



# DA JOLLY ORK

I have here some insane scribblings which will allow you, if you so desire, to use a different type of Ork Mob in Gorkamorka – Freebooterz. This idea is not as corny as it sounds so do bear with me. I have extensively researched the background using such forgotten tomes as ‘Waaagh the Orks’ and ‘Freebooterz’, of course (*Cor, now that does take me back... – Ed*).

I have always loved Freebooterz for their ‘piratical’ feel. Indeed, it was these cool miniatures that attracted me to a small and sinister broom cupboard that was Games Workshop Manchester eight long years ago. Since then I have collected an Ork horde for Warhammer 40,000, a Dwarf Man-O-War fleet, four or five Blood Bowl teams, several Quest characters, Necromundan Orlock, Redemptionist and Ratskin gangs... I also play Space Hulk and some of the older games like Dark Future (which I got for only £2.00 at a car boot sale). I especially like Gorkamorka which offers me the opportunity to use my other Ork miniatures to further effect.

By NEAL PLEWS

## DOZE MAGNIFSUNT ORKS IN DERE FLASHY MASHEENZ

Ork Freebooterz have always existed on the fringe of Ork life. They are bandits and mercenaries of the first order owing no allegiance to anyone. Quite frequently they are the remnants of Orkish communities that have been almost totally wiped out, or maybe fugitives fleeing from the wrath of a powerful Ork Warlord whom they have somehow displeased. Amongst these disaffected elements of Ork society, which exists even on Angelis, there are a handful of individuals who are particularly dangerous and unstable (even by Orkish standards). These Orks tend to leave Mektown in search of adventure, booty and above all a good fight. These Orks tend to form small, roving bands of Freebooter pirates who all share the same lust for booty.

Unlike most of the Orks of Gorkamorka, Freebooterz have no faith whatsoever in the Mekboyz grand plan and what they are building. They harbour no desires to be to

identified as Gorkas or Morkas. Freebooterz are obsessed with the acquisition of Teef instead and regard the Mekboyz of Mektown as being remarkably stupid for exchanging scrap metal for good solid teef. Ork Freebooter bands usually become the refuge of those few Bad Meks who have grown disillusioned with the Gorkamorka project and instead seek adventure and booty. Ork Freebooterz can be readily identified by the sign of the Jolly Ork, which is the common symbol of all Freebooter bands. It is a symbol depicting an Ork skull with two crossed bones and its meaning is very clear: Watch out, there’s Freebooterz about !!!

## FREEBOOTERZ MOB LIST

The following mob list is used to hire your initial mob. You have 100 teef with which you must recruit at least three Orks, including a Kaptin plus sufficient vehicles to transport your entire mob. Any Teef left unspent can be added to your teef hoard and used later when you get the opportunity.

# Freebooter Mob for Hire

## MOBSTERS

There are five different kinds of mobsters: Kaptinz, Furst Matez, Bad Mekz, Freebooterz and Kabin Boyz. Freebooter bands despise Grots and therefore have no use for Slavers either.

**Kaptin.** Your mob must include a single Kaptin to lead it, no more and no less.

**Furst Mate.** Your mob may include a single Furst Mate but it is not compulsory.

**Bad Mekz.** Your mob must include one Bad Mek for each vehicle or three bikes in it.

**Freebooterz.** Your mob may include as many Freebooterz as you can afford.

**Kabin Boy.** Your mob may include a single Kabin Boy if you desire.

**Weapons, Vehicles and Injuries.** The costs for vehicles and weapons for a Freebooter band is the same as for normal Ork mobs as detailed in *Da Uvver Book*. Drivers and Gunners must be nominated in the same way as normal. In a campaign game the tables for Serious Injuries and Vehicle permanent damage from *Da Uvver Book* are used when a Freebooter Ork or Vehicle is taken out of action.

