5 experience for each Fickie hurling rocks. Instead a penetrating hit will give +1 experience to each Fickie involved in the attack being resolved.

## Post-Game: Da Fungus Groves

### Feral Ork Experience

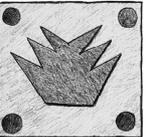
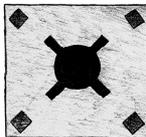
Like any other mob, Feral Orks gain experience over time, growing more leathery and less gentle. How much fightin' prowess a warrior has when he joins a mob varies and is reflected in game terms by the chart below:

#### Type of Warrior Initial Experience Points

Brute	60+1D6
Weirdboy	40+1D6
Wildboy	20+1D6
Fickie	0

Underdog bonuses and Experience bonuses apply as normal for Feral Orks. The table below indicates when a Feral Ork has earned enough experience to roll on the Feral Ork Advance Table, or Fickie Advance Table.





## Feral Ork Experience Table

Exp. Points	Title	Notes
0-5	Squig Bait	Starting level for Fickies
6-10	Fickie	
11-20	Gavara	
21-30	Hunta	Starting level for Wildboyz. Fickies who reach this level gain +1 Toughness.
31-40	Wildboy	
41-50	Trappa	Starting level for Weirdboyz.
51-60	Trappa	
61-80	Brute	Starting level for Brutes.
81-100	Brute	
101-120	Hulk	
121-140	Hulk	
141-160	'Ard Case	
161-180	'Ard Case	
181-200	Tuff Git	
201-240	Tuff Git	
241-280	Chief	
281-320	Chief	
321-360	Big Chief	
361-400	Big Chief	
401+	WAAAGH!!	Warriors who reach this level may not advance any further.

When a Brute, Weirdboy, or Wildboy advances to the next bracket on the above table they may roll once on the Feral Ork Advance Table:

## Feral Ork Advance Table

### 2D6 Result

**2** **Know-wots.** Choose any of the skill tables and randomly generate a skill from it.

**3-4** **Know-wots.** Select one of the standard skill tables for the mob and randomly generate a skill from it.

**5** **'Arder.** Roll a D6:  
1-3 = +1 Strength; 4-6 = +1 Attacks

**6** **'Arder.** Roll a D6:  
1-3 = +1 WS; 4-6 = +1 BS

**7** **'Arder.** Roll a D6:  
1-3 = +1 Initiative;  
4-6 = +1 Leadership

**8** **'Arder.** Roll a D6:  
1-3 = +1 BS; 4-6 = +1 WS

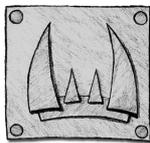
**9** **'Arder.** Roll a D6:  
1-3 = +1 Wounds;  
4-6 = +1 Toughness

**10-11** **Know-wots.** Select one of the standard skill tables for the mob and randomly generate a skill from it.

**12** **Know-wots.** Choose any of the skill tables and randomly generate a skill from it.

Fickies are of course not as susceptible to learning or progression of any kind and so roll on the Fickie Advance Table when they level up.





# Fickie Advance Table

## 2D6 Result

- 2** **Late Bloomer** This particular Fickie isn't quite as dense as his brethren and the repeated kicks to the head have finally got his brain up to speed. The Fickie becomes a Wildboy and behaves as one from now on, including for future advances.
- 3-4** **Small Victories** After many days of toil the Fickie has at last learnt something. Admittedly it might be the difference between day time and sleep time, but he's improving. The Fickie gains no advance.
- 5** **'Arder.** Roll a D6:  
1-3 = +1 Strength; 4-6 = +1 Attacks
- 6** **'Arder.** Roll a D6:  
1-3 = +1 WS; 4-6 = +1 BS
- 7** **'Arder.** Roll a D6:  
1-3 = +1 Initiative;  
4-6 = +1 Leadership
- 8** **'Arder.** Roll a D6:  
1-3 = +1 BS; 4-6 = +1 WS
- 9** **'Arder.** Roll a D6:  
1-3 = +1 Wounds;  
4-6 = +1 Toughness
- 10-11** **Small Victories** After many days of toil the Fickie has at last learnt something. Admittedly it might be the difference between day time and sleep time, but he's improving. The Fickie gains no advance.
- 12** **Late Bloomer** This particular Fickie isn't quite as dense as his brethren and the repeated kicks to the head have finally got his brain up to speed. The Fickie becomes a Wildboy and behaves as one from now on, including for future advances.