## KAPTIN

Cost to recruit: 12 Teef

The Freebooterz band is lead by a particularly hardened boss, or Kaptin. The Kaptin will be the most cunning member of the band and also the best at fighting and shooting to. The Kaptin holds a very prestigious position in Freebooter society and wears Da Kaptin's hat, with the Jolly Ork symbol on it, as his badge of office. He wears excessively flamboyant clothes with stripes and polka-dots in the most garish colours to distinguish himself from the other Orks.

	M	WSBS	S	T	W	I	A	Ld	
Kaptin	4	4	4	3	4	1	3	1	8

**Weapons:** The Kaptin can be armed from the Hand-to-hand weapons, Gunz, Armour and stikkbombz lists.

## FURST MATE

Cost to recruit: 8 Teef

Da Furst Mate is the Kaptin's right-hand Ork. He is in charge of most of the day to day running of the mob and its vehicles. Da Furst Mate depends upon the Kaptin in order to hold his rank and so will watch for any Orks who might present a challenge to the Kaptin. Some Freebooter mobs do not have a Furst Mate and instead the Kaptain will run the mob entirely himself although most Kaptinz can't be bothered with the more menial tasks.

	M	WSBS	S	T	W	I	A	Ld	
Furst Mate	4	4	3	3	4	1	2	1	7

**Weapons:** Da Furst Mate can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

## BAD MEKS

Cost to recruit: 10 Teef

Bad Meks are few and far between and cost serious Teef for Kaptinz to recruit. Bad Meks are extremely skilled in the building and repair of Ork wurky-bitz and have skills that would put mere Spanner Boyz to shame. They are able to keep the Freebooter's vehicles running on scarce supplies, which is essential as Freebooterz are constantly on the move and never stop to build forts or workshops.

	M	WSBS	S	T	W	I	A	Ld	
Bad Mek	4	3	3	3	4	1	3	1	7

**Weapons:** Bad Meks can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

**Tricks of Da Trade:** At the end of each battle you may choose one vehicle or piece of equipment for the Bad Mek to work on. Roll for kustomisin' or fixin' just as if you had gone to Mektown. The work still costs some Teef (for da bitz and piezez) which is D6 divided by 2 (rounding up) rather than the normal D6.



## FREEBOOTERZ

Cost to recruit: 5 Teef

Freebooterz are the normal members of da Crew who do most of da fightin'. They model themselves upon their Kaptin by wearing equally outrageous clothes, but without the flamboyant Kaptin's hat. Most Freebooterz are outcasts from normal Ork society, perhaps they insulted a powerful Nob or Mekboy, perhaps they showed strange behaviour, for whatever reason no normal mob would touch these Boyz with a grabba Stick and so they drift into Freebooter mobs.

	M	W	S	B	S	T	W	I	A	Ld
Freebooter 4	3	3	3	3	4	1	2	1	7	

**Weapons:** Freebooterz can be armed from the Hand-to-hand, Gunz, Armour and Stikkbombz lists.

## KABIN BOY

Cost to recruit: 3 Teef

It is rare for Yoofs to become attracted to the Freebooterz, most would rather prefer to fight in normal Ork mobz. There are some however who are attracted to the Flash clothes and the outlaw status of the Freebooterz and seek to join the first band they encounter. Most Kaptinzwill allow one such Yoof to become Da Kabin Boy, who has all the menial and dangerous jobs to do. If and when Da Kabin Boy proves himself to be a warrior, then he is allowed into the ranks of the normal Freebooterz, and a fresh Yoof is recruited to take his old jobs.

	M	W	S	B	S	T	W	I	A	Ld
Kabin Boy	4	2	2	3	3	1	2	1	7	

**Weapons:** Da Kabin Boy can be armed from the Hand-to-Hand Weaponz, Gunz, Armour and Stikkbombz lists.

**Toughening Up:** Once da Kabin Boy has reached the experience level to become a Freebooter his Toughness increases by +1. Once this occurs another Yoof can be taken on to become da new Kabin Boy.

## EXPERIENCE

Type of Warrior	Initial Experience Points
Kabin Boy	0
Freebooterz	20+1D6
Bad Meks	60+1D6
Furst Mate	30+1D6
Kaptin	60+1D6

**Underdogs:** When a Freebooter mob fights another mob with a higher gang rating than its own it gets the bonus experience points as described on page 57 of *Da Uvver Book*.

## FREEBOOTER ADVANCES

2D6	Result
2	<b>Know-wots.</b> Choose any skill from any table and randomly generate a skill from it.
3-4	<b>Know-wots.</b> Select one of the standard skill tables for the Ork and randomly generate a skill from it.
5	<b>'Arder.</b> Roll D6. 1-3:+1 Strength; 4-5:+1 Attacks
6	<b>'Arder.</b> Roll D6. 1-3:+1 BS; 4-6:+1 WS
7	<b>Pirate.</b> Roll on the Pirate Table
8	<b>'Arder.</b> Roll D6. 1-3:+1WS; 4-6:+1 BS
9	<b>'Arder.</b> Roll D6. 1-3:+1 Wounds; 4-6:+1 Toughness
10-11	<b>Know-wots.</b> Select one of the standard skill tables for the Ork and randomly generate a skill from it.
12	<b>Know-wots.</b> Choose and skill from any table and randomly generate a skill from it.

*Freebooter mobs are often very small, specialised bands of double-hard renegades that make up for their lack of numbers with their individual tough-as-nailz approach and flash style.*

## MAXIMUM CHARACTERISTIC INCREASE

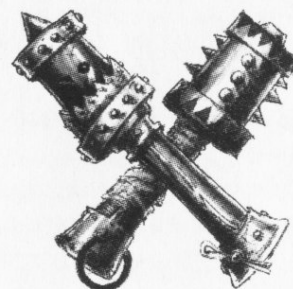
	M	WS	BS	S	T	W	I	A	Ld
Freebooter	4	6	6	4	5	3	5	3	9

## EXPERIENCE

Experience Points	Title	Notes
0-5	Skivvy	Starting level for Kabin Boyz
6-10	Kabin Boy	
11-20	Kabin Boy	
21-30	Freebooter	Starting level for Freebooterz, a Kabin Boy reaching this level becomes a Freebooter and gains +1T
31-40	Freebooter	Starting level for Da Furst Mate
41-50	Freebooter	
51-60	Freebooter	
61-80	Flash Git	Starting level for Kaptin and Bad Meks
81-100	Flash Git	
101-120	Flash Git	
121-140	Flash Git	
141-160	Flash Git	
161-180	Flash Git	
181-200	Flash Git	
201-240	Rich Git	
241-280	Teef Boss	
281-320	Teef Lord	
321-360	Teef Baron	
361-400	Teef King	
401+	Da Jolly Ork	A warrior who advances this far may not advance any further

## DA DUTY TO DA BOOTY

It is the job of every Freebooter Kaptin to lead his Boyz into the fights from which the most booty will be gained. A Kaptin who doesn't get enough booty for his Boyz will find himself disposed of rather quickly. If the amount of profit that the Freebooter mob makes is over the Kaptin's Leadership characteristic after a battle then his mob remains content. If it is lower than his leadership the Kaptin must have a pitfight with the Ork with the highest amount of experience points. If the Kaptin wins he asserts his authority over the rest of the mob. If he loses the pit fight, his opponent becomes the new Kaptin. This is accepted by all Kaptinz as an inevitable fact of life; after all 'Teef make the wurd go round'.





## PIRACY SKILLS

This table is used for both the Pirate Skill generation as well as if a 7 is rolled on the advance table. This table includes ways of making Freebooter Orks more 'piratical' as well as showing some of the reasons they became outcasts in the first place.

2D6

Result

**2** *Beardy!* This Ork collects a large quantity of hair squigs and attaches them to his chin. The Ork must choose what colour beard to be worn and this is to be added to his name (ie Grimshak Blackbeard) no two Orks in the same band can have the same colour beard. The beard makes the Ork more startling and he now causes *Fear*.