The maximum characteristics for any Feral Ork warrior are listed below. Should an advance raise the stat above its maximum, the other option must be taken instead. If both stats are already at their maximum then one other may be raised by 1, as per the normal advance rules on page 58 of *Da Uvver Book*.

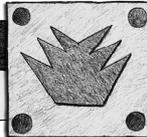
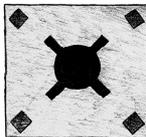
Max Value	M	WS	BS	S	T	W	I	A	Ld
FERAL ORK	4	6	5	5	5	3	4	3	9

The chart below details which skill tables different Feral Orks may normally roll on should they get a Know-wots result on the advance table.

	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd	Feral
<b>Brute</b>	✓	✓	x	<del>✓</del>	x	✓	✓
<b>Weirdboy</b>	x	x	✓	<del>✓</del>	x	✓	✓
<b>Wildboy</b>	✓	✓	✓	<del>✓</del>	x	x	✓
<b>Fickie</b>	<del>✓</del>						

Feral Orks can *never*, under any circumstances, gain Cunnin' skills. As stated previously, Fickies do not gain skills. Re-roll results of Bomber on the Dakka skill table and Tinkerer on the Odd table.





## Feral Skill Table

These special Feral Skills allow the brightest of Feral Orks to find a niche in the mob.

1. **Hunta-Gavara** - Boyz with this skill will add an extra D6 to their income rolls.
2. **Yella** - There's a good set of pipes on this boy! The warrior can also contribute a Leadership roll to prevent Animosity from occurring. When rolling, roll the Brute (or leading Ork) as normal and then roll the Yella. If the Yella's result is better, use it, if not, ignore the result. Brutes with this skill may roll twice and choose the best result.
3. **Opposable Thumbz** - The warrior has quite the knack for finding handholds when climbing. He may re-roll a failed initiative test when attempting to board a vehicle.
4. **Squig Whispera** - The model gains +1 to his Leadership for rolls to prevent Squiggly Beasts going out of control.
5. **Ceremonial Mutilation** - The Warrior is covered in ritualistic scars and has carved bone fragments protruding from various parts of his head. His bizarre appearance causes *Fear*.
6. **Knuckle Under** - The Ork moves like a large gorilla, knuckling across the terrain. Any hit or shot made against him has a 6+ unmodifiable save to account for his odd movement style.

## Da WAAAGH!!

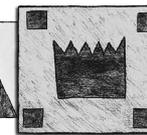
Weirdboyz can roll on the Waaagh!! skill table in place of another skill table. Roll a D6 to determine which power a Weirdboy gains. See the Weirdboyz section.

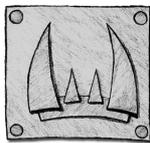
## Feral Ork Income

After a battle Feral Orks gather yummies and shinies, look after their Squigs, and so forth. Brutes boss others around, Weirdboys, well, it's best not to ask, and the rest make sure the mob eats. Each Wildboy and Fickie that doesn't suffer a serious injury in the preceding battle may forage. Wildboyz earn D6 teef whereas Fickies only earn D3 teef, although what they're getting is only measured in teef for player convenience (Much like with Muties).

Once total income is calculated, including extra income from scrap counters, 'Ardboyz bonuses, skills, etcetera, it should be normalised by putting it through the chart on page 65 of *Da Uvver Book*. The total number of models includes Squiggoths, but Squig Riders/Boar Riders count as one model.

Hunting and foraging in the fungus groves is not a particularly safe pursuit, particularly when the surrounding flora has a longer attention span than most of the fauna. Should three or more sixes be rolled by foraging Orks then something nasty has happened probably involving sharp teeth and quite possibly venom too. One random Fickie, eager in his stupidity, has tried to outdo the big hauls of his brethren and ventures into Ere Be No Stuff, the wilderness has him now. Remove him from your roster along with any equipment he was carrying. If no Fickies are foraging, ignore the result.





# Fixin' Stuff

## Healing Feral Orks

There are no Doks in the mushroom groves and Feral Orks cannot be taken to Mektown. Any serious injuries sustained are permanent.

## Healing and Gubbinz for Squiggoths

Roll a D6 per scrap counter fed to the Squiggoth and consult the table. You may feed it any number of counters. Each scrap counter fed to a Squiggoth adds D3 to its value, regardless of the result rolled. Scrap counters used in this way provide no additional income for the mob.