**3** *Pet Growler Squig.* The Ork keeps a vicious pet growler squig on the end of a metal chain. If the Ork charges into Hand-to-Hand he may unleash his squig which will inflict a S3 hit on a 5+. As long as its master wins the combat the squig returns to him and can be re-used.

**4** *Robba.* When this Ork takes an enemy out of action in Hand-to-Hand he takes the opportunity to loot his victim. On a D6 roll of +4 the Freebooter steals one randomly determined weapon from his victim which can be sold or used (if possible).

**5** *Da Kaptin Sez.* When a Freebooter with this skill takes a weapon or vehicle to the Meks to be customised or repaired, he tells the Mek of his Kaptin's fearsome rep and large Teef hoard, the Mek is convinced and Da Big Day table result may be re-rolled

**6** *Peg-leg.* Although this looks like an ordinary peg-leg and the unfortunate Ork must lose his leg to have this fitted (-1 to his Move) it has an in-built force field created by the Bad Mek which gives him a 6+ unmodified save.

**7-8** *Madboy.* This Ork begins to show strange habits which are odd even for Freebooterz. Perhaps it was this behaviour that lead the Ork to be outcast in the first place. Roll a D6 to determine the behaviour

**1** *Frantik.* This behaviour leads the Orks to become subject to uncontrollable excitement and hyperactive behaviour. Their constant movement makes it impossible to hide.

**2** *Paranoid.* This Ork is under the

impression that someone or something is out to get him. The Ork is subject to *Hatred* against (1D6) 1-2 all enemy boyz 3-4 all enemy Yoofs 5-6 all enemy Grots

**3** *Phobiak.* An Ork with this behaviour exhibits an irrational fear of something. Roll a D6 on the table for a Paranoid Ork except this Ork *Fears* the particular type of enemy.

**4** *Moroniks.* An Ork with this behaviour is in a permanent state of bewilderment and wanders aimlessly about. An Ork with this problem is subject to the rules for *Stupidity*.

**5** *Deliriak.* this behaviour causes the Freebooter to be in a permanent state of happiness. They laugh insanely and grin delightedly even when suffering extreme injuries or fighting the most horrific enemies. This Freebooter is immune to the effects of *Fear* and *Terror*.

**6** *Savantz.* This Ork exhibits bizarre un-Orky features. They have great powers of memory, recall, calculation and increased mental abilities. Only Meks can make some sense of what they say and so they are used by Meks as computers. A savant can help a Bad Mek fix vehicles and allows the Freebooter player to re-roll any damage caused on the vehicle permanent damage table.

**9** *Eye Patch.* The Ork wears a big black Eye Patch which gives him instant respect with the other Freebooterz so +1 Ld. However, the Ork finds it difficult to run or charge using one eye as he can't see properly, every time this Ork charges or runs he will fall and takes a flesh wound on a roll of 1 on 1D6.

**10.** *Yo ho ho and a bottle of Squig Joose.* This Ork is partial to fermented squig juice. At the beginning of each battle roll 1D6. On the roll of a 1 the Ork is *esozzled* and is subject to the rules for *Frenzy*.

**11** *Walkin' da Plank.* This Ork practices boarding by balancing on a plank nailed to one of the mobs vehicles. This practice improves his balance and adds +1 to his initiative