### 1 Chomp

The Fickie feeding the Squiggoth clearly wasn't careful enough, and wandered too close to its jaws! This Fickie is dead; remove him and all his equipment from the roster sheet. As squiggoth-feeding is a dangerous job, it's usually the least experienced Fickies who are tasked with it, in order to toughen them up, although you may elect to lose a more experienced Fickie if you prefer. Roll again on this table, re-rolling further results of 1, to see what effect the scrap has on the Squiggoth.

### 2 Aghkk!

Either the scrap has gotten stuck in the Squiggoth's throat or it just doesn't agree with the beast! Roll on the permanent damage table for this Squiggoth, re-rolling results of Dead, Badly Mangled and Captured.

### 3 Yummy!

The Squiggoth seems pleased with his meal, but the scrap has no noticeable effect beyond this.

### 4-5 Good Boy

The Squiggoth is in a good mood after such a nice treat. All Leadership checks to control him are at +1 for the next game in which he participates.

### 6-7 All Better

The scrap has accelerated the Squiggoth's natural healing process. One randomly determined permanent injury is now healed.

### 8 Growlier

The Squiggoth has developed a second set of vocal chords, or possibly even a second head! He now rolls 2D6 instead of just D6 for Revvin' and Shoutin' tests.

### 9 Tail weapon

The Squiggoth's tail mutates to grow spikes, scythes, a bony club or similar. The Snapping Jaws bonus now applies to hits on infantry models at the rear as well as the front of the Squiggoth. The Tail Weapon counts as Gubbinz, and may be damaged by enemy attacks as normal. A Squiggoth may have more than one tail weapon, but there is no additional effect beyond having a back-up Gubbinz if one is shot off.

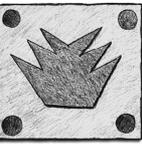
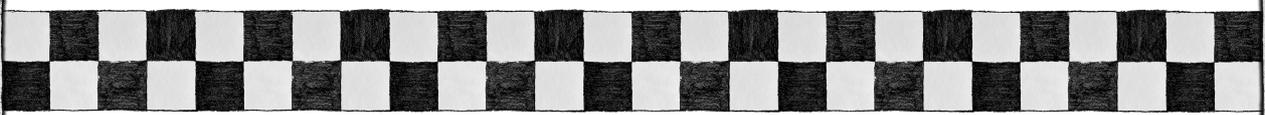
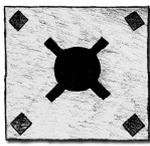
### 10 'Arder

The Squiggoth's hide hardens, and it counts as having the Armour Plates gubbin. It can gain this mutation multiple times, but as normal it cannot get an Armour Plates save better than 4+.

### 11 More Stompy

The Squiggoth becomes heavier; maybe its bones are denser, or maybe its muscles bulge more than before. Either way, it's better at stomping puny Trukks and the like now! The Squiggoth now participates in rams with vehicles as a normal Trak. If this result is rolled a second time, it counts as having the Reinforced Ram Gubbinz as well. If it's rolled a third time, the Squiggoth becomes





Supa Stompy and may apply its Reinforced Ram bonus to all hits inflicted in a ram, not just one. Note that none of these upgrades affect sideswipes; no matter how stompy he gets, a Squiggoth still needs to keep his balance!

### **12 Pep!**

After eating the scrap, the Squiggoth feels like a young pup again. Its maximum thrust move is improved by 1".

### **13 Spike Squig**

The Squiggoth sprouts mean-looking spikes from its hide, and counts as having the Spiky Gubbinz. If it was already Spiky or rolls this result twice, it counts as being Extra Spiky. Note that spikes cannot improve the strength of Snapping Jaws.

### **14 Tuff**

Part of the Squiggoth mutates and becomes more muscular. Roll a D6 to determine a hit location; the armour value of this location is increased by 1. Each location can only become Tuff once.

### **15 Big Mouf**

The Squiggoth's mouth mutates as it chews, and becomes an even deadlier weapon. Roll a D6; on a 1-3 the Squiggoth's mouth can be used as a Big Grabba, on a 4-6 it may be used as a Wrecker Ball. Unlike the vehicle-mounted versions of these Gubbinz, they are controlled by the Squiggoth's driver rather than a crew member, but he cannot fire a weapon if the Big Mouf is used.

### **16 Bad Blood**

Nothing has changed that's obvious from the outside, but there are big changes on the inside! From now on, if models on the ground are within 2" of the Squiggoth when it takes a penetrating hit to the Squishy Bitz they will take a S3 hit on a 4+ as they are burned by its blood. Obviously the

Squiggoth itself is immune to this! If this result is rolled again, increase the strength of the hit by 1.

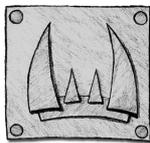
### **17 Bad Breff**

Something's brewing inside this beast! The Squiggoth may now breathe forth flames, plasma, noxious gas or some other unpleasant substance in the shooting phase. This shooting is directed by the driver, so the Squiggoth must be under his control at the time, and he may not fire any other weapons or operate a Big Mouf. Bad breff counts as Gubbinz and has the same shooting profile as a Skorcha.

### **18+ Stuffed!**

The Squiggoth has eaten his fill and with a contented sigh, settles down to sleep. He cannot be woken and must miss the next game. Roll again on this table (with the same number of dice), re-rolling further results of 18 or more, to determine what effects the scrap has on him while he sleeps.





# Feral Orks in Campaign

## Leadership Challenges

In a Feral Ork mob it comes down to who is the biggest and toughest to lead, regardless of smarts, planz, or any other clever stuff. Feral Orks know where they stand when it comes to being da 'ardest and so if a Wildboy ends significantly 'Arder than the mob's current Brute, he's going to make it clear who the new boss is.

If a Wildboy's Strength and Toughness characteristics exceed those of the current mob leader a leadership challenge will occur at the earliest opportunity, as per the Pit Fights rules on page 66 of *Da Uvver Book*. Ignore results of Shooty in the restrictions table on page 67 of *Da Uvver Book*, instead treat a roll of 1, 2, or 3 as Cunnin' and a roll of 4+ as 'Ard.

Only Wildboyz will ever challenge the Brute as Fickies are too thick to try and the Weirdboy has enough on his plate summoning the powers of the beyond!

## Driver and Gunner Disputes

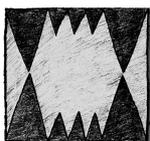
Feral Orks may be dimmer than most but they still know an important job when they see it and firing the Spika Cannon or telling the Squiggoth where to go is a coveted position, sometimes carrying with it extra yummys if they do well. As a result, Driver and Gunner disputes are resolved just like any other Ork mob (See "Slop Shops and Brewhouses", page 66 of *Da Uvver Book*).

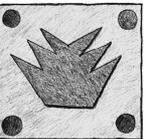
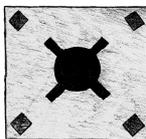
## Death of a Warrior

Just as with normal mobs, if a Feral Ork dies all of his equipment is lost and cannot be re-allocated to another model (see "Death of a Warrior", page 68 of *Da Uvver Book*).

## Death of a Leader

Sometimes the bigger they are, the harder they fall and they don't come much bigger than the Brutes. When a Brute dies as a result of battle, the pecking order is almost immediately re-established. Add the **Strength** and **Toughness** of each Wildboy together and the one with the highest total number is designated the new Brute. In the event of a tie resolve a leadership challenge as detailed above. If there are no Wildboyz in the mob then you must hire one at the earliest opportunity.





## Feral Orks and Other Mobs

### Feral Orks and Captives

Feral Orks will never pay or accept a ransom but will exchange captives. Should that not be an option one rescue attempt may be made but if it fails then the warrior is killed and all equipment lost. Feral Orks cannot make use of any weapons or equipment a captive had but they don't go hungry either, which is represented by some extra income from the captive. Muties and their mount have plenty of meat on them and earn a mob 2D6 teef, Orks are provide D6 teef of yummys, as do tasty Diggas and Dust Rats, Grots are only worth D3 teef, and Snots are nothing but a mouthful and so give nothing.

Captured vehicles cannot be eaten, although one or two Fickies are bound to try, but the shiny parts can be bartered with other Feral Orks for 3D6 teef.

### Feral Orks as Captives

As previously mentioned, Feral Orks will exchange captives but cannot pay ransoms and must instead play a rescue scenario. As with normal mobs, equipment captured with a warrior who is not exchanged may be kept and used by the capturing mob, with the exception of Brute equipment (Big Hamma and Iron Hide). Feral Orks can be forced to work in mines but will only ever generate D3 teef each.

Squiggoths/Squig mounts captured by enemies behave as if they were vehicles in terms of selling them off for scrap as they provide a nice slab of squig meat for those in desperate need of some munchin' (see page 54 of *Da Uvver Book*).