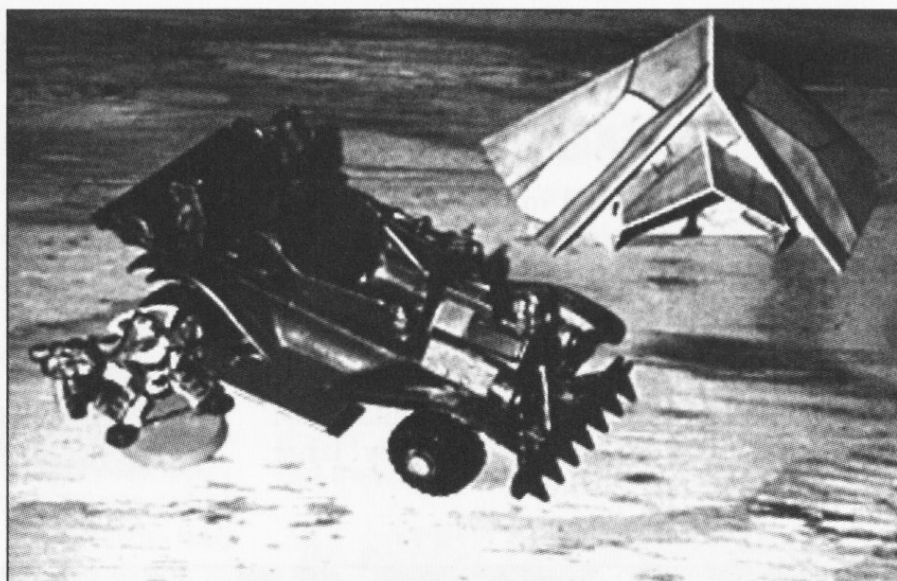
**12** *X marks the spot.* An Ork with this skill is adept at sniffin' out valuable pieces of scrap and may add 1D6 Teef to the mobs income after each battle.

## SKILL TABLE

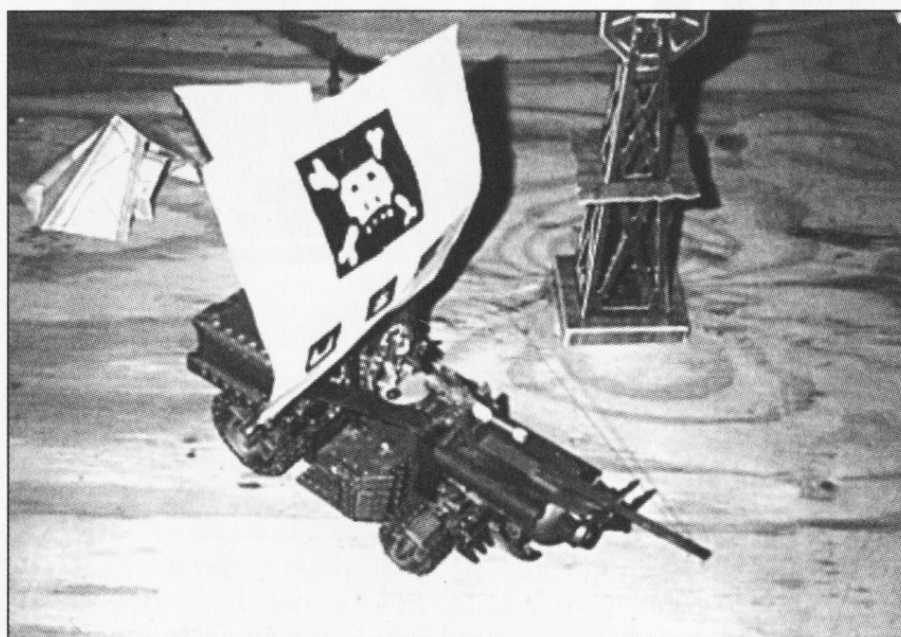
	Muscle	Ferocity	Driving	Cunnin'	Dakka	Odd	Pirate
Kaptin	Y	Y	N	Y	Y	N	Y
Furst Mate	Y	Y	N	N	Y	N	Y
Bad Mek	N	N	Y	Y	Y	Y	Y
Freebooterz	Y	Y	N	N	Y	N	Y
Da Kabin Boy	Y	Y	N	N	N	N	N

## INCOME

Freebooterz look upon the mining activities of other Orks with the contempt it deserves. No Freebooter will get his gear messed up scrabblin' in the dirt for scrap. However, they are not adverse to thievin' other mob's scrap. Freebooterz also extort money from market traders in Mektown, especially Grots, whom they despise. The Kaptin and Bad Mekz are above such low activities and so



'Nice motor, ya flash git!'



'Waaagh, me heartys!'

it is left to the rest of the band who must earn the mobs living. After each game each surviving Furst Mate or Freebooter may earn D6 Teef from his criminal activities. whilst the Kabin Boy earns D3 Teef from petty theft. If three or more 6's are rolled the Grots gang up on the Freebooterz and a D6 should be rolled for each Freebooter. On a '1' he has been 'duffed up' and must roll on the Serious Injury table ignoring *Captured* and treating *Bitter Enmity* as a



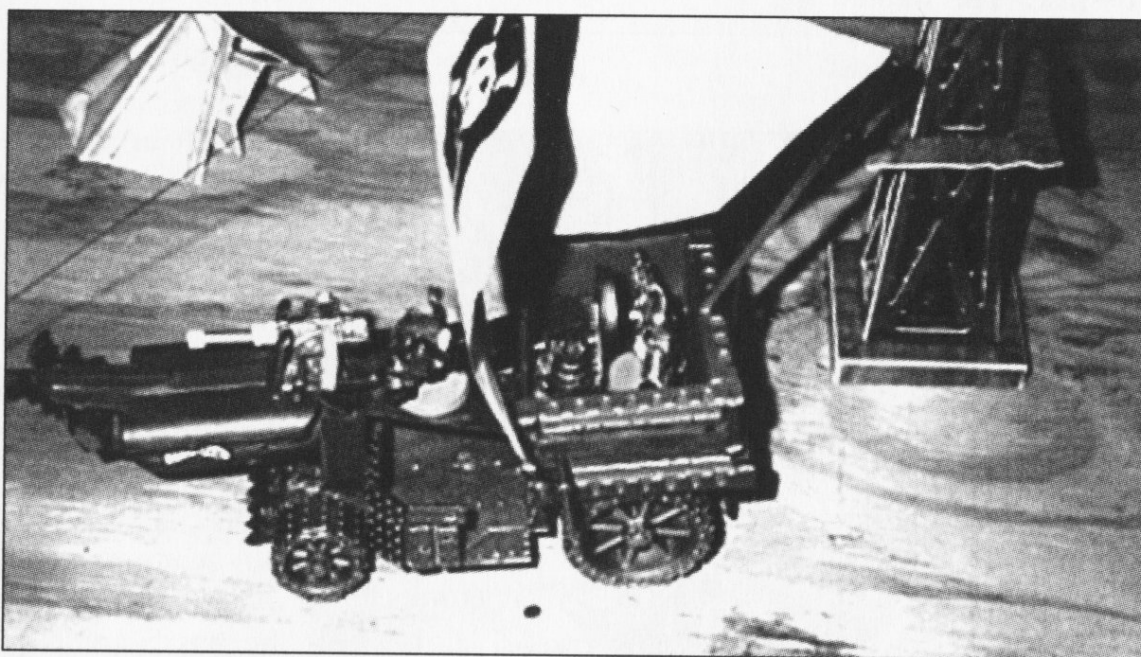
*Full Recovery.* The profit table and the 'Ardboyz bonus from page 65 of *Da Uvver Book* are used as normal.

## MEKTOWN

Although technically outcasts Freebooter mobs do visit Mektown occasionally. Although most Freebooterz would be thrown out of Mektown (or worse!) if they went alone, the Mektown Orks are less likely to cause trouble with a band of flashy, shooty Freebooterz. Freebooterz use the normal rules for Mektown as given in *Da Uvver Book*.

## SCENARIOS

Freebooterz are treated in exactly the same way as normal Ork Mobs for the purposes of deciding which scenario to pick. The only exception is that Ork Freebooterz cannot be the defenders in Scenario 6: *Da Siege*. This is because Freebooterz are nomadic and never stay in one place long enough to build a fort preferring instead to live in their large customised vehicles instead.



This is Neal's converted Ork Battlewagon, the 'Titanic' (*Doh! What a name – Ed*) is such a huge beast, with added running boards so that he can fit as many Freebooterz on as possible. On the deck is a converted Hop-Splatt Gun but sadly it is missing a plank to walk rival Orks off of.